

Autodesk®

Lustre® 2009 Extension 1

A Discreet® systems product

Fixed and Known Bugs



Autodesk®

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Introduction

About This Document

This document lists the fixed and known bugs for Autodesk® Lustre® 2009 Extension 1. 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 Lustre 2009 Extension 1 SP4

The following bugs have been fixed in the Autodesk Lustre 2009 Extension 1 SP4 release.

Feature Area	ID	Fixed Bug Description
AVIO - playout	sys00289970	Lustre no longer hangs when you switch from one SDI raster to another.
Background render	sys00314367	Lustre 2009x1 burn jobs can now be submitted to Backburner 2010.1
Colour - curves	sys00288522	Lustre no longer has issues where the HLS and RGB curves are inverted.
configuration	sys00310130	The DKU now properly sets the Incinerator node name to node<x> and configures the eth and IB IP addresses to 10.10.10.x and 10.10.11.x.
Timeline	sys00309573	The timeline positioner now updates properly when performing an undo/redo operation.
Viewing	sys00307050	The Input view now refreshes if GPU is disabled on playhead B in Multiview.

Feature Area	ID	Fixed Bug Description
Viewing	sys00306401	A cut with numerous grades containing different Input LUTs is now properly displayed within the Player when the grade is loaded.

Known Bugs for Lustre 2009 Extension 1 SP4

The following are the known bugs in Lustre 2009 Extension 1 SP4.

Feature Area	ID	Known Bug Description
Local render	sys00312657	<p>When using an Incinerator with cluster to render a grade that contains a reposition, the rendered media may display black borders.</p> <p>Workaround: Choose one of the following:</p> <ol style="list-style-type: none">1. Disconnect the cluster before starting the render.2. Select a destination resolution in the Render > Resize menu that matches your output resolution.3. Use Lustre Burn.

Fixed Bugs for Lustre 2009 Extension 1 SP3

The following bugs have been fixed in the Autodesk Lustre 2009 Extension 1 SP3 release.

Feature Area	ID	Fixed Bug Description
Background render	sys00309527	The Lustre background renderer can now start a command line or Backburner-initiated render job.
Background render	sys00306568	CXFS preallocation for media created via Backburner now works properly.
Editing	sys00308200	Setting the ChangeCutOffset keyword in init.config to off now works properly.
Project	sys00307390	Lustre does not crash anymore when loading a grade with the default keyer set to HLS in the user preferences.
Viewing	sys00303267	The GPU/CPU Blur processing difference when setting the player ratio to a different value than 1.0 is now fixed.
Viewing	sys00122355	Incinerator playback now loops according to the shots in the collapsed timeline.

Feature Area	ID	Fixed Bug Description
Viewing	sys00271776	Images are now correctly updated when playing back material from Input view.
Wiretap	sys00307066	The problem where reel names were truncated when rendering content with long reel names to Wiretap Server 2010 SP1, 2 or 3 is now fixed.

Known Bugs for Lustre 2009 Extension 1 SP3

The following are the known bugs in Lustre 2009 Extension 1 SP3.

Feature Area	ID	Known Bug Description
AVIO - playout	sys00310325	<p>Dropped frames are not detected when outputting or inputting media with the cluster connected. This may cause corruption on the tape and/or breaks on the timecode.</p> <p>Workaround: disconnect the cluster before inputting or outputting media.</p>
configuration	sys00310078	<p>The log file "/var/log/acpid.1" grows with error messages from the X server, until it fills up the entire system drive of Incinerator nodes.</p> <p>DKU 4.0.5 fixes the issue by not starting the X server anymore.</p>
configuration	sys00308010	<p>The DO button on the ACS panel in the Lustre Station does not do anything. Normally, it should update the thumbnail. It works correctly with the Master Station and Incinerator version of Lustre.</p> <p>Workaround: use the "." key on the keyboard.</p>
configuration	sys00308160	<p>The F1 (Key 5) reset button on the Function ACS panel (Hue Cyan curves, Low-Mid-High Shadows, etc) does not work.</p> <p>Workaround: CTRL + Click the point to reset.</p>
Image processing	sys00308075	<p>Crops are incorrectly applied when reloading a grade.</p> <p>Workaround: Disable the crop button and re-enable it.</p>
Media Bridge	sys00309226	<p>EDL M2 events with R3D media coming from Wirerap Gateway cannot be assembled.</p>

Fixed Bugs for Autodesk Lustre 2009 Extension 1 SP2

The following bugs have been fixed in the Autodesk Lustre 2009 Extension 1 SP2 release.

Feature Area	ID	Fixed Bug Description
configuration	sys00307256	Lustre licenses generated based on the DLHOSTID for HP Z800 workstations now work.

Fixed Bugs for Lustre 2009 Extension 1 SP1

The following bugs have been fixed in the Autodesk Lustre 2009 Extension 1 SP1 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	sys00199699	It is now possible to set retime values below -500% and above 500%
Editing	sys00301270	There is no longer an issue when you reorder a group of shots (with an ascending source timecode) within a change list.
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 requires DKU version 4.0.4
Local render	sys00304306	The command line renderer now requests the proper license on the Linux Master station.

Feature Area	ID	Fixed Bug Description
Metadata	sys00292579	Lustre no longer crashes when you load a change list.
Viewing	sys00298880	16-bit media now displays correctly when GPU processing is enabled.

Known Bugs for Lustre 2009 Extension 1

The following are the known bugs from the Lustre 2009 to the Lustre 2009 Extension 1 release.

Feature Area	ID	Known Bug Description
AVIO - playout	sys00303004	<p>The timecode does not update in real time when doing an output. This is only a user interface issue. The captured material is fine.</p> <p>Platforms affected: HP Z800</p>
Colour - secondaries	sys00304150	<p>In a Stereo project, when the user deselects the Sync mode to modify a shape located on a shot, and then re-enables Sync mode and resets the grade, creating new shapes will only draw a shape on the active eye and not on both.</p>
configuration	sys00304638	<p>When working on a Stereo project, moving the shape on a shot that was flopped does not produce the expected result (shape will move backward).</p>
Tools	sys00305491	<p>Original backup frames get overwritten if the user clicks the Dust Render button twice (Linux only).</p>
Wiretap	sys00302733	<p>It is not possible to use a cut that references media that comes from a Wiretap Server and was archived, deleted, and restored. The unique identifier of the restored media is not the same as the one contained in the Lustre cut files.</p>

Fixed Bugs for Lustre 2009 Extension 1

The following bugs have been fixed in the Autodesk Lustre 2009 Extension 1 release.

Feature Area	ID	Fixed Bug Description
Audio	sys00293454	When starting a playout in the middle of a timeline, the audio tracks will not play correctly.
AVIO - capture	sys00294742	Files captured with the pulldown removal option have the right captured timecode.
AVIO - engineering	sys00295302	Sync detection is now working correctly with audio-only rasters. When enabling GFX SDI and DVS audio rasters, the wave files play back correctly.
Background render	sys00289630	Turning off the Slave Renderer no longer aborts all pending renders that are in the queue.
Colour - secondaries	sys00295595	The F5 button (lower right) on the ACS Function panel that is used to enable/disable Log to Lin now has a corresponding effect on the Log to Lin button in the Lustre GUI.
Colour - secondaries	sys00295698	When the F2 button (center) in the ACS Function panel is pressed, Lum is now displayed in the ACS Function panel screen.

Feature Area	ID	Fixed Bug Description
Editing	sys00298039	Dissolves are now correctly applied when assembling an EDL with the Record option enabled.
Editing	sys00156580	Lustre now supports EDLs with reel names that contain the underscore and dash characters.
Playback	sys00299003	Using the Linux version of Lustre, you can play back media with an external matte from a SAN without performance degradation.
Playback	sys00297058	The random display of a red X when playing back video in the Player is now fixed.
Playback	sys00290883	Using the Linux version of Lustre, you can play back media on a SAN with no playback performance problem.
Project	sys00295170	The keywords <FirstFrameNumber> and <StartShotFrameNumber> are now included in the Miscellaneous section of the init.config file.
Project	sys00271105	When you press ALT-Tab, you can now use the Linux Desktop utilities while the Lustre Startup screen is displayed.

Feature Area	ID	Fixed Bug Description
viewing	sys00101531	The current thumbnail is now correctly displayed when switching from a regular view mode to a large Storyboard view mode with the Q hotkey.
Viewing	sys00291071	Buttons in the Lustre application no longer turn black when pressed after selecting a different scene with two Print LUTs enabled in the Calibrate menu.
Wiretap	sys00295486	You can now import from the Wiretap server a timeline containing soft-imported media that is located in a folder whose name has a space in it.
Wiretap	sys00286820	Backburner servers no longer appear in the Wiretap server list in the Lustre file browser.

Known Bugs for Lustre 2009 Extension 1

The following are the known bugs from the Lustre 2009 to the Lustre 2009 Extension 1 release.

Feature Area	ID	Known Bug Description
Animation	sys00273242	<p>Animating the grading parameters in a virtual black clip may produce unexpected results.</p> <p>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.</p>
Audio	sys00281331	<p>The audio track selection is not taken into account when you are monitoring the audio in the Playout menu.</p>
Audio	sys00281334	<p>Minor audio glitches can be heard when you are monitoring the audio that is coming from a VTR in the Capture and Playout modules. The captured audio is not affected.</p>
Audio	sys00281326	<p>Sometimes the audio signal cannot be heard when you are playing a VTR in the Playout menu.</p> <p>Workaround: Enter the Capture menu and then return to the Playout 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>

Feature Area	ID	Known Bug Description
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.
AVIO - capture	sys00278178	The error message is incorrect when you are trying to capture shots to a full destination.
AVIO - capture	sys00272171	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. Workaround: Make sure that the source and record timecode have the same frame code.
AVIO - engineering	sys00277157	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. Workaround: Only use one type of raster at a time.
AVIO - playout	sys00288318	It is not possible to playout a timeline that contains rendered frames in Print view. Workaround: Either render all the frames before performing a playout in Print view, or use the playout from timeline feature (Output view).
AVIO - playout	sys00279516	When performing Real-Time Deliverable operations 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.
Background render	sys00286155	It is not possible to delete jobs from the Backburner Web Monitor on a Linux workstation.

Feature Area	ID	Known Bug Description
Background render	sys00280982	It is not possible to generate a proxy if a crop effect is applied to the current shot. Workaround: Disable the crop effect before you generate the proxy.
Browser	sys00279163	The file browser does not display a network mounted drive if the drive was mounted while Lustre was running. Workaround: You need to exit and restart Lustre. The network mounted drive is now visible within the file browser.
Colour - grading	sys00279641	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.
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	sys00283228	Rotation of the Hue wheel does not follow the same direction as the cursor movement.
Colour - secondaries	sys00283004	The position of the vertices is unexpectedly lost after setting the variable softness back to 0 within the UI.
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.

Feature Area	ID	Known Bug Description
Colour - secondaries	sys00285396	When you rotate a shape on a flopped shot, it does not rotate in the correct direction.
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.
Colour - tools	sys00293408	When loading a grade that references a different cut, the selected location in the Grade Bin is reset to the first storage container in the first column.
Configuration	sys00280007	Playback may slow down when you are rendering with Burn.
Configuration	sys00278065	When you select a secondary using the Autodesk Control Surface panel, the Animation list is not updated. Workaround: Select the secondary using the Lustre user interface.
Configuration	sys00276377	Lustre may crash after the computer enters stand-by mode. Workaround: Disable the Windows stand-by functionality.
Configuration	sys00277298	The grade files created on Lustre 2009 (Linux) are not compatible on Lustre 2009 (Windows).

Feature Area	ID	Known Bug Description
Configuration	sys00277054	The Ratio value may be incorrectly read by Lustre when it is working with geometries.
Configuration	sys00280799	If your current clip has a crop effect and a vertical reposition, the colour displayed in the Pixel Analyser is incorrect.
Configuration	sys00279072	Rendering may be slow when you are working with media that has a resolution of 2048x1024 and the cluster is connected.
Configuration	sys00272373	When you use the trackballs on a shot that has been flipped / flopped, the movement of the trackballs is inverted (i.e., the right becomes the left, the up becomes the down, and vice versa).
editing	sys00246116	When you drag and drop (CTRL+ALT, CTRL+SHIFT, or CTRL+SHIFT+ALT) the grading from one shot to another, you cannot undo the copy/paste function.
editing	sys00248466	If Lustre is running on a Linux operating system, it is not possible to use any of the Sort mode hot keys that use CTRL+ALT. Workaround: Use the user interface button to perform the sort.
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.

Feature Area	ID	Known Bug Description
Local render	sys00270122	<p>It is not possible to generate proxy media for 4K footage larger than 2536 pixels.</p> <p>Workaround: Use the Percent mode to generate a large proxy for 4K footage.</p>
Metadata	sys00267749	<p>It is possible to save a grade file that references an empty cut.</p> <p>Workaround: You need to make sure to create a cut before you create a grade.</p>
Project	sys00271965	<p>When editing a project or user configuration setting with the Autodesk Control Surface trackball ring, the Lustre user interface will be corrupted.</p>
Realtime deliverables	sys00272888	<p>Input LUTs are not correctly applied with Real-Time Deliverables. The Input LUT stays applied when it should not and the Custom button changes state with no user action.</p>
Timeline	sys00278793	<p>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).</p> <p>Workaround: Disable stereoscopy and then analyse the Right Eye.</p>
Timeline	sys00272102	<p>Reposition effects are not applied to the Storyboard thumbnails when the Storyboard is updated.</p>
Timeline	sys00274686	<p>It is not possible to render Stereoscopic projects to the Wiretap server.</p> <p>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.</p>

Feature Area	ID	Known Bug Description
Timeline	sys00271964	When you are working in the large Storyboard view (Q), Playhead B is not visible.
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	sys00271592	It is not possible to use the cluster when you are working on a stereoscopic project. Workaround: Disable the cluster.
Timeline	sys00281460	Disabling the Stereoscopy 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 selected.
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.
Viewing	sys00281779	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	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	sys00286185	<p>When you use the aspect ratio option (within the Grade menu), the Shape Tracker does not operate correctly.</p> <p>Workaround: Set the Ratio field to 0 (zero) when you want to use the Shape Tracker feature.</p>
Viewing	sys00281613	<p>When GPU is enabled, working in multi-view may cause user interface problems when you use Gang mode.</p>
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>
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	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	sys00266023	It is not possible to read the proxy coming from the Wiretap server if the Local Proxy button was enabled and then disabled. Workaround: Disable the Local Proxy button, save your project, reload the timeline from the Wiretap server, and then save a new cut.
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	sys00274097	16-bit media imported 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	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	sys00278905	The Ratio viewing option setting is enabled 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	sys00272556	Enabling the Shot render button 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.

Feature Area	ID	Known Bug Description
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.