

Autodesk®
Lustre® 2010
A Discreet® systems product

Fixed and Known Bugs



Autodesk® Visual Effects and Finishing 2010 Extension 1

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Published by: Autodesk, Inc.
111 McInnis Parkway
San Rafael, CA 94903, USA

Title: Autodesk Lustre 2010 Fixed and Known Bugs

Document Version: 3

Date: December 15, 2009

Introduction

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About This Document

This document lists the fixed and known bugs for Autodesk® Lustre® 2010, as well as any fixed bugs for subsequent service packs. They apply to all applications, OS and platforms, unless otherwise indicated.

Download the latest version of this document for a specific release to see the cumulative list of all fixed and known bugs.

The most recent bug fixes are listed at the end of this document. Any necessary workarounds, installation considerations, or other issues of note can be found in the most recent release notes, available from <http://www.autodesk.com/lustre-documentation>.

The main level bookmarks in this PDF display the versions of this release. You can then use the nested bookmarks to find specific feature areas. You can also use the Search tool to search for specific words.

Contacting Customer Support

For Autodesk Media and Entertainment Customer Support, visit <http://www.autodesk.com/support>.

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

Fixed Bugs in Lustre 2010 SP2

The following bugs have been fixed in Autodesk Lustre 2010 SP2.

Feature Area	ID	Fixed Bug Description
Background render	sys00318912	It is now possible to execute the command-line renderer.
configuration	sys00318615	The Undo function now works as expected on the ACS.
Import	sys00319682	You can now soft-import shots from Visual Effects and Finishing applications through Wiretap.

Known Bugs for Lustre 2010 SP2

The following are the known bugs from Lustre 2010 SP1 to Lustre 2010 SP2.

Feature Area	ID	Known Bug Description
Background render	sys00318174	<p>Lustre Burn is not able to render dust removal data if the metadata files are not located with the media of the resolution you want to render.</p> <p>Workaround: Make sure the dustbust.data file is saved to the location of the media format you want Burn to render. For example, if you want Burn to render in high resolution, you need to make sure the Dust option in the project setting configuration Rendering tab is set to Saved with Scan Full. If you want to render proxies, you need to make sure the Dust option is set to Saved with Scan Half.</p>
Image processing	sys00317747	<p>The Point tracker does not work when Degrain is enabled.</p> <p>Workaround:disable Degrain before using the point tracker.</p>
Image processing	sys00321231	<p>Corrupted media can be seen when applying a Crop to Degrain cached media.</p> <p>Workaround: re-cache the Degrain cache media.</p>
Stereoscopy	sys00319367	<p>In a Stereo3D project, Flop incorrectly displays secondary synch geom grading with GPU on. The shape is correctly positioned. However, the actual color correction is flopped incorrectly.</p> <p>Workaround: disable the GPU.</p>

Fixed Bugs for Lustre 2010 SP 1

The following bugs have been fixed in Autodesk Lustre 2010 SP 1.

Feature Area	ID	Fixed Bug Description
Background render	sys00312135	The GPU compatibility feature (GC button) now works properly when you render with Slave Render and Burn.
Background render	sys00317944	There are no longer any idle render nodes when you send a Burn job to Backburner 2010 Extension 1 using a previous version of Lustre (prior to Lustre 2009 Extension 1 SP3).
Browser	sys00317485	Lustre no longer crashes when you import media from a SAN configured with a 64 KB block size file system.
Colour - grading	sys00315485	When you are working in CPU mode with 1828x778 media, the frames no longer appear corrupted if an output hue saturation is applied to a secondary layer.
Colour - tools	sys00313867	Grade files are no longer duplicated within the expanded Grade bin when you quickly click the Expand button (several times) in the Grade bin panel.
configuration	sys00316584	Lustre now detects the Tangent CP100 control panel when you start Lustre through the Linux account (i.e., the icon on the desktop).

Feature Area	ID	Fixed Bug Description
Editing	sys00317461	Lustre no longer crashes when you assemble an EDL after scrolling in the EDL events list.
Editing	sys00317588	Lustre no longer hangs when you select the Editing > Timeline menu after assembling an EDL that contains speed changes.
Editing	sys00316656	Lustre no longer crashes when you load a cut that contains virtual colour clips created in a previous version of Lustre.
Timeline	sys00316006	Lustre no longer crashes when you are running Lustre on the HP Z800 workstation and you modify the user configuration settings of a stereoscopic project with a GFX SDI raster selected.
Timeline	sys00312278	Within the Timeline menu, the timeline zoom function (right-click-drag) is now working properly after you have scaled the timeline.
Timeline	sys00317592	Lustre no longer hangs when you are working with a long cut and you access the Editing > Timeline menu.
Tools	sys00315358	Lustre no longer crashes when you enter the Image > Dust menu.

Feature Area	ID	Fixed Bug Description
Viewing	sys00315946	You can now use the Degrain tool with a stereoscopic project.
VIO Legacy capture	sys00246415	It is now possible to set Lustre as a VTR playback emulator if the current project is set to drop frame.

Known Bugs for Lustre 2010 SP1

The following are the known bugs from the Lustre 2010 release to Lustre 2010 SP1.

Feature Area	ID	Known Bug Description
Background render	sys00318174	<p>Lustre Burn is not able to render dust removal data if the metadata files are not located with the media of the resolution you want to render.</p> <p>Workaround: Make sure the dustbust.data file is saved to the location of the media format you want Burn to render. For example, if you want Burn to render in high resolution, you need to make sure the Dust option in the project setting configuration Rendering tab is set to Saved with Scan Full. If you want to render proxies, you need to make sure the Dust option is set to Saved with Scan Half.</p>

Fixed Bugs for Lustre 2010

The following bugs have been fixed in the Lustre 2010 release.

Feature Area	ID	Fixed Bug Description
Animation	sys00309511	Keyframes no longer disappear as you switch between the input primary grading and a secondary layer.
Audio	sys00300084	The audio file from a previously loaded grade no longer plays when you load a new grade that does not reference an audio file.
Audio	sys00308678	It is now possible to enter an audio offset value greater than 100 seconds.
AVIO - capture	sys00310234	When you perform a live capture, the error message "VTR is in local mode" no longer appears in the Capture Error status.
AVIO - engineering	sys00308833	The timecode updates in real time when you play out to a VTR from a Linux workstation with DKU 4.5.0 installed.
AVIO - playout	sys00289970	Lustre no longer hangs when you switch from one SDI raster to another.

Feature Area	ID	Fixed Bug Description
Background render	sys00282202	Backburner can now render half-resolution media to Wiretap Server.
Browser	sys00279240	When a new scene is loaded into a project after another scene was in use, the Shot bin updates correctly.
Browser	sys00300141	The shot information now displays the correct file format for media imported from the Wiretap Gateway.
Colour - curves	sys00288522	Lustre no longer has issues where the HLS and RGB curves are inverted.
Colour - grading	sys00083184	Keyframe indicators on the timeline are now updated immediately after grading changes are performed using the keyboard.
Colour - grading	sys00283245	The Hue curve rotation on the Autodesk control surface now matches the vectorscope orientation.
Colour - grading	sys00298976	When holding down the CTRL key to load presets from the Grade bin, values for Contrast, Black Clip, Black Reference, White Clip and White Reference are now restored correctly.

Feature Area	ID	Fixed Bug Description
Colour - grading	sys00298990	Flops are now displayed properly when you move from shot to shot using the Autodesk control surface panel.
Colour - grading	sys00301926	On an HP 8400 workstation, the Printscreen key now displays the Colour > Grading menu.
Colour - secondaries	sys00304149	When the Sync option is enabled to colour grade a stereoscopic shot, clicking Reset will now reset both the Left Eye and Right Eye.
Colour - secondaries	sys00304150	When the user deselects the Stereo Sync button to modify a shape located on a shot, and then re-enables Sync mode and resets the grade, creating new shapes will now draw a shape on both eyes.
Colour - secondaries	sys00316208	The linear contrast parameter can now be copied over to a secondary layer using the Ctrl and Shift keys.
Colour - tools	sys00289824	There is no longer any issue viewing more than four Lustre Sparks plugin effects applied to your project.
Colour - tools	sys00293408	When loading a grade that was saved in another cut, the location of the Grade bin is no longer reset to the storage container located in the first row and column.

Feature Area	ID	Fixed Bug Description
colour correction	sys00214189	A secondary layer selected on one shot no longer remains selected when you go to another shot. It now defaults to the last selected item (input, secondary, or output) of the current shot.
colour correction	sys00066769	The default position of the Grading > Curves menu now makes it easier to select the handle located on the upper right side.
colour correction	sys00182026	You can now use the hotkeys when the Caps Lock key is enabled.
Configuration	sys00309608	There is no longer any inconsistency between the way the Softness and Variable Softness knobs work on the Autodesk control surface Function panel. Both knobs provide positive softness when turned right, and negative softness when turned left.
Configuration	sys00193336	It is now possible to have the same slider value precision using the mouse and pen as it is using the Autodesk control surface Function panel.
Configuration	sys00312339	The rotation of the Hue curves Red, Green, Blue, Cyan, Magenta, and Yellow knobs on the Autodesk control surface Function panel are no longer inverted.
Configuration	sys00177822	The Reset operation is now consistent in the user interface, on the keyboard, and on the Autodesk control surface.

Feature Area	ID	Fixed Bug Description
Configuration	sys00286798	Lustre is now able to read and write media to and from a removable disk (e.g., a USB drive).
Configuration	sys00303010	It is now possible to scroll in text fields so you can read text over 32 characters.
Configuration	sys00277298	Lustre 2009 grade files created in Linux are now compatible with Windows, and vice versa.
Configuration	sys00278065	When you select an existing secondary using the Autodesk control surface panel, the Animation Channel hierarchy displays the information of the selected secondary.
Configuration	sys00269542	Lustre no longer hangs when you scrub the Storyboard using the ring portion of the trackball on the Autodesk control surface Navigation panel.
Configuration	sys00308010	On the Lustre Station, the undo list and the Storyboard thumbnails are now updated when you press the DO button on the ACS Navigation panel.
Configuration	sys00308160	The F1 (reset) button on the Autodesk control surface Function panel (cyan Hue curve, Low-Mid-High Shadows, etc.) is now working properly.

Feature Area	ID	Fixed Bug Description
Configuration	sys00239924	The Autodesk control surface Navigation panel no longer freezes randomly when you navigate quickly using the ball or ring portion of the trackball.
Editing	sys00205532	When you use the Bypass All hotkey (Shift+B), the state of the Bypass button in the UI is properly updated.
Editing	sys00284961	Joining a cut after using scene detection no longer causes Lustre to close unexpectedly.
Editing	sys00272171	Lustre now supports EDLs and timelines coming from the Wiretap server that contain sources with mixed frame code (i.e., drop/non-drop frame).
Editing	sys00312474	An EDL imported from a Mac is now properly loaded in the Lustre Linux workstation.
Editing	sys00310572	Confidence checks now display the reference image in the correct position.
image io	sys00059965	When using a Lustre Station, the Colour Correction Lock button now works correctly.

Feature Area	ID	Fixed Bug Description
image io	sys00088496	The Refresh Thumbnails hotkey, . (period) and Shift+. (period), now works properly when you are in the Editing > Browse menu.
Media Bridge	sys00310379	The issue where Lustre cannot read compressed media that contains invalid characters is now fixed.
Media Bridge	sys00301317	When working with an R3D file, there is no longer a playback performance issue when you set a low Debayering setting for the full-resolution media stream.
Metadata	sys00267749	It is no longer possible to save a grade file that is referencing an empty cut.
Project	sys00281705	To reset the project or user configuration, Lustre requires a confirmation.
Project	sys00271965	The user interface is no longer corrupted after using the trackball while editing a project or user configuration setting.
Project	sys00281394	The position of the Player resets correctly when modifying the Project Home directory from within Lustre.

Feature Area	ID	Fixed Bug Description
Project	sys00132681	A cut name can now exceed 32 characters in the Cut Name field.
Project	sys00307436	In the Rendering settings, the B and C values of the Mitchell filters now save correctly.
Project	sys00305887	The colour space architecture now updates correctly when loading a cut.
Project	sys00301244	The input LUT selection in the Calibration menu is retained after changing to another project configuration menu.
Project	sys00307149	The resolution updates when alternating between proxy and full resolution, therefore the shot position in the Player displays correctly.
Realtime deliverables	sys00257332	Real-time deliverables no longer produces an image pattern with grainy images. The user can now enable the Custom button in Image > Reposition menu to use a different filter. See "Real Time Deliverables (RTD)" in the "What's New" chapter of the Lustre 2010 New Features Guide for details.
Realtime deliverables	sys00307520	Input LUTs are now disabled when using real-time deliverables with rendered footage.

Feature Area	ID	Fixed Bug Description
Realtime deliverables	sys00308072	Loading real-time deliverables that were created in Lustre 2009 SP2 no longer causes Lustre to close unexpectedly.
Timeline	sys00305132	Lustre now renders gaps as black media when you render in One Sequence mode.
Timeline	sys00289313	The Storyboard now displays correctly when Solo mode is enabled on a timeline in which the last shot is a single frame.
Timeline	sys00286775	When trimming a shot with animation in the timeline, keyframe indicators are now displayed correctly in the timeline.
Timeline	sys00303912	After cropping or vertically repositioning a shot, storyboard thumbnails are updated correctly.
Timeline	sys00307145	During scene detection, the most recent clip now remains centered in the timeline and Storyboard.
Timeline	sys00293430	On the Lustre Station, holding down the CTRL key while dragging and dropping a grade from one shot to another in the timeline now functions correctly.

Feature Area	ID	Fixed Bug Description
Timeline	sys00308422	If a multi-layer timeline contains gaps and is sorted in either A-mode or C-mode, Lustre no longer crashes when you unsort the shots.
Timeline	sys00289572	Generating local proxies while the timeline is in A-mode or C-mode sort no longer overwrites the original cut file.
Timeline	sys00272315	In large Storyboard view, the white arrow is now correctly displayed and updates its position during playback.
Timeline	sys00288460	Storyboard thumbnails now update correctly after replacing a shot, then performing an undo operation.
Timeline	sys00271964	In the large Storyboard view, Playhead B now remains visible when it is inactive.
Timeline	sys00274686	Two timelines (Left Eye and Right Eye) are now created when rendering a stereoscopic grade to the Wiretap server (not applicable for One Sequence mode renders).
Timeline	sys00256584	The Layer selector button can now be used to select all shots in a layer of the colourist timeline.

Feature Area	ID	Fixed Bug Description
Timeline	sys00276795	The ALT+F10 hotkey to sort shots using A-mode sort with heads and tails disabled is now working properly for the Linux operating system.
Tools	sys00285458	The Pixel Analyser tool now updates correctly after a shot has been repositioned.
Tools	sys00271326	When the Colour Correction Lock button is enabled, CTRL-clicking will not reset grading values.
Tools	sys00289501	When GPU processing is enabled and a pixel includes a colour channel with a value of 255, the Pixel Analyser now correctly displays the colour.
Tools	sys00310207	Input primary grading is now enabled after a shot has been reset.
Tools	sys00309237	Pressing the Backspace button when no cut is loaded in the timeline no longer causes Lustre to close unexpectedly.
Viewing	sys00285565	The matte view is no longer distorted when you are grading interlaced footage with GPU acceleration enabled.

Feature Area	ID	Fixed Bug Description
Viewing	sys00271776	Images are now correctly updated when playing back material from Input view.
Viewing	sys00306401	A cut with numerous grades containing different Input LUTs is now properly displayed within the Player when the grade is loaded.
Viewing	sys00275150	Modifications to the dissolve curve now displays properly when you enable GPU acceleration.
Viewing	sys00282385	In the Pixel Analyser, the Pick Out colour now updates automatically.
Viewing	sys00281081	When working in multi-view with interlaced footage, the image no longer corrupts when GPU processing is enabled.
Viewing	sys00300737	When working in Stereo mode, toggling between the Matte view and Output view does not cause black horizontal lines to appear anymore.
Viewing	sys00300739	When colour grading in Stereo mode using the Sync button, the GFX SDI now correctly displays the grade applied to both shots when the mouse button is released.

Feature Area	ID	Fixed Bug Description
Viewing	sys00300748	When working in Stereo mode, geometries and tracking will function correctly on an eye that includes a flopped image.
VIO Legacy playout	sys00294764	When outputting to VTR, reaching the end of the tape no longer causes Lustre to close unexpectedly.
Wiretap	sys00274672	Rendering a stereoscopic timeline to the Wiretap server no longer appears as Unlinked Media in Autodesk Smoke or Flame.
Wiretap	sys00279960	When you render a stereoscopic timeline to the Wiretap server, it no longer renders the same media for both the Left and Right Eye.
Wiretap	sys00267735	Burn can now render proxy media to the Wiretap server.
Wiretap	sys00274151	A timeline imported from the Wiretap server that contains drop and non-drop frame source clips is now correctly displayed in Lustre.
Wiretap	sys00280009	Lustre is now able to render high resolution and proxy media to a Wiretap server project that has enabled proxy settings (e.g., On or Conditional) .

Feature Area	ID	Fixed Bug Description
Wiretap	sys00160066	When there are issues rendering to a Wiretap server clip library (e.g., the destination is read-only or the path does not exist), Lustre no longer renders the timeline. An error message regarding the state of the destination clip library is displayed in the console.
Wiretap	sys00309223	Marry grade files can now be created with soft import and publish media coming from the Wiretap Server.
Wiretap	sys00301832	When Lustre is running on a Smoke desktop environment, it no longer crashes when you import an audio file through the Wiretap server.

Known Bugs for Lustre 2010

The following are the known bugs from the Lustre 2010 release.

Feature Area	ID	Known Bug Description
AVIO - capture	sys00310388	<p>When capturing a clip with pulldown removal, the resulting clip loaded in the Storyboard may show black thumbnails.</p> <p>Workaround: Reload the captured clip from the file browser.</p>
AVIO - playout	sys00307361	<p>Lustre may crash when you perform a Telecine-style playout and frames are dropped.</p>
AVIO - playout	sys00302119	<p>The Storyboard appears on the GFX SDI output when you enable F7 mode.</p> <p>Workaround: Disable the Storyboard view (press the Tab button) before enabling F7 mode.</p>
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>
Background render	sys00310068	<p>Lustre only renders the top layer of a multi-layer timeline to the Wiretap server when you render in source grade mode with Backburner.</p>
Colour - secondaries	sys00308239	<p>The wrong pixel is selected with the HLS Keyer if you are on a shot where the scale was increased using the Image >Reposition menu.</p> <p>Workaround: Use the Keyer on the image at the original size.</p>

Feature Area	ID	Known Bug Description
configuration	sys00312228	When you press the RESET button on the Autodesk control surface Navigation panel, it does not reset the Reposition values.
configuration	sys00310880	When you press the RESET button on the Autodesk control surface Navigation panel, it resets the Grading and Curves values (within the same operation) when it should only affect the current menu (Grading or Curves).
configuration	sys00310884	The BYPASS button on the Autodesk control surface Navigation panel does not work on the output primary hue curve.
configuration	sys00311472	Degraded frames cannot be cached when connected to the Incinerator cluster.
configuration	sys00311459	The Mark feature on the Autodesk control surface (Navigation panel) and the Tangent CP100 control surface does not set the keyframe for grading parameters on a secondary layer.
Image processing	sys00311695	Playback is not real-time when using degrain cache media with external mattes.
Image processing	sys00311891	Degrain cache frames cannot be played back when connected to the Incinerator cluster.

Feature Area	ID	Known Bug Description
Image processing	sys00311168	Playback is slow if the degraine cache is using BrowseD.
Image processing	sys00317197	<p>It is not possible to cache Degrain media if the source media file extension is uppercased (e.g., .DPX).</p> <p>Workaround: Make sure your media file extension is lowercased (e.g., .dpx).</p>
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.
Realtime deliverables	sys00312821	Real-time deliverables with RED media may produce duplicated frames when you play out the timeline to tape.
Tools	sys00306489	<p>Timelines imported from the Wiretap server that contain soft-import and Stone/Standard FS footage cannot be used with the dust removal tool.</p> <p>Workaround: In Autodesk Smoke or Flame, publish the timeline prior to importing it into Lustre.</p>
Viewing	sys00311179	<p>The Player does not update properly when you have a shot where the height is larger than the width.</p> <p>Workaround: Enable or disable the Resize/Crop option (in the Render > Resize menu) to see the proper image in the Player.</p>
VIO Legacy playout	sys00312793	<p>Duplicate frames are appearing on the tape when RED media is played out to a VTR with the Playout from Timeline and GPU acceleration options enabled. This issue only appears on the HP8400.</p> <p>Workaround: Render the RED media prior to playing out to the VTR.</p>

Feature Area	ID	Known Bug Description
Wiretap	sys00309449	12-bit unpacked DPX media located on the Standard FS cannot be read by Lustre through the Wiretap server.
Wiretap Gateway	sys00315486	<p>Since RED ONE cameras create multiple 2 GB files upon filming, the media is duplicated when you load the files into Lustre.</p> <p>Workaround: Make sure you do not import multiples of the same media by going into the RDC folder and manually selecting the R3D files to be imported into Lustre.</p>
Wiretap Gateway	sys00315765	When you enable the Transcoded option in the Shot Media panel of the Format settings, the Player still displays the R3D file. It does not display a red X when media has not been transcoded into a DPX file.
Wiretap Gateway	sys00312301	When you use the Selector to copy transcode setting parameters from one shot to another, the Camera option in the Settings panel should be disabled.
Wiretap Gateway	sys00314561	<p>RED media cannot be transcoded into a DPX file or to the Wiretap server if a shot contains a negative retime effect.</p> <p>Workaround: Transcode the RED media before applying the retime effect on your shot.</p>