

**AUTODESK®**  
**LUSTRE® 2011 Extension 1**  
A DISCREET® SYSTEMS PRODUCT

# Fixed and Known Bugs



## Autodesk® Lustre® 2011

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# Introduction

# 1

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## About This Document

This document lists the fixed and known bugs for Autodesk® Lustre® 2011 Extension 1, 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 Extension 1 SP4

Feature Area	ID	Fixed Bug Description
Colour - tools	sys00344207	Lustre is now stable when using gang on a timeline in which there is offline media.
Colour - tools	sys00352853	Lustre no longer crashes in playback or when scrubbing the timeline if a group with shots of different resolutions is enabled.
Viewing	sys00352875	The Input LUTs (1D or 3D) are now applied correctly when loading grade files.
Viewing	sys00276148	CPU and GPU processing no longer displays different results when geometry or key blur is involved.
Wiretap Gateway	sys00338895	Lustre no longer keeps encryption enabled in DPX header when rendering.

## Known Bugs for Lustre 2011 Extension 1 SP4

Feature Area	ID	Known Bug Description
AVIO - playout	sys00354534	The DVW-M2000P VTR is not working correctly on Z800 workstations.
Colour - curves	sys00352920	It is not possible to reset only one curve from the selector.
Colour - tools	sys00353731	Groups are not kept when creating a new cut.
Configuration	sys00354690	The navigation panel may stop responding when loading grade bin presets and using the next/previous shots button.
Configuration	sys00354693	Lustre becomes unstable using stereo timelines that contain offline media.
Stereoscopy	sys00354740	The playhead is unexpectedly assigned to a different shot when using Collapse on Stereo timelines.

Feature Area	ID	Known Bug Description
Stereoscopy	sys00354696	The frames displayed in Output & Print view are not matching when using Collapse on Stereo timelines with One Sequences renders.
Viewing	sys00354637	Lustre switches back to O view when using Collapse in Print view. The software should stay in P view when doing this.

## Fixed Bugs for Lustre 2011 Extension 1 SP3

Feature Area	ID	Fixed Bug Description
AVIO - capture	sys00305082	DVS: captured HD 444 video is narrow range (no headroom)
AVIO - capture	sys00331032	Telecine pulldown is not working properly.
AVIO - capture	sys00345442	Telecine pulldown not working properly with D5 and HDCAM decks.
Background render	sys00326277	The command line render -l option (resize) doesn't work as expected.
Colour - tools	sys00346182	The Cutoff points are not available in the Selector.
Configuration	sys00339983	Pressing the Left & Right keyboard arrow stops the playback
configuration	sys00349504	The playback top & bottom arrow hotkeys (playback and reverse playback) are not working when the animation channel is enabled.
configuration	sys00350765	Switching between Lustre & other applications generates slowdowns within the application and can make Lustre hang.

Feature Area	ID	Fixed Bug Description
Editing	sys00351313	The Shift + Replace is no longer saved in the Changelist.
Editing	sys00348460	The Change Lists show the new inserted shots as red X after deleting/inserting shots.
Image processing	sys00349113	Performing a Change Cut after using Collapse may result in incorrectly rendered frames.
Metadata	sys00345548	Saving a new cut removes the grading from current cut.
Project	sys00349345	There is an unwanted scene created on the second project loaded when switching projects in Lustre.
Realtime deliverables	sys00345448	<p>Modifying the source cut unexpectedly deletes the RTD grade data (grading / Pan &amp; Scan).</p> <p>This should not happen when the shots stay untouched on both source cut and RTD preset.</p>
Stereoscopy	sys00344956	<p>In a Stereo3D project, the grading applied on grouped shot is inaccurate when Sync is enabled.</p> <p>Affected software: Lustre  Affected platforms: HPZ800  Affected OS: Linux</p>
Stereoscopy	sys00348503	In a stereo timeline, doing a vertical reposition while resize and crop are enable will unexepctedly move the two eyes even if the sync state is off.

Feature Area	ID	Fixed Bug Description
Stereoscopy	sys00346240	In a Stereo3D project, Timebar and Shot bar positionner are unsynchronyzed when Collapse mode is enabled.
Timeline	sys00346621	Lustre crashes when reaching a GAP.
viewing	sys00341940	<p>It is not possible to move the A/B image position independently when viewer is set to Dual View with Horizontal or Vertical Wipe options.</p> <p>Affected software: Lustre  Affected platforms: HP8600  Affected OS: Linux RHEW 40 64b</p>
Viewing	sys00332419	The DPX exported with Apple Glue tool appears as corrupted when enabling GPU processing.
Wiretap	sys00346189	Importing a consolidated timeline from Smoke/Flame created with compressed media imported from Wiretap Gateway (Quicktime, MXF, Red, ARRIRAW) shows the original head frame in Lustre.

## Known Bugs for Lustre 2011 Extension 1 SP3

Feature Area	ID	Known Bug Description
Background render	sys00348493	Lustre Burn on RHEL5.3 with OFED IB driver doesn't work (segmentation fault).
Background render	sys00344277	Burn: Skip Error option (-C for command line) prevents the burn jobs from working. Workaround: Disable the Skip Error option in project management or send the command line render without the -C parameter.
Browser	sys00349394	Lustre crashes when browsing directories in which there are .rgb files.
Colour - grading	sys00345626	Keys are not always accurate after being recalled if they involve Shrink.
Colour - secondaries	sys00349143	The key shrink looks different on proxy resolution scans compared to full resolution scans.
Colour - tools	sys00349224	The Group function is not working as expected with multi-layer timelines starting on GAP.
configuration	sys00349484	Incinerator generates corrupted proxies (offset) when using certain DPX files.

Feature Area	ID	Known Bug Description
configuration	sys00346655	Lustre 2011x1 cannot be launched from the lustre 2011 ext.1 user if the application has been installed after using rmsoft. Workaround: Remove the scim files in /usr/tmp to solve the issue.
Configuration	sys00346186	Cutoff points cannot be modified on secondaries from the ACS Function panel.
Configuration	sys00346273	The Lustre Premium icon is missing from the desktop and the Lustre entry in the KDE menu are missing after installing Flame Premium if Lustre is already installed.
Editing	sys00345870	Lustre should not quit the confidence check mode when applying a resize.
Image processing	sys00350413	The smoothing radius slider maximum value needs to be reduced for the degrain tool.
Image processing	sys00349030	Lustre generates corrupted frames or crashes when rendering grades involving 2048x1168 media, degrain, crop 2.35, vertical reposition set to an odd value. Workaround: Set the reposition to even value (i.e. 34).
Image processing	sys00349085	Using vertical reposition with high values may override the crop value.  Affected software: Lustre

Feature Area	ID	Known Bug Description
Image processing	sys00348856	On a stereo clip, Flip or Flop or both are copied to other eye when changing unrelated parameter.
Local render	sys00351158	The render output 3D LUT is applied twice on the shots while rendering with the Incinerator cluster connected.
Stereoscopy	sys00345633	The Render Flags are not working with Stereo Sync when using the keyboard hotkeys (brackets).
system configuration	sys00350641	<p>The "ks" command doesn't work to kill Smoke, when logged in as a Flame Premium user.</p> <p>Workaround: ps -ef &lt;smoke&gt; kill &lt;process number&gt;</p> <p>Affected software: Flame Premium</p>
Timeline	sys00349147	The Storyboard Q mode is not keeping the position when disabled/enabled.
viewing	sys00349151	<p>Lustre no longer allows doing Split/Wipe between shots of different resolutions.</p> <p>Affected software: Lustre</p>
viewing	sys00347583	Lustre can't play real-time dissolves of 2k DPX 10bit with GPU processing on.
viewing	sys00346792	There is a color difference between GPU and CPU processing with some grades on shots involving external mattes files.

<b>Feature Area</b>	<b>ID</b>	<b>Known Bug Description</b>
Wiretap	sys00344243	<p>Proxy media generates incorrectly after the Local Proxy option is enabled for a timeline imported using Wiretap server.</p> <p>Workaround: In the Project &gt; Network Rendering menu, enable the Local Proxy button prior to importing the timeline from Wiretap Server.</p> <p>Affected software: Lustre</p>
Wiretap Gateway	sys00345851	R3D performance dropped from 2010 SP2 to 2011 SP2/2011 X1.

# Fixed Bugs for Lustre 2011 Extension 1

Feature Area	ID	Fixed Bug Description
AVIO - capture	sys00340938	The problem with live capture from a non-controlled source is now fixed.
AVIO - capture	sys00332928	When performing VTR emulation while the Telecine option is enabled, the timecode is no longer incorrect for some frames when a timecode break is reached.
AVIO - playout	sys00307361	When you perform a Telecine-style playout and frames are dropped, Lustre no longer closes unexpectedly.
Background render	sys00334130	It is now possible to use the Slave Renderer to render grades that contain R3D debayered shots.
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.
Colour - secondaries	sys00318843	When looking at Matte view with 8 or 10-bit media, the discrepancy between GPU and CPU is now fixed.

Feature Area	ID	Fixed Bug Description
Colour - secondaries	sys00323459	Right-clicking on a basic shape part of a group of shapes linked to the same Axis no longer deletes shapes.
Colour - tools	sys00333183	Dragging a grade from the expanded Grade bin to the Storyboard no longer causes Lustre to close unexpectedly.
Colour - tools	sys00332676	In the Selector, the parameters now display the correct name based on the current architecture (Linear or Logarithmic).
Colour - tools	sys00285563	The Group parameters are now listed correctly based on the currently selected architecture (Linear or Logarithmic).
Configuration	sys00333437	On the Autodesk Control Surface Navigation panel, the infrequent freezing of the shuttle wheel is now fixed.
configuration	sys00325225	When toggling between Input and Output curves from the Autodesk Control Surface, the user interface no longer displays the Grading menu.
configuration	sys00310880	On the Autodesk Control Surface Navigation panel, pressing Reset no longer resets both the Grading and Curves menus in the same operation.

Feature Area	ID	Fixed Bug Description
configuration	sys00315208	On the Autodesk Control Surface Navigation panel, the secondary highlighting now updates properly when using the shuttle wheel.
Configuration	sys00343020	The Colour menu now returns to the Colour > Grading menu when toggling from a secondary layer to the Input menu.
Configuration	sys00339855	The init.config file keyword <DPXHeaderOffsetCheck> is now disabled by default since enabling it may cause playback performance degradation when working with DPX or Cineon files. Only enable this keyword if you work with DPX or Cineon files with header of different size within sequence.
configuration	sys00324990	In a stereoscopic project, when Sync mode is enabled, the Reset function on the Transport panel now resets both eyes correctly.
Editing	sys00309379	Dissolves coming from a timeline through Wiretap server are now represented correctly in Lustre. Note: Wiretap server 2011 Extension 1 must be running on the Smoke or Flame workstation.
Editing	sys00178835	Replacing a shot with a dissolve no longer removes the dissolve.
Image processing	sys00332835	When rendering degraigned footage with a dissolve, the grade now renders correctly.

Feature Area	ID	Fixed Bug Description
Local render	sys00338963	When rendering in One Sequence mode with a stereoscopic grade that contains virtual black frames and gaps, media files are now generated correctly on the left eye for these segments.
Local render	sys00324255	When generating proxies on shots using an external matte, Lustre no longer closes unexpectedly.
Local render	sys00325508	In a Stereoscopic project while Sync mode is enabled, the Cleanup option now removes rendered media on both eyes at the same time.
Playback	sys00258606	On an HP Z800 workstation, it is now possible to playback a 2K 10-bit timeline with dissolves in real-time.
Timeline	sys00335205	When there are source shots with continuous timecode on the timeline, and a group is enabled, the playheads now work correctly.
Timeline	sys00321222	When working with the Autodesk Control Surface, Copy Offset is now available in Large Storyboard view (Q).
viewing	sys00341193	When Shrink is enabled, using the HLS and Diamond keyer on different secondaries no longer causes matte corruption.

Feature Area	ID	Fixed Bug Description
viewing	sys00335636	When Colour Menus are displayed in the Player (F7 mode), it is now possible to use the Horizontal and Vertical wipes.
viewing	sys00134747	<p>When GPU acceleration is enabled, mattes generated by the HLS and Diamond keyers with 8 and 10-bit media are similar to matte results in CPU. In some cases, there may be a negligible difference.</p> <p>Note: when working with compressed media, verify that the Matte Resolution option is set to 1 when picking a colour to isolate.</p>
Wiretap	sys00302733	Using the new Relink Media tool, it is now possible to relink restored material from a Smoke or Flame archive through Wiretap server media referenced by a cut file.
Wiretap	sys00340521	Consolidated timelines imported from Smoke or Flame that contain Wiretap Gateway import footage are now correctly displayed in Lustre.
Wiretap	sys00301801	It is now possible to use 12-bit DPX files imported from Smoke or Flame.
Wiretap	sys00334768	The problem with Path Translation for Wiretap Gateway that was affecting access to Wiretap server media is now fixed.
Wiretap	sys00336529	When a render to Wiretap is submitted without a render flag on the first shot, Lustre no longer closes unexpectedly.

Feature Area	ID	Fixed Bug Description
Wiretap Gateway	sys00333159	In the Transcode menu, when you switch options quickly, a red X is no longer displayed instead of the image.
Wiretap Gateway	sys00337402	When working with R3D media and using Colour Science 2.x and 3.x, there is no longer a difference in playback performance.

# Known Bugs for Lustre 2011 Extension 1

Feature Area	ID	Known Bug Description
AVIO - capture	sys00340392	<p>When Lustre is set as a VTR emulator and the Telecine-style playout is enabled, requesting a fast rewind from a third-party application may show the wrong timecode when a timecode break is reached.</p> <p>Workaround: Press Stop and Play to update the timecode. Note: This issue is not applicable when a Cue command is sent from the third-party application.</p>
AVIO - engineering	sys00341636	<p>LTC timecode on AES is not properly enabled when selecting a dedicated track.</p> <p>Workaround: After selecting an AES track, you need to click a second time to activate it.</p>
AVIO - playout	sys00335696	<p>Record mode playout results in a two-frame offset on tape.</p> <p>Workaround: Set the Video delay to -2.</p>
Background render	sys00342907	<p>If the Heads &amp; Tails option is enabled, Backburner cannot read frames correctly for a timeline with fades that are imported using Wiretap.</p>
Background render	sys00335945	<p>Media files located inside a folder served by BrowseD are not visible if not located in a Scans Full Home or Scans Half Home subfolder.</p> <p>Workaround: Make sure the files are located inside a subfolder.</p>
Browser	sys00336587	<p>It is not possible to import media files that do not have frame numbers in the filename.</p> <p>Workaround: Use Wiretap Gateway server to import the file.</p>

Feature Area	ID	Known Bug Description
Configuration	sys00341755	<p>There is no error message when a user generates content on the system disk and the disk is full.</p> <p>Workaround: Have enough disk space available before rendering, generating de grain cache, and other operations.</p>
Image processing	sys00333784	<p>It is not possible to use the Degrain module with Standard FX DPX media files read from the Wiretap server.</p>
Image processing	sys00341198	<p>In the Animation menu, tracking data does not display in the player.</p>
Image processing	sys00343056	<p>The Print view displays a sharper image than the Output view if a Resize is applied on the media.</p>
Playback	sys00338650	<p>On Incinerator, playing back a timeline with a dissolve on gap elements displays a red X in the viewer.</p> <p>Workaround: Replace gap elements with a virtual black source.</p>
Realtime deliverables	sys00340656	<p>Associating a Real-Time Deliverable preset to another grade overwrites the Real-Time Deliverable configuration.</p>
software configuration	sys00343484	<p>The xorg.conf configuration file appears twice during Flame Premium installation.</p>

Feature Area	ID	Known Bug Description
Tools	sys00342490	<p>When GPU acceleration is enabled, the Pixel Analyser Pick Out box does not update properly.</p> <p>Workaround: Disable the GPU button.</p>
viewing	sys00341338	<p>On the Autodesk Control Surface, when GPU acceleration is enabled, switching quickly between Matte view and Output view inverts their display of the two views.</p> <p>Workaround: Use the Lustre user interface to switch from Output to Matte view.</p>
Wiretap	sys00344243	<p>Proxy media generates incorrectly after the Local Proxy option is enabled for a timeline imported using Wiretap server.</p> <p>Workaround: In the Project &gt; Network Rendering menu, enable the Local Proxy button prior to importing the timeline from Wiretap Server.</p>
Wiretap	sys00340397	<p>When importing 12-bit unpacked media from the Wiretap Gateway server, rendering a timeline with wipe transitions creates corrupted frames where the wipes are located.</p> <p>Workaround: When importing a 12-bit unpacked timeline from Wiretap Server 2011 Extension 1 and higher, make sure the Lustre Render option is set to any 16-bit format (e.g., DPX or TIFF) and not Same as Input if you intend to render the grade to Wiretap Server.</p>
Wiretap	sys00344218	<p>Original source timecode metadata is seen in Lustre when importing a timeline from Wiretap that contains media imported from Wiretap Gateway and source timecode had been modified in Smoke/Flame.</p>
Wiretap Gateway	sys00335135	<p>Sending a Transcode job from Lustre will not generate the correct media resolution if the Transcode button is enabled.</p> <p>Workaround: Disable the Transcode button before sending the job.</p>
Wiretap Gateway	sys00342757	<p>Generating local proxies from Quicktime Apple ProRes will corrupt the viewer during the generation process.</p>