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Introduction

New in these Release Notes

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

- [Do I Need to Upgrade to SP3?](#)

Do I Need to Upgrade to SP3?

This service pack includes a number of fixed bugs.

For a list of all bugs fixed in this release, see

http://download.autodesk.com/us/systemdocs/pdf/effectsfinishing2011ext1_fixed_known_bugs.pdf.

About these Release Notes

This document provides system requirements, installation instructions, and last-minute important information for the following Autodesk® applications:

- Autodesk Smoke® 2011 Advantage Pack SP3 for Mac® OS X®.

Before upgrading your application, read this document thoroughly, as it contains important notes about your software.

- For important notes about this version, see [Limitations](#) and [Important Notes](#).
- For a quick overview of the system requirements, see [System Requirements](#).
- For an overview of the steps required to upgrade your software, see [Workflow for Upgrading Smoke for Mac OS X](#).

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 **Ctrl+=**.

- www.autodesk.com/smoke-documentation

The entire User Guide for each application is contained in the Help that is installed with the application. To view the Help from anywhere in the application, press **Ctrl+=**.

The latest release versions of the installation and configuration guide are available on the Autodesk Web site at <http://www.autodesk.com/me-documentation>.

The documents for Wiretap SDK and WiretapCentral are bundled within their applications. When you install these applications, the documentation will be installed automatically.

You can access the Autodesk Smoke for Mac OS X Knowledge Base by visiting the Autodesk Smoke Services & Support Web page at <http://www.autodesk.com/smoke-support>. The Knowledge Base contains articles on advanced configuration and troubleshooting.

Contacting Autodesk

For support for your product, see:

- www.autodesk.com/smoke-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 for Mac OS X

System Requirements for Smoke for Mac OS X

Before you set up your workstation, consult the Autodesk Smoke for Mac OS X System Requirements Web page www.autodesk.com/smoke-systemrequirements, and make sure your hardware meets the minimum requirements for your version of Smoke for Mac OS X.

Workflow for Upgrading and Licensing Smoke for Mac OS X

This section provides the workflow you must use to install your software:

1. Before beginning the upgrade procedure, read [Important Notes](#).
2. Make sure your workstation and operating system meet the minimum requirements.
3. If you are installing from the DVD, insert the disc.
Note: Major releases are distributed on DVD. Extensions and service packs are available only for download, as *dmg* files.
4. If you are not installing from a DVD, download the application *dmg* file from Autodesk, and then double-click the disk image to open it.
5. Start the installation by double-clicking the Install Smoke icon.
6. If you have a commercial or educational license of Smoke, you must install Smoke with a network license.

For details about the installation and licensing procedure, see http://download.autodesk.com/us/systemdocs/pdf/smoke2011ext1macosx_install_guide.pdf.

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

Additional Software for this Release

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

Software	Version
Autodesk® Wiretap Gateway™	2011.1.1
Autodesk® WiretapCentral™	2011.1.1
Autodesk® Backburner™ Media I/O Adapter	2011.1
Autodesk® Backburner™	2011.1
Autodesk® SystemCentral™	2011.1
Autodesk® Wiretap®	2011.1
Autodesk® Lustre® Color Management	2008

Compatibility

Keep in mind the following information on software compatibility and limitations before upgrading to this version of your Autodesk Visual Effects and Finishing application.

Upgrade Compatibility

Projects and clip libraries created in previous releases are read-only in the new version of the application. Previous releases cannot read clip libraries from this release.

To access media in projects created in previous releases, you must first create new projects in the current release. Then, you must transfer the media from your old projects to the new ones using the Network panel in the Clip Library (Autodesk® Wire®).

Autodesk recommends archiving your media and project data before you upgrade.

Consult the following table for information on resource compatibility when upgrading to this version of Visual Effects and Finishing applications.

Pre-2011 Extension 1	In version 2011 Extension 1
Projects and clip Libraries	<p>Are read-only. Framestores from pre-2011 Extension 1 are identified as incompatible in the network library.</p> <ul style="list-style-type: none"> • If the original project is on the same system, create a project in 2011 Extension 1 and then copy the clip libraries from the old project to the new project. • If you have many projects to upgrade, use the project upgrade script. See the About Project Compatibility topic in the Install and Licensing Guide.

	<ul style="list-style-type: none"> If the original project is on another system that has 2010 or 2011 installed, transfer the clip libraries to a project on the 2011 Extension 1 system. See the About Project Compatibility topic in the Install and Licensing Guide. Alternatively, you can archive the project from an older version and restore the archive in the latest version. See the application help for instructions on creating and restoring archives.
Archives	Are read-only. See Archive Compatibility .
Users	Are incompatible. Create a user in the latest version. See the application help for instructions.
Settings	Are compatible (including most Sparks® setups).

Archive Compatibility

Archives created using any 2011 Advantage Pack Autodesk Visual Effects and Finishing application are fully compatible with all other 2011 Extension 1 applications.

Version 2011 Advantage Pack archives cannot be restored to earlier versions of Visual Effects and Finishing applications.

Archives created using earlier versions of Visual Effects and Finishing applications are read-only when restored to version 2011 Advantage Pack. That is, you can restore an older archive to a 2011 Advantage Pack application, but you cannot append material to the archive (you must create a new archive).

There are some differences in how 2011 Advantage Pack Visual Effects and Finishing applications restore archives. The following table summarizes these differences.

Archive Type	Behaviour when restoring to Inferno, Flame and Flint	Behaviour when restoring to Smoke and Backdraft Conform
Selection (Part of a project)	Archives can be restored to the Desktop or to the clip library.	Archives can only be restored to the clip library.
Whole Project	The Desktop is restored as a reel in a new library.	The EditDesk is restored as a reel in a new library.

Compatibility with Other Visual Effects and Finishing Products

If your workstation or network of workstations are running the same version of Autodesk Visual Effects and Finishing products, media and resource compatibility is almost complete.

You can view and render clips created in any current Autodesk Visual Effects and Finishing product. However, if a clip was created using features exclusive to a particular product, you can only edit those features in the product in which it was created.

Similarly, if you load setups that contain settings that are not available in your product, the values appear, but they are not editable.

Wiretap Client Compatibility

Note that Autodesk Wiretap Server and Autodesk Wiretap Gateway now use 24-Bit MSB padding, rather than 24-Bit LSB padding for audio. Third-party Wiretap Client applications that assume LSB padding for 24-bit audio will therefore not be able to read clips with 24-bit audio from version 2011 or later of Visual Effects and Finishing applications.

Until your third-party Wiretap client application is updated to use the new method, you can work around this issue by performing a mix-down in the Visual Effects and Finishing application.

Autodesk FBX Compatibility

Version 2011 Extension 1 of Autodesk Visual Effects and Finishing applications is compatible with the Autodesk® FBX® SDK 2010.2 format. Version 2011 Extension 1 is not compatible with the FBX SDK 2011 format.

You can export your FBX files in 2010.2 formats from Autodesk® 3DS Max® or Autodesk® Maya® for compatibility with Autodesk Visual Effects and Finishing applications.

Limitations

Audio Issue with the AJA Kona

A small percentage of clips captured through the AJA Kona video card may be missing audio. You will need to recapture those clips.

Avid MXF Limitations

Keep in mind the following limitations when working with Avid MXF files.

- Support for Avid MXF files is currently limited to DNxHD encoded files. IMX, DV and uncompressed formats are not supported at this time.
- Conforming of Avid AAF -> Avid MXF files is limited to material generated from an Avid system that does not reference P2 Spanned clips.
- Conforming of Avid audio MXF files imported from stereo source material and split into single channel MXF files will only relink to one channel.
- Problems may occur when MXF files greater than 2GB are accessed through NFS, due to a limitation of the NFS protocol. This may cause the application to crash.

CPU Burn Limitations

Keep in mind the following limitations when working with non-GPU Burn render nodes.

- Action setups cannot be rendered if the output format is set to 16-bit fp.
- Action setups cannot be rendered if one or more layers are 16-bit fp.
- Action setups cannot be rendered if Clamp Colours is disabled.
- EWA filters in Action cannot be applied.

- Anisotropic filters in Action cannot be applied.
- Hardware Anti-aliasing is not supported.
- 3D Blur cannot be rendered.
- Substance cannot be rendered.

The following Batch nodes cannot be rendered in 16-bit fp:

- Burn-in
- Distort
- Text
- Glow (if the type is set to Directional mode)
- RGB Blur (if blur mode is set to radial or directional)
- Motif
- Symmetry
- Exposure
- AutoStabilize

Wiretap Gateway Limitations

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

- Importing DPX proxies is not supported.
- Certain import options, such as naming or TC options, are not available for P2 and XDCAM files.
- 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.
- Unsupported files appear as black clips.
- Exporting through Wiretap Gateway is not supported. All Gateways are always read-only.
- Loading a directory structure to the Desktop does not create a reel hierarchy.
- Files that are longer than 65535 frames and are located on StoneFS partitions cannot be seen through Wiretap Gateway.
- Some H.264 files exported by WiretapCentral cannot be imported.
- You may experience playback performance issues with some H.264 Quicktime files.
- Changes made to source files are not updated in Wiretap Gateway 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 decode R3D media using WiretapCentral on a system equipped with a RED ROCKET card. You will need to use a 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.

Other Limitations

This section lists other known limitations in this version of Autodesk Visual Effects and Finishing applications.

- Dual stream playback drop in 1080_59i (angle split or Stereo view) on a system equipped with Nvidia GTX 285 graphic card and NVidia GT120 graphic card.
- Dual stream playback drop in 720p (angle split or Stereo view) on a system equipped with an ATI graphic card when setup in DVI Broadcast monitor.
- The AJA card stereo output to HDCAM SR may experience performance limitations with 10-bit stereo clips of certain formats, such as 1080@59i.
- Timeline Soft Effects tools have a hard-coded setting of 4X when Hardware Anti-aliasing is available.
- Avid®DNxSD® codec is not supported
- mp3 files are not supported when importing XML files from Apple® Final Cut Pro® . Export your audio as aiff or wav files for compatibility with Autodesk Visual Effects and Finishing applications.
- Wiretap clients older than version 2009 cannot connect to Wiretap 2011.1, 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.

ARRIRAW Limitations

- Before archiving Arriraw material, makes sure to make a local copy of your material.

Important Notes

AJA Driver

- Smoke 2011 SP5 with the Kona 3G requires the 8.1 AJA Kona 3G drivers.
- Smoke 2011 SP3, SP4 and SP5 with the Kona 3 require the 8.0 AJA Kona 3 drivers.
- Older versions of Smoke 2011 and 2010 require the 7.1 AJA Kona 3 drivers.

RED SDK 3.1 Support

The RED SDK has been updated to version 3.1, giving you access to the new sRGB colour space. RMD files are not currently supported.

The Wiretap Gateway running on Mac OS X now uses the 64-bit version of the RED SDK; you can now run the 64-bit version of Mac OS X and use the Red Rocket card to read R3D files.

ARRIRAW Footage Playback Performance

The processing overhead required to provide high quality results with ARRI footage will result in less than real-time playback of the footage, even on the most recent hardware configurations. Using a Draft debayering setting or storing a local copy of the footage should result in smooth playback.

ARRIRAW and RGB Gain Values Resulting in Missing Media

When setting the white balance of ARRIRAW footage using the RGB controls, it is possible to set values that will provide invalid color results for the footage. In these situations, the application will present the ARRIRAW media as missing footage. In order to avoid this result, adjust the controls to a valid combination for the footage.

Licensing Errors Caused by DHCP Problems

Smoke does not start if the machine cannot resolve its own hostname. This can be caused by DHCP hostname change, a missing DNS suffix, or a missing .local hostname suffix in the license file.

Workaround:

1. Open the License Server Selector from /Applications/Autodesk/Smoke Common Utilities/.
2. Select the License Server currently in the list, and then click the "-" (minus) button to remove it.
3. Click "Add Localhost". The License server hostname should be now "127.0.0.1". Click "Ok".
4. Open the License Server Configurator from /Applications/Autodesk/Smoke Common Utilities/.
5. Click the "Licensing" tab. Change the server name in the license for "localhost" (i.e: SERVER server_name 002500ef9055 to SERVER localhost 002500ef9055).
6. Click "Apply".
7. Click the "Server Status" tab, and click "Restart" to restart the server.
8. Re-launch Smoke.

Gateway Import: Relinking Media to AAF/XML with Different Frame Rates

You can relink an AAF/XML sequence to source media even if it has a frame rate different from the timeline.

The Use Frame Rate button in the Search Options section of the Media Options menu determines if the frame rate is used to match and relink media.

- Enable Use Frame Rate to use the frame rate specified in the sequence as a match criteria. Even if the media that is found differs only in frame rate from the one specified in the sequence, it is not relinked to the event.
- Disable Use Frame Rate to relink to source media even if its frame rate differs from the sequence. Once the material is relinked, slip the clip with a different frame rate to the correct starting frame, and timewarp the clip to correct the frame rate.