

Autodesk®
Lustre® 2009

A Discreet® Systems product

Fixed and Known Bugs Service Pack 5



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Title: Autodesk Lustre 2009 Service Pack 5 Fixed and Known Bugs

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Introduction

About This Document

This document lists the fixed and known bugs for Autodesk® Lustre® 2009. They apply to Windows® and Linux®OS, unless otherwise indicated.

The main level bookmarks in this PDF display the fixed and known bugs. You can then use the nested bookmarks to find specific feature areas. You can also use the Search tool to search for specific words.

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Fixed Bugs for Autodesk Lustre 2009 SP5

The following bugs have been fixed in the Autodesk Lustre 2009 SP5 release.

Feature Area	ID	Fixed Bug Description
Configuration	sys00304797	The Wacom mouse now works on the ACS panel. This fix requires DKU version 4.0.4
Editing	sys00302157	Lustre no longer crashes when you perform a scene detection.
General	sys00285405	When remotely accessing an XFS filesystem exported through NFS, stale filehandles are no longer reported on directories. This fix required DKU version 4.0.4
Viewing	sys00298880	16-bit media now displays correctly when GPU processing is enabled.

Fixed Bugs for Lustre 2009 SP4

The following bugs have been fixed in the Autodesk Lustre 2009 SP4 release.

Feature Area	ID	Fixed Bug Description
Playback	sys00290883	Using the Linux version of Lustre, you can play back media on a SAN with no playback performance problem.
Playback	sys00297058	The random display of a red X when playing back video in the Player is now fixed.
Playback	sys00299003	Using the Linux version of Lustre, you can play back media with an external matte from a SAN without performance degradation.

Fixed Bugs for Lustre 2009 SP3

The following bugs have been fixed in the Autodesk Lustre 2009 SP3 release.

Feature Area	ID	Fixed Bug Description
Audio	sys00289815	When playing back a 29.97 fps drop-frame timeline, the audio is in sync for the entire length of the timeline.
Background render	sys00293045	Instabilities with the Slave Renderer are now fixed.
Configuration	sys00290337	The <PreallocEnable> keyword is now included in the Miscellaneous section of the init.config file.
Configuration	sys00291545	It is now possible to use the Incinerator web configuration tool to restart individual nodes.
Playback	sys00291103	Using the Linux version of Lustre, you can play back media on a SAN without stuttering.
Project	sys00291431	The Lustre application opens properly when using the tablet.

Fixed Bugs for Lustre 2009 SP2

The following bugs have been fixed in the Autodesk Lustre 2009 SP2 release.

Feature Area	ID	Fixed Bug Description
Animation	sys00288798	Grade animation loaded from the Grade Bin are now correctly applied.
Audio	sys00286463	Audio playback now resyncs properly when you are using Incinerator and playing back a timeline where some clips do not have real-time playback.
Audio	sys00278218	When you play back a grade (that cannot be played back in real time) with audio, Lustre now produces the expected audio playback.
Audio	sys00280240	When you switch between the different audio rasters, there is no longer a delay for the DVS / AJA board to initialize.
Audio	sys00281914	Audio content can now immediately play back once you have captured it.
AVIO - capture	sys00278981	When you abort an EDL capture, the captured media status is updated correctly.

Feature Area	ID	Fixed Bug Description
AVIO - capture	sys00288868	You can now capture using the 1080PsF (25) and 1080P (25) rasters.
AVIO - playout	sys00277085	You no longer need to reselect an AJA or DVS raster when you change your Sync Mode.
AVIO - playout	sys00287297	Frames are now recorded to the VTR accurately when you use the Telecine option with Real-Time Deliverables.
AVIO - playout	sys00287974	Lustre no longer crashes when you have shots in your timeline and you press the ESC key during the sync mode detection.
AVIO - playout	sys00287979	Automatic sync mode detection now works if you select your sync mode before selecting a raster.
AVIO - playout	sys00269252	You can now assemble to a VTR with a Linux Lustre station if the preview window is enabled.
Background render	sys00281076	It is now possible to render a timeline made of multiple shots to more than one Burn node.

Feature Area	ID	Fixed Bug Description
colour correction	sys00060377	The saturation modification is now correctly displayed when you are working on SGI 8-bit files.
Configuration	sys00285931	When using the CP100 control surface on a Lustre Linux station, you can now log in as a Lustre user.
configuration	sys00221294	The external matte is now correctly displayed when you are loading a timeline consisting of soft-imported media from the Wiretap server.
Configuration	sys00269542	Lustre no longer hangs if you use the ring portion of the trackball (on the Autodesk Control Surface) while the timeline is playing back.
Editing	sys00059967	When a hardware LUT is used, the colour of a dissolve is more consistent between the Print and the Output. However, a slight inconsistency remains.
Local render	sys00154970	The red and blue channels are no longer inverted when you render in one sequence mode a Targa 8-bit RGB material and Same as Input is selected as the output format.
Realtime deliverables	sys00281699	Lustre no longer crashes when you are in the Deliverables (D) view, there is no media within the Player, and the cursor is placed over the Player area.

Known Bugs for Lustre 2009 SP2

The following are the known bugs from the Lustre 2009 to the Lustre 2009 SP2 release.

Feature Area	ID	Known Bug Description
Animation	sys00273242	Animating the grading parameters in a virtual black clip may produce unexpected results. Workaround: If you intend on animating a black clip, import a sequence of black frames instead of using the virtual black clip that is generated by Lustre.
Audio	sys00281326	Sometimes the audio signal cannot be heard when you are playing a VTR in the Payout menu. Workaround: Enter the Capture menu and then return to the Payout menu.
Audio	sys00281331	The audio tracks selection is not taken into account when you are monitoring the audio in the Payout menu.
Audio	sys00281334	Minor audio glitches can be heard when you are monitoring the audio that is coming from a VTR in the Capture and Payout modules. The captured audio is fine.
Audio	sys00281949	The LTC Chase options are available when the workstation is equipped with an AJA board. This feature is not supported on AJA boards.
AVIO - capture	sys00282821	Lustre will attempt to capture black events from an EDL if you use the Select All button. Workaround: Make sure the EDL events selection does not contain any black event before capturing.

Feature Area	ID	Known Bug Description
AVIO - capture	sys00272171	<p>EDL / timelines coming from the Wiretap server that contains sources with mixed frame code (e.g., drop / non-drop frame) are not supported in Lustre.</p> <p>Workaround: Make sure that the source and record timecode have the same frame code.</p>
AVIO - capture	sys00280805	<p>It is not possible to capture from tape if the In point is set to 00:00:00:00.</p> <p>Workaround: Make sure you have enough pre-roll time (at least five seconds) before the In point.</p>
AVIO - engineering	sys00277157	<p>It is not possible to select both a Graphic (GFX) SDI and an AJA / DVS SDI raster at the same time. You can only select a Graphic SDI and an audio only AJA / DVS raster.</p> <p>Workaround: Only use one type of raster at a time.</p>
AVIO - playout	sys00279516	<p>When performing Real-Time Deliverable on the HP8600 workstation with an AJA board, you need to enable a Graphic SDI raster and not an AJA SDI raster. An AJA audio raster should be selected if you want to perform a playout with audio.</p>
Background render	sys00280982	<p>It is not possible to generate a proxy if a crop effect is applied to the current shot.</p> <p>Workaround: Disable the crop effect before you generate the proxy.</p>
Browser	sys00279163	<p>The file browser does not display a network mounted drive if the drive was mounted while Lustre was running.</p> <p>Workaround: You need to exit and restart Lustre. The network mounted drive is now visible within the file browser.</p>
Colour - grading	sys00279641	<p>When you are working in a Linear architecture, there is a tracking problem in the RGB channels when you modify the gamma value on a secondary.</p>

Feature Area	ID	Known Bug Description
Colour - grading	sys00283245	The Hue curve rotation on the Autodesk Control Surface does not match the vectorscope orientation. Workaround: Edit the Autodesk Control Surface rules file Hue curve setting to invert the rotation value.
Colour - secondaries	sys00280793	It is not possible to move the variable's softness points that is applied to a circle or rectangle, if the softness value is negative.
Colour - secondaries	sys00283228	Rotation of the Hue wheel does not follow the same direction as the cursor movement.
Colour - secondaries	sys00256020	There are times when you are working with the Source Primary where the Keyer colour pot is not displaying the correct colour.
Colour - secondaries	sys00283004	The position of the vertices is unexpectedly lost after setting the variable softness back to 0 within the UI.
Colour - secondaries	sys00273901	The pixel ratio value is sometimes used with some tools even if the Pixel Ratio button is disabled. Workaround: Reset the pixel ratio value to 1.00.
Configuration	sys00279072	Rendering may be slow when you are working with media that has a resolution of 2048x1024 and the cluster is connected.

Feature Area	ID	Known Bug Description
Configuration	sys00272373	When you use the trackballs on a shot that has been flipped / flopped, the movement of the trackballs are inverted (i.e., the right becomes the left, the up becomes the down, and vice versa).
Configuration	sys00277298	The grade files created on Lustre 2009 (Linux) are not compatible on Lustre 2009 (Windows).
Configuration	sys00277054	The Ratio value may be incorrectly read by Lustre when it is working with geometries.
Configuration	sys00278065	When you select a secondary using the Control Surface panel, the Animation list is not updated. Workaround: Select the secondary using the Lustre user interface.
Configuration	sys00280007	Playback may slow down when you are rendering with Burn.
Configuration	sys00280799	If your current show has a crop effect and a vertical reposition, the colour displayed in the Pixel Analyser is incorrect.
editing	sys00248466	If Lustre is running on a Linux operating system, it is not possible to use any of the Sort mode hot keys which use CTRL+ALT. Workaround: Use the user interface button to perform the sort.

Feature Area	ID	Known Bug Description
editing	sys00246116	When you drag & drop (CTRL+ALT, CTRL+SHIFT, or CTRL+SHIFT+ALT) the grading from one shot to another, you cannot undo the copy/paste function.
Editing	sys00268929	Performing a scene detect on a timeline that contains a retime effect may crash Lustre.
Local render	sys00278888	There are times when you abort a render that it freezes your Lustre application (this is only applicable to Lustre on the Linux operating system).
Local render	sys00270122	It is not possible to generate proxy media for 4K footage larger than 2536 pixels. Workaround: Use the percent mode to generate a large proxy for 4K footage.
Local render	sys00274744	Lustre may freeze if you are rendering a timeline that contains gaps and the cluster is connected. Workaround: Insert a layer containing a virtual black clip below the timeline for the entire duration.
Metadata	sys00267749	It is possible to save a grade file that is referencing an empty cut. Workaround: You need to make sure to create a cut before you create a grade.
Project	sys00271965	When editing a project or user configuration setting with the Autodesk Control Surface trackball ring, the Lustre user interface will be corrupted.

Feature Area	ID	Known Bug Description
Project	sys00273536	Make sure to always save the current grade before you modify the Project or User Configuration settings. If you do not save your grade file before the modification, the correct grading information will not be applied to the shot once the project is reloaded.
Realtime deliverables	sys00272888	The Real-time Deliverable grade does not support Input LUTs. Workaround: In order to use Input LUTs with Real-Time Deliverable, you need to make sure to load a grade that references an Input LUT, load your Real-Time Deliverable grade, and then perform a playout.
Timeline	sys00278793	When you are working on a Stereoscopy project, it is not possible to perform dust busting for both eyes at the same time (only the Left eye is analysed). Workaround: Disable Stereoscopy and then analyse the Right eye.
Timeline	sys00272102	Reposition effects are not applied to the Storyboard thumbnails when the Storyboard is updated.
Timeline	sys00281791	After you import the Right and Left eye Stereoscopy media to the timeline and then select a Stereo GFX SDI raster, the active eye in the timeline may not be the one that is displayed in the Player. Workaround: Set the layers in the timeline from left (L) to right (R) and vice versa.
Timeline	sys00274686	It is not possible to render Stereoscopic projects to the Wiretap server. Workaround: Render the Stereo project using the One Sequence to a shared storage and then import the footage for both eyes in Smoke or Flame.
Timeline	sys00271964	When you are working in the large Storyboard view (Q), Playhead B is not visible.

Feature Area	ID	Known Bug Description
Timeline	sys00281460	Disabling the Stereoscropy option while GPU is enabled may cause problems for the Grade bin and Still store. Workaround: Exit and restart Lustre.
Timeline	sys00281796	Lustre may hang when you exit the application and you are working on a Stereoscopic project with the Multi-view and Gang options enabled.
Timeline	sys00282969	Rendering a Stereoscopic timeline with the Slave Render produces incomplete media for the Right-eye. Workaround: Avoid using the Slave Render with Stereoscopic projects.
Timeline	sys00271592	It is not possible to use the cluster when you are working on a Stereoscopic project. Workaround: Disable the cluster.
Viewing	sys00280820	The user interface may flicker if GPU acceleration is enabled. This problem is caused by the NVIDIA driver setting panel and is only applicable on the Windows operating system. Workaround: Close your Lustre application and perform the following steps: <ol style="list-style-type: none"> 1. Right-click on the desktop and select the NVIDIA Control Panel. 2. In the NVIDIA Control Panel window, select the Adjust image settings with preview option. 3. Select the Use the advance 3D image settings option and click on Take me there. 4. Under the Global Settings tab, scroll down until you reach Vertical sync. By default, it is set to Use the 3D application setting. Change this setting to Force off. 5. Click Apply.
Viewing	sys00281779	An interlaced footage may look corrupt when you are applying a Keyer or an effects plugin while GPU is enabled. Workaround: Set the grade to progressive to avoid media corruption when you are using GPU.

Feature Area	ID	Known Bug Description
Viewing	sys00281613	When GPU is enabled, working in multi-view may cause user interface problems when you use Gang mode.
Viewing	sys00281081	When working with interlaced footage and GPU is enabled, the multi-view may cause user interface problems. Workaround: Set the grade to progressive scan mode.
VIO Legacy capture	sys00246415	It is not possible to set Lustre as a VTR playback emulator if the current project is set to drop frame. Workaround: Use a non-drop frame project for the VTR emulator.
Wiretap	sys00280009	Lustre is not able to render a timeline to a Wiretap server project that has enabled (e.g., On or Conditional) proxy settings. Workaround: Make sure the destination Wiretap project's proxy settings are disabled. After Lustre has finished rendering, if needed, enable the proxy settings and render the proxy media.
Wiretap	sys00272556	Using the shot render option while rendering with the One Sequence render mode may delete the rendered media on the Wiretap server. This problem applies to both the local and Slave render.
Wiretap	sys00274097	16-bit media coming from the Wiretap server is not supported in Lustre.
Wiretap	sys00274098	It is not possible to render 16-bit media to the Wiretap server.

Feature Area	ID	Known Bug Description
Wiretap	sys00273194	When rendering to a Wiretap server, there is a slight delay when you press the Print (P) view. The delay is based on the number of shots that are contained in the current timeline.
Wiretap	sys00266023	It is not possible to read the proxy coming from the Wiretap server if the Local Proxy option was enabled and then disabled. Workaround: Disable the Local Proxy option, save your project, reload the timeline from the Wiretap server, and then save a new cut.
Wiretap	sys00278905	The Ratio viewing option setting is used when you are rendering media to the Wiretap server. Workaround: Make sure to disable the Ratio button before you render to the Wiretap server, or enter the correct data in the Ratio value field.
Wiretap	sys00279272	It is not possible to render to a Wiretap server if the DNS server is not configured. Workaround: Do one of the following: 1) Configure the DNS server address on your Lustre workstation 2) Manually use the IP address of the Wiretap server by adding the Wiretap server address to the init.config file.
Wiretap	sys00267735	Burn and Slave render cannot render proxy media to the Wiretap server. Workaround: Manually generate the proxy on the Wiretap server after Lustre has rendered the media.
Wiretap	sys00268012	When you render a timeline that contains retime effects to Wiretap, it may destabilize the destination Wiretap server. Workaround: Avoid rendering timelines with retime effect to the Wiretap server.

Fixed Bugs for Lustre 2009 SP1

Feature Area	ID	Fixed Bug Description
AVIO - capture	sys00285566	The retime effects are now applied correctly to an assembled EDL.
AVIO - engineering	sys00281663	The colour levels are no longer inaccurate when you output video using the GFX SDI dual link raster in narrow range.
AVIO - playout	sys00286033	If your platform has the FX5500 graphics card, Lustre no longer crashes when you select a DVS audio only raster and enable the GPU acceleration.
AVIO - playout	sys00283687	It is now possible to use the LTC Chase Options when the Cluster is connected.
AVIO - playout	sys00283832	When you stop playback while the cluster is enabled, an incorrect LTC timecode is no longer sent.
AVIO - playout	sys00280052	When you play out a timeline with pulldown in Telecine mode, there are no longer repeated frames at the end of each clip.

Feature Area	ID	Fixed Bug Description
Background render	sys00284384	Renders can now be completed if you render a timeline with Burn and media is missing.
Background render	sys00276563	The Slave render service no longer crashes when you are sending two or more jobs for the same shot.
Background render	sys00282200	The head and tail frames are now correctly rendered to the Wiretap server when you render with Burn.
configuration	sys00181332	The correct record timecode is now displayed when you render a timeline to the Wiretap server.
Configuration	sys00285638	It is now possible to use the dlhostid for the Slave Render and Burn servers.
image io	sys00203022	There are no longer any problems with the rendered dissolves when you render a timeline that encompasses dissolves, dust, and reposition effects.
Image processing	sys00282760	The Shape Tracker feature can now track low contrast images properly.

Feature Area	ID	Fixed Bug Description
Local render	sys00283372	It is now possible to use the Render Flag when you are rendering media to the Wiretap server.
Local render	sys00282289	Lustre no longer crashes if the Cluster is connected and you render a timeline with the render Heads & Tails option enabled.
viewing	sys00220704	The image no longer resets after a certain value has been reached when applying a vertical reposition on media from the Wiretap server.
Wiretap	sys00223986	The timeline is correctly rendered when you render a grade to the Wiretap server using Backburner or Command Line Renderer.
Wiretap	sys00273255	The values are no longer inverted if you render a grade that contains a vertical and/or rotation value to the Wiretap server.
Wiretap	sys00257975	The timeline is now rendered by Burn to the Wiretap server with the correct frame rate.
Wiretap	sys00280059	It is now possible to view the rendered media in Print (P) view after you render a timeline to the Wiretap server using One Sequence.

Feature Area	ID	Fixed Bug Description
Wiretap	sys00282754	Loading the history of a grade that is referencing media from a Wiretap server now corectly displays the media.

Fixed Bugs for Lustre 2009

Feature Area	ID	Fixed Bug Description
Audio	sys00247024	The audio and video are now played back in sync when you are working with a 25 fps edited timeline.
Audio	sys00245525	Changing the Start timecode of the current timeline no longer resets the audio offset.
AVIO - capture	sys00272176	Lustre no longer crashes when you assemble an EDL that contains dissolves and retimes with Match Record.
AVIO - capture	sys00272327	The problem with Live capture is now fixed.
AVIO - capture	sys00264767	There is no longer an error message when you are capturing from a VTR and the tape contains a timecode break.
AVIO - playout	sys00279022	When you are working with interlaced footage, you no longer need to set the grade to progressive when you are playing out from timeline.

Feature Area	ID	Fixed Bug Description
background render	sys00217472	Mattes are now applied on rendered files that were processed by Lustre Burn / Incinerator 2007.
Background render	sys00276563	The Slave render service no longer crashes when you are sending two or more jobs for the same shot.
background render	sys00089128	Slave Render is now able to render Input LUTs.
background render	sys00203120	The Slave render is now able to work with high resolution media that is lower than 1280x720.
background render	sys00206461	The Slave Render now correctly sets the source timecode to the source clips when the rendering media is coming from the Wiretap server.
background render	sys00191183	It is now possible to render 16-bit TIFF or DPX clips with the command line renderer (using the "-o" option).
channels	sys00234047	It is now possible to copy a single parameter from the Shot bin using the Selector tool. This problem was only applicable to the Lustre applications running on the Linux operating system.

Feature Area	ID	Fixed Bug Description
channels	sys00188198	The Linear Contrast can now be copied with the Selector tool.
channels	sys00213356	The linear primary grade data is now copied correctly when you use the Selector tool.
channels	sys00089381	Missing linear parameters (i.e., Lin Contrast, Lin Black Ref, Lin Black Clip, Lin White Ref, and Lin White Clip) are now part of the Selector tool.
channels	sys00060382	The content of the Selector tool is now in sync with the architecture.
Colour - secondaries	sys00255535	The keyer is performing correctly when the reposition flip option and GPU acceleration are enabled.
Colour - secondaries	sys00262307	Compound mattes no longer appear dark grey when you are using the secondary link options.
Colour - secondaries	sys00272279	Inside and Outside secondary geometry grading are now processed correctly.

Feature Area	ID	Fixed Bug Description
Colour - tools	sys00094577	Lustre no longer crashes when you save a grade to the Grade Bin from a shot that does not have full resolution media.
colour correction	sys00210837	Shapes are no longer distorted when you animate points or move handles.
colour correction	sys00079199	It is now possible to bypass the HLS curves on an output primary.
colour correction	sys00061412	You can now correctly modify a free-form (Bezier) geometry if a flop reposition has been applied on the shot.
colour correction	sys00228394	The blur mix plugin no longer blurs the front and the matte image.
colour correction	sys00205267	The input primary gamma tracking problem is now resolved.
colour correction	sys00168076	The Invert state is correctly updated when you load a grade from the Grade Bin and GPU is enabled.

Feature Area	ID	Fixed Bug Description
colour correction	sys00241313	The Link option is now automatically disabled when you enable GPU.
configuration	sys00173683	It is now faster to load a long timeline or open a scene that is referencing media that is coming from Wiretap.
Configuration	sys00264996	The Autosave feature is now creating the proper backup files.
configuration	sys00186057	Lustre no longer hangs if you press the backward button repeatedly on either the Autodesk Control Surface or the Tangent CP100 Control Surface.
configuration	sys00242648	You can now view the storage status and capacity in the Browser menu.
configuration	sys00171036	Pressing the Zoom/Home button on the CP100 panel now centers the image while you are in F7 mode.
Configuration	sys00167650	Lustre is no more limited to 50 film stocks. The init.config file now contains as many film stocks as needed.

Feature Area	ID	Fixed Bug Description
Configuration	sys00268881	Soft-imported media from the Wiretap server, when working with a media server, no longer shows missing media.
configuration	sys00224237	If you disconnect and reconnect the InfiniBand (IB), you no longer need to disable and re-enable the device in order for your system to detect the reconnected IB. This problem is solved by installing the IB switch firmware. Please contact Autodesk Media and Entertainment Customer Support at www.autodesk.com/support for the firmware.
configuration	sys00218524	The cursor button is no longer activated when you are using the control panel to create a Bezier geometry.
configuration	sys00233165	The play button the Autodesk Control Surface panel now works as expected when you press it after using the trackballs.
configuration	sys00252821	There are no longer any problems when you use the Autodesk Control Surface panel to scroll through a timeline that contains gaps.
configuration	sys00194150	Preset files are no longer corrupted after copying secondaries within the application.
configuration	sys00220833	The Cleanup and Blur control panel knobs are no longer giving negative results.

Feature Area	ID	Fixed Bug Description
editing	sys00060293	Confidence Check is now affected by resize values.
editing	sys00132088	Red frames are no longer displayed when using confidence check with a cut that has a shot that is missing media.
editing	sys00207605	Gaps are no longer corrupted when you use the F5 hot key on a timeline that includes gaps.
Editing	sys00280818	The confidence check is now showing the reference image when the timeline's record timecode is not set to 00:00:00:00.
Editing	sys00247898	The EDL assembly based on the record timecode is now working as expected.
editing	sys00212655	The timeline is now set to the home view after you assemble an EDL.
editing	sys00167679	A fade to gap transition is now properly rendered.

Feature Area	ID	Fixed Bug Description
image io	sys00104437	There is no longer a density problem with dissolve when you are rendering with a 3D LUT.
image io	sys00235386	When you render a collapsed timeline in One Sequence mode, the files are now created with the correct record timecode.
image io	sys00253188	It is now possible to read the symbolic links when you are browsing the Browsed server.
image processing	sys00217211	The keyframes are no longer displayed once you reset the Shape Tracker.
image processing	sys00115243	The resize aspect is now applied when rendering with Burn.
image processing	sys00223795	The Point Tracker box is rescaled when you are switching between full and half resolution.
image processing	sys00234641	The noiseplugins are now applied to the timeline during playback. They are also applied to the rendered files when the cluster is connected.

Feature Area	ID	Fixed Bug Description
image processing	sys00235276	It is no longer possible to enter a value that is out of the slider range for the CDL Power function.
image processing	sys00244176	Lustre no longer freezes when you abort a proxy generation.
Local render	sys00268045	Enabling GPU no longer disables the Interlace setting.
Metadata	sys00264794	Lustre no longer crashes when you reload a grade that is referencing a cut with missing media.
Performance	sys00253895	When you play back a timeline with gaps and Lustre is connected to the cluster and GPU acceleration is disabled, the speed of the playback is no longer decreased.
setups	sys00238529	The Lustre assistant station now correctly saves the desc file when you save a grade that contains a custom flag.
setups	sys00106808	The thumbnails in the Grade Bin now correctly shows the image with the Reposition settings.

Feature Area	ID	Fixed Bug Description
Timeline	sys00235318	The Collapse function no longer locks to the original shot order in the XML cut file.
video io	sys00119090	When you are capturing an EDL from multiple tapes, the capture no longer stops after a tape change.
video io	sys00192424	Lustre now takes into account the Mark Out if the Mark In was not set during an output.
video io	sys00234402	The Letterbox, Crop Edges, and Stretch resizing algorithms are now correctly applied when you are working in Real-Time Deliverable.
video io	sys00227195	Lustre no longer hangs when you stop a playout to the VTR on a gap.
video io	sys00227391	Lustre no longer crashes and the system no longer reboots when you use the VTR control mode in the Playout menu.
video io	sys00194063	Lustre no longer creates multiple copies of the first frame of the first shot when you output the timeline in record mode.

Feature Area	ID	Fixed Bug Description
video io	sys00141423	It is now possible to rename a Real-Time Deliverable preset by middle-clicking on the preset name.
video io	sys00210671	Lustre now sets the VTR to fast-forward mode when you are capturing an EDL.
video io	sys00090169	The duration of shots captured from tape with a 3:2 pulldown DVS raster is now accurate.
video io	sys00179836	<p>Playout with Real-Time Deliverable on the IBM6223/FX5500 and the HP8400/FX5500 cannot be done using the FX5500 SDI output. You need to use the DVS SDI output. Only the HP8600/FX5600 can use the FX5600 SDI output for Real-Time Deliverable.</p>
video io	sys00231072	The LTC timecode that is sent through the DVS board is now valid when you are playing back an NTSC 23.98 timeline while using an NTSC 29.97 raster with the pulldown option enabled.
viewing	sys00226683	The values applied on the output primaries (e.g., saturation, contrast, etc.) are no longer clipped when GPU acceleration is enabled.
viewing	sys00227330	The plugins list is now correctly updated when you enable GPU acceleration.

Feature Area	ID	Fixed Bug Description
viewing	sys00243111	When a GFX SDI raster is enabled, the correct frame rate (fps) is now shown.
viewing	sys00153939	Thumbnails are updated correctly when the scan type mode is set to Interlaced.
Viewing	sys00273266	Print LUTs are no longer applied to the grayscale matte view.
Viewing	sys00260413	The split view is now working properly when you use it while the Colour menus are displayed in the Player.
viewing	sys00146294	The user interface is no longer corrupted when you disable a GFX raster while you are in F7 mode.
viewing	sys00133905	There is no longer any colour shift when you are using dissolves and working with GPU grading and Input LUTs.
Viewing	sys00262032	GPU is enabled when you are in Print view so it is possible to monitor 10-bit media at the DVS/GFX SDI output.

Feature Area	ID	Fixed Bug Description
viewing	sys00232430	Highlights are now displayed correctly when a 3D Mesh LUT is applied.
Viewing	sys00266463	The reposition is now correctly displayed when you are playing back a timeline with dissolves and the cluster is connected.
viewing	sys00060276	The density issue within video dissolves is now fixed.
viewing	sys00231480	Lustre no longer crashes when you are playing a gap in GPU mode within the multi-view.
viewing	sys00234999	The timeline view is now correctly updated when you are playing a timeline that is larger than the view.
viewing	sys00187854	Lustre no longer displays only the center mode when GPU with clusters is enabled.
viewing	sys00225688	You can now use the Bypass feature for the effects plugins when GPU acceleration is enabled.

Feature Area	ID	Fixed Bug Description
viewing	sys00225757	There are no longer any crashes or media corruption when you are using an 8-bit SGI file format.
viewing	sys00163044	Toggleing backward (L3/L2/L1) now updates the viewer PrintLUT selections.
VIO Legacy capture	sys00239615	There is no longer an intermittent problem when you play out in Record mode.
VIO Legacy playout	sys00246903	There no longer are missing frames at the end of a timeline when you are playing out with a pulldown insertion.
Wiretap	sys00167704	Wiretap soft-imported DLEDs containing fades are now correctly rendered when using One Sequence.
Wiretap	sys00183624	The keycode data from the Wiretap media is now correctly displayed after restarting Lustre.
Wiretap	sys00249253	When you are importing a timeline from the Wiretap server, there are no longer any incorrect Shot bin thumbnails names.

Feature Area	ID	Fixed Bug Description
Wiretap	sys00232872	Lustre no longer crashes when you adjust the vertical reposition on a timeline that is referencing media from the Wiretap server.
Wiretap	sys00276343	The issue where reloading a Published timeline from the Wiretap server was not displaying the local proxy is now closed. You need to set the Publish option (on the Wiretap server side) to only use the timecode for the file name. Refer to the Smoke/Flame 2009 Extension 1 documentation for more details.
Wiretap	sys00282386	It no longer takes awhile for you to load a timeline from the Wiretap server that has proxy media located on a Standard Filesystem.
Wiretap	sys00275247	It is now possible to import Standard Filesystem footage (on the local or shared storage) from the Wiretap server.
Wiretap	sys00270293	When you render a timeline that contains virtual black media to the Wiretap server, it no longer produces an incorrect timeline.
Wiretap	sys00172223	The thumbnails are now correctly updated when you are loading a cut of a scene detected timeline from Wiretap.
Wiretap	sys00218383	The frame range information is now displaying properly in the file browser and the Shot bin for the Wiretap clips.

Feature Area	ID	Fixed Bug Description
Wiretap	sys00225449	Using the Region Shot to render shots to the Wiretap server no longer removes the previously rendered clips.
Wiretap	sys00263638	NTSC and PAL media aspect ratios are now correctly set.
Wiretap	sys00235162	Reloading a grade that references media from the Wiretap server now shows the correct thumbnails.
Wiretap	sys00281073	Lustre no longer has a problem recognizing virtual media from a multi-layered timeline coming from the Wiretap server.
Wiretap	sys00226681	Rendering a timeline with fades in Source Grade mode no longer crashes Lustre.
Wiretap	sys00249626	When you render SD media to the Wiretap server, it no longer has intermittent inverted images.
Wiretap	sys00266948	The thumbnails in the Storyboard are no longer generated as Log in a Linear project when you are loading a timeline from Wiretap.

Feature Area	ID	Fixed Bug Description
Wiretap	sys00224383	Media is no longer missing when you render to the Wiretap server a timeline that contains a fade in from black.
Wiretap	sys00224407	When you render a timeline with gaps to the Wiretap server, it no longer stops the render.
Wiretap	sys00226424	The Source Grade render mode no longer creates unlinked media when you are rendering to the Wiretap server and the timeline contains dissolves.
Wiretap	sys00225313	When you render local media to the Wiretap server using the Source Grade render mode, it no longer creates empty timelines.
Wiretap	sys00267990	Rendering a timeline that includes gaps to the Wiretap server no longer creates a shorter timeline.
Wiretap	sys00181064	There are no longer any corrupted media / black frames when you are rendering 8-bit SGI media from the Wiretap server.
Wiretap	sys00211287	Lustre can now read drop-frame media from the Wiretap server. It no longer shows some of the media as missing.

Feature Area	ID	Fixed Bug Description
Wiretap	sys00211288	There is no longer a red X displayed in the Player when you press the Play shortcut on the keyboard while using a timeline with media coming from Wiretap.
Wiretap	sys00272978	Virtual colour sources clips are rendered correctly to the Wiretap server when you enable Normal and heads & tails are On.

Known Bugs for Lustre 2009

Feature Area	ID	Known Bug Description
Animation	sys00273242	Animating the grading parameters in a virtual black clip may produce unexpected results. Workaround: If you intend on animating a black clip, import a sequence of black frames instead of using the virtual black clip that is generated by Lustre.
Audio	sys00278218	Playing back a grade with audio may produce an unexpected audio playback if the grading data cannot be played back in real time. Workaround: Go to the Capture menu to recapture the video.
Audio	sys00281326	Sometimes the audio signal cannot be heard when you are playing a VTR in the Payout menu. Workaround: Enter the Capture menu and then return to the Payout menu.
Audio	sys00281331	The audio tracks selection is not taken into account when you are monitoring the audio in the Payout menu.
Audio	sys00281334	Minor audio glitches can be heard when you are monitoring the audio that is coming from a VTR in the Capture and Payout modules. The captured audio is fine.
Audio	sys00280240	Switching between the different audio rasters may take some time for the DVS / AJA board to initialize.

Feature Area	ID	Known Bug Description
Audio	sys00281914	<p>There are times after you capture video and audio where the audio content cannot be played back.</p> <p>Workaround: Enter and exit the Colour menu.</p>
Audio	sys00281949	<p>The LTC Chase options are available when the workstation is equipped with an AJA board. This feature is not supported on AJA boards.</p>
AVIO - capture	sys00280805	<p>It is not possible to capture from tape if the In point is set to 00:00:00:00.</p> <p>Workaround: Make sure you have enough pre-roll time (at least five seconds) before the In point.</p>
AVIO - capture	sys00282821	<p>Lustre will attempt to capture black events from an EDL if you use the Select All button.</p> <p>Workaround: Make sure the EDL events selection does not contain any black event before capturing.</p>
AVIO - capture	sys00278981	<p>If you abort an EDL capture, it does not update the captured media status.</p>
AVIO - capture	sys00272171	<p>EDL / timelines coming from the Wiretap server that contains sources with mixed frame code (e.g., drop / non-drop frame) are not supported in Lustre.</p> <p>Workaround: Make sure that the source and record timecode have the same frame code.</p>
AVIO - engineering	sys00277157	<p>It is not possible to select both a Graphic (GFX) SDI and an AJA / DVS SDI raster at the same time. You can only select a Graphic SDI and an audio only AJA / DVS raster.</p> <p>Workaround: Only use one type of raster at a time.</p>

Feature Area	ID	Known Bug Description
AVIO - playout	sys00277085	<p>The selected AJA or DVS raster is disabled when you select a Sync Mode.</p> <p>Workaround: Reselect the desired AJA or DVS raster.</p>
AVIO - playout	sys00280737	<p>There are times when Lustre is not able to playout a timeline to a VTR after the render is complete.</p> <p>Workaround: Reload the grade before you perform a playout.</p>
AVIO - playout	sys00269252	<p>If Lustre is on the Linux, it is not possible to Assemble to a VTR if the preview window is enabled (blue timecode).</p> <p>Workaround: Disable the VTR preview window before performing an Assemble.</p>
AVIO - playout	sys00279516	<p>When performing Real-Time Deliverable on the HP8600 workstation with an AJA board, you need to enable a Graphic SDI raster and not an AJA SDI raster. An AJA audio raster should be selected if you want to perform a playout with audio.</p>
Background render	sys00280982	<p>It is not possible to generate a proxy if a crop effect is applied to the current shot.</p> <p>Workaround: Disable the crop effect before you generate the proxy.</p>
Browser	sys00279163	<p>The file browser does not display a network mounted drive if the drive was mounted while Lustre was running.</p> <p>Workaround: You need to exit and restart Lustre. The network mounted drive is now visible within the file browser.</p>
Colour - grading	sys00279641	<p>When you are working in a Linear architecture, there is a tracking problem in the RGB channels when you modify the gamma value on a secondary.</p>

Feature Area	ID	Known Bug Description
Colour - grading	sys00283245	<p>The Hue curve rotation on the Autodesk Control Surface does not match the vectorscope orientation.</p> <p>Workaround: Edit the Autodesk Control Surface rules file Hue curve setting to invert the rotation value.</p>
Colour - secondaries	sys00283228	<p>Rotation of the Hue wheel does not follow the same direction as the cursor movement.</p>
Colour - secondaries	sys00256020	<p>There are times when you are working with the Source Primary where the Keyer colour pot is not displaying the correct colour.</p>
Colour - secondaries	sys00280793	<p>It is not possible to move the variable's softness points that is applied to a circle or rectangle, if the softness value is negative.</p>
Colour - secondaries	sys00283004	<p>The position of the vertices is unexpectedly lost after setting the variable softness back to 0 within the UI.</p>
Colour - secondaries	sys00273901	<p>The pixel ratio value is sometimes used with some tools even if the Pixel Ratio button is disabled.</p> <p>Workaround: Reset the pixel ratio value to 1.00.</p>
Configuration	sys00277298	<p>The grade files created on Lustre 2009 (Linux) are not compatible on Lustre 2009 (Windows).</p>

Feature Area	ID	Known Bug Description
Configuration	sys00277054	The Ratio value may be incorrectly read by Lustre when it is working with geometries.
Configuration	sys00272373	When you use the trackballs on a shot that has been flipped / flopped, the movement of the trackballs are inverted (i.e., the right becomes the left, the up becomes the down, and vice versa).
Configuration	sys00279072	Rendering may be slow when you are working with media that has a resolution of 2048x1024 and the cluster is connected.
Configuration	sys00280007	Playback may slow down when you are rendering with Burn.
Configuration	sys00278065	When you select a secondary using the Control Surface panel, the Animation list is not updated. Workaround: Select the secondary using the Lustre user interface.
Configuration	sys00280799	If your current show has a crop effect and a vertical reposition, the colour displayed in the Pixel Analyser is incorrect.
editing	sys00248466	If Lustre is running on a Linux operating system, it is not possible to use any of the Sort mode hot keys which use CTRL+ALT. Workaround: Use the user interface button to perform the sort.

Feature Area	ID	Known Bug Description
Editing	sys00268929	Performing a scene detect on a timeline that contains a retime effect may crash Lustre.
editing	sys00246116	When you drag & drop (CTRL+ALT, CTRL+SHIFT, or CTRL+SHIFT+ALT) the grading from one shot to another, you cannot undo the copy/paste function.
image io	sys00249625	The rendering viewing option can only be used on Bitmap file formats.
Local render	sys00274744	Lustre may freeze if you are rendering a timeline that contains gaps and the cluster is connected. Workaround: Insert a layer containing a virtual black clip below the timeline for the entire duration.
Local render	sys00270122	It is not possible to generate proxy media for 4K footage larger than 2536 pixels. Workaround: Use the percent mode to generate a large proxy for 4K footage.
Local render	sys00278888	There are times when you abort a render that it freezes your Lustre application (this is only applicable to Lustre on the Linux operating system).
Metadata	sys00267749	It is possible to save a grade file that is referencing an empty cut. Workaround: You need to make sure to create a cut before you create a grade.

Feature Area	ID	Known Bug Description
Project	sys00273536	Make sure to always save the current grade before you modify the Project or User Configuration settings. If you do not save your grade file before the modification, the correct grading information will not be applied to the shot once the project is reloaded.
Project	sys00271965	When editing a project or user configuration setting with the Autodesk Control Surface trackball ring, the Lustre user interface will be corrupted.
Realtime deliverables	sys00272888	The Real-time Deliverable grade does not support Input LUTs. Workaround: In order to use Input LUTs with Real-Time Deliverable, you need to make sure to load a grade that references an Input LUT, load your Real-Time Deliverable grade, and then perform a playout.
Timeline	sys00278793	When you are working on a Stereoscapy project, it is not possible to perform dust busting for both eyes at the same time (only the Left eye is analysed). Workaround: Disable Stereoscapy and then analyse the Right eye.
Timeline	sys00274686	It is not possible to render Stereoscopic projects to the Wiretap server. Workaround: Render the Stereo project using the One Sequence to a shared storage and then import the footage for both eyes in Smoke or Flame.
Timeline	sys00271964	When you are working in the large Storyboard view (Q), Playhead B is not visible.
Timeline	sys00272102	Reposition effects are not applied to the Storyboard thumbnails when the Storyboard is updated.

Feature Area	ID	Known Bug Description
Timeline	sys00282969	<p>Rendering a Stereoscopic timeline with the Slave Render produces incomplete media for the Right-eye.</p> <p>Workaround: Avoid using the Slave Render with Stereoscopic projects.</p>
Timeline	sys00281796	<p>Lustre may hang when you exit the application and you are working on a Stereoscopic project with the Multi-view and Gang options enabled.</p>
Timeline	sys00281460	<p>Disabling the Stereoscopy option while GPU is enabled may cause problems for the Grade bin and Still store.</p> <p>Workaround: Exit and restart Lustre.</p>
Timeline	sys00271592	<p>It is not possible to use the cluster when you are working on a Stereoscopic project.</p> <p>Workaround: Disable the cluster.</p>
Timeline	sys00281791	<p>After you import the Right and Left eye Stereoscopy media to the timeline and then select a Stereo GFX SDI raster, the active eye in the timeline may not be the one that is displayed in the Player.</p> <p>Workaround: Set the layers in the timeline from left (L) to right (R) and vice versa.</p>
Viewing	sys00281779	<p>An interlaced footage may look corrupt when you are applying a Keyer or an effects plugin while GPU is enabled.</p> <p>Workaround: Set the grade to progressive to avoid media corruption when you are using GPU.</p>

Feature Area	ID	Known Bug Description
Viewing	sys00280820	<p>The user interface may flicker if GPU acceleration is enabled. This problem is caused by the NVIDIA driver setting panel and is only applicable on the Windows operating system.</p> <p>Workaround: Close your Lustre application and perform the following steps:</p> <ol style="list-style-type: none"> 1. Right-click on the desktop and select the NVIDIA Control Panel. 2. In the NVIDIA Control Panel window, select the Adjust image settings with preview option. 3. Select the Use the advance 3D image settings option and click on Take me there. 4. Under the Global Settings tab, scroll down until you reach Vertical sync. By default, it is set to Use the 3D application setting. Change this setting to Force off. 5. Click Apply.
Viewing	sys00281081	<p>When working with interlaced footage and GPU is enabled, the multi-view may cause user interface problems.</p> <p>Workaround: Set the grade to progressive scan mode.</p>
Viewing	sys00281613	<p>When GPU is enabled, working in multi-view may cause user interface problems when you use Gang mode.</p>
VIO Legacy capture	sys00246415	<p>It is not possible to set Lustre as a VTR playback emulator if the current project is set to drop frame.</p> <p>Workaround: Use a non-drop frame project for the VTR emulator.</p>
Wiretap	sys00268012	<p>When you render a timeline that contains retime effects to Wiretap, it may destabilize the destination Wiretap server.</p> <p>Workaround: Avoid rendering timelines with retime effect to the Wiretap server.</p>
Wiretap	sys00267735	<p>Burn and Slave render cannot render proxy media to the Wiretap server.</p> <p>Workaround: Manually generate the proxy on the Wiretap server after Lustre has rendered the media.</p>

Feature Area	ID	Known Bug Description
Wiretap	sys00272556	Using the shot render option while rendering with the One Sequence render mode may delete the rendered media on the Wiretap server. This problem applies to both the local and Slave render.
Wiretap	sys00274097	16-bit media coming from the Wiretap server is not supported in Lustre.
Wiretap	sys00274098	It is not possible to render 16-bit media to the Wiretap server.
Wiretap	sys00280009	Lustre is not able to render a timeline to a Wiretap server project that has enabled (e.g., On or Conditional) proxy settings. Workaround: Make sure the destination Wiretap project's proxy settings are disabled. After Lustre has finished rendering, if needed, enable the proxy settings and render the proxy media.
Wiretap	sys00278905	The Ratio viewing option setting is used when you are rendering media to the Wiretap server. Workaround: Make sure to disable the Ratio button before you render to the Wiretap server, or enter the correct data in the Ratio value field.
Wiretap	sys00279272	It is not possible to render to a Wiretap server if the DNS server is not configured. Workaround: Do one of the following: 1) Configure the DNS server address on your Lustre workstation 2) Manually use the IP address of the Wiretap server by adding the Wiretap server address to the init.config file.
Wiretap	sys00273194	When rendering to a Wiretap server, there is a slight delay when you press the Print (P) view. The delay is based on the number of shots that are contained in the current timeline.

Feature Area	ID	Known Bug Description
Wiretap	sys00282754	Loading the history of a grade that is referencing media from a Wiretap server will incorrectly display the media. Workaround: Copy and rename the cut and grade history files by removing the "_bak" extension under the sacc_data/bak directory.
Wiretap	sys00266023	It is not possible to read the proxy coming from the Wiretap server if the Local Proxy option was enabled and then disabled. Workaround: Disable the Local Proxy option, save your project, reload the timeline from the Wiretap server, and then save a new cut.