

# Flame Family 2016 Extension 2 Service Pack 1 Release Notes

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Welcome to release notes of the first Service Pack for the Flame Family 2016 Extension 2. This service pack applies to the following products:

- Autodesk® Flame® Premium 2016 Extension 2
- Autodesk Flame 2016 Extension 2
- Autodesk Flare™ 2016 Extension 2
- Autodesk Flame Assist® 2016 Extension 2
- Autodesk Lustre® 2016 Extension 2

This service pack fixes a number of bugs, detailed in the following pages, including the one where users are unable to fully restore archives containing a combination of 12-bit (packed) and 12-bit u (unpacked) media.

For details on the features of this 2016 Extension 2 release, see:

- [What's New in 2016 Extension 2](#)
- [PDFs and other offline documentation formats](#)
- [Video Tutorials on the Flame Premium Learning Channel](#)

## System Requirements

You will find the relevant system requirements for the different products part of the Flame family at the following locations:

- For Flame, see [Flame system requirements](#).
- For Lustre, see [Lustre system requirements](#).
- For Flare, see [Flare system requirements](#).
- For Flame Assist, see [Flame Assist system requirements](#).
- For Burn, see [Burn system requirements](#).

Also note that other Linux workstations running associated services, such as Wiretap Gateway or License server, must run at least RHEL 6.2 or CentOS 6.2, since previous OS versions are no longer supported.

## Fixed Bugs

Key	Summary
<b>Action General</b>	
SMOK-34361	Batch: Can't load setup (Action error Challenge End Frame)
<b>Batch General</b>	
SMOK-33644	Leaving the Iteration/Render/Write File name field empty doesn't bring back the Default name specified in the Preferences
SMOK-35326	Creating an iteration of an empty batch after creating a New Batch = copying /
<b>BFX / CFX</b>	
SMOK-34453	Losing CFX because of a wrong destination path for setup when re-saved: "/"
SMOK-34698	Denoise Interactive view goes under the media list panel on dual monitor setup in Flame Assist
<b>Creative Tools</b>	
SMOK-24298	GMask: Opacity behaves incorrectly when using Tracer mode.
<b>Data Management</b>	
SMOK-37194	Archive: cannot restore clips with mixed 12 and 12-u bit segments.
SMOK-37627	Audio imported through a Source Data file with wiretap_create_clip will have no content
<b>Installation &amp; Software Configuration</b>	
SMOK-33218	Background Reactor: User cannot start BGR when using SP's because of version issues.
<b>Media Files Import /Export</b>	
SMOK-36620	Import 8 bit clip with non-multiple of 4 resolution shifts 1 pixel if bit depth modification is used during import
SMOK-36862	Export QT ProRes. The TC is visible if the TC track is enabled
<b>Processing / Burn / Background Rendering</b>	
SMOK-36867	Background render in Batch does not keep Tape Name.
SMOK-37193	Bypass on comp not working when sent to burn or background reactor.
<b>Wiretap</b>	
SMOK-33588	IFFFS Wiretap Server register as a foreground application
<b>LUSTRE: CODEC</b>	
SMOK-35536	Include YUV Headroom is not working for Apple QuickTime ProRes 422 media files.

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LUSTRE: Timeline

SMOK-36085

Lustre GPU: Specific resolutions cause crash on dissolves (16i/16f).

## Fixed Bugs: Reported Through the CER Program

Key	Summary	Number of customers reporting this issue
<b>Action General</b>		
SMOK-34862	Crash on Project switch when an Action ONB setup has been loaded during session.	29
<b>AVIO</b>		
SMOK-36588	BMD: Crash at startup when the board cannot be properly initialized	23
<b>Batch General</b>		
SMOK-34081	Rendering a new version on footage 10-bit crash app	10
<b>BFX / CFX</b>		
SMOK-37756	Crash Pasting BFX and other TimelineFX together	10
<b>Media Files Import /Export</b>		
SMOK-33947	Crash related to the movie's "Default" Format Preset.	23
<b>User Interface</b>		
SMOK-36499	Flame/Flame Assist Mac: Crashing when switching to List view in media panel with a ProRes 4444 framestore	6