

Autodesk®
Lustre® 2010 SP2
A Discreet® systems product

Release Notes



Autodesk® Lustre® 2010 Software

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Introduction

1

Topics in this chapter:

- [New in these Release Notes](#) on page 1
- [About these Release Notes](#) on page 1
- [Related Documentation](#) on page 2
- [Contacting Autodesk](#) on page 2

New in these Release Notes

The following sections are new or have been updated since the previous Release Notes:

- [Quick Upgrade Workflow](#) on page 3
- [RED SDK 2.4 Included in SP2](#) on page 13

About these Release Notes

This document provides system requirements, upgrade instructions, and last-minute important information for Autodesk® Lustre® 2010 SP2.

Before upgrading your application, read this document thoroughly, as it contains important notes about the current version, including supported hardware platforms and operating systems, required NVIDIA® graphics card driver (for Windows® workstations), required *Discreet Kernel Utilities* (DKU) version and AJA OEM 2K firmware version (for Linux® workstations).

- For important notes about this version, see [Important Notes for Service Pack 2](#) on page 13.
- For the DKU version and AJA OEM 2K firmware version required for this version see [Verifying and Upgrading the DKU](#) on page 8 and [Verifying and Upgrading the AJA OEM 2K Firmware](#) on page 9.

- For a quick overview of the steps required to upgrade your application to the current version, see [Quick Upgrade Workflow](#) on page 3.
- For information on known issues, as well as issues fixed in Lustre 2010 SP2, see the *Autodesk Lustre 2010 Fixed and Known Bugs* document. You can get the latest version of this document from the Autodesk Web site at <http://www.autodesk.com/lustre-documentation>.

Related Documentation

This release has documentation that helps you install, configure, and use your product. It is available from your product as a Web-based help system and online as PDF files.

To view the Help from anywhere in the application, press **Shift+F1**.

Access the latest documentation at www.autodesk.com/lustre-documentation

Contacting Autodesk

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>.

Application Requirements and Installation

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Topics in this chapter:

- [Quick Upgrade Workflow](#) on page 3
- [System Requirements](#) on page 7
- [Verifying and Upgrading the DKU](#) on page 8
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Quick Upgrade Workflow

This section provides a high level overview of the application upgrade workflow, as well as system requirements for Autodesk Lustre 2010 SP2.

For more detail, or if this is the first time you are installing Autodesk Lustre, we recommend reading the latest versions of the *Autodesk Lustre Installation and Configuration Guide for Linux Workstations*, *Autodesk Lustre Installation and Configuration Guide for Windows Workstations* or *Autodesk Incinerator Installation and User Guide* for detailed information on each step in the installation procedure.

To upgrade Lustre stand-alone to version 2010 SP2 on Linux workstations:

- 1 Before beginning the upgrade procedure, read the information in [Important Notes for Service Pack 2](#) on page 13, as well as the information in [Compatibility](#) on page 10.

- 2 Make sure your workstation and operating system meet the minimum requirements for Lustre 2010 SP2. See [System Requirements](#) on page 7.
- 3 Open a terminal and log in as root.
- 4 Perform the following steps to obtain your service pack installation package:
 - If your workstation is running a DKU version older than 4.5.0, download DKU version **4.5.0** from the link provided in the release announcement.

NOTE If your workstation is already running DKU 4.5.0, you do not need to upgrade the DKU.

- Download the application *tar* file from the link provided in the release announcement.
 - Go to the directory where the *tar* files were downloaded, and unpack each file by typing:
tar -zxvf <tar_file>
Each *tar* file is unpacked into a new directory.
- 5 If you have downloaded the DKU package, install it. See [Verifying and Upgrading the DKU](#) on page 8.
 - 6 If your HP workstation is equipped with an AJA OEM 2K card, verify and upgrade the AJA firmware if necessary. See [Verifying and Upgrading the AJA OEM 2K Firmware](#) on page 9.
 - 7 Go to the application installation directory, and start the installation script by typing:
./INSTALL_LUSTRE
The script starts and guides you through the installation process. See the application installation and configuration guide for detailed information on each step.
 - 8 Upgrade any additional packages, such as *BrowseD*, *Slave Renderer*, or *Burn™* for Lustre on dedicated machines. See the latest application installation and configuration guide for details.
 - 9 License your Lustre software. See the *Autodesk Lustre Installation and Configuration Guide for Linux Workstations*.
-
- NOTE** You do not need to re-license your components if you are upgrading to a service pack of the same release, or to a service pack of the same extension.
-

- 10 Start the application and create a new user and a new project. This is necessary in order to get the new hotkeys and Autodesk Control Surface shortcuts that were introduced in this release. See the Lustre help for details.

To upgrade Lustre to version 2010 SP2 on Windows workstations:

- 1 Before beginning the upgrade procedure, read the information in [Important Notes for Service Pack 2](#) on page 13.
- 2 Make sure your workstation and operating system meet the minimum requirements for Lustre 2010 SP2. See [System Requirements](#) on page 7.
- 3 Download the Lustre 2010 SP2 application *zip* file from the link provided in the release announcement. Then extract the contents of the *zip* file into a new folder using an application such as *Winzip*.
- 4 Open the Lustre installation folder, and double-click the *Lustre<version>Setup.exe* file to start the Lustre installation wizard.
- 5 Follow the on-screen instructions.

6 When prompted to select a Lustre component refer to the following table.

Select:	To install:
Lustre	The software required for the Lustre Master Station, Lustre HD Station, or Lustre Station. The type of station is determined by the license.
Render (Slave Render)	The software necessary to perform rendering on the Slave Renderer. WARNING Do not install the Slave Renderer on the Master Station, HD Station, or Lustre Station.
Plugins	Lustre plug-ins
Online Help	The browser-based online help files only. You can also use this option to install the online help independently of the software. This option is enabled by default when installing the Master or Lustre Station options.
BrowseD Server	The Lustre network file server that provides fast file transfers between workstations and centralized storage. For more information on BrowseD, see the latest <i>Lustre Installation and Configuration Guide for Windows Workstations</i> .

7 Click Install.

The selected software is installed.

8 License your Lustre software. See the *Autodesk Lustre Installation and Configuration Guide for Windows Workstations*.

NOTE You do not need to re-license your components if you are upgrading to a service pack of the same release, or to a service pack of the same extension.

9 Restart the workstation.

10 Start the application and create a new user and a new project. This is necessary in order to get the new hotkeys and Autodesk Control Surface shortcuts that were introduced in this release. See the Lustre help for details.

To upgrade Incinerator to version 2010 SP2:

- 1 Before beginning the upgrade procedure, read the information in [Important Notes for Service Pack 2](#) on page 13, as well as the information in [Compatibility](#) on page 10.
- 2 Make sure the hardware and operating systems of the Lustre workstation, Lustre Media Server and Incinerator nodes meet the minimum requirements for version 2010 SP2. See [System Requirements](#) on page 7.

3 Open a terminal on the Lustre Media Server and log in as root.

4 Perform the following steps to obtain your service pack installation package:

- If your workstation is running a DKU version older than 4.5.0, download DKU version **4.5.0** from the link provided in the release announcement.

NOTE If your workstation is already running DKU 4.5.0, you do not need to upgrade the DKU.

- Download the application *tar* file from the link provided in the release announcement.
- Go to the directory where the *tar* files were downloaded, and unpack each file by typing:
tar -zxvf <tar_file>

Each *tar* file is unpacked into a new directory.

5 If you have downloaded the DKU package, install it. See [Verifying and Upgrading the DKU](#) on page 8.

6 Browse to the `/usr/discreet/DKU/INC/` directory and unpack the application *tar* file into it, by typing:

```
cd /usr/discreet/DKU/INC/  
tar zxvf <file_name>.tar.gz
```

The installation files are unpacked into a new directory under `/usr/discreet/DKU/INC/`.

7 Browse to the installation directory and start the installation script for the Lustre Media Server. Type:

```
./INSTALL_LUSTRE_SERVER
```

The software package is installed on the Lustre Media Server. The installation script installs and configures incinerator daemons and utilities.

8 Open a secure shell to log into each node. Type:

```
ssh <NODE_IP>
```

9 Navigate to the directory containing the installation script on the Lustre Media Server by typing:

```
cd /hosts/<lms_hostname>/usr/discreet/DKU/INC/Lustre_<version>
```

10 Start the installation. Type:

```
./INSTALL_LUSTRE_RENDERNODE
```

The Incinerator node package is installed.

11 Reboot the node.

12 Repeat steps 8 to 10 for each Incinerator node.

13 Open a secure shell to log into the workstation. Type:

```
ssh <WS_IP>
```

14 Navigate to the directory containing the installation script by typing:

```
cd /hosts/<lms_hostname>/usr/discreet/DKU/INC/Lustre_<version>
```

15 Start the installation. Type:

```
./INSTALL_LUSTRE_INCINERATOR
```

NOTE During installation, if you are prompted to confirm whether you want to start Backburner™ Manager automatically, answer No.

The Lustre Incinerator package is installed on the workstation.

16 If your HP workstation is equipped with an AJA OEM 2K board, verify and upgrade the AJA firmware if necessary. See [Verifying and Upgrading the AJA OEM 2K Firmware](#) on page 9.

17 Upgrade any additional packages, such as *BrowseD*, *Slave Renderer*, or *Burn*™ for Lustre on dedicated machines. See the latest *Lustre Installation and Configuration Guide for Linux Workstations*.

18 Reboot the Lustre Media Server, and the Workstation.

19 License your Incinerator components. See the *Incinerator Installation and User Guide*.

20 Start Lustre and create a new user and a new project. This is necessary in order to get the new hotkeys and Autodesk Control Surface shortcuts that were introduced in this release. See the Lustre help for details.

System Requirements

Lustre 2010 SP2 is available for the Windows XP SP2 platform (only on HP xw8600 and HP xw8400 workstations), Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (only on HP Z800 workstations), and Red Hat Enterprise Linux Workstation 4 Update 3 (on HP xw8600 and HP xw8400 workstations).

The following tables list the hardware supported by Lustre 2010 SP2, as well as the supported NVIDIA graphics card drivers for each system.

See the latest Hardware Setup Guide for your workstation for wiring diagrams, BIOS settings, and BIOS update instructions.

Lustre Master, Lustre HD, Lustre Station - Windows

Computer	Graphics Card	Graphics Driver	VIO
HP xw8600	NVIDIA Quadro FX5600 + SDI	186.18	AJA
HP xw8400	NVIDIA Quadro FX5500 + SDI	186.18	DVS

Lustre Master, Lustre HD, Lustre Station - Linux Stand-alone

Computer	Graphics Card	Graphics Driver	VIO
HP Z800	NVIDIA Quadro FX5800 + SDI	185.18.14	AJA
HP xw8600	NVIDIA Quadro FX5600 + SDI	185.18.14	AJA
HP xw8400	NVIDIA Quadro FX5500 + SDI	185.18.14	DVS

Lustre Master Station and Lustre Station - Linux (with Incinerator)

Computer	Graphics Card	Lustre Media Server	Incinerator Nodes	VIO	Storage
HP Z800	NVIDIA Quadro FX5800 + SDI	HP Z800	HP ProLiant DL160-G6	AJA	Autodesk Stone Direct XR-series
HP xw8600	NVIDIA Quadro FX5600 + SDI	HP xw8600	HP ProLiant DL160-G5	AJA	Autodesk Stone Direct XR-series
HP xw8400	NVIDIA Quadro FX5500 + SDI	HP xw9400	HP ProLiant DL140-G3	DVS	Autodesk Stone Direct XR-series

Certified BIOS Versions

The following tables list the latest certified BIOS versions for workstations and render nodes. For BIOS update instructions see the latest Hardware Setup Guide for your workstation model.

Workstation	Certified BIOS version
HP Z800	1.17
HP xw8600	1.32
HP xw8400	2.26

Render Node	Certified BIOS version
HP ProLiant DL160se G6	07/05/2009
HP ProLiant DL160 G5	04/09/2008

Verifying and Upgrading the DKU

NOTE This section only applies to Linux systems.

The Discreet Kernel Utilities (DKU) version required for this service pack is **4.5.0**, the same version that shipped with the 2010 release.

If your workstation is already running DKU 4.5.0, you do not need to upgrade the DKU.

If your workstation is running an older DKU, make sure you upgrade the DKU before installing the new version of your application.

The DKU is available as a download from Autodesk. The download link is provided in the Release Announcement you received from Autodesk.

To upgrade the DKU:

- 1 Check the currently installed DKU version. As root, open a terminal and type:

```
head -n1 /etc/DKUversion
```

If the DKU version output by the command does not match the version required for the current release, perform the remaining steps in this procedure.

- 2 Download the latest DKU *tar* file from the download link provided in the release announcement.

- 3 Go to the directory where the *tar* file was downloaded, and unpack it by typing:

```
tar -zxvf DKU_<version_number>.tar.gz
```

The DKU *tar* file is unpacked into a new directory.

- 4 Go to the newly-created DKU installation directory, and launch the DKU installation script:

```
./INSTALL_DKU
```

- 5 When the DKU installation completes, reboot the system. Type:

```
reboot
```

Verifying and Upgrading the AJA OEM 2K Firmware

NOTE This section only applies to Linux systems.

If your workstation is equipped with an AJA OEM 2K card, consult the following table to identify the required AJA firmware version for your workstation.

Workstation	AJA OEM 2K Firmware
HP Z800	0x75
HP xw8600	0x73

To verify and upgrade the AJA OEM-2K firmware:

- 1 Open a terminal and type:

```
cat /proc/driver/aja
```

If the `PCI version` line in the output lists a different version than the required one, perform the following steps to upgrade the firmware.

NOTE Before upgrading the AJA firmware, make sure you have upgraded the DKU, and that you have restarted the system.

- 2 Go to the `/usr/discreet/DKU/current/Utils/AJA_firmwareUpdate` directory.
- 3 Run the `AJAfw_update` utility to scan the AJA current firmware and, if required, update to the latest firmware version. Type:

```
./AJAfw_update
```

If the utility detects that the firmware and drivers need to be updated, it prompts you to start the update.
- 4 Start the firmware update by typing **Y** and then pressing **Enter**.
While the AJA firmware and drivers are being updated, your workstation appears to be frozen and your mouse and keyboard do not work. This is normal and indicates that the firmware is being updated. Once the firmware update is complete, you are returned to the terminal.
- 5 Shut down your workstation by typing:

```
shutdown -g0
```

If your workstation does not prompt you to power down, press the power button for 10 seconds to force a power down.
- 6 Disconnect the power cord.
- 7 Wait 10 seconds, reconnect the power cord, then restart your workstation.

NOTE For more details about the AJA firmware procedures, consult the `README` file located in the current directory.

Updating the NVIDIA Graphics Card Driver

NOTE This procedure only applies to Windows systems. On Linux systems, the correct version of the NVIDIA Graphics Card driver is installed automatically by the DKU.

To upgrade your NVIDIA graphics card driver:

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

Licensing

As an eligible subscription customer, you will receive a new license for the new version of your product. For instructions on installing your license code see the *Autodesk Lustre Installation and Configuration Guide* for your operating system, or the *Autodesk Incinerator Installation and User Guide*.

NOTE You do not need a new license if you are upgrading to a service pack of the same release or to a service pack of the same extension.

Compatibility

This sections lists important compatibility issues you should be aware of when installing or using Autodesk Lustre software.

Grades Created in Lustre 2010 not Compatible with Older Versions

As a result of bug fixed and changes introduced in version 2010, grades created in Lustre 2010 cannot be loaded in older versions of Lustre (such as 2009 Extension 1).

Incinerator Limitations

The following features are not supported when the Incinerator Cluster is connected.

- Stereo
- Accessing media located on a Stone FS / Standard FS through Wiretap. Soft Imported / Published Media is supported.
- Real-time playback of media accessed through Wiretap Gateway.
- Using the high-quality Shrink with the Keyer (the feature is very slow if used with Incinerator). Contact Autodesk Media and Entertainment Customer Support for assistance.
- Performing dust analysis.


Real-time playback is not reachable for the following features when the Incinerator Cluster is connected:

- Using external mattes with 2k material.
- Degraded media or cache.

Uninstalling Lustre

- To uninstall Lustre on Windows workstations, click Start > Control Panel > Add or Remove Programs, and follow the on-screen instructions.
- On Linux, the *rmsoft* utility enables you to easily uninstall Lustre software components from your Linux workstation. Read the following procedure for instructions on using *rmsoft*.

To uninstall your application using *rmsoft*:

- 1 If you are logged in as the application user in KDE, log out and log back into KDE as root.
- 2 As root, open a terminal, and type:
rmsoft
The *rmsoft* user interface appears.
- 3 Select the RPM packages you want to uninstall in the RPM list on the left (click Select All to select all the packages), then click  to move them to the RPM uninstall list on the right.
- 4 Click Next.
- 5 Click Uninstall & Remove to confirm the removal of the selected packages and directories.
The uninstallation starts and *rmsoft* displays details on the process.
- 6 When the operation completes, click Exit to close *rmsoft*.
- 7 Optional: You can also delete the log files associated with a given application version in the */var/log/* directory.

Additional Software for this Release

The following table lists the version numbers for supporting software for this release.

Software	Version
Autodesk® Wiretap Gateway™	2010.1.1
Autodesk® Wiretap®	2010.1
Autodesk® WiretapCentral™	2010.1.1
Autodesk® Backburner™ Media I/O Adapter	2010.1.1
Autodesk® Backburner™	2010.1

Important Notes for Service Pack 2

3

Topics in this chapter:

- [RED SDK 2.4 Included in SP2](#) on page 13
- [Degrain Supported in Stereoscopic Projects](#) on page 14
- [Imhostid not Supported in Lustre 2010 on Linux Workstations](#) on page 14
- [Creating New Projects and Users after Upgrading](#) on page 14
- [Recording to a VTR in Record Mode](#) on page 15

RED SDK 2.4 Included in SP2

The updated WiretapCentral, Wiretap Gateway and Backburner Media I/O Adapter packages that are automatically installed with Autodesk Lustre version 2010 SP2 make use of the new RED® SDK version 2.4. This version of the RED SDK provides full backwards compatibility with footage shot with RED camera firmware older than build 20.

Upgrade your Lustre workstations to version 2010 SP2 to ensure all workstations on your network are running the same version of the RED SDK. A service pack containing the new RED SDK is also available for Autodesk Visual Effects and Finishing 2010 Extension 1 applications. Autodesk® Smoke® 2010 for Mac OS® X also includes the new RED SDK.

If you are running older versions of WiretapCentral, Wiretap Gateway or the Media I/O Adapter on dedicated systems in your network, it is highly recommended to update all systems to the latest version of these components. Download links for these components are provided in the service pack release announcement you received from Autodesk. Consult the latest *Autodesk WiretapCentral and Wiretap Gateway Installation and Configuration Guide* for installation instructions.

Note that importing footage shot with camera firmware build 20 or newer through the latest version of WiretapGateway and the Media I/O Adapter will produce slightly different colors than when importing the

same footage through an older version of these components. If you are in the middle of a project, it is therefore recommended to re-import your footage using the latest versions of WiretapCentral, Wiretap Gateway and Backburner Media I/O Adapter. You can also touch up the colour on your imported material to compensate for the gamma and white balance differences between the old and new SDK output.

Read the following section for instructions on how to determine the camera firmware version of a R3D file.

Determining the Camera Firmware Version of a R3D File

Perform the following tasks to determine which camera firmware version was used when shooting a R3D file.

- 1 Open a terminal, and log in as root.
- 2 Browse to the directory of the current Backburner Media I/O Adapter
`cd /usr/discreet/mio/current`
- 3 Type the following command to obtain information about your R3D file:

```
./dl_get_media_info <path_to_R3D_file>
```

For example:

```
./dl_get_media_info  
/SAN/My_Red_Movie/A001_C017_1230QP.RDC/A001_C017_1230QP_001.R3D
```

The version and build number of the camera firmware is displayed at the beginning of the output, in the `<cameraFirmwareVersion>` section. In the example below, the firmware version is 3.5.2, and the build number is 16.

```
<XML Version="1.0">  
  <clips version="1">  
    <clip index="0">  
      <cameraFirmwareVersion type="string">3.2.5#16</cameraFirmwareVersion>
```

Degrain Supported in Stereoscopic Projects

Lustre 2010 SP1 introduces support for the new Degrain tool in stereoscopic projects.

Imhostid not Supported in Lustre 2010 on Linux Workstations

Note that licenses based on the *Imhostid* (MAC address) licenses are longer issued for Linux workstations as of Lustre 2010.

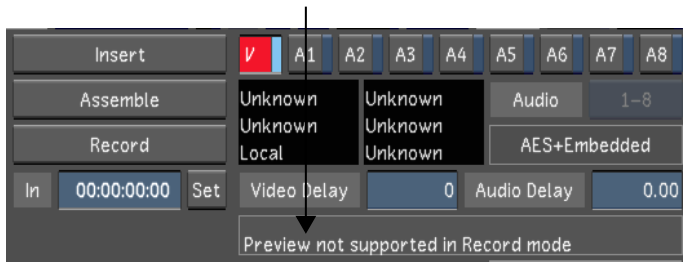
When requesting a license for your application, use the *dlhostid* utility to obtain the ID of your workstation. See the *Autodesk Lustre 2010 Installation and Configuration Guide for Linux Workstations* for details about licensing your software.

Creating New Projects and Users after Upgrading

As always with a new release, remember to create new projects and a new user before using Lustre, in order to have full access to the latest features (such as the Grade Bin cache), and to the latest hotkeys.

Recording to a VTR in Record Mode

When you are recording in Record mode and the Preview option is enabled, the Playout Error status displays a warning that the Preview option is not supported in Record mode.



If you receive this warning, disable the Preview option and try to record to VTR again.

Refer to “Recording in Record Mode” in the Video Capture and Video Playout chapter of the Lustre User Guide for information.

