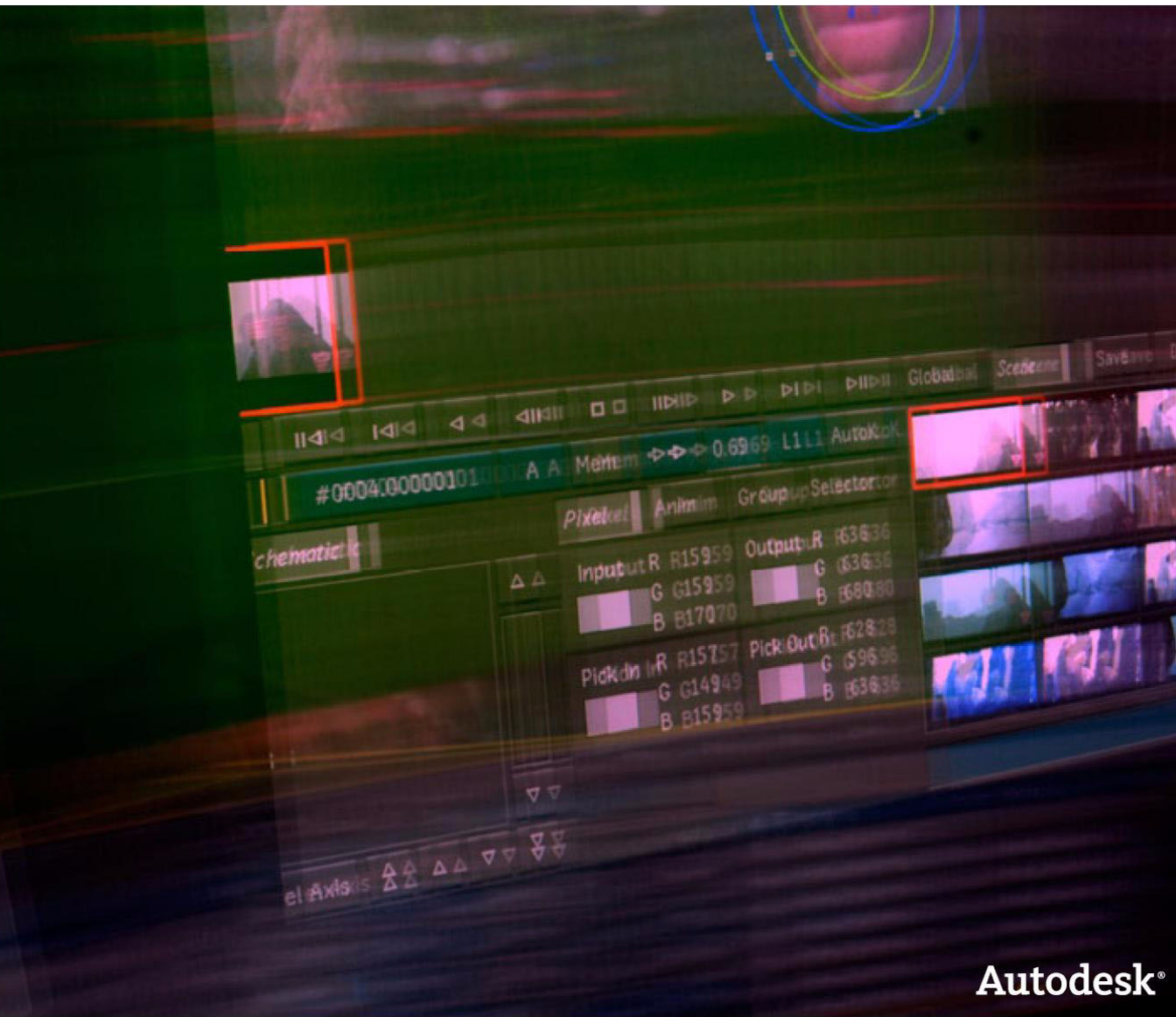


Release Notes



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Release Information

Summary

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About These Release Notes

The chapters in this document provide a concise collection of important release information about Autodesk® Lustre® 2008, as well as late-breaking changes that occurred after the user’s guide went to print.

[Chapter 1, “Release Information.”](#) on page 1 - Provides information about related documentation and contacting customer support.

[Chapter 2, “System Information.”](#) on page 7 - Provides infrastructure and hardware-related information.

[Chapter 3, “User’s Guide Addendum.”](#) on page 21 - Provides new information that was released after the user’s guide went to print.

[Chapter 4, “Installation Documentation Workflows.”](#) on page 27 - Provides common installation workflows, such as reinstalling from scratch or upgrading your application.

Check the Web site for the most up-to-date version of these documents.

Related Documentation

This release includes documentation that helps you install, configure, and use Lustre 2008, including a *What’s New* guide. The following links point to documents on the Autodesk Web site. You can also consult the Autodesk Web site directly at www.autodesk.com/discreet-documentation.

User and Reference Guides

Autodesk Lustre 2008 User's Guide
Autodesk Control Surface User's Guide
Autodesk Lustre 2008 What's New

Installation and Configuration Guides

Autodesk Stone Direct 2008 Configuration Guide
Autodesk Lustre 2008 Hardware Setup Guide for HP xw8400 Workstations
Autodesk Lustre 2008 Hardware Setup Guide for IBM Z Pro 6223 Workstations
Autodesk Lustre 2008 Software Installation Guide for Windows Workstations

Other Product and Reference Guides

Autodesk Stone and Wire 2008 Filesystem and Networking Guide
Autodesk Backburner2007 Installation and User's Guide
Autodesk Stone Direct 2008 Storage Manager User's Guide
Sparks API Reference Guide
Fixed and Known Bug List for Autodesk Lustre 2008

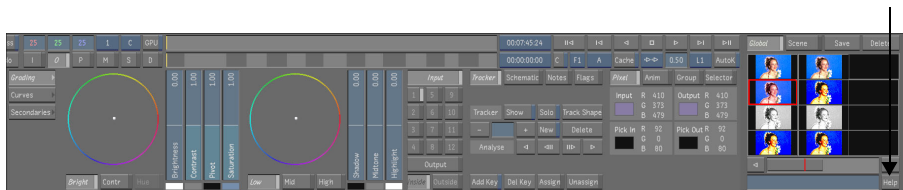
Accessing Online Help

Autodesk provides complete documentation in an accessible HTML help system that is displayed in a Web browser. The Help is automatically installed unless specified otherwise during the software installation. Refer to the *Autodesk Lustre Software Installation Guide* for this release.

You can install the Help on another system without installing Lustre. For Windows®, select only Online Help when prompted to select components in the Lustre Installer. For Linux®, you can copy the *Documentation/help* directory from the CD onto another workstation.

To start the help system from Lustre:

- ▶ Click the Help button, located in the lower-right corner of all menus, or press **SHIFT+F1**.



To start the help system from the desktop:

1. If using the Windows version of Lustre, choose Start | Programs | Autodesk | Lustre<version number> | Online Help from the Windows task bar.

The Help appears in a browser window.

2. If using the Linux version of Lustre, open a shell and type:

```
<browser> /usr/autodesk/lustre<version number>/help/html/
_start_helpsystem.html
```

(where <browser> is either 'mozilla' or 'firefox', as required.)

To copy the Help to another system:

1. Copy the *Documentation/help* directory from the software CD-ROM to the new location on another system.
2. To start the Help after you copy the help directory, open the *help/html/_start_helpsystem.html* file.

Accessing PDF Documentation

The complete documentation set is available in PDF (Portable Document Format) for online viewing and printing. On Windows systems, use Adobe® Acrobat® Reader™ to view and print the PDF files. On Linux workstations, it is recommended that you use the Xpdf viewer. You can access the PDF files from the Lustre software CD or from www.autodesk.com/discreet-documentation.

NOTE: If you do not have Acrobat Reader, you can download a free copy from the Adobe Web site (www.adobe.com). If you do not have Xpdf viewer, you can download a free copy from the Xpdf Web site (www.foolabs.com/xpdf/).

From the Lustre Application CD

You can view and print the PDF files from the Lustre CD using Adobe Acrobat Reader. All PDF files are located in a directory called *Documentation* at the top level of the CD.

To view the PDF files on the application CD:

1. Place the Lustre CD in the CD-ROM drive of your system.
2. If using the Windows version of Lustre, in Windows Explorer, go to the *Documentation* folder on the CD.
3. If using the Linux version of Lustre, open a Linux shell and navigate to the online help directory. Type:

```
cd /usr/autodesk/lustre<version number>/documentation
```

4. To view a PDF file, do one of the following:
- If using the Windows version of Lustre, double-click the desired file.
 - If using the Linux version of Lustre, type:

```
xpdf <filename>
```

The file opens in Acrobat Reader or the Xpdf viewer.

Fixed and Known Bugs

For a list of fixed and known bugs for this release, see the PDF file *lustre2008_FKBL.pdf*. This PDF file is available on the Web only, at www.autodesk.com/discreet-documentation.

Contacting Customer Support

You can contact Autodesk Media and Entertainment Customer Support at www.autodesk.com/support or through one of the following ways.

Location:	Contact Information:
Within the Americas:	Hotline (North America): 1-800-925-6442 Direct dial: 415-507-5256 (Country code = 1) 8 AM to 8 PM EST Monday to Friday, excluding holidays me.support@autodesk.com
Within Europe, Middle-East and Africa:	Hotline (from London, UK): +44-207-851-8080 9 AM to 5:30 PM (local time) Monday to Friday, excluding holidays me.emea.support@autodesk.com
Within Asia Pacific: (Excluding India, China, Australia, New Zealand and Japan)	Hotline (from Singapore): +65-6555-0399 9 AM to 6 PM (local time) Monday to Friday, excluding holidays me.support.singapore@autodesk.com
Within India:	Hotline (from Mumbai): +91-22-6695-2244 9:30 AM to 6:30 PM (local time) Monday to Friday, excluding holidays me.support.india@autodesk.com

Location:	Contact Information:
Within Japan:	Hotline (from Tokyo): 0120-107-290 Direct dial: +81-3-6221-1810 10 AM to 6 PM (local time) Monday to Friday, excluding holidays <i>me-sys-support@autodesk.jp</i>
Within China:	Direct dial: +86-10-6505-6848 9 AM to 6 PM (local time) Monday to Friday, excluding holidays <i>me.support.china@autodesk.com</i>
Within Australia and New Zealand:	Hotline (from Melbourne): +1-300-36-8355 Direct dial: +61-3-9876-8355 8 AM to 6 PM AEST Monday to Friday, excluding holidays <i>me.support.anz@autodesk.com</i>

Customer support is also available through your Autodesk reseller. To find a reseller near you, consult the reseller look-up database on the Autodesk web site at www.autodesk.com/resellers.

1 Release Information

System Information



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Overview

This chapter highlights important hardware and installation-related notes and procedures.

Changes to Lustre 2008 Service Pack 1 (SP1)

The following are the new changes to Lustre 2008 SP1.

- Software versions and associated platforms for Lustre SP1.
- New NVIDIA graphics card driver, version 162.50 WHQL.
- XR-series configuration utility error.

NOTE: When you install Lustre 2008 SP1, it will replace Lustre 2008.

Software Versions and Associated Platforms for Lustre 2008 SP1

This release of Lustre 2008 Service Pack 1 is available for the Windows platform only. You must have Lustre 2008 already installed before installing Lustre 2008 Service Pack 1.

Upgrading the NVIDIA Graphics Card Driver for Lustre 2008 SP1

The NVIDIA graphics card driver, version 162.50 WHQL, is now certified to be used with Lustre 2008. If your workstation is using the FX 5500 graphics card, you need to upgrade your driver to version 162.50 WHQL.

NOTE: If your workstation uses the FX 4000 graphics card, you cannot upgrade your driver to version 162.50 WHQL.

To upgrade your NVIDIA graphics card driver:

1. Download the driver upgrade package to a temporary location on your system.

You can find the appropriate driver package here:

ftp://ftp.discreet.com/pub1/release/lustre/lustre2008/drivers/Nvidia_<version>.zip

NOTE: Contact Customer Support if you have any problems downloading the driver package. See "[Contacting Customer Support](#)" on page 4.

2. Use a compression utility, like Winzip, to uncompress the driver upgrade package and extract it to a folder on your system.
3. Open the folder that contains the upgrade package you extracted and double-click *setup.exe* to start the driver update.
The NVIDIA Install Shield Wizard opens.
4. Click Next to continue the upgrade procedure.
A Hardware Installation warning message appears.
5. Click Continue Anyway.
6. Select Yes, I want to restart my computer now, and click Finish.
After you reboot, the NVIDIA graphics card driver is installed.

XR Configuration Utility Error

XR storage arrays shipped after the Lustre 2008 release have exhibited errors while being configured using the XR configuration utility. This utility is available on the Storage V5 CD, which is included with each XR shipment. If the utility has problems configuring, it automatically closes the shell.

If you encounter this error, you need to upgrade the XR configurator utility.

To upgrade the XR configuration utility:

1. Download the utility upgrade package to a temporary location on your system.

You can find the appropriate utility package here:

ftp://ftp2.discreet.com/support/ESCALATION/XR_configuratorWindows_v1.1.zip

NOTE: Contact Customer Support if you have any problems downloading the utility package.

See "[Contacting Customer Support](#)" on page 4.

2. Use a compression utility like Winzip to uncompress the utility upgrade package and double-click *XR_Config_ver1.1.exe* to start the utility upgrade.
3. If a LUN configuration already exists on the storage, you are prompted for confirmation to overwrite that configuration.



WARNING: LUN configuration is destructive. Make sure you want to overwrite an existing configuration before you confirm.

4. After the script detects the number of enclosures and drives, it prompts you to indicate the filesystem your storage configuration uses. Use the following table to determine the number to enter.

Enter:	To select:
0	Clear Configuration
1	Stone FS for an Effects or Finishing Workstation
2	Stone FS for an Effects or Finishing Workstation with CXFS SAN Access
3	XFS for an Incinerator Lustre Media Server
4	XFS for Lustre Linux Workstation
5	NTFS for Windows
6	Exit Configuration Utility

NOTE: If you choose a filesystem that is incompatible with your storage configuration, the script cautions you that this is the case and prompts for confirmation to continue.

For more information on the XR configuration utility, refer to “XR-Series LUN Creation Using the XR Configuration Utility” section in the *Autodesk Stone Direct 2008 Configuration Guide*.

Changes to Lustre 2008

The following are the changes to Lustre 2008.

- List of items that are no longer supported as of Lustre 2008.
- Software version and associated platforms for Lustre 2008
- Hardware system requirements.
- Upgrading the memory and compatibility.
- Required drivers for the release.
- Upgrading the DVS firmware and driver.
- Upgrading the NVIDIA graphics card driver.
- Installing the Autodesk Control Surface Tablet driver.
- Different feature availability based on the graphics card and the resolution of the footage.

Items No Longer Supported as of Lustre 2008

In this release, the following items are no longer supported in Lustre configurations:

- IBM Z Pro 6221 Workstation hardware platform
- RedHat Linux[®] 8.0 for background rendering
- Red Hat Linux Enterprise 3.0 32-bit for background rendering
- IBM X335 32-bit server nodes
- Lustre Burn background renderer for 32-bit operating systems

Software Versions and Associated Platforms

This release of Lustre 2008 is available for the Windows[®] platform only.

Hardware System Requirements

The following platforms are supported for this release:

- HP xw8400 workstation with NVIDIA® Quadro® FX5500
- IBM® IntelliStation® ZPro 6223 with NVIDIA Quadro FX5500
- IBM IntelliStation ZPro 6223 with NVIDIA Quadro FX4000

Upgrading the Memory

To make sure your system is operating at its potential, you need to complete the following:

- Increase the user-mode processes (e.g., applications) virtual address space by using a /3GB startup switch.

NOTE: This is necessary for both the IBM IntelliStation ZPro 6223 and HP xw8400 workstation.

- Increase the RAM to 4GB.

NOTE: This is only necessary for the IBM IntelliStation ZPro 6223.

Using the /3GB Startup Switch to Increase Virtual Address Space

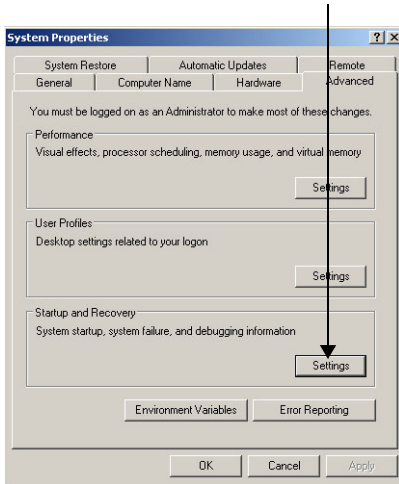
Windows uses 4GB of virtual address space. 2GB is allocated to user-mode processes (e.g., applications), while the other 2GB is allocated to kernel-mode processes (e.g., the operating system). The /3GB startup switch allows the memory for the applications to increase to 3GB while reducing the memory for the operating system to 1GB. This increases the speed of your application.

NOTE: In order to complete this upgrade, your system must be running Windows XP Professional Service Pack 2.

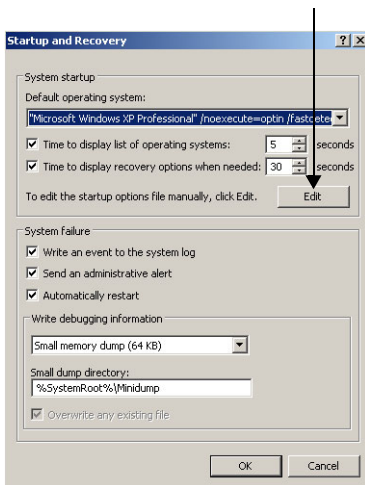
To set up the /3GB switch:

1. Click Start>Settings>Control Panel.
2. In the Control Panel window, double-click on Systems.
3. In the Advanced tab, click the Settings button in the Startup and Recovery group.

2 System Information



4. Click Edit.



The *boot.ini* file opens in Notepad.

5. Copy the operating systems line and paste it on the next line. E.g.,
`multi(0)disk(0)rdisk(0)partition(1) /WINDOWS="Microsoft Windows XP Professional" /noexecute=optin /fastdetect`
6. Make the following changes to the first line of text:
 - Modify the name of the operating system to "Microsoft Windows XP Professional 3GB".
 - Add "/3GB".

- Add `"/userva=2432"`.

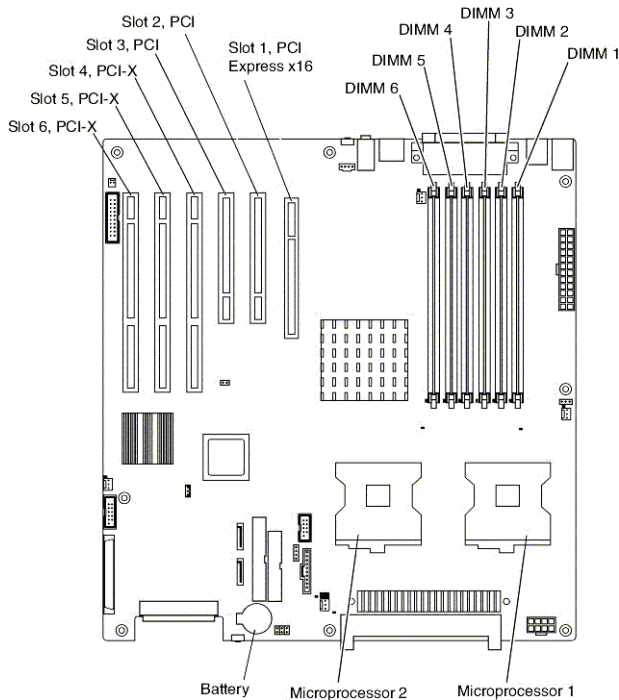
E.g., `multi(0)disk(0)rdisk(0)partition(1)/WINDOWS="Microsoft Windows XP Professional 3GB" /noexecute=optin /fastdetect /3GB /userva=2432`

7. Save the file and restart your computer.

The /3GB switch should now be the default configuration.

Adding 1GB RAM to the IBM 6223

The minimum requirement for running Lustre 2008 on the IBM IntelliStation ZPro 6223 is 4 GB of RAM. Currently, users have 1GB in DIMM 1 and DIMM 2 and 512MB in DIMM 3 and DIMM 4. The memory needs to be installed in pairs.



To make sure your system has 4GB, complete one of the following:

- Purchase and install two 512MB DDR2 SDRAM DIMM.
- Purchase and install two 1GB DDR2 SDRAM DIMM.

NOTE: Make sure you do not exceed 4GB of RAM.

To install two 512MB of RAM:

1. Insert the two 512MB DDR2 SDRAM DIMM into DIMM 5 and DIMM 6.
You now have 4GB of RAM.
2. Restart your system for the change to take effect.

To install two 1GB of RAM:

1. Remove the two 512MB DDR2 SDRAM DIMM from DIMM 3 and DIMM 4.
You now have 4GB of RAM.
2. Insert the two 1GB DDR2 SDRAM DIMM into DIMM 3 and DIMM 4.
You now have 4GB of RAM.
3. Restart your system for the change to take effect.

Upgrade Compatibility

To ensure compatibility with users, projects, configuration files, and other setups from Lustre, you must copy several files and directories from the release directory of the previous version installed on your system to the Lustre 2008 directory.

To copy the required files from the release directory to the Lustre 2008 directory:

1. On the Master Station, copy the following files and directories from the `C:\ProgramFiles\discreet\lustre<version>\` directory to the `C:\ProgramFiles\Autodesk\Lustre2008\` directory.

Item Type	Item Name
File	<i>browsed.config</i>
File	<i>filmtype.config</i>
File	<i>wt.config</i>
File	<i>init.config</i>
Directory	<i>user</i>
Directory	<i>lut</i>
Directory	<i>project</i>

2. On the Slave Renderer, copy the following files and directory from the `C:\ProgramFiles\discreet\lustre<version>\` directory to the `C:\ProgramFiles\Autodesk\Lustre2008\` directory

Item Type	Item Name
File	<i>browsed.config</i>
File	<i>wt.config</i>
Directory	<i>lut</i>

- On the Render Nodes, copy the following file and directory from the `C:\ProgramFiles\discreet\lustre<version>\` directory to the `C:\ProgramFiles\Autodesk\Lustre2008\` directory.

Item Type	Item Name
File	<i>browsed.config</i>
Directory	<i>lut</i>

Required Drivers for this Release

The following table lists the required drivers for this release and their version. Verify what version of each driver your workstation is running and install the correct version if necessary.

Component	Required Driver Version	Upgrade Instructions
DVS	sdk2.7p57	"Upgrading the DVS Driver" on page 16
NVIDIA Quadro FX5500	91.36	"Upgrading the NVIDIA Graphics Card Driver" on page 17
NVIDIA Quadro FX4000	83.62	"Upgrading the NVIDIA Graphics Card Driver" on page 17
Tablet on the Autodesk Control Surface	4.94-3a	"Installing the Autodesk Control Surface Tablet Driver" on page 18

NOTE: Some drivers need to be installed prior to or after upgrading Lustre. Consult the procedures that follow for details.

Upgrading the DVS Firmware

Lustre 2008 requires a DVS firmware upgrade. If your DVS is a Centaurus 1, see ["To upgrade your Centaurus 1 DVS firmware:"](#) on page 15. If your DVS is a Centaurus 2, see ["To upgrade your Centaurus 2 DVS firmware:"](#) on page 16.

NOTE: The DVS firmware update is not required for users previously running Lustre 2007 Extension SP2.

To upgrade your Centaurus 1 DVS firmware:

- Copy the new DVS Centaurus 1 firmware (*irisup_2.1.50b_36.exe*) from the release package to the local drive of the Lustre station. The DVS firmware (*irisup_2.1.50b_36.exe*) is located in the `DVS\firmware\centaurus 1` directory within the package.
- Double-click the *irisup_2.1.50b36.exe* file.
A DOS shell will be opened and the DVS firmware procedure will be launched.

3. When the 'Are you sure that you want to continue?' message is displayed, type 'y' and then hit the **ENTER** key in the DOS shell.
4. Once the upgrading operation is complete, reboot the computer.

To upgrade your Centaurus 2 DVS firmware:

1. Copy the new DVS Centaurus 2 firmware (*lucyup_3.2.68.3_7_1.exe*) from the release package to the local drive of the Lustre station. The DVS firmware (*lucyup_3.2.68.3_7_1.exe*) is located in the *DVS\firmware\centaurus II* directory within the package.
2. Double-click the *lucyup_3.2.68.3_7_1.exe* file.
3. When the 'Are you sure that you want to continue?' message is displayed, type 'y' and then hit the **ENTER** key in the DOS shell.
4. Once the upgrading operation is complete, reboot the computer.

Upgrading the DVS Driver

You might be required to upgrade the DVS driver on all Lustre workstations that have a DVS board for video input/output. See ["Required Drivers for this Release"](#) on page 15 to see if you have the supported DVS driver version. If your driver is an older version, please upgrade your DVS driver.

NOTE: You can upgrade your DVS driver before, or after, you upgrade Lustre.

To verify the version of the DVS driver running on your system:

1. Open the Device Manager. Right-click My Computer and select Manage, and then click Device Manager.
2. In the Sound, video, and game controllers folder, right-click your DVS device and select Properties. Your DVS device may appear as Centaurus or HD Station. The Properties dialog box opens.
3. Click the Driver tab and verify that you have the correct driver version.
4. If you are using another version of the driver, you must upgrade it to the one supported for this release.

To upgrade the DVS driver:

1. In Windows Explorer, open the Bin folder for the current DVS driver. For example:
C:\Drivers\dvs\sdk2.7p28\win32\bin.
2. Double-click *dvsconf.exe*.
3. Click Unload in the DVScnf properties window.
4. Close the *dvsconf.exe* application.
5. Open the *DVS\driver* folder from the package.
6. Copy the *sdk2.7p57.zip* file to a temporary location on your computer.
7. Use a compression utility like Winzip® to decompress the driver upgrade package and extract it into the DVS driver folder on the computer. For example: C:\Drivers\dvs.
8. In Windows Explorer, open the Bin folder of the new DVS driver. For example:
C:\Drivers\dvs\sdk2.7p57\win32\bin.
9. Double-click *dvsconf.exe*.
10. Click Browse.
11. In the browser window, go to the DVS *sdk2.7p57* driver folder. For example:
C:\Drivers\dvs\sdk2.7p57\win32\driver.
12. Select the *dvswin2k.sys* file and click Open.
13. Click Load.
14. Close the *dvsconf.exe* application.

The *sdk2.7p57* DVS driver is now installed on the Lustre workstation.

Upgrading the NVIDIA Graphics Card Driver

If upgrading from a previous version of Lustre, upgrade your NVIDIA graphics card driver before you upgrade to Lustre 2008. You must upgrade the NVIDIA driver on all Lustre workstations that run the Lustre user interface.

To identify the version of the NVIDIA driver running on your system:

1. Open the Device Manager. Right-click My Computer and select Manage and then click Device Manager.
2. In the Display Adapters folder, right-click your NVIDIA device and select Properties.
The Properties dialog box opens.

3. Click the Driver tab and verify the Driver Version is right for your workstation.
4. If you are using another version of the driver, you must upgrade it to the one supported for this release.

To upgrade your NVIDIA graphics card driver:

1. Download the driver upgrade package to a temporary location on your system.
You can find the appropriate driver package here:

ftp://ftp.discreet.com/pub1/release/lustre/lustre2008/drivers/Nvidia_<version>.zip

NOTE: Contact Customer Support if you have any problems downloading the driver package. See "[Contacting Customer Support](#)" on page 4.

2. Use a compression utility like Winzip to decompress the driver upgrade package and extract it to a folder on your system.
3. Open the folder that contains the upgrade package you extracted and double-click *setup.exe* to start the driver update.
The NVIDIA Install Shield Wizard opens.
4. Click Next to continue the upgrade procedure.
A Hardware Installation warning message appears.
5. Click Continue Anyway.
6. Select Yes, I want to restart my computer now and click Finish.
After you reboot, the NVIDIA graphics card driver is installed.

Installing the Autodesk Control Surface Tablet Driver

You must install the tablet driver on your Lustre workstations to enable the pen and tablet functions of the Autodesk Control Surface.

Install the tablet driver after you install Lustre 2008.

To install the Autodesk Control Surface tablet driver:

1. Download the driver upgrade package to a temporary location on your system. You can find the driver package here:

ftp://ftp.discreet.com/pub1/release/lustre/lustre2008/drivers/cons4.94-3a_int.exe

NOTE: Contact Customer Support if you have any problems downloading the driver package. See "[Contacting Customer Support](#)" on page 4.

2. Double-click *cons4.94-3a_int.exe*.
 3. In the Self-Extractor window, click Setup.
 4. In the Pen Tablet – License Agreement window, click Accept.
 5. In the Install Pen Tablet window, click OK.
- The cons4.94-3a driver is now installed on the Lustre workstation.

Product Characteristics

This section explains differences in feature availability based on your graphics card and the resolution of your footage.

The table below provides a quick reference to feature availability.

Feature	FX5500	FX4000 (HD/2K)	FX4000 (SD)
GPU preview processing	Yes	Yes, but only with GFX SDI disabled	Yes
Direct payout to tape from GPU preview processing	Yes	No	No
Video-based projects	Yes	Yes	Yes
Dissolves	Yes	Yes	Yes
Repositioning	Yes	Yes	Yes
Resizing	Yes	Yes	Yes
Hardware LUTs	Yes	Yes	Yes

GPU preview processing — Allows for higher performance for up to 2K resolution, while previewing and real-time playback (24 fps) for HD resolution under certain scenarios. Refer to “GPU Preview Processing” in the *Autodesk Lustre 2008 User’s Guide*.

Direct payout to tape from GPU preview processing — Used for playing out directly to tape.

Video-based projects — Supports the Interlaced scan type mode. Refer to “Saving the Grade for a Cut” in the *Autodesk Lustre 2008 User’s Guide*.

Dissolves — Allows you to create a gradual blend between two shots. Refer to “Creating Dissolves” in the *Autodesk Lustre 2008 User’s Guide*.

Repositioning — Allows you to reframe your shots within a specified, usually smaller, viewing area. Letterboxing is an example of repositioning. Refer to “Repositioning Images” in the *Autodesk Lustre 2008 User’s Guide*.

Resizing — Allows you to resize your shots prior to rendering them in order to have them conform to a different destination output format. Refer to “Resizing Shots” in the *Autodesk Lustre 2008 User’s Guide*.

Hardware LUTs — Allow you to achieve advanced film simulation in Lustre. 3D hardware LUTs are processed directly on the video card in order to ensure better system performance. Refer to “3D Mesh LUTs” in the *Autodesk Lustre 2008 User’s Guide*.

User's Guide Addendum



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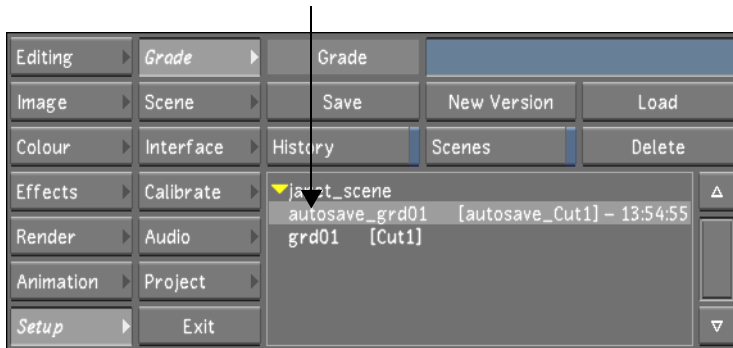
Overview

This chapter details the new features for the Lustre 2008. It also contains corrections to errors and omissions in the user documentation, which includes the *Autodesk Lustre 2008 User's Guide*.

Autosave Grades and Cuts

The Autosave keyword is an improved feature in Lustre 2008 Service Pack 2. When you enable the keyword, it ensures that the current grade and cut from the scene you are working on are backed up at specified time intervals. Only one grade and one cut per scene can be backed up. To enable the Autosave keyword and to set the save period, refer to the “Software, Project, and Wiretap Configuration Files” appendix in the *Lustre 2008 User's Guide*.

When Autosave is enabled, a snapshot of the current grade and cut appears in the Grade list. The word ‘*autosave_*’ is added to the beginning of the grade and cut name and a time stamp of the autosave is added to the end.



NOTE: The autosave information in the grade list is not updated according to the Autosave time interval, therefore you need to press **CTRL+R** to refresh the information.

A snapshot of the grade, cut, and all their associated files are captured in the *sacc_data* folder.

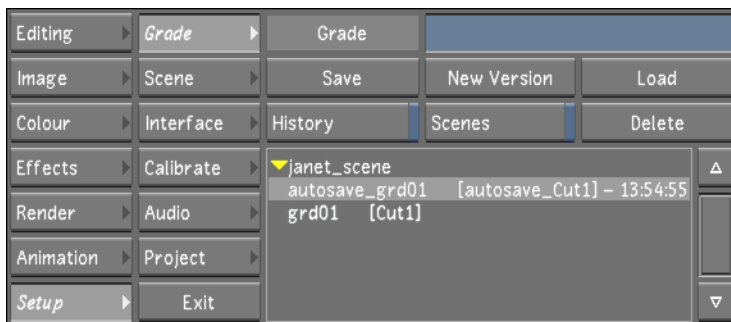
There are certain scenarios where an Autosave is performed before its scheduled time interval. These scenarios include the following:

- After you generate proxies.
- When you create a new grade (after performing a change cut or restoring an Autosaved grade or cut).

Autosave is suspended if you perform a change cut, see “Changing a Cut” in the *Lustre 2008 User's Guide*. If a change cut is performed, you need to load a grade, save a grade, or create a new grade for the Autosave to reactivate.

To restore an autosaved grade and cut:

1. In the Main menu, click Setup and then Grade.

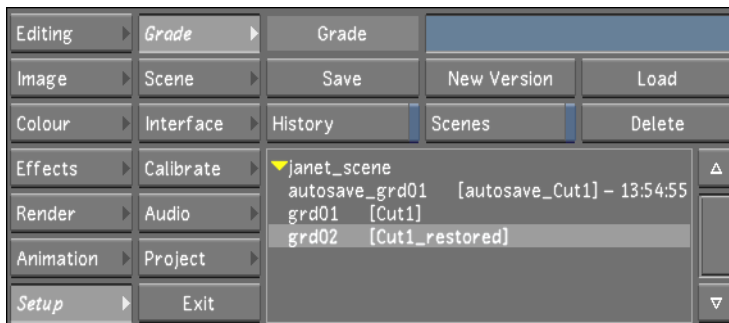


2. Press **CTRL+R** to make sure the most current autosave information is displayed in the grade list.

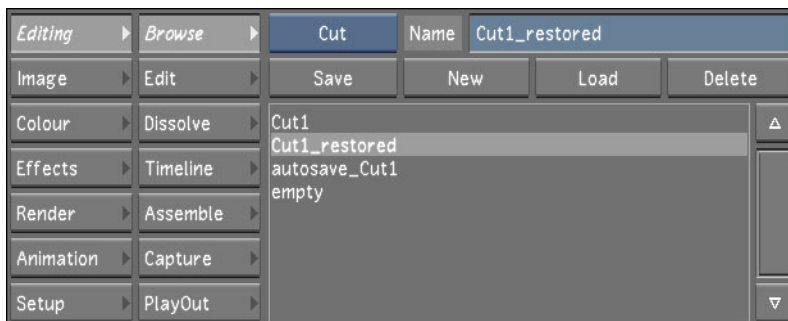
3. Make sure the autosaved grade and cut is selected.
4. Click Load to make sure the autosaved grade and cut are loaded.
NOTE: The autosaved version of the cut file appears in the cut name list. (E.g., *autosave_Cut1*.)
5. Click New Version.

NOTE: You cannot click Save because you cannot overwrite a loaded Autosave cut and grade.

A new grade is saved and associated with the restored cut.



For the cut file, the existing cut file name is used and *_restored* is added to the end of the name. This is to differentiate between the original cut and the one that is restored by using Autosave.



NOTE: If you are working with Autosave and multiple grades, you need to use the Grade History list for a list of all the backup grades.

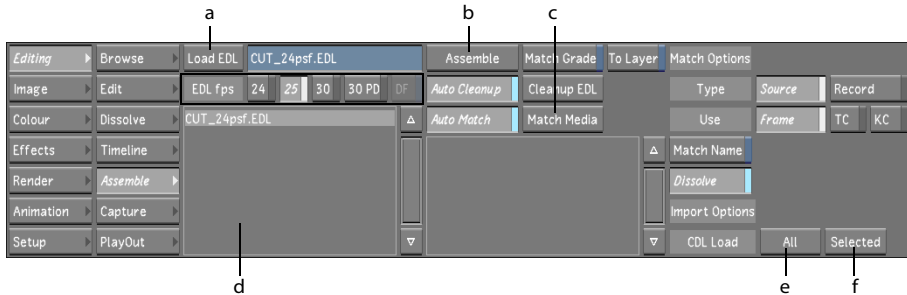
Assembling an EDL with CDL Data

The following procedure is to assemble an EDL with CDL data.

To assemble an EDL with CDL data:

1. Drag the shots that you want to assemble into the Shot bin.
2. Click Editing, and then click Assemble.

The Assemble menu appears.



- a) Load EDL button c) Match Media button e) CDL Load All button
 b) Assemble button d) EDL list f) CDL Load Selected button

3. Select the EDL that contains the CDL data that you want to load from the EDL list.
4. Click Load EDL.

NOTE: For more information on assembling an EDL, refer to "Assembling an EDL" in the *Autodesk Lustre 2008 User's Guide*.

5. Click Match Media to match the EDL event timecodes to the available shot timecodes in the Shot bin prior to assembling.
6. Click Assemble to conform the EDL and build the cut.
The EDL events in the Assembly window are cleared.
7. Select the same EDL and click Load EDL.
8. Click CDL Load All or CDL Load Selected.
The CDL data is now part of the current cut.

Hot Keys

The following changes apply to the hot keys.

Timeline Menu Hot Key

The **SHIFT+SPACEBAR** hot key (switch to Render View mode, switch off the user interface, and start playback) cannot be used in the Editing Timeline menu or in any of the Editing menu.

Colour Grading Hot Key

Press:	To:
CTRL+H	To hide or show the selected geometry.

Capture Menu Hot Key

Press:	To:
BACKSPACE	Delete the last digit of the current timecode value.

Configuration File Supplemental Option

The following change applies to the option that can be added to the configuration file to supplement Lustre functionality.

MatchCustom Option

The MatchCustom option specifies the XML metadata field to be used by the custom match option selected from the Browse menu. Enter the MatchCustom keyword followed by the XML field name (case sensitive) and type. E.g., MatchCustom DPXTimeCodeStart tc.

The following are the different variables used in the 'type' field.

Type	Definition
u	Unsigned integer
f	Float
s	String
tc	Timecode
kk	Keycode
i64	64-bit integer



Installation Documentation Workflows

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Overview

Your Autodesk Lustre 2008 system is shipped preconfigured with the appropriate operating system and application already installed. In normal situations, the final configuration procedures are simple and well documented. In certain instances, you may be required to perform partial or complete reinstallation of some system components. Such instances might include a hardware or software upgrade, or an exceptional recovery procedure.

It is always recommended to identify and gather all relevant documentation before you proceed with these more involved configuration procedures.

This chapter highlights four of the more common installation workflows that you may need to perform on your Effects or Editing system. It also lists the documentation relevant to each step in each workflow.

Reinstalling from Scratch

Perform the tasks described in this workflow in cases where you need to rebuild your Lustre system in its entirety, from cross-connecting the hardware peripherals and storage arrays, to installing the operating system, and installing, licensing, and configuring your application.

To reinstall your system from scratch:

1. Prepare for the installation.

Consult the *Autodesk Lustre 2008 Release Notes* (web version) for your release before you begin any installation. They contain the most current and updated information about requirements, late-breaking features and procedures, as well as a detailed list of all updated related documents and URLs to download the documents directly to your workstation.

2. Connect your workstation's hardware peripherals.

Consult the *Autodesk Lustre 2008 Hardware Setup Guide* for your workstation.

3. Connect your storage.

Consult the *Autodesk Stone Direct 2008 Configuration Guide* for your release.

4. Install the operating system.

For Windows workstations, consult the *Autodesk Lustre 2008 Software Installation Guide for Windows Workstations*.

5. Configure the RAID volumes and mount the storage.

Consult the *Autodesk Stone Direct 2008 Configuration Guide* for your release.

6. Install and license Lustre.

Consult the *Autodesk Lustre 2008 Software Installation Guide for Windows Workstations* for your operating system.

7. Get going.

Read the *Autodesk Lustre 2008 User's Guide* and *Autodesk Lustre 2008 What's New* to get familiar with Lustre's powerful features.

Connecting New or Expanded Stone Direct Storage

Perform the tasks described in this workflow in cases where you need to rebuild your Autodesk workstation's Stone Direct storage array. For instance, this could happen when you purchase supplementary storage enclosures to expand available disk space.

To connect new or expanded Stone Direct storage:

1. Prepare for the installation.

Consult the *Autodesk Lustre 2008 Release Notes* for your release before you begin any installation. They contain the most current and updated information about requirements, late-breaking features and procedures, as well as a detailed list of all updated related documents and URLs to download the documents directly to your workstation.

2. Connect your storage.

Consult the *Autodesk Stone Direct 2008 Configuration Guide* for your release.

3. Configure the RAID volumes and mount the storage.

Consult the *Autodesk Stone Direct 2008 Configuration Guide* for your release.

4. Configure your filesystem.

For Windows workstations, consult the *Autodesk Lustre 2008 Software Installation Guide for Windows Workstations*.

5. Begin working with Lustre.

Read the *Autodesk Lustre 2008 User's Guide* and *Autodesk Lustre 2008 What's New* to get familiar with your application's powerful features.

Upgrading Lustre

Perform the tasks described in this workflow in cases where you need to install or upgrade your application. Typically, upgrading the application does not require the filesystem to be reformatted or the operating system to be upgraded.

To upgrade your operating system:

1. Prepare for the installation.

Consult the *Autodesk Lustre 2008 Release Notes* (web version) for your release before you begin any installation. They contain the most current and updated information about requirements, late-breaking features and procedures, as well as a detailed list of all updated related documents and URLs to download the documents directly to your workstation.

2. Install and license your application.

Consult the *Autodesk Lustre 2008 Software Installation Guide for Windows Workstations* for your operating system.

3. Begin working with Lustre.

Read the *Autodesk Lustre 2008 User's Guide* and *Autodesk Lustre 2008 What's New* to get familiar with your application's powerful features.

Documentation FAQs

Here are a few examples of common installation enquiries, and the documentation that provides the answers to each.

How Do I Request a License for Lustre?

Consult the *Autodesk Lustre 2008 Software Installation Guide for Windows Workstations* for your operating system for installation procedures and information on obtaining and installing the licenses required to launch your application.

How Do I Learn About the Latest Updates?

Consult the *Autodesk Lustre 2008 Release Notes* (web version). They contain the most current information about requirements and procedures, as well as a complete list of up-to-date related documents and URLs to download the documents directly to your workstation.

How Do I Find Out About All the New Features for This Release?

Read the *Autodesk Lustre 2008 What's New* for your Effects or Editing application for an overview of new features. For complete new feature information, consult the *Autodesk Lustre 2008 User's Guide* for your application.

How Do I Download the Latest Documentation?

Consult the *Autodesk Lustre 2008 Release Notes* for your release for a complete list of up-to-date related documentation and URLs to download the documents directly to your workstation.