

Fixed and Known Bugs



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Introduction

About This Document

This document lists the fixed and known bugs for Autodesk® Lustre® 2008. They apply to Windows® OS and all platforms, unless otherwise indicated.

The main level bookmarks in this PDF display the fixed bugs. You can then use the nested bookmarks to find specific feature areas. You can also use the Search tool to search for specific words.

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Fixed Bugs 2008

Feature Area	ID	Fixed Bug Description
background render	sys00200452	Background rendering works with Interlaced grades.
background render	sys00212972	The slave renderer renders files in both Progressive and Interlaced mode.
background render	sys00096975	When background rendering (aka Lustre Burn), the resize aspect value is now applied to the rendered file and therefore the file is rendered properly with the correct aspect ratio.
channels	sys00195198	How keyframes are added, depends upon the option selected in the Animation menu. Select Linear, Bezier, or Const (constant) before adding a keyframe. If nothing is selected before adding the keyframe, it will default to Bezier mode.
colour correction	sys00081869	Lustre does not crash, or the image does not corrupt if using a SW LUT (e.g., 1.5d or 3d), and in the Colour>Curves menu selecting Output and clicking the Bypass button.
configuration	sys00167605	You can use the Custom Change Cut option with keyword token MatchCustom EDLReelName and the "type" specifier. For more information, please refer to the revised section in the User's Guide.

Feature Area	ID	Fixed Bug Description
configuration	sys00086255	The play button on the user interface is now enabled when you use either the control surface panel or the spacebar to play a shot.
configuration	sys00112899	For the hot key, SHIFT+spacebar (switch to Render View mode, switch off the user interface, and start play), the UI switch off is disabled in the Editing menu.
configuration	sys00212977	Lustre now recognizes DLEDL clips from Wiretap with clip names that include a forward slash (/) or a space followed by a number and therefore no longer displays those shots as a red 'X'.
configuration	sys00202916	The Autosave 5 keyword token is now functional.
configuration	sys00209735	Low/Mid/High gamma balance panel now resets correctly.
configuration	sys00216007	When using the numeric keypad on the navigation panel, there is no longer a delay between pressing the keypad and displaying what was entered.
configuration	sys00214279	When you are using the control surface panel, the '>' character on the control panel display shows whether the Inside or Outside geometry has been selected.

Feature Area	ID	Fixed Bug Description
configuration	sys00129376	When working with the text plate, make sure the MaxColor token is spelled as "MaxColor" in the configuration file.
editing	sys00067221	Lustre no longer sets the resolution for all assembled EDL black events to 720x576.
editing	sys00210826	The grade data is also brought back when you click Undo after deleting a graded shot.
editing	sys00172135	When cutting a clip that begins with a dissolve, another dissolve is no longer reapplied to the cut.
editing	sys00132550	Lustre no longer creates a gap when parsing an EDL event that has a space in the clip name.
image io	sys00059784	Lustre now supports the DPX 8-bit RGB file format when rendering.
image io	sys00210287	Browsing AVI files in Lustre does not make the application crash.

Feature Area	ID	Fixed Bug Description
image io	sys00163041	Lustre can load Northlight DPX scans that contain IR information in their header.
image processing	sys00141898	The effects plugin, Noiseplugin31, can now be used with mask on a Secondary.
image processing	sys00146266	Tracker now scales proportionally to the zoom factor. If you zoom in the tracker box becomes larger and if you zoom out the tracker box becomes smaller.
image processing	sys00219166	In CDL, if the RGB Power is set to 1, the levels of the image is no longer clipped.
image processing	sys00166021	The left and right crop settings are now cropping correctly when resize is applied.
image processing	sys00178485	The effects plugins, silver and printbleach, no longer crash when applied on secondary using 720x576 or 720x486 resolution.
video io	sys00221932	Images do not flip vertically when viewed in Deliverables (D) mode on the Lustre Station (Assistant) with the MustReparse keyword token or when holding the Shift key when accessing the Deliverables view.

Feature Area	ID	Fixed Bug Description
video io	sys00212430	You can now use the Lustre Emulator to capture from another Autodesk Editing/Effects product (e.g., Autodesk Smoke).
video io	sys00217140	The DPX timecode is now accurately represented in the file information when capturing 720p.
video io	sys00224130	The workstation no longer reboots when you are enabling/disabling the DVS raster in VTR control mode.
video io	sys00211214	All images are now properly displayed out of the DVS card when using 720p 5994 & 720p 60fps rasters.
viewing	sys00153939	The thumbnails are correctly updated when the scan type option is set to Interlaced.
viewing	sys00195432	Enabling the GFX SDI raster no longer forces the playback framerate to remain at 24 fps.
viewing	sys00210665	Images are no longer corrupt when the F5 hot key (switch on/off split view) is used while GPU is enabled.

Feature Area	ID	Fixed Bug Description
viewing	sys00060278	The Print LUTs are now applied properly if the frames are cached by the frame buffer in HW mode.

Known Bugs 2008

Feature Area	ID	Known Bug Description
background render	sys00226555	<p>Proxy generation for 4K media does not work with Burn.</p> <p>Workaround: You need to generate the proxy locally.</p>
configuration	sys00226681	<p>Lustre crashes if you render a timeline coming from Wiretap that contains Fade In or Fade Out (Source Grade only).</p> <p>Workaround: You either need to use Normal mode, or remove the Fade In/Fade Out and redo the transition using a black clip.</p>
configuration	sys00218524	<p>When you are using the control panel and you create a geometry and select bezier, the cursor button is activated.</p> <p>Workaround: You need to click on the cursor button to deactivate it.</p>
configuration	sys00220833	<p>On the Control Surface Panel, using the blur and cleanup knobs, a geometry can be given a negative value.</p>
configuration	sys00218396	<p>If Lustre is referencing a Wiretap DLEDL as the last saved grade and this timeline has been deleted in Smoke/Flame, Lustre will hang the next time it is launched because the referenced media is not available.</p> <p>Workaround: Before you delete clips in Smoke, make sure to remove the cut in Lustre using the same clip.</p>
editing	sys00212851	<p>While you are in confidence check and you try to go to a different Editing submenu (e.g., Assemble), the menu does not fully update and still displays the confidence check viewer. You need to click on the Browse submenu to correct the display.</p>

Feature Area	ID	Known Bug Description
editing	sys00221937	In the multi-layered timeline, a gap is assigned a shot number when it should not.
editing	sys00212655	<p>The EDL assembled sequence is not immediately displayed in the Timeline view if the EDL Rec TC is not 00:00:00:00.</p> <p>Workaround: You have to click on the Home button (H) for the assembled cut to update in Timeline view.</p>
editing	sys00207605	<p>On the HP 8400, if you use the F5 hot key on a timeline that has a gap, the gap corrupts the image on the other playhead.</p> <p>Workaround: If you toggle playheads/shots, the corruption will disappear.</p>
editing	sys00216256	If you have a timeline that has a dissolve from a gap, the dissolve does not get exported to the EDL.
editing	sys00219165	<p>Lustre does not support EDL reverse M2 (reverse motion) events that are not -100% speed in the Assemble menu.</p> <p>Workaround: You need to manually set the Retime value to the right speed in the Edit menu.</p>
image io	sys00060202	<p>Lustre does not support tiled TIFF files, only scanlines. TIFF files generated by Apple Shake, Autodesk Toxik/Combustion/Maya have to be converted to TIFF (scanlines).</p> <p>Workaround: You need to convert the TIFF files with an external application, like Xnview, before importing it into Lustre.</p>
image processing	sys00209346	If you start print view playback in the Image>Dust menu, the playback stutters.

Feature Area	ID	Known Bug Description
image processing	sys00218452	<p>The GFX DVI and SDI outputs are not properly refreshed if you are performing a shape tracker analyse and the F7 view is enabled.</p> <p>Workaround: You need to exit the F7 view before performing a shape tracker analysis.</p>
image processing	sys00223795	<p>The point tracker box is not rescaled accordingly when you switch between full and half resolution. The box looks bigger in the half resolution.</p>
viewing	sys00227226	<p>The Geom Blur field is greyed out (though it should be available) when the GPU processing is enabled and the GpuNoAutoSwitch keyword token is activated.</p>
viewing	sys00227330	<p>When the GpuNoAutoSwitch keyword is uncommented and you are at the bottom of the available plugins list, enabling the GPU button hides all of the plugins except for printbleach.</p> <p>Workaround: You need to click on the up arrow to reveal the rest of the GPU plugins that are hidden.</p>
viewing	sys00218459	<p>GPU plugins are being applied over the shot name text (the w hot key), if the text is enabled.</p>

Fixed Bugs

Feature Area	ID	Fixed Bug Description
background render	sys00227138	The slave renderer no longer crashes when you are rendering shots that have dissolves with black events.
configuration	sys00186057	Lustre no longer hangs if you press the backward button repeatedly on either the Autodesk Control Surface or the Tangent CP100 Control Surface.
editing	sys00232598	Lustre no longer crashes when you click the grade bin preset while the positioner is on a gap.
image processing	sys00124074	Input LUTs applied to a previous shot are no longer applied to new shots when an empty cut is loaded and Input LUTs are unselected.
video io	sys00227391	The software no longer crashes and the computer no longer reboots when using the VTR Control Mode in the Playout module.
video io	sys00227230	The capture with manual pulldown phase selection is now working properly for the NTSC format.

Feature Area	ID	Fixed Bug Description
video io	sys00194063	Lustre no longer records the first frame of the first shot multiple times when you begin outputting the timeline with the Record option.
viewing	sys00225419	Using GPU processing no longer slows down the responsiveness of the application when drawing geometries.
viewing	sys00226217	Lustre no longer hangs when you play shots from the memory cache with GPU processing enabled.
viewing	sys00226270	There is no longer a delay when accessing the split view mode (F5) for the second time.
viewing	sys00227150	The right head (offline) of the Confidence Check is not corrupted when GPU processing is enabled.
viewing	sys00170935	Lustre no longer crashes when you cache a shot where tracker is assigned to a secondary with the glowplugin effect.
viewing	sys00107279	There is no longer any viewing discrepancy when you are viewing with HW or SW mode and a 3D LUT is applied.

Feature Area	ID	Fixed Bug Description
viewing	sys00227226	The Geom Blur field is no longer greyed out when GPU processing is enabled and the GpuNoAutoSwitch keyword token is activated.

Known Bugs

Feature Area	ID	Known Bug Description
background render	sys00226555	<p>Proxy generation for 4K media does not work with Burn.</p> <p>Workaround: You need to generate the proxy locally.</p>
background render	sys00231157	<p>Sending a job to Burn uses the grade data saved on disk and not the data in the memory.</p>
configuration	sys00226681	<p>Lustre crashes if you render a timeline coming from Wiretap that contains Fade In or Fade Out (Source Grade only).</p> <p>Workaround: You either need to use Normal mode, or remove the Fade In/Fade Out and redo the transition using a black clip.</p>
configuration	sys00218524	<p>When you are using the control panel and you create a geometry and select bezier, the cursor button is activated.</p> <p>Workaround: You need to click on the cursor button to deactivate it.</p>
configuration	sys00220833	<p>On the Control Surface Panel, using the blur and cleanup knobs, a geometry can be given a negative value.</p>
configuration	sys00218396	<p>If Lustre is referencing a Wiretap DLEDL as the last saved grade and this timeline has been deleted in Smoke/Flame, Lustre will hang the next time it is launched because the referenced media is not available.</p> <p>Workaround: Before you delete clips in Smoke, make sure to remove the cut in Lustre using the same clip.</p>

Feature Area	ID	Known Bug Description
configuration	sys00233165	The play button on the Autodesk Control Surface panel does not work if you press it after using the trackball. You need to press the button a second time for it to work.
editing	sys00221937	In the multi-layered timeline, a gap is assigned a shot number when it should not.
editing	sys00212655	<p>The EDL assembled sequence is not immediately displayed in the Timeline view if the EDL Rec TC is not 00:00:00:00.</p> <p>Workaround: You have to click on the Home button (H) for the assembled cut to update in Timeline view.</p>
editing	sys00235318	The collapse function is locked to the original shot order in the new XML cut file for Lustre 2008.
editing	sys00212851	While you are in confidence check and you try to go to a different Editing submenu (e.g., Assemble), the menu does not fully update and still displays the confidence check viewer. You need to click on the Browse submenu to correct the display.
editing	sys00231170	0% motion effect EDL events are not supported in Lustre 2008.
editing	sys00216256	If you have a timeline that has a dissolve from a gap, the dissolve does not get exported to the EDL.

Feature Area	ID	Known Bug Description
editing	sys00219165	<p>Lustre does not support EDL reverse M2 (reverse motion) events that are not -100% speed in the Assemble menu.</p> <p>Workaround: You need to manually set the Retime value to the right speed in the Edit menu.</p>
image io	sys00060202	<p>Lustre does not support tiled TIFF files, only scanlines. TIFF files generated by Apple Shake, Autodesk Toxik/Combustion/Maya have to be converted to TIFF (scanlines).</p> <p>Workaround: You need to convert the TIFF files with an external application, like Xnview, before importing it into Lustre.</p>
image io	sys00235386	<p>Rendering with the collapse function does not respect the integrity of the record timecode.</p> <p>Workaround: Before you select certain shots for grading, you need to disable the render flag on all your shots. Then select the shots you want to grade, enable the render flag for those shots, and enable the collapse view. Once you have completed the grading, you must remember to disable the collapse view before you render your shots.</p>
image processing	sys00234625	<p>The shape tracker analysis does not work very well with retimed footage (especially with slower timewarps). The analysis is slow and may fail partway through.</p> <p>Workaround: Remove the retimed effect before starting the shape tracker analysis.</p>
image processing	sys00223795	<p>The point tracker box is not rescaled accordingly when you switch between full and half resolution. The box looks bigger in the half resolution.</p>
image processing	sys00209346	<p>If you start print view playback in the Image>Dust menu, the playback stutters.</p>
image processing	sys00218452	<p>The GFX DVI and SDI outputs are not properly refreshed if you are performing a shape tracker analyse and the F7 view is enabled.</p> <p>Workaround: You need to exit the F7 view before performing a shape tracker analysis.</p>

Feature Area	ID	Known Bug Description
video io	sys00214240	<p>You cannot capture with the Auto Pulldown button enabled. The frame removal is not done properly when you are trying to capture using the Auto Pulldown feature. Instead of the correct AA-BB-CC-DD sequence, the sequence looks like AB-BC-CD-DD, etc. Only the last frame of the sequence is displayed properly.</p> <p>Workaround: When you are trying to capture using a pulldown removal raster (3:2 PD), you need to disable the Auto Pulldown button and capture it manually.</p>
viewing	sys00227049	<p>Still store or reference images do not display in F7 mode on FX4000 DVI/SDI out.</p>
viewing	sys00227330	<p>When the GpuNoAutoSwitch keyword is uncommented and you are at the bottom of the available plugins list, enabling the GPU button hides all of the plugins except for printbleach.</p> <p>Workaround: You need to click on the up arrow to reveal the rest of the GPU plugins that are hidden.</p>
viewing	sys00217340	<p>When you enable GPU it results in a flash of noise corruption on the GFX SDI out. This issue also appears during playback of a timeline containing a mixture of GPU enabled/disabled shots (there are flashes of noise while you are playing through a GPU disabled and GPU enabled shot).</p>
viewing	sys00218459	<p>GPU plugins are being applied over the shot name text (the w hot key), if the text is enabled.</p>
viewing	sys00224836	<p>When using the F7 mode with GPU processing, it does not work correctly on the FX4000 DVI/SDI out. The image display is frozen or black.</p>
viewing	sys00234415	<p>When you enable F7 mode and you press F5 to enable the split view on the GFX SDI, the inactive playhead (either A or B) displays a black shot instead of an image.</p>

Fixed Bugs

Feature Area	ID	Fixed Bug Description
Audio	sys00262454	When you are loading audio files, it no longer creates a memory leak.
configuration	sys00245526	When Autosave is enabled, it no longer overwrites the original grade if you perform a change cut. Also, if you save an autosaved grade, it is saved to a new grade file and does not save over your loaded grade file.
video io	sys00059939	When you abort a capture and then restart it with the same in and/or out points, the following error no longer occurs: "Cannot release fifo Error: SV_ERROR_BUFFER_NULL a buffer not pointing to anything."
VIO - playout	sys00251349	Lustre now has the ability to insert a single shot on tape (Shift+Insert) at 23.98 fps or 24 fps.

Fixed Bugs for Version 2008 SP3

Feature Area	ID	Fixed Bug Description
Configuration	sys00258941	The Autodesk Control Surface (ACS) and CP100 control surface panel's Next/Previous button is now working as expected after a shot is cut.
Configuration	sys00254063	When you save the render flags to a grade, the shots are now assigned a unique ID in the grade render file.

Fixed Bugs for Version 2008 SP4

Feature Area	ID	Fixed Bug Description
AVIO - capture	sys00271051	Lustre no longer produces random duplicate frames when you are capturing material.