

**Autodesk®**  
**Smoke® 2011 SP 3**

A Discreet® Systems product

For Mac OS® X

Release Notes



## Autodesk® Visual Effects and Finishing 2011

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Published by: Autodesk, Inc.  
111 McInnis Parkway  
San Rafael, CA 94903, USA

Title: Autodesk Smoke 2011 Service Pack 3 for Mac OS X Release Notes  
Document Version: 4  
Date: June 22, 2010

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# Introduction

# 1

## Topics in this chapter:

- [New in these Release Notes](#) on page 1
- [Do I Need to Upgrade to SP3?](#) on page 1
- [About these Release Notes](#) on page 2
- [Related Documentation](#) on page 2
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## 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?](#) on page 1
- [Smoke 2011 Publish Issues Affecting Lustre Interoperability](#) on page 5
- [Additional Software for this Release](#) on page 4
- [AJA Driver Version 8.0 Required](#) on page 5
- [New Option for YUV to RGB Conversion for File-based Material](#) on page 6
- [Running Smoke 2011 and Smoke 2010 on the Same Mac](#) on page 6

## Do I Need to Upgrade to SP3?

This service pack includes a new option for YUV to RGB conversion for file-based media and a number of fixed bugs.

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

[http://download.autodesk.com/us/systemdocs/pdf/effectsfinishing2011\\_fixed\\_known\\_bugs.pdf](http://download.autodesk.com/us/systemdocs/pdf/effectsfinishing2011_fixed_known_bugs.pdf)

If you upgrade to this service pack, you must upgrade your AJA driver for video capture and playout. See [AJA Driver Version 8.0 Required](#) on page 5.

## About these Release Notes

This document provides system requirements, upgrade instructions, and last-minute important information for Autodesk Smoke® 2011 SP3 for Mac OS® X.

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

- For important notes about this version, see [Important Notes for Smoke 2011 SP3 for Mac OS X](#) on page 5.
- For an overview of the steps required to upgrade your software to version 2011SP3, see [Workflow for Upgrading Smoke for Mac OS X](#) on page 3.

## 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+=**.

Access the latest documentation at :

- [www.autodesk.com/smoke-documentation](http://www.autodesk.com/smoke-documentation)

## Contacting Autodesk

For support for your product, see:

- [www.autodesk.com/smoke-support](http://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

# 2

## Topics in this chapter:

- [System Requirements for Smoke for Mac OS X](#) on page 3
- [Workflow for Upgrading Smoke for Mac OS X](#) on page 3
- [Licensing Your Software](#) on page 4
- [Additional Software for this Release](#) on page 4

## 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](http://www.autodesk.com/smoke-systemrequirements), and make sure your hardware meets the minimum requirements for your version of Smoke for Mac OS X.

You can check if your Mac meets system requirements for Autodesk Smoke by using the System Checker utility from Autodesk. This application is included on the Smoke DVD or *.dmg* file, in the *Tools* folder.

## Workflow for Upgrading Smoke for Mac OS X

This section provides the workflow you must use to install Autodesk® Smoke® 2011 SP3 for Mac OS® X.

### To upgrade Smoke to version 2011 SP3:

- 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 Smoke 2011 SP3 for Mac OS X.

- 3 Update Mac OS X to version 10.6.3.
- 4 If you are installing from the DVD, insert the disc.

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

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- 5 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.
- 6 Start the installation by double-clicking the Install Smoke icon.  
The installer guides you through the installation process. See the *Smoke for Mac OS X Installation and Configuration Guide*.
- 7 License your application. See [Licensing Your Software](#) on page 4.
- 8 Clear your browser cache to make sure the latest version of WiretapCentral loads properly.

## Licensing Your Software

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

Use the License Wizard to license your application. The Wizard starts automatically when you launch an unlicensed application.

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

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

## Additional Software for this Release

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

Software	Version
Autodesk® Wiretap Gateway™	2011.0.5
Autodesk® WiretapCentral™	2011.0.5
Autodesk® Backburner™ Media I/O Adapter	2011.0.5
Autodesk® Backburner™	2011.0.1
Autodesk® SystemCentral™	2011
Autodesk® Wiretap®	2011
Autodesk® Lustre® Color Management	2008

# Important Notes for Smoke 2011 SP3 for Mac OS X

# 3

## Topics in this chapter:

- [Smoke 2011 Publish Issues Affecting Lustre Interoperability](#) on page 5
- [AJA Driver Version 8.0 Required](#) on page 5
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- [Compatibility and Limitations](#) on page 7

## Smoke 2011 Publish Issues Affecting Lustre Interoperability

In all releases to date of Smoke 2011, timelines containing media rendered on the Standard Filesystem that are published to a shared location (SAN/NAS) are referencing the original source media location. As a result, timelines imported in Lustre using Wiretap Server incorrectly read published media through the network instead of a shared storage location. Playback performance degradation may be experienced in Lustre.

For future reference, this issue is documented in the SP3 Known Bugs List as:

sys00337319 Publish: Wiretap Server does not show right media path location for Standard FS

## AJA Driver Version 8.0 Required

You must upgrade your AJA driver to version 8.0 to capture and output video with SP3.

Note that Smoke 2010 is incompatible with AJA driver version 8.0. If you want to run Smoke 2011 and Smoke 2010 on the same workstation, you must disable the AJA device in Smoke 2010. To disable the AJA device, open the Smoke Setup utility and set the Video Device and Audio Device to "none" in the General tab.

## New Option for YUV to RGB Conversion for File-based Material

In Visual Effects and Finishing 2011, there were no colour space conversion options for YUV file-based material. This meant that all 10-Bit YUV QuickTime files were converted to RGB with headroom.

2011 Service Pack 3 introduces the ability to optionally specify whether or not to include headroom. This option is included in the format import settings in the Clip Library, for both QuickTime and MP4.

Note: If a clip imported using this option is wired to a system running pre-SP3 software, the option will be disregarded and always be displayed with headroom. To avoid this, ensure that all systems are upgraded to SP3.

## RED SDK 3.0

The updated WiretapCentral, Wiretap Gateway and Backburner Media I/O Adapter that are automatically installed with version 2011 SP3 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.

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**NOTE** The camera firmware version of a R3D file is displayed in the previewer when selecting the R3D file through a Wiretap Gateway library.

---

## Running Smoke 2011 and Smoke 2010 on the Same Mac

You can install Smoke 2011 for Mac OS X on a system where Smoke 2010 for Mac OS X is installed, and run both applications.

Note that 2011SP3 requires AJA driver version 8.0 while previous versions of the software only work with AJA driver version 7.1. If you upgrade the AJA driver to version 8.0 on a workstation where Smoke 2010 is also installed, you must disable the AJA device in Smoke 2010. To disable the AJA device, open the Smoke Setup utility and set the Video Device and Audio Device to "none" in the General tab.

Also note that Smoke 2011 for Mac OS X is a 64-bit application that can run on either the 32-bit Mac OS X kernel or the 64-bit kernel, while Smoke 2010 for Mac OS X specifically requires the 64-bit kernel.

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**NOTE** You may need to run Smoke 2011 on the 32-bit kernel, to ensure compatibility with certain third-party applications and device drivers, such as the drivers for the REDROCKET™ card.

---

To switch the kernel between 32-bit and 64-bit modes:

- 1 Run the Service Monitor application from the *Applications / Autodesk / Smoke Common Utilities* folder.
- 2 Click the Troubleshooting tab.
- 3 Click the 32 bit or 64-bit button.
- 4 Reboot your Mac for the change to take effect.

## Running Other Applications alongside Smoke

For optimal performance, it is recommended to avoid running other resource-intensive applications alongside Smoke. Such applications include image, audio and video editing software, as well as back-up and indexing services, such as TimeMachine and Spotlight.

Be aware that even “light” applications, such as iTunes or Web browsers, can consume a lot of system resources if you have a very large library, or have a lot of Web browser tabs open.

## Do Not Use Fast User Switching with Smoke

If the “Fast User Switching” feature is enabled in your operating system, make sure you do not switch users while Smoke is running. Switching users while Smoke is running might cause unpredictable results.

Moreover, if Smoke is running from one user account, and you attempt to launch it again after switching to another user account, the application will not start. The following error message will appear: “Application exited abnormally”.

To disable Fast User Switching on your Mac, go to System Preferences > Accounts, click Login Options, and disable the “Show fast user switching menu” option.

## Errors in the Autodesk Smoke Hotkey Reference Guide

Note that the following hotkeys are incorrect in the Autodesk Smoke Hotkey Reference Guide.

- On page 53, the hotkey for “Trim head to positioner” is incorrectly documented as **spacebar+N**. The correct hotkey combination for this action is **N+spacebar**.
- On page 53, the hotkey for “Trim tail to positioner” is incorrectly documented as **spacebar+B**. The correct hotkey combination for this action is **B+spacebar**.

## Compatibility and Limitations

This section contains important information on application compatibility and limitations for Smoke 2011 SP3 for Mac OS X.

### Upgrade Compatibility

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

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®).

## About Case-Sensitivity and Importing Projects from Linux Workstations

Keep in mind that Linux is case-sensitive while Mac OS X is not. In Linux, a file named *Test* is different from a file named *test*. In Mac OS X, the files are identical.

In practice, this means that a project created on a Linux workstation might not be compatible on the Mac. For instance, if you create an Action schematic in Flame that contains a node named *NODE* and another one named *node*, when you import the project in Smoke for Mac OS X, those two nodes are seen as one. This can create unpredictable issues.

If you are working in a mixed Linux and Mac OS X environment, it is recommended to implement formatting best-practices, such as always using lower-case letters.

## Archive Compatibility

Archives created using this version of Smoke for Mac OS X are fully compatible with all other 2011 applications.

Version 2011 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. That is, you can restore an older archive to a 2011 application, but you cannot append material to the archive (you must create a new archive).

## Autodesk FBX Compatibility

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

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

## Using Accented and Multi-byte Characters

Smoke 2011 SP3 for Mac OS X supports using accented characters in the text module and in Action 3D text.

You can also paste multi-byte characters (such as Japanese characters) into the text module and Action 3D text. Note that you cannot copy multi-byte characters from Smoke and paste them into other applications.

---

**WARNING** Do not use non-English or special characters in the Smoke Setup utility (for example, in the Media Storage name or path, in the Burn server group name, etc.).

---

# Differences Between Smoke for Mac OS X and Smoke Advanced for Linux Workstations

The following features are **not** available in Smoke 2011 SP3 for Mac OS X:

- The Batch FX module
- Real-Time Deliverables
- Tape archiving and VTR archiving — use file archives instead.
- The spell check feature in the Text module
- Broadcast monitor output when inputting media
- Exporting to QuickTime DNxHD  
All other import and export codecs available in Smoke for Linux workstations are also available in Smoke for Mac OS X. Additionally, Smoke for Mac OS X supports the Apple ProRes codec, which is not supported on the Linux platform.
- Dual-link broadcast monitoring of Stereo material.

## Limitations

Keep in mind the following limitations when working with this version of Smoke for Mac OS X:

### 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 importing H.264 media.
- Entering keycode manually is not supported.
- 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.
- 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.
- 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.

## Other Limitations

- Anaglyph playback of the 720@59p 10 bit format drops frames on workstations equipped with the NVIDIA QuadroFX 4800 graphics card. This occurs because this graphics card does not offer the level of hardware performance necessary to play back that format in anaglyph mode.
- *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.
- LUT and gamma on import do not work.

# Application Feature Changes

# 4

## Topics In This Chapter:

- [Introduction](#) on page 11
- [HDCAM SR Support for Stereo Clips](#) on page 11
- [Publishing Audio Clips](#) on page 12
- [Using FCP Hotkeys in Smoke](#) on page 12
- [New Behavior for the F4 Hotkey](#) on page 13

## Introduction

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

## HDCAM SR Support for Stereo Clips

Using an HDCAM SR, you can capture stereoscopic material from specially formatted tapes. The following replaces the information contained in the user guide regarding the capture of stereoscopic material using an HDCAM SR VTR.

This feature does have the following limitations:

- To use this feature, you must use specially formatted tapes. If you insert a regular tape in the HDCAM SR and try to capture it as double-speed or stereoscopic material, the capture fails.
- Audio monitoring is not available during capture.
- When capturing stereo tapes, only audio channels 1 to 8 are available.

### To capture material recorded on stereoscopic tapes:

- 1 Ensure that the HDCAM SR is connected to the AJA card using a dual-link.
- 2 Set the HDCAM SR VTR to the stereoscopic setting.
- 3 In the application, in the Input Clip menu, select the HDCAM SR VTR from the Device Name box.
- 4 From the Tape Type box, select 2x-STEREO.



- 5 Capture the clip.  
The stereoscopic material is captured as a single, regular stereoscopic clip, with two layers, one for each eye. See the Stereoscopy chapter in the user guide for details on stereoscopic clips.

### To output stereoscopic material to stereoscopic tape:

- 1 Ensure that the HDCAM SR is connected to the output card using a dual-link.

---

**IMPORTANT** If you use the NVIDIA graphics card to output the stereoscopic material, the NVIDIA card downconverts the material to 8-bit.

---

- 2 Set the HDCAM SR VTR to the stereoscopic setting and insert a stereoscopic tape.
- 3 In the application, enter the Output Clip menu with a stereoscopic clip. The presence of an **S** in the bottom right corner of a proxy indicates a stereoscopic clip.

---

**NOTE** You can output only clips at 23, 24, 50 or 59 fps, with a 1080i or 1080PsF resolution.

---

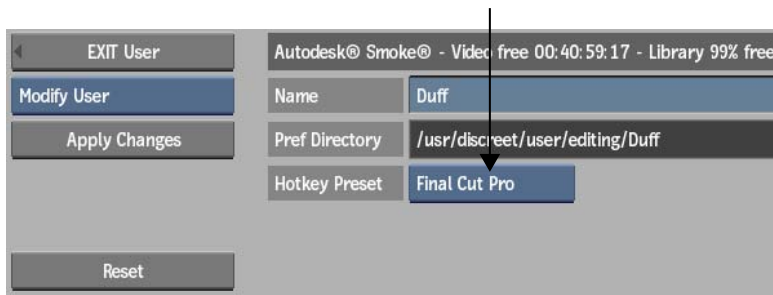
- 4 Output the clip.  
The Player in the Output Clip menu displays only the left-eye layer, but outputs both right- and left-eye layers, in a 4:2:2 colour space.

## Publishing Audio Clips

When using Publish to export audio clips, set the bit depth option to **Native** to preserve the original sample rate. Otherwise, the audio clip is published using the application's sampling rate.

## Using FCP Hotkeys in Smoke

To provide better interoperability for Apple® Final Cut Pro® and Smoke users, you can load a subset of FCP hotkeys (or keyboard shortcuts) to use in Smoke. These hotkeys are associated with the User settings, and can be set at startup or on-the-fly while working in Smoke, from the Project Management section of the Preferences menu.



Here are a few things to consider when using the FCP hotkeys in Smoke:

- Most of the FCP hotkeys are related to navigation on the timeline and to editing functionalities, although some are global hotkeys that work from anywhere in Smoke. You can see a hotkey for a particular button by viewing its tooltip, or opening the Hotkey Editor (by pressing **Ctrl+Alt+F8**).
- Hotkeys for the **Command**, **Alt**, and **Ctrl** keys are mapped twice in the Hotkey Editor for the left and right versions of any shortcuts that use these keys. Therefore, if you modify any of these hotkeys and want both the left and right versions to perform the same shortcut, make sure that you change both the left and right versions.
- In the Hotkey Editor, you can also choose which type of keyboard you are using, so that you have the proper layout in the Hotkey Editor for keys such as **Command** when using a Mac keyboard, for example.

## New Behavior for the F4 Hotkey

The action associated to the **F4** hotkey has been changed in version 2011 of Autodesk Visual Effects and Finishing applications.

Previously, the **F4** hotkey was used to toggle between outputs. In version 2011, the **F4** hotkey is used to toggle between types of output in Action (such as Comp, Matte, Normal, Z-Depth and Emissive where available), while **CTRL+up** and **CTRL+down** are used to toggle between outputs.

If you want to use the **F4** key to toggle between outputs, like in previous releases, perform the following procedure when starting your Visual Effects and Finishing application.

**To revert F4 hotkey behavior:**

- 1 Open a terminal and type the following command to set the `DL_OLD_STYLE_F4` environment variable:  

```
setenv DL_OLD_STYLE_F4 1
```
- 2 Go to the application *bin* directory. For example:  

```
cd /usr/discreet/smoke_2011/bin
```

or  

```
cd /usr/discreet/flame_2011/bin
```
- 3 Type the following command to start the application:  

```
./startApplication
```

---

**TIP** To have the `DL_OLD_STYLE_F4` environment variable automatically set, open the `~/.cshrc` file in a text editor and add the following line:

```
setenv DL_OLD_STYLE_F4 1
```

Having this setting in the `~/.cshrc` file enables the old **F4** behavior even when starting the application from the desktop icon, or from the KDE menu.

---

