Autodesk®
Lustre® 2011
A Discreet® systems product

Release Notes

Autodesk®

Autodesk® Lustre® 2011

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Introduction 1

Topics in this chapter:

- About these Release Notes on page 1
- Related Documentation on page 1
- Contacting Autodesk on page 2

About these Release Notes

This document provides system requirements, upgrade instructions, and last-minute important information for Autodesk® Lustre® 2011.

Before upgrading your application, read this document thoroughly, as it contains important notes about the current version, including the 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 Lustre 2011 on page 11.
- For a quick overview of the system requirements for version 2011, including the DKU version and AJA OEM 2K firmware version, see System Requirements on page 3.
- For an overview of the steps required to upgrade your software to version 2011, see Quick Upgrade Workflow on page 4 .
- For information on known issues, as well as issues fixed in version 2011, see the *Autodesk Lustre 2011 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:

- System Requirements on page 3
- Quick Upgrade Workflow on page 4
- Licensing Your Software on page 8
- Uninstalling Your Software on page 8
- Additional Software for this Release on page 9

System Requirements

This release of Lustre 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 table lists the hardware platforms supported in this release as Lustre Linux stand-alone workstations, Incinerator workstations and Lustre Media Servers. The table also lists the certified BIOS version, AJA firmware version, Linux operating system version, and Discreet Kernel Utilities (DKU) version.

Workstation	BIOS version	AJA Firmware	Operating System	DKU
HP Z800	3.07	0x75	Red Hat® Enterprise Linux® Desktop 5.3 with Workstation Option (64-bit)	5.0.0
HP xw8600	1.35	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.0.0
HP xw8400	2.26	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.0.0

The following table lists the Lustre Windows workstations supported in this release, as well as the certified BIOS version, NVIDIA graphics card driver version and operating system version for each platform.

Computer	BIOS version	Graphics Card	Graphics Driver	Operating System
HP xw8600	1.35	NVIDIA Quadro FX5600 + SDI	186.18	Microsoft Windows XP SP2
HP xw8400	2.26	NVIDIA Quadro FX5500 + SDI	186.18	Microsoft Windows XP SP2

The following table lists the supported hardware platforms for Incinerator Render Nodes, with the certified BIOS versions and operating system distributions.

Render Node	BIOS version	Operating System
HP ProLiant DL160se G6	07/05/2009	Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64-bit)
HP ProLiant DL160 G5	04/09/2008	Red Hat Enterprise Linux WS4 Update 3 (64-bit)

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

Quick Upgrade Workflow

This section provides a quick overview of the application upgrade steps, for users familiar with the Autodesk Lustre software installation process.

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

To upgrade your application to the current version on Linux systems:

1. Before beginning the upgrade procedure, read the information in the *Important Notes* chapter of this document.
2. Make sure your workstation and operating system meet the minimum requirements for Autodesk Lustre 2011 .
3. Open a terminal and log in as root.
4. If you are installing from the Autodesk Lustre DVD, insert and mount the DVD.

   NOTE Major releases are distributed on DVD. Extensions and service packs are available only for download, as compressed *tar* files. The download links are provided in the Release Announcement you received from Autodesk.

5. If you are not installing from a DVD, download the DKU and application *tar* files from the links provided in the release announcement. Then unpack each *tar* file by typing:

   `tar -zxvf` `<tar_file>`

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

6. Install the required version of the DKU. See Checking and Upgrading the DKU on page 6.

7 If your HP workstation is equipped with an AJA OEM 2K card, verify and upgrade the AJA firmware if necessary. See Checking and Upgrading the AJA OEM 2K Firmware on page 6.

8 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 details on each step.

9 Upgrade any additional packages, such as BrowseD, Slave Renderer, or Burn™ for Lustre on dedicated machines. See the latest application installation guide for details.

10 Clear your browser cache to make sure the latest version of Autodesk WiretapCentral loads properly.

11 License your new software version. See Licensing Your Software on page 8.

NOTE This step is not necessary if you are upgrading to a service pack of the same application release or to a service pack of the same extension.

To upgrade Lustre to the current version on Windows:

1 Before beginning the upgrade procedure, read the information in the *Important Notes* chapter of this document.

2 Make sure your workstation and operating system meet the minimum requirements for the current version of Lustre. See System Requirements on page 3.

3 Download the installation *.zip* file from the Autodesk Customer Feedback Program Web page into a temporary folder.

4 Extract the contents of the *.zip* file into a new folder.

5 Open the new folder and double-click the *Lustre 2011 Setup.exe* file to start the Lustre installation wizard.

6 Follow the on-screen instructions.

7 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.
Slave Renderer	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. **NOTE** If you are installing a Slave Renderer on a machine that has a previous Renderer version already installed, the previous version must be disabled before running the new one. See the *Lustre Installation and Configuration Guide for Windows Workstations* for instructions.
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.

Select:	To install:
BrowseD Server	The Lustre network file server that provides fast file transfers between workstations and centralized storage. For more information on BrowseD, see the *Lustre Installation and Configuration Guide for Windows Workstations*.

8 Click Install.

The selected software is installed.

9 Restart the workstation.

Checking and Upgrading the DKU

NOTE This section only applies to Linux systems.

Perform the following tasks to verify and upgrade the DKU before installing the new version of your software.

The DKU is available on the application DVD, or 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
```

Checking and Upgrading the AJA OEM 2K Firmware

NOTE This section only applies to Linux systems.

If your HP workstation is equipped with an AJA OEM 2K card, perform the following tasks to check and upgrade the firmware of the card.

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

1 Open a terminal, log in as root, 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 Your Software

Before using your application, you need to obtain and install a license code for it.

See the installation and configuration guide for detailed instructions on installing your license code.

For information about licensing Autodesk Wiretap Gateway, see the *Autodesk WiretapCentral and Wiretap Gateway Installation and Configuration Guide*.

Uninstalling Your Software

To uninstall Lustre on Windows workstations, click Start > Control Panel > Add or Remove Programs, and follow the on-screen instructions.

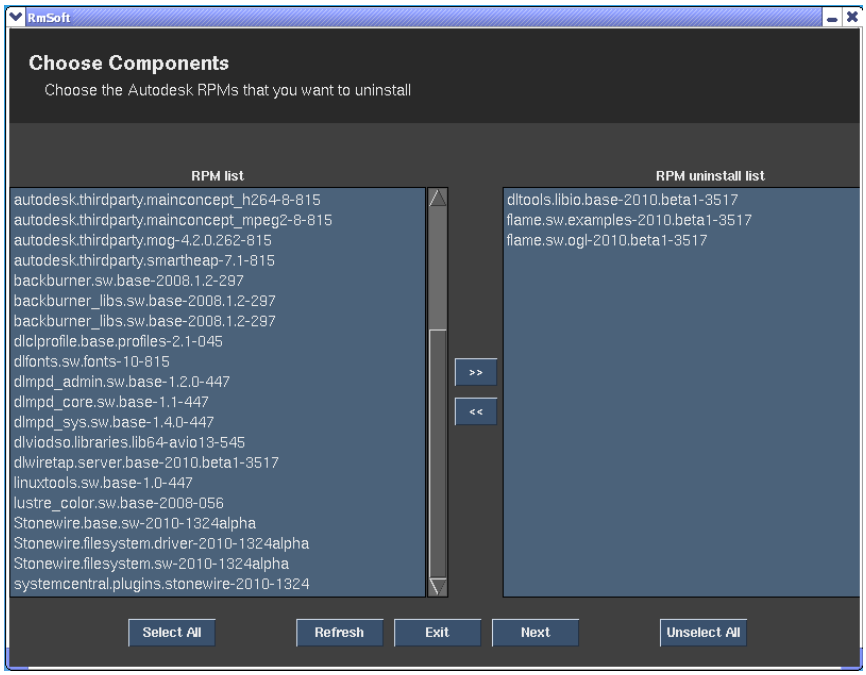
On Linux, the *Autodesk Software Remover (rmsoft)* utility enables you to easily uninstall Autodesk software components from your workstation.

To uninstall your application:

1. If you are logged in as the application user in KDE, log out and log back into KDE as root.
2. Open a terminal, and type:

   `rmsoft`

   The user interface appears.



3. Select the 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 displays details on the process.
6. When the operation completes, click Exit to close the Autodesk Software Remover utility.

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™	2011.0.3
Autodesk® WiretapCentral™	2011.0.3
Autodesk® Backburner™ Media I/O Adapter	2011.0.3
Autodesk® Backburner™	2011.0.1
Autodesk® SystemCentral™	2011
Autodesk® Wiretap®	2011

Important Notes for Lustre 2011

3

Topics in this chapter:

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- Importing Timelines with Audio Desk Settings from Flame or Smoke on page 12
- Note on Sharing Timelines with R3D Media Between Flame / Smoke and Lustre on page 12
- RED SDK 3.0 on page 12
- Defining a Path Translation Table on page 12
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- Compatibility and Limitations on page 14
- Wiretap Gateway Limitations on page 14
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- Other Limitations on page 16

DKU Version 5.0.0 Required

Autodesk Lustre 2011 running on Linux systems requires DKU **5.0.0**.

Upgrade the DKU before upgrading your software to this version. See Checking and Upgrading the DKU on page 6 for installation instructions.

For a complete list of system requirements for this version, see System Requirements on page 3.

Importing Timelines with Audio Desk Settings from Flame or Smoke

In Autodesk Visual Effects and Finishing applications, you can use the Audio Desk to mix audio tracks. Note that when Lustre imports a timeline from Flame or Smoke, the Audio Desk settings are not applied and Lustre will not present the audio in the same way as in Smoke or Flame.

Use the Audio Mixdown tool to make your audio tracks sound the same way in Lustre as they did in the Visual Effects and Finishing application.

Note on Sharing Timelines with R3D Media Between Flame / Smoke and Lustre

Autodesk Visual Effects and Finishing applications can now share timelines containing R3D media imported through Wiretap Gateway with Lustre.

Note that Lustre is able to read the native R3D file from the Wiretap Gateway server and modify the R3D settings only if the Smoke / Flame project uses a Standard Filesystem. If you work with a Stone® filesystem in Smoke / Flame, Lustre will only receive the frame IDs and will not be able to interpret this footage as R3D, meaning you will not have the ability to change transcoding settings.

RED SDK 3.0

The updated WiretapCentral, Wiretap Gateway and Backburner Media I/O Adapter that are automatically installed with version 2011 make use of the new RED® SDK version 3.0.

This version of the RED SDK provides full backwards compatibility with footage shot with RED camera firmware older than build **30**. However, footage shot with the new camera firmware build 30 is not backwards compatible with older versions of Wiretap Gateway. Attempting to import footage shot with the new camera firmware through an older version of Wiretap Gateway will result in the images not being displayed.

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

Note that importing footage shot with camera firmware older than build 30 through the latest version of Wiretap Gateway will produce slightly different colours than when importing the same footage through an older version of Wiretap Gateway. When importing older footage, you can choose if you would like to use the new color science settings in the 3.0 RED SDK, or use the pre-3.0 SDK color science settings.

NOTE The camera firmware version of a R3D file is displayed when selecting the R3D file in the Lustre Browser.

Defining a Path Translation Table

When Lustre imports content from a local Wiretap Server or Wiretap Gateway, the media path is defined in the cut as *localhost*. This enables the easy exchange of cut files between workstations that have a local Wiretap Server or Wiretap Gateway, but can cause issues for remote rendering services that do not have a local Wiretap Server, or Wiretap Gateway, such as a Slave renderer, Burn nodes, or Lustre Windows workstations.

To accommodate for such cases, the new `PathTranslationTable` keyword in the *init.config* file allows you to map hostnames to IP addresses, as well as to define path translation rules.

NOTE The `PathTranslationTable` keyword does not translate Wiretap soft-import paths. To define translation rules for Wiretap soft-import paths, edit the */usr/discreet/wiretap/cfg/sw_wiretap_path_translation_db.xml* file on the Wiretap server system.

NOTE The `PathTranslationTable` keyword does not allow translations from hostname to hostname. You can only translate an IP address to another IP address, a path to another path, or the Wiretap *localhost* to an IP or hostname.

To translate *localhost* to the IP address of a Wiretap Server or Wiretap Gateway system that can be accessed by the node, configure the `PathTranslationTable` keyword in one of the following two ways.

- On a Burn node or Slave Renderer, set this keyword to the IP address of the workstation.
- On the Lustre Linux workstation, set this keyword to translate *localhost* to the IP address of the workstation. The translation is performed at the import stage when you drop clips from your local Wiretap or Wiretap Gateway server.

For example:

```
<PathTranslation src =”localhost“ dst =”192.168.2.1”>
```

NOTE For existing cuts, the translation occurs upon load. Note that saving the cut overwrites the cut file with the translation, so if you do not wish to overwrite existing cuts, save a new cut instead.

Additionally, there are other cases where you can use the new keyword to map hostnames to IP addresses, or to define other path translation rules.

The following examples illustrate the various ways you can configure the `PathTranslationTable` keyword.

- If a workstation is accessing media over a GigE network, and you wish to read the media from a different workstation with an InfiniBand connection, you can translate the GigE IP address to an InfiniBand IP address.
  For example:
  ```
  <PathTranslation src =”192.168.2.2” dst =”10.10.10.1”>
  ```
  NOTE Keep in mind that the workstation that you are reading the media from must also have an InfiniBand connection.

- If you have multiple workstations connected to a shared storage network, such as a SAN, and you want to debayer R3D media from another Wiretap Gateway server, you can use the `PathTranslationTable` keyword to have another workstation load the same cut file and access the same media from its own local Wiretap Gateway server. In this case you would translate the IP address of one workstation to the other.
  For example:
  ```
  <PathTranslation src =”192.168.2.1” dst =”192.168.2.2”>
  ```

- To convert a media path to another path, for instance when a workstation does not have access to a path referenced in a cut file (e.g. a SAN).
  The following mapping example converts the non-available SAN path to a local path, or to an NFS path:
  ```
  <PathTranslation src =”/SAN” dst =”/DLlocal/CXFS_01”>
  ```
  NOTE Keep in mind you will not have the same level of performance as an actual SAN client.

- To translate paths between different file systems, when sharing cut files between Windows and Linux systems.
  For example:

```
<PathTranslation src ="c:/media" dst ="/media">
```

See the latest version of the Lustre Help for information on editing the *init.config* software configuration file.

Reverting Incinerator Services to Another Version

A script is available from Autodesk, which enables you to easily stop all services of a certain version of Incinerator on the LMS and nodes, and start a different version of the same services.

For example, you can use this script to automatically stop all Incinerator 2011 services and start Incinerator 2010 services on your network.

To start a different version of Incinerator services:

1. Download the *Incinerator_version_revert.sh* script from Autodesk into a temporary directory on the Lustre Media Server, for example */tmp*.

   NOTE The download link for the script is in the release announcement you received from Autodesk.

2. Open a terminal on the LMS, and log in as root.
3. Go to the directory where you downloaded the script, and type:

   ./Incinerator_version_revert.sh --node_name <node_name> **--node_number** <total_number_of_nodes> **--to** <version_to_activate> **--from** <currently_running_version>

   For example, to stop all Incinerator 2010 services and start Incinerator 2011 services on an Incinerator network with 8 nodes, type:

   ./Incinerator_version_revert.sh --node_name node01 --node_number 8 --to 2011 --from 2010

   NOTE Type **./Incinerator_version_revert.sh --help** for the complete list of options.

Compatibility and Limitations

Keep in mind the following information on software compatibility and limitations before upgrading to this version of Autodesk Lustre.

Wiretap Gateway Limitations

Keep in mind the following limitations when importing media through the Autodesk Wiretap Gateway.

- Importing Adobe® Photoshop® files is not supported.
- Importing DPX proxies is not supported.
- Certain import options, such as naming or TC options, are not available for P2 and XDCAM files.
- AAC audio is not supported when imporing H.264 media.
- Entering keycode manually is not supported.
- Importing Apple® ProRes® media is only possible through a Wiretap Gateway installed on a Mac OS X system.

- Naming options cannot be changed in Import History.
- LUT options are not supported.
- Resize options are not supported.
- Unsupported files appear as black clips.
- Exporting through Wiretap Gateway is not supported. All Gateways are always read-only.
- Files that are longer then 65535 frames and are located on StoneFS partitions cannot be seen through Wiretap Gateway.
- Some H.264 files exported by WiretapCentral cannot be imported.
- Change in files are not updated in Wiretap Gateway browsing after being cached. Restarting the gateway may be necessary to get updated metadata information.
- You cannot consolidate sources when relinking through Wiretap Gateway.
- VTR Recapture from a Wiretap Gateway XML conform with Link to files is not possible.
- EDL import via drag & drop is not supported.
- A Wiretap Gateway scan cannot be stopped in recapture mode.
- The older recapture workflow cannot be used with timelines imported through Wiretap Gateway.
- Consolidating sources is only possible when Use Timecode is selected.
- If you have multiple creative applications on a Mac equipped with a RED ROCKET™ card, only one application will be able to use the card at a time.
- You cannot debayer R3D media using WiretapCentral on a system equipped with a RED ROCKET card. Use a copy of WiretapCentral installed on another system, or use your Visual Effects and Finishing application.
- Wiretap Gateway Slaves are locked to the first process that uses them.

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.
- Degrained media or cache.

Other Limitations

- Wiretap clients older than version 2009 cannot connect to Wiretap 2011, as they do not use the authentication method that was introduced in recent versions of Wiretap.
- User rights are not respected when a Wiretap client running on a Microsoft Windows system connects to Wiretap Gateway, if no user name mapping has been defined.

Application Feature Changes

4

Topics in this chapter:

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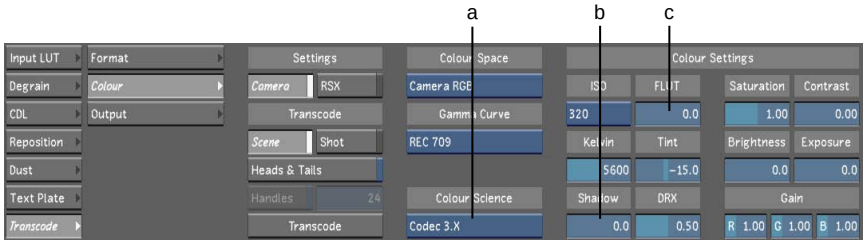
- Transcode Colour Settings on page 17
- Rendering Paths on page 18

Introduction

This chapter describes changes to the application that were not documented in the user guide or new features guide.

Transcode Colour Settings

With the version of RED SDK 3.0, new options have been added to the Transcode Colour settings tab.



(a) Colour Science option box (b) Shadow slider (c) FLUT slider

- **Colour Science option box** Sets the version of the RED codec to use. Using Codec 3.X gives you access to the FLUT and Shadow options, as well as the version 3-only colour spaces and gamma curves.

NOTE If you select Codec 2.X, Codec 3.X specific options (e.g., REDColor, REDGamma, etc.) are not available. If a 3.X option is selected, a red X will appear in the Player.

- **Shadow slider** Sets the shadow level.
- **FLUT slider** Refines the ISO level. As FLUT units are in stops, a +1 FLUT value is the same as doubling the ISO.

Rendering Paths

The directory structure for rendering is now based on the following:

- **Normal**
  `<Render Home>/Normal/ <scene name>/<shot UID>/<reel name>/<resolution>/media files`
- **No ShotID**
  `<Render Home>/NoShotID/ <scene name>/<grade name>/<reel name>/<resolution>/media files`
- **One Sequence**
  `<Render Home>/OneSequence/ <scene name>/<grade name>/<resolution>/media files`
- **Src Grade**
  `<Render Home>/SrcGrade/ <scene name>/<shot UID>/<reel name>/<resolution>/media files`

The directory structure for rendering a stereoscopic project is based on the following:

- **Normal**
  `<Render Home>/Normal/ <scene name>/<shot UID>/Left/<reel name>/<resolution>/media files`

  `<Render Home>/Normal/ <scene name>/<shot UID>/Right/<reel name>/<resolution>/media files`
- **No ShotID**
  `<Render Home>/NoShotID/ <scene name>/<grade name>/Left/<reel name>/<resolution>/media files`

  `<Render Home>/NoShotID/ <scene name>/<grade name>/Right/<reel name>/<resolution>/media files`
- **One Sequence**
  `<Render Home>/OneSequence/ <scene name>/<grade name>/Left/<resolution>/media files`

  `<Render Home>/OneSequence/ <scene name>/<grade name>/Right/<resolution>/media files`
- **Src Grade**
  `<Render Home>/SrcGrade/ <scene name>/<shot UID>/Left/<reel name>/<resolution>/media files`

  `<Render Home>/SrcGrade/ <scene name>/<shot UID>/Right/<reel name>/<resolution>/media files`