

Flame Family 2017 Service Pack 1 Release Notes

Welcome to the 2017 Service Pack 1 release (June 1, 2016) of the following Flame Family products:

- Autodesk® Flame®
- Autodesk Flare™
- Autodesk Flame Assist®
- Autodesk Lustre®

These Release Notes include important last-minute information, and a list of bugs fixed in this release.

For details on the new features:

- Flame: <http://www.autodesk.com/flame2017-whatsnew>
- Flame Assist: <http://www.autodesk.com/flameassist2017-whatsnew>
- Lustre: <http://www.autodesk.com/lustre2017-whatsnew>

Access the [Autodesk Developer Network](#) for information on the Wiretap SDK, including the latest Wiretap SDK Developer Guide.

For all other documentation for this release (user guides, installation guides, etc.) see <http://www.autodesk.com/vxf>.

System Requirements

Please see the following pages for the System Requirements for your software:

- Flame: <http://www.autodesk.com/flame-sysreqs>
- Flare: <http://www.autodesk.com/flare-sysreqs>
- Flame Assist: <http://www.autodesk.com/flameassist-sysreqs>
- Lustre: <http://www.autodesk.com/lustre-sysreqs>

CentOS 7.2 Support

Service Pack 1 for Flame Family 2017 products now supports the CentOS 7.2 operating system on Linux workstations, with a new DKU, version 11.0.1. The DKU can be downloaded from the System Requirements page for your product (links above).

Some things to keep in mind when installing CentOS 7.2 on a system to be used with the Flame Family:

- There is an NFS incompatibility between CentOS/Red Hat 6 and CentOS 7. Workstations on CentOS/Red Hat 6.2 are unable to read data from a CentOS 7.2 workstation via NFS.
- It is advisable to install CentOS 7.2 on a new or replacement system drive, so you can keep your old system drive as a backup. It is not possible to upgrade a Red Hat system drive to CentOS.
- You should disconnect all other disks (e.g. secondary drives, raid disks, SAN volumes) before running the CentOS installer.

For more information, see *Before Installing CentOS 7.2* in the *Installing and Configuring CentOS 7.2* section of the [Flame Family Installation Guide](#).

Using Shotgun with CentOS 7.2

The QT library that comes with CentOS 7.2 is currently not supported by the Flame-Shotgun integration. So the following workaround is required to facilitate the Shotgun web browser integration and the desktop launcher for CentOS 7.2.

1. To disable the unsupported QT library for the Shotgun Desktop Launcher, using the shell launching the Shotgun desktop launcher application, enter the following command line: **unset QT_PLUGIN_PATH or unsetenv QT_PLUGIN_PATH**
2. To re-direct into the proper library, enter the following command:
sudo ln -s /usr/lib64/libffi.so.6.0.1 /usr/lib64/libffi.so.5
3. To disable the web browser error regarding the unsupported QT library, enter this command line from the shell when launching the web browser:
unset QT_PLUGIN_PATH or unsetenv QT_PLUGIN_PATH

End of Support for Red Hat OS

The Flame Family 2017 (and its service packs and extensions) will be the last to support Red Hat Enterprise Linux. Going forward the Autodesk Flame Family will support CentOS as the recommended Linux OS.

Autodesk will end support for the Red Hat OS on all platforms as of version 2018.

- The Flame Family 2018 will not run on 1st generation systems HP 8600 & z800. Customers who own this hardware and wish to run Flame Family 2018 will have to purchase new hardware.
- Customers who own HP z800 (2nd gen), HP z820, and HP z840 and wish to run Flame Family 2018 will need to install CentOS (which is free) and request a new license to be issued by Autodesk.

Central Install Updates

With Central Install, applications are installed on a central file system. Client computers can then run the applications as if they were installed locally. In 2017 Service Pack 1, changes were done to Central Install in order to reduce the time between the exit and re-launch of the application. The background services are no longer stopped when you exit the application.

For more information on Central Install, see the [Flame Family Advanced Configuration Guide](#).

Other Information

Service Pack 1 for Flame Family 2017 supports the latest ARRI and RED media by integrating their most recent SDKs, ARRIRAW 5.3 and RED 6.1.

Fixed Bugs

Key	Summary	Number of CER Users Affected
Action General		
SMOK-38271	Changing output to Right in Action crashes when exiting Timeline FX or viewing context views	6
Action Rendering		
SMOK-36321	Crash setting context button from tracking menu	4
SMOK-37630	Emissive output should not contain Specular data when using PBS shader.	
Archive		
SMOK-38194	Archive tar temp file gets too big (can fill the system disk) on remote workflow	
SMOK-39262	Cannot write progressive frames smaller than 256x120 when using DNx compressed intermediates	
AVIO		
SMOK-34557	Project preview timing changes after input/output clip to VTR	
SMOK-34892	VTR input clip HDCAMSR 2398sf defaults to field 1 instead of progressive	
SMOK-34904	VTR output for 2397fps: default timing should be "psf" and not "p"	
SMOK-38256	AJA Kona4 causes VTR output drop if clip has no audio	
Backburner		
SMOK-37976	Backburner Manager hangs, affecting any system connected to it.	
Batch General		
SMOK-38380	Crash when entering in a 10-bit CW Timeline FX with view set as Front (F1)	
Burn / Background Reactor		
SMOK-38384	Timeline: First render done after modifying a Timeline FX invalidates itself if Autokey is ON	
SMOK-38487	Memory Management keywords missing in backgroundreactor init.cfg	
SMOK-39540	Burn assert when rendering Timeline FX using side setups	

Key	Summary	Number of CER Users Affected
Central Install		
SMOK-35108	No dlConfigCheck for 2016.1.0 Central Install	
SMOK-39382	Central Install shell errors & software cohabitation issue	
Conform		
SMOK-38392	Unparented sequence after using Legacy Assemble EDL	5
Connected Colour Workflow		
SMOK-38607	Flame crashes when Create/Edit/Render Batch FX from Lustre if current Batch in Flame has Action UI focused	7
Creative Tools		
SMOK-38391	Loss of real-time playback with specific uncompressed OpenEXR multi-track media	
Data Management		
SMOK-38532	OpenEXR files crashes Flame on specific Mac	1
Desktop & Editing Tools		
SMOK-38523	'Add, rename, replace' don't work: few scenarios	5
Documentation		
SMOK-36969	Central Install procedure on Mac isn't accurate	
Installation & Software Configuration		
SMOK-22741	Autodesk Flame wallpaper does not fill screen on 27" monitor	
SMOK-38164	HardwareValidation not updated with DKU 10.6.1	
SMOK-38866	sw_probed.cfg is not in /usr/discreet/sw/cfg when a clean install is done	
SMOK-39484	ATTO card position check of dlConfigCheck fails after updating HP BIOS to v1.65	
Keyboard Shortcuts		
SMOK-35876	Ctrl+Alt+F6/F8 Shortcuts are not working properly on the Z840 platform	
Keyers		
SMOK-36208	Gmask Tracer on MBlend pipeline doesn't reflect other pipeline effects	

Key	Summary	Number of CER Users Affected
Media import / Export		
SMOK-35477	ARRIRAW: provided resolution from SDK is not the same as original file for 4x3 cropped content	
Media Import / Export		
SMOK-38328	Cannot export 16b FP clip to ProRes 4444	
SMOK-38506	Entering PreProcessing to Update and ReCache a slate (.tga file) changes the length and ripples the sequence	
SMOK-38551	Flame cannot open a directory that has an extension in it	
SMOK-39174	ProRes QT exported from 2016ext2sp1 shows incorrect resolution in Mac Finder	
SMOK-39443	Some DNx115 .mxf files created by Codex software cannot be read in Flame	
Playback		
SMOK-37178	Playback no longer realtime on high resolution clips when LUTs applied in pre-processing options	
SMOK-39145	Loop + Selection playback with cut selected + audio track makes Flame hang	
Timeline FX		
SMOK-37917	Timeline CC render becomes unrendered when navigating using hotkeys	
Views & Multiviews		
SMOK-38280	2-up view loses 1 window when too close to edge of screen	
SMOK-38657	Crash re-entering Batch when using 3D LUTs.	8
LUSTRE: Background Render		
SMOK-36544	Lustre to properly handle remote rendering errors	
LUSTRE: Colour Grading		
SMOK-38972	GradeBin error when double clicking an empty grade slot to reset color	
LUSTRE: Colour Tools		
SMOK-39417	Calling RefreshGui in the processing loop of a plugin crashes the application	
LUSTRE: Processing Tools		
SMOK-38485	WTG will crash if job sent to transcode does not have a similar FPS between source clip and sequence track	

Key	Summary	Number of CER Users Affected
LUSTRE: Wiretap Gateway		
SMOK-38773	Lustre cannot transcode R3D footage	