

Autodesk®
Lustre® 2011
A Discreet® systems product

Fixed and Known Bugs



Autodesk® Lustre® 2011

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Introduction

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About This Document

This document lists the fixed and known bugs for Autodesk® Lustre® 2011, 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 for Lustre 2011 SP3

Feature Area	ID	Fixed Bug Description
Audio	sys00340429	The audio playback will not drop anymore when the nodes are connected on HP8400 Incinerator systems.
Audio	sys00344174	The incinerator will no longer crash when starting the playback if the start timecode has been modified.
AVIO - capture	sys00331032	The pulldown sequence and the source timecode are now working correctly with the telecine feature.
AVIO - capture	sys00345442	Telecine pulldown is now working properly with D5 and HDCAM decks.
AVIO - playout	sys00344359	Lustre will no longer crash when initializing the graphic SDI raster if there is no media on the timeline.
Colour - secondaries	sys00318839	Keyer data from Lustre 2009 extension 1 will now be correctly processed during playback

Feature Area	ID	Fixed Bug Description
Editing	sys00345192	Lustre no longer loads the same frames twice when dissolving to same clip.
Local render	sys00343202	The player no longer displays corruption when generating proxies.
viewing	sys00338723	Media coming from the memory cache is no longer vertically squeezed or horizontally stretched if the scan type is set to interlace.
viewing	sys00341238	While GPU is on, starting the playback in dual view mode will no longer crash Lustre when a 3d LUT is applied.

Known Bugs for Lustre 2011 SP3

Feature Area	ID	Known Bug Description
Configuration	sys00343837	The grade bin thumbnails are affected by the Interface brightness modification.
Playback	sys00343958	Lustre cannot achieve real-time playback on HPZ800 Quad Core with R3D media 3.0 codec in half draft resolution using slaves.
viewing	sys00343979	Lustre does not support 3d LUT as input LUT if they have the .lut extension. Workaround: Rename the file with a .3dl extension in order to be able to use it as an Input LUT.
viewing	sys00342351	The dual viewer split view does not work correctly with multi-resolution shots.

Fixed Bugs for Lustre 2011 Service Pack 2

The following bugs have been fixed in the Autodesk Lustre 2011 Service Pack 2 release.

Feature Area	ID	Fixed Bug Description
Timeline	sys00269786	Render flag is now working with Sync mode in a Stereoscopic project.
viewing	sys00337271	When GPU is enabled, interlaced footage is no longer shown as corrupted in the Dual view.
Background render	sys00338825	The crash when rendering a grade that contains a Diamond keyer setup on secondary levels 13 and up with Burn is now fixed.
Local render	sys00339833	It is now possible to generate proxy from any position on a shot, not only from the beginning.
Configuration	sys00339855	The Init.config file keyword <DPXHeaderOffsetCheck> is now disabled by default since enabling it may cause playback performance degradation when work with DPX or Cineon files. Only enable this keyword if you work with DPX or Cineon files with header of different size within sequence.

Known Bugs for Lustre 2011 Service Pack 2

The following are the known bugs in the Lustre 2011 Service Pack 2 release.

Feature Area	ID	Known Bug Description
Colour - tools	sys00333778	In the Image > Reposition menu, when Flip or Flop is enabled, shapes on a shot remain unmodified.
Wiretap Gateway	sys00333894	Lustre must be relaunched after restarting Wiretap Gateway in order to re-establish the connection to the server.
Browser	sys00334020	When the file browser is still being refreshed, accessing the Project or User settings may cause Lustre to stop responding. Workaround: Wait for the browser to finish updating before editing Project or User settings.
Stereoscopy	sys00334482	In a stereoscopic project when the Stereoscopy button is disabled, Solo mode can be enabled although the option should be unavailable.
Configuration	sys00334727	It is not possible to use InfiniBand QDR (RHEL 5.3) and DDR (CentOS/RHEL 4.3) on the same InfiniBand switch. Workaround: Systems running Lustre on HP Z800 workstations (RHEL 5.3) must upgrade the OS on Burn render nodes to CentOS/RHEL 5.3 and update the OFED driver.
Background render	sys00334744	Burn for Lustre does not initialize Workflower plugins.

Feature Area	ID	Known Bug Description
Wiretap Gateway	sys00335614	Point tracker data does not scale correctly when switching R3D debayering quality settings (eg., Full to Half Premium).
Editing	sys00336843	Rendering negative retime from files with a filename that begins at 0000 does not create a valid filename for the resulting sequence. Workaround: verify the file sequence starts with a frame count of 1 (frame.0001.dpx).
Timeline	sys00338826	In Bypass mode, grade thumbnails do not update.
Image processing	sys00340926	Degrained DPX shots may result in an image offset.
AVIO - capture	sys00340938	It is no longer possible to perform a live capture from a non-controlled source.

Fixed Bugs for Lustre 2011 Service Pack 1

The following bugs have been fixed in the Autodesk Lustre 2011 Service Pack 1 release.

Feature Area	ID	Fixed Bug Description
AVIO - playout	sys00334843	Lustre now supports 2048x1080 Segmented Frame GFX SDI rasters. The following rasters are now available: -2KPsF (23.97) -2KPsF (24) -2KPsF (25)
AVIO - engineering	sys00334927	Colors are no longer clamped when outputting through the NVIDIA SDI card using YCbCr with Headroom.
Wiretap	sys00334193	The media path corruption when rendering locally media coming from Wiretap / Wiretap Gateway server is now fixed.

Fixed Bugs for Lustre 2011

Feature Area	ID	Fixed Bug Description
Animation	sys00322811	In a stereoscopic project when Sync mode is enabled, you can now modify keyframes in the Left Eye and Right Eye with the Animation channel.
Audio	sys00325541	The audio file now loads properly when you reload the grade of an imported file that has a space within its name.
AVIO - capture	sys00321952	Performing a live capture no longer shows a repeated frame as the captured material.
AVIO - playout	sys00326778	When performing a Playout From Timeline, Lustre now correctly cues up after a VTR drop.
AVIO - playout	sys00326393	In a stereoscopic project, navigating over a gap no longer shows the last frame of the previous shot on the GFX SDI.
AVIO - playout	sys00324707	Loading a grade now resets the GFX SDI.

Feature Area	ID	Fixed Bug Description
AVIO - playout	sys00307361	When you perform a Telecine-style playout and frames are dropped, Lustre no longer closes unexpectedly.
AVIO - playout	sys00320447	The GFX SDI now resets when restarting Lustre.
AVIO - playout	sys00314604	There is no longer an accuracy problem when you write to telecine tape with an HDCAM-SR VTR.
Background render	sys00288389	When you use Burn/Backburner to render high-resolution media and create soft-imported links over the Wiretap server, they are now linked properly when you write them to a Visual Effects and Finishing project with enabled proxy settings.
Background render	sys00318174	Lustre Burn is now able to render dust removal data if the metadata files are not located with the media of the resolution you want to render. Previously, if you wanted to render Full resolution media with Burn, the dust removal metadata had to be located with the Full resolution media. This problem is now fixed.
Background render	sys00318239	In a stereoscopic project, Lustre no longer closes unexpectedly when working with the Slave Renderer.
Background render	sys00315381	When working in a stereoscopic project, a timeline with Wiretap media can now be rendered using the Slave Renderer.

Feature Area	ID	Fixed Bug Description
Background render	sys00288470	Lustre no longer has issues rendering soft-imported media to the Wiretap server with the Slave Renderer.
Background render	sys00285873	Using the Slave Renderer to render media with dissolve transitions to the Wiretap server now renders the transition properly.
Background render	sys00274638	You can now render Video Info and dust removal options with the Slave Renderer.
Browser	sys00311981	You no longer have to close and re-open folders within the file browser to view the media within.
Browser	sys00321519	When you right-click on the Shot bin folder to rename it, the name is now highlighted.
Colour - grading	sys00324679	Secondary Layer Page buttons can be highlighted, and the editing cursor no longer appears.
Colour - secondaries	sys00329040	In Matte view when GPU acceleration is enabled, switching between secondary layers no longer causes Lustre to close unexpectedly.

Feature Area	ID	Fixed Bug Description
Colour - tools	sys00325307	When you right-click on a Grade bin file within the expanded Grade bin, it saves a reference image to the framestore.
Colour - tools	sys00322888	When dragging or importing a Grade bin folder to a scene, Lustre now creates the Grade bin folder in the new scene correctly.
Colour - tools	sys00298981	The scroll bar now works correctly in a Grade bin. Regardless of the number of grades, you can scroll to the end of the Grade bin.
Colour - tools	sys00278075	The number of effects that can be selected in the Selector now corresponds to the number of effects that can be selected within the Effects menu.
Colour - tools	sys00322019	Lustre no longer closes unexpectedly when loading marry grade files in a stereoscopic project.
Colour - tools	sys00324500	In the expanded Grade bin List view, the Name column heading is now aligned with the other headings.
Colour - tools	sys00321867	Marry grades are now correctly saved to the project-defined location (Full Scans or Half Scans).

Feature Area	ID	Fixed Bug Description
Colour - tools	sys00321882	Lustre no longer closes unexpectedly when you load a grade with secondary layers from the Grade bin.
Colour - tools	sys00244333	The Linear architecture terminology is now consistent between Group and Selector.
Colour - tools	sys00329260	In the Selector, you can now deselect parameters from Group mode when a parent is selected.
Colour - tools	sys00299514	Lustre no longer closes unexpectedly when saving all marry grades after joining a spliced shot.
configuration	sys00324765	When exiting Lustre, the Autodesk control surface panels now turn off.
configuration	sys00324491	You can now use the Tab or Shift+Tab keys to navigate between the text fields in the SlaveRender menu.
configuration	sys00312228	On the Autodesk control surface Navigation panel, pressing RESET now resets all Reposition values.

Feature Area	ID	Fixed Bug Description
Configuration	sys00273995	When you press Ctrl+R within the Render > Output menu, the Output LUT list is now updated.
configuration	sys00310884	On the Autodesk control surface Navigation panel, the BYPASS button now works on the Output primary hue curve.
configuration	sys00324691	In the Colour > Timeline menu, the Lustre user interface now refreshes properly when enabling Presets.
configuration	sys00318644	In a stereoscopic project, Copy Offset on the Autodesk control surface can now copy stereoscopic grades.
configuration	sys00316068	In the Setup > Grade menu, the comment in the Grade field now displays properly when a grade is loaded at startup.
configuration	sys00313345	The Autodesk control surface panel now displays the correct menu when entering the Transcode panel from the Lustre user interface.
Editing	sys00247555	The CDL Load All and Selected functions are now loading properly when you assemble an EDL to a new layer.

Feature Area	ID	Fixed Bug Description
Editing	sys00278381	In Confidence Check view when the current grade is resized to another resolution, the reference image now displays correctly.
Editing	sys00318727	The CDL data is now applied correctly when it is loaded from an EDL that contains a dissolve transition.
Editing	sys00215328	You can now correctly render a grade that contains a negative retime with head & tail media.
Editing	sys00320278	Reposition operations are no longer applied to the confidence check reference image.
Editing	sys00318487	Source clips and timelines with a frame rate of 23.97 and 29.97 are now rendered properly to the Wiretap server.
Editing	sys00316536	In a stereoscopic project, performing a change cut moves the grading data to the correct eye.
Editing	sys00322007	In a stereoscopic project, a change cut tool is now supported.

Feature Area	ID	Fixed Bug Description
Image processing	sys00323573	The Trackers list within the Selector now updates properly once you delete a tracker from the list.
Image processing	sys00321918	In the Image > Reposition menu of the Lustre user interface, the minimum Scale value is now 0.01.
Image processing	sys00308075	Crops are now correctly applied when reloading a grade.
Image processing	sys00333104	Clearing the Degrain cache on retimed shot no longer causes Lustre to close unexpectedly.
Image processing	sys00321188	When using a Lustre station, you can now select points in the Point Tracker.
Local render	sys00306515	It is now possible to render a stereoscopic grade to Wiretap server in Source Grade mode on the head & tail frames.
Local render	sys00314388	You can now correctly render a grade with dissolve and a 3D Output LUT with Incinerator.

Feature Area	ID	Fixed Bug Description
Media Bridge	sys00299651	In the Transcode menu, when you modify a field using the calculator, pressing the Enter key correctly updates the image in the Player.
Metadata	sys00321021	Lustre 2011 grade files are now comparable in size to previous versions of Lustre.
Playback	sys00320242	When you work with content imported from the Wiretap server and both a secondary and GPU acceleration are enabled, audio is no longer muted.
Project	sys00319485	In the Project Management > Calibration menu, you can now use the File List up and down arrows to scroll the Input LUT list.
Realtime deliverables	sys00312821	Real-time deliverables with R3D media no longer produces duplicated frames when you play out the timeline to tape.
Realtime deliverables	sys00285735	Loading an RTD grade just after starting Lustre no longer turns the Lustre user interface black.
Stereoscopy	sys00319014	When a GFX stereoscopic raster is enabled, Stereoscopy mode can be enabled or disabled.

Feature Area	ID	Fixed Bug Description
Stereoscopy	sys00324754	In a stereoscopic project, pressing Alt+Bypass now bypasses the Input grading of both eyes.
Stereoscopy	sys00323977	In a stereoscopic project, you can now bypass the Left Eye and Right Eye correctly when pressing ALT+BYPASS on the Autodesk control surface.
Stereoscopy	sys00326922	In a stereoscopic project after rendering content in Src Grade mode, Sync mode is now enabled correctly.
Stereoscopy	sys00317937	In a stereoscopic project, GFX SDI now displays the correct image when loading a non-stereoscopic cut or grade.
Stereoscopy	sys00317356	In a stereoscopic project, moving shots between layers no longer causes Lustre to close unexpectedly.
Stereoscopy	sys00328418	In a stereoscopic project with 16-bit media and GPU acceleration enabled, Lustre does not close unexpectedly when using the Keyer after a Point Tracker operation.
Stereoscopy	sys00319367	In a stereoscopic project, when GPU acceleration is enabled, enabling Flip or Flop on one eye will display geometries at the correct location on both eyes.

Feature Area	ID	Fixed Bug Description
Stereoscopy	sys00322953	In a stereoscopic project with one eye that has already been flipped or flopped, if Sync mode is enabled flipping or flopping both eyes now produces expected results.
Stereoscopy	sys00321602	In a stereoscopic project when Group mode is enabled, Sync mode functions correctly.
Stereoscopy	sys00333112	In a stereoscopic project, a change list with modifications on the Left Eye and Right Eye now loads correctly.
Stereoscopy	sys00320796	In a stereoscopic project, starting a grade render in Dual view no longer causes Lustre to freeze unexpectedly.
Stereoscopy	sys00320863	In a stereoscopic project, Ctrl-clicking a value slider to reset it will reset the values correctly for the Left Eye and Right Eye, even if the values differed.
Stereoscopy	sys00327228	In a stereoscopic project, when working with R3D media, the Transcode panel updates correctly when switching between eyes.
Timeline	sys00328457	In the Selector when Collapse is enabled, the Edit, Dissolve and Timeline menus do not remain greyed out after using the ClearAll operation.

Feature Area	ID	Fixed Bug Description
Timeline	sys00281791	Automatic stereo layers-eyes assignation does now return the expected results.
Timeline	sys00304070	Storyboard thumbnails now update properly after using the New or Replace Shot options in the timeline.
Timeline	sys00272808	In a stereoscopic project, in Sync mode, loading an empty grade from the Grade bin now resets both eyes.
Timeline	sys00315708	In a stereoscopic project, when Sync mode is enabled, point trackers are active for both eyes.
Timeline	sys00315696	In a stereoscopic project, when using Sync mode, you can now grade when the Group option is enabled.
Timeline	sys00315705	Grade Bin thumbnails now display correctly when working in a stereoscopic project. The thumbnail shown corresponds to the assigned eye (Left or Right).
Timeline	sys00278793	In a stereoscopic project, Dust removal analysis can be performed on both eyes at the same time.

Feature Area	ID	Fixed Bug Description
Timeline	sys00322043	Timeline Sort modes are now supported in a stereoscopic project.
Timeline	sys00281460	Disabling the Stereoscopy option while GPU is enabled no longer causes any problems for the Grade bin and Still store.
Tools	sys00317372	Lustre no longer closes unexpectedly when you press Esc to exit renaming the custom flag.
Tools	sys00320712	In a stereoscopic project, you can now press the C hotkey to copy Selector parameters.
Tools	sys00333106	The dust removal tool now works on shots where a retime has been applied.
viewing	sys00093307	You can now import DPX file sequences with files that have a different offset value.
Viewing	sys00304626	In a stereoscopic project, when in Sync mode, the PREV, NEXT, and OFFSET buttons on the Autodesk control surface now apply grades to both eyes.

Feature Area	ID	Fixed Bug Description
Viewing	sys00321679	The Collapse function is now supported in a stereoscopic project.
viewing	sys00181375	Tearing occurs on the SDI/DVI output with the NVIDIA FX4000 and FX5500. Tearing refers to a horizontal slice of the image not updating as fast as the others.
Viewing	sys00315025	The permission on the overlay folder no longer changes when you enable and disable an overlay.
Viewing	sys00314331	When you copy a grade from one shot to another and GPU acceleration is enabled, the image within the Player is now properly updated.
Viewing	sys00316045	In a stereoscopic project when GPU acceleration is enabled, Storyboard thumbnails are generated correctly.
Viewing	sys00324260	Saving a grade in the Grade bin or a reference frame in S mode using the K hotkey no longer generates a black thumbnail.
Viewing	sys00300453	The performance problem when working in Dual view with the Autodesk control surface is now fixed.

Feature Area	ID	Fixed Bug Description
Viewing	sys00324603	In Incinerator, when GPU acceleration is enabled, dissolves now display properly.
Viewing	sys00325086	In Bypass mode, shots are no longer loading slower when GPU acceleration is enabled.
Viewing	sys00300750	In a stereoscopic project, when Sync mode is enabled, the Soften and Sharp values in the Keyer are retained for each eye.
VIO Legacy playout	sys00312793	When Playout from the timeline and GPU acceleration are enabled, duplicate frames no longer appear on tape when RED media is played out to a VTR. This issue only appeared on the HP8400.
Wiretap	sys00300288	Lustre no longer freezes when you loop playback a short clip imported from the Wiretap server over InfiniBand.
Wiretap	sys00307912	Importing a timeline from the Wiretap Server where the media is located on a Standard FS no longer produces incorrect thumbnails in Lustre when restarting the application with the same project.
Wiretap	sys00320370	When importing file sequences from the Wiretap Gateway server, the filename timecode is now read correctly for formats that do not have embedded timecode data (e.g., TIFF, TGA, etc.).

Feature Area	ID	Fixed Bug Description
Wiretap	sys00316474	Media imported from the Wiretap server (Standard FS) is now rendering correctly when you use the Slave Renderer.
Wiretap	sys00309449	12-bit unpacked DPX media located on the Standard FS can now be read by Lustre through the Wiretap server.
Wiretap	sys00317887	Media imported from the Wiretap and Wiretap Gateway server can now be used with the dust removal tool.
Wiretap	sys00225333	The correct aspect ratio is now applied to local PAL and NTSC resolution footages (not imported from the Wiretap server) when you render them to the Wiretap server.
Wiretap Gateway	sys00321969	It is now possible to use Burn or Slave Renderer to render Wiretap or Wiretap Gateway media that was imported using a local server. Refer to "Defining a Path Translation Table" in the Lustre Release Notes for more details.
Wiretap Gateway	sys00312988	If you have applied a crop to your RED media, it is no longer disabled once you modify the transcode options.
Wiretap Gateway	sys00327431	The timecode for R3D media now displays properly in the Shot bin List view.

Feature Area	ID	Fixed Bug Description
Wiretap Gateway	sys00332391	There is no longer a colour shift when you import R3D files into Lustre.
Wiretap Gateway	sys00315486	No duplicated clips are displayed when browsing RED ONE footage with multiple 2Gb files through Wiretap Gateway.
Wiretap Gateway	sys00315765	When you enable the Transcoded option in the Shot Media panel of the Format settings, Lustre no longer shows a red X if the transcoded media is not available.
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 is now correctly disabled.
Wiretap Gateway	sys00331438	As you change the Transcode settings, your image in the Player is now automatically updated.
Wiretap Gateway	sys00314561	It is now possible to transcode a timeline consisting of R3D media that contains a negative retime effect.
Wiretap Gateway	sys00325599	When working with R3D media and applying a grade created with another cut to the current cut, the original cut's clips no longer replace the current cut's clips.

Known Bugs for Lustre 2011

Feature Area	ID	Known Bug Description
AVIO - capture	sys00332928	When performing VTR emulation with Lustre while the Telecine option enabled, the timecode may be wrong for some frames when a timecode break is reached.
AVIO - engineering	sys00332939	The LTC chase on AJA option may not execute properly on clips with a timecode break when the Telecine option is enabled.
AVIO - engineering	sys00330736	The LTC chase on AJA option does not work with drop frame projects. Workaround: Disable the DF option within the project management Project settings tab.
AVIO - playout	sys00332518	When Lustre is running on an HP8400 in Linux and GPU acceleration is enabled, enabling Playout from Timeline with R3D footage may produce unexpected results. Workaround: Disable GPU acceleration with Playout from Timeline with R3D footage.
AVIO - playout	sys00320800	When performing a real-time deliverable playout in NTSC/PAL, the Lustre user interface may flicker (the media on tape is not affected).
Background render	sys00325990	Rendering a timeline with Burn that contains a gap with an odd number of frames may produce unexpected results. Workaround: Replace the gap with black virtual sources before rendering with Burn.

Feature Area	ID	Known Bug Description
Background render	sys00327629	When rendering a stereoscopic timeline to a Wiretap server with Burn, head and tail frames may be missing. Workaround: Render local files or disable the Head&Tail option.
Browser	sys00319299	When importing large audio files with multiple tracks, Lustre may close unexpectedly. Workaround: Import single-track audio files.
Configuration	sys00331237	In a stereoscopic project when Sync mode is enabled, the OFFSET, REVERT and COMP states do not update correctly on the Autodesk control surface.
configuration	sys00324964	In a stereoscopic project, when Sync mode is enabled, the Revert operation using the Autodesk control surface (on the Navigation panel, pressing the OUT button in the Panel menu) works on the assigned eye only.
configuration	sys00324971	In a stereoscopic project, when Sync mode is enabled, the Compare operation using the Autodesk control surface (on the Navigation panel, pressing the COMP button) works on the assigned eye only.
configuration	sys00322892	When using the Autodesk control surface, you cannot enable the calculator (Enter key) when the View menu is active. Workaround: Exit the View menu.
Editing	sys00316299	Interlaced shots display incorrectly when performing a confidence check. Workaround: In the Grade > Setup menu, enable Progressive mode during a confidence check and re-enable Interlaced afterward for grading.

Feature Area	ID	Known Bug Description
Image processing	sys00332682	When Point Tracker is applied to a repositioned image, the image will not display properly on the GFX SDI monitor.
Image processing	sys00332834	Using the Degrain tool after creating a grade with an external matte causes Lustre to render incorrectly. Workaround: Use Degrain before grading the shot.
Local render	sys00324255	Lustre may close unexpectedly when generating proxies on shots using an external matte. Workaround: Generate matte media on ungraded content.
Local render	sys00325508	In a Stereoscopic project while Sync mode is enabled, the Cleanup option does not remove rendered media on both eyes at the same time. Workaround: Use the Cleanup tools on one eye at a time.
Stereoscopy	sys00333119	In a stereoscopic project, a change list that was saved with modifications on a single layer cannot be loaded on both eyes after Sync mode is enabled. Workaround: Edit on both eyes before saving the change list.
Stereoscopy	sys00329616	In a stereoscopic project, grades cannot be rendered in Source Grade mode. Workaround: Use a different render mode.
Stereoscopy	sys00321686	In a stereoscopic project, Point Tracker does not work properly on a flipped or flopped shot.

Feature Area	ID	Known Bug Description
Stereoscopy	sys00327119	In a stereoscopic project, when using the Lustre user interface colour wheel, the offset on an eye when Sync mode is disabled is not respected when grading the eyes further after Sync mode is enabled.
Stereoscopy	sys00322288	In a stereoscopic project, enabling Flip or Flop does not change the position of a geometry. Workaround: Flip or flop the image, then draw a geometry.
Timeline	sys00332535	When a dissolve is applied between two shots, thumbnails do not automatically update.
Timeline	sys00332929	By accessing the Degrain menu, all Storyboard thumbnails indicate they are updated (gray dot displayed). Workaround: Navigate to the shots to update the Storyboard thumbnail or press the Shift . key.
Timeline	sys00332872	In the System and Menu Settings page, when the Change Shot option box is set to Do, the thumbnail change flag does not update properly.
Tools	sys00316610	In a stereoscopic project, the histogram, vectorscope and waveform analyse the Left eye only.
Viewing	sys00320541	In a stereoscopic project, you cannot enable the Colour Menu view mode (F7 mode).

Feature Area	ID	Known Bug Description
Viewing	sys00320202	Enabling or disabling the Viewing Options panel resets the zoom factor of the Player.
Viewing	sys00328527	When the Lightness curve is displayed and GPU acceleration is enabled, there is a slight difference in the image display. Workaround: Disable GPU acceleration to see preview of the rendered image.
Viewing	sys00322912	In a stereoscopic project, the CDL Load option Selected does not work on a timeline assembled using an EDL.
Viewing	sys00320365	The Dual View display mode Left/Right can be selected when not working in a stereoscopic project.
Wiretap	sys00331590	A dissolve imported from Wiretap server that has the same duration as the shot cannot be replicated in Lustre. Workaround: Trim the dissolve by one frame before importing the timeline in Lustre..
Wiretap	sys00332413	If R3D files are imported from Smoke/Flame and the Debayering option is not set to Full resolution while the Lustre project's Network Rendering/Wiretap/Local proxy option is enabled, Storyboard thumbnails may look corrupted when importing a R3D timeline from Wiretap server. Workaround: Regenerate the storyboard thumbnails by pressing the CTRL hotkey.
Wiretap	sys00328390	When proxies are generated from 10-bit DPX files imported from Wiretap Gateway, they may get corrupted.

Feature Area	ID	Known Bug Description
Wiretap	sys00329002	When importing a timeline from Wiretap server made of R3D files, Lustre cannot modify R3D settings if the media is imported on StoneFS. Workaround: use Standard FS.
Wiretap Gateway	sys00333159	In the Transcode menu, changing options too quickly may display an image of a red X. Workaround: Quit Lustre and restart the application.
Wiretap Gateway	sys00331228	When selecting an R3D 3.x codec option with 2.x R3D files, a red X is displayed.
Wiretap Gateway	sys00329068	When working with R3D media files, clicking the Transcode button may corrupt the Player display. Workaround: Press the Full/Proxy Transcoded button to refresh the Player.
Wiretap Gateway	sys00332203	Sending Transcoding jobs may momentarily freeze Lustre. Workaround: Lustre return to normal after Backburner Manager has received all jobs.
Wiretap Gateway	sys00322318	OpenEXR files imported into Lustre can only contain RGB channels.
Wiretap Gateway	sys00327554	Modifying the Transcode settings with the keyboard, then navigating to another shot with either the Autodesk or Tangent CP100 control surfaces may cause Lustre to close unexpectedly. Workaround: Press the Enter key before navigating to another shot.

Feature Area	ID	Known Bug Description
Wiretap Gateway	sys00331800	<p>When running Lustre on an HP8400, you cannot use R3D files wider than 4096 pixels.</p> <p>Workaround: After importing the R3D files in Lustre, switch the viewer to Half view and set the Debayering Full/Proxy option box from Full Resolution to Half Good or Half Premium.</p>