

# Flame Family 2015 Extension 3 Release Notes

Welcome to the Extension 3 release of the following products:

- Autodesk® Flame® Premium 2015
- Autodesk Flame 2015
- Autodesk Flare™ 2015
- Autodesk Flame Assist® 2015
- Autodesk Lustre® 2015

For details on the new features included in this extension, see the following:

- [Flame Premium What's New in 2015 Extension 3](#)
- [Flame Assist What's New in 2015 Extension 3](#)

This extension also includes bug fixes, and an updated DKU (version 9.5.1) for Linux workstations.

You can also find [PDFs and other offline documentation formats here](#).

## System Requirements

For Flare, see [Flare system requirements](#).

For Flame Assist, see [Flame Assist system requirements](#).

**System Requirements for Linux Workstations, including Linux stand-alone workstations, Incinerator workstations and Lustre Media Servers.**

Workstation	BIOS	RAM (GB) Minimum/Recommended	AJA Firmware	Operating System	DKU
<b>HP Z840</b> Workstation with NVIDIA K6000 graphics card	1.11	64 / 128	AJA KONA 4G: FPGA 2014/08/14 at 18:51:03	Red Hat Enterprise Linux Workstation 6.5 (64-bit)	9.5.1
<b>HP Z820</b> Workstation with NVIDIA K6000 graphics card	3.59 See the note for more details.	32 (48 for dual-GPU) / 64	AJA KONA 4G: FPGA 2014/08/14 at 18:51:03	Red Hat Enterprise Linux Workstation 6.2 (64-bit)	9.5.1
<b>HP Z820</b> Workstation with NVIDIA Quadro 6000 graphics card	3.59 See the note for more details.	16 (32 for dual-GPU) / 64	AJA KONA 3G Quad: 2014/03/19 07:22:10	Red Hat Enterprise Linux Workstation 6.2 (64-bit)	9.5.1
<b>HP Z800</b> Workstation with NVIDIA Quadro 6000 graphics card	3.54 (single- and dual-GPU)	24 (36 for dual-GPU) / 48	AJA KONA 3G Quad: 2014/03/19 07:22:10	<ul style="list-style-type: none"> <li>Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64- bit)</li> <li>Red Hat Enterprise Linux Workstation 6.2 (64-bit)</li> </ul>	9.5.1
<b>HP Z800</b> Workstation with NVIDIA Quadro FX5800	3.54	24 / 48	0x75 AJA OEM 2K	<ul style="list-style-type: none"> <li>Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64- bit)</li> <li>Red Hat Enterprise Linux Workstation 6.2 (64-bit)</li> </ul>	9.5.1
<b>HP xw8600</b>	1.35	12 / 24	0x73	<ul style="list-style-type: none"> <li>Red Hat Enterprise Linux WS 4, Update 3 (64- bit)</li> <li>Red Hat Enterprise Linux Workstation 6.2 (64-bit)</li> </ul>	9.5.1
<b>HP xw9400</b>	3.05	12 / 24	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64- bit)	9.5.1
<b>HP xw8400</b>	2.26	12 / 24	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64- bit)	9.5.1

*About the HP Z820 BIOS*

The latest BIOS version supported is 3.59 for both the single- and dual-GPU configurations. You do not have to upgrade the BIOS if your current setup is functional. BIOS 1.14 is still valid for single-GPU Z820, so is the 3.50 for the dual-GPU Z820. Note that BIOS 3.14 (and later) fixes a performance issue with Mellanox FDR InfiniBand adapters.

*About AJA Firmwares*

- In order to use the AJA Kona 3G card in Flame 2015, you must update the card's firmware to Firmware version "2014/03/19 07:22:10". A script is installed on the workstation when you install the application (in `/usr/discreet/flame_2015/scripts/cfgAjaUpdate` (Flame), that enables you to upgrade and downgrade the AJA Kona 3G's firmware. To run the script to upgrade the firmware for 2015, from a shell, type the following command: `cfgAjaUpdate 2015`. Once the card is upgraded, it is recognized as AJA Kona 3G Quad.
- Once you have upgraded the card to the AJA Kona 3G Quad firmware, it is no longer useable with pre-2015 versions of Flame. If you are running a pre-2015 version of Flame alongside a 2015 version, you must run this script again, with the `[pre2015]` variable to downgrade the AJA Kona 3G' Quads

firmware. To run the script to downgrade the firmware for pre-2015, from a shell, type the following command: `cfgAjaUpdate pre2015`.

- If you have downgraded the card's firmware and want to use it again in Flame 2015, you must re-update the card's firmware, by running the following command: `cfgAjaUpdate 2015`.
- After running the script, you must power down and reboot your workstation, to make sure the appropriate AJA board firmware is properly installed.
- Upgrading to Flame 2015 overwrites the `init.cfg` file to make the new timings available. The new timings must be uncommented in the `init.cfg` file to be available in the application. Either modify manually the `init.cfg` to reset the edited options, or use the Flame Setup application.

### ***Hardware requirements for render nodes not purchased from Autodesk***

Component	Minimum	Recommended
CPU	Two single-core, or one dual-core 64-bit processor, such as AMD Opteron or Intel Xeon	Two quad-core 64-bit processors, such as the Intel Xeon E5472 CPU at 3.0 GHz
Memory	8 GB or higher	Same amount of memory as the Creative Finishing workstation
Hard Disk	120 GB or higher SATA, Ultra-SCSI 320, SAS, or IDE drive. The system disk must be a single, physical hard disk drive. It cannot be a logical volume from an array of disks.	
Network card	On-board Gigabit Ethernet adapter	InfiniBand card, if you want to run Burn and Autodesk Incinerator on the same render node
GPU-accelerated Graphics Card	None. Nodes without a GPU-accelerated graphics card cannot render jobs that require a GPU, such as floating point jobs.	A card from either of NVIDIA Quadro FX 3800 or better, or NVIDIA Quadro 4000 or better

### ***Linux requirements for render nodes not purchased from Autodesk***

Hardware Platform	Linux Version
HP ProLiant DL160se G6	Custom Autodesk distribution of Red Hat Enterprise Linux Desktop 6.2 with Workstation Option
HP ProLiant DL160 G5 or HP ProLiant DL140 G3	Custom Autodesk distribution of Red Hat Enterprise Linux WS 4, Update 3
Nodes not purchased from Autodesk	On new nodes, use CentOS 6.3. On already-configured nodes, there is no mandatory upgrade.

# Compatibility

Keep in mind the following information on software compatibility and limitations before upgrading to the current version. Autodesk recommends archiving your media and project data before you upgrade.

## **Upgrade Compatibility**

- **Projects and Media Library**

Read-only. What you can access and how you access it depends on the version from which you are upgrading.

- Upgrading from Flame 20th Anniversary or later:  
You can *Convert* or *Convert and keep a copy* your project from the Start Up screen. Once converted, the project becomes identical to a project created in the current version, with access to the libraries and the clips they contain. You cannot open a converted project using the original application; use *Convert and keep a copy* to keep a copy that remains accessible by the original application. You can also delete a project and its media as you would a native project, without having to first convert it.
- Upgrading from a version prior to Flame 20th Anniversary:  
You cannot open a project created in a version prior to Flame 20th Anniversary. However, you can still access the clip libraries of those projects through the MediaHub, using the Projects browser. You can only delete projects and clip libraries from the application that created them.
  - If the original project is on the same system: Create a project in the current release and then copy the clip libraries from the old project to the new project using the MediaHub.
  - If the original project is on another system: If it has a previous version from 2007 onward installed, transfer the clip libraries to a project on the current system. 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**

Read-only.

- Archives created using earlier versions of applications from the Flame Family are read-only when restored to the current version. That is, you can restore an older archive in the current version, but you cannot append material to it; you must create a new archive.
- Archives created in the current version cannot be restored in earlier versions of Creative Finishing applications.

- **Users**

Incompatible.

Create a user in the latest version. See the application help for instructions.

- **Setups**

Compatible (including most Sparks setups).

## Flame Family 2015 Extension 3: Fixed Bugs List Common to All Platforms

Key	Components	Summary	Reported through Customer Error Report System
SMOK-28378	Action	Memory usage increasing when switching between Timeline and Batch.	
SMOK-28254	Data Management	MP4 with AAC 48K Audio crashes sw_serverd.	
SMOK-28224	Data Management	Crash renaming Folder.	20 Customers
SMOK-28156	Batch / BFX /CFX	Missing group node after load BFX setup from 2013X2SP3.	
SMOK-28070	Media Import / Export	Shot Publish: Batch Write File tries to create directory before batch export begins.	
SMOK-28037	EditDesk, Desktop and Editing tools	When you uncollapse a new clip on a reel it won't generate all of its proxy (desktop) images	
SMOK-27660	Backburner	Should select local backburner server to do cache job when using a remote shared partition.	
SMOK-27645	Media Import / Export	Tape name data not seen from Sony MXF files.	
SMOK-27600	Media Import / Export	Tape name missing in DPX and QT header on Flame generated shots.	
SMOK-27598	Archive / Restore	Cannot open archive using OTOC - garbage generated when writing the file.	
SMOK-27593	Archive / Restore	Some Source Segments may not be reloaded when restoring Archive.	
SMOK-27536	AVIO	Color space settings in VTR default to YCBCR-RGB+Headroom all the time.	
SMOK-27342	Archive / Restore	Archive: appending bloats the archive.	
SMOK-27253	Conform	Sequence Publish XML (Use Media with FX), source time code is changed.	
SMOK-27183	Player	Player shows wrong colors on 12bit media greater than 4K on GFX card with 8K texture limit.	
SMOK-27013	Media Import / Export	Wrong timecode from DPX generated by OSD.	
SMOK-26980	Media Import / Export	Assigning export jobs to a group of servers does not work properly.	
SMOK-26923	Batch / BFX /CFX	Comp render performance issue when combined with Action (when Action is rendered)	
SMOK-26920	Creative tools	Recursive Ops : Crashes when modifying settings after duplicating the node	20 Customers
SMOK-26866	Archive / Restore	Project Archive append writes whole archive again.	
SMOK-26818	Stone and Wire	sw_serverd can crash doing Cache Source Media and Playback.	
SMOK-26611	Media Import / Export	Doesn't read H264 QTs with "Millions +" in the metadata properly	
SMOK-26527	Stone and Wire	sw_serverd crashes or hangs.	
SMOK-26511	Installation and Software Config	Signature on Mac Packages returns errors.	
SMOK-26454	Player	Crash when entering text history after changing view.	
SMOK-26176	Archive / Restore	Cache Source Media: Change of Cache Source Media state is ignored on	

Key	Components	Summary	Reported through Customer Error Report System
		appending an existing clip to the archive.	
SMOK-26026	Installation and Software Config	Wiretap crashes on network restart RHEL 6.x	
SMOK-25888	Wiretap	Dead lock if node id unregisters at the same time an event is sent/received	21 Customers
SMOK-25798	Media Import / Export	Specific MXF files get errors in logs and intermittently may crash flame.	5 Customers
SMOK-25454	Media Import / Export	Shot Publish: Export should not be disabled at root level when publishing to a writeable destination.	
SMOK-25172	Processing / Burn / Background Reactor	Slow burn processing	
SMOK-24953	Action	Crash when analyzing in Axis Stabilizer Tracker if current frame is negative (backward mode).	7 Customers
SMOK-24669	Player	3840x2160@5994p drops on playback.	
SMOK-23828	Media Import / Export	IMX 30/40/50 exports have a green line at the bottom.	
SMOK-23752	Views and Multiviews	View setting goes from Update All to Update Sel when the Viewport zoom factor is modified with the numeric field	
SMOK-22528	Media Import / Export	Error while reading specific MXF files	

## Flame Family 2015 Extension 3: Fixed Bugs List Linux-Only

Key	Components	Summary	Reported through Customer Error Report System
SMOK-28162	Flame Lustre Interoperability	Lustre cannot see Container / Matte Container when importing a sequence from Flame in non-source grading workflow.	
SMOK-27869	LUSTRE: AVIO	Screen Grab should set the Broadcast Print LUT on the DVI (and SDI)	
SMOK-27340	LUSTRE: Media Import / Export	Wrong ARRIRAW Camera settings on newest SUP9 / SUP10 media	
SMOK-28333	LUSTRE: Metadata	Creating a new version in a shared project can overwrite existing grades.	
SMOK-26912	LUSTRE: Wiretap	Can't modify ISO on ARRIRAW media imported from Wiretap.	

## Flame Family 2015 Extension 3: Fixed Bugs List Mac-Only

Key	Components	Summary	Reported through Customer Error Report System
SMOK-27319	Installation and Software Config	MAC OS 10.10 Yosemite: Manager list empty in Backburner Monitor and Wiretap Central.	
SMOK-25730	Hardware, OS, etc. [SMOK]	Flame Assist and Flare on Mac OSX 10.9 sluggish when caching media.	

## Flame Family 2015 Extension 3: Known Bugs List Common to All Platforms

Key	Components	Summary	Workaround
SMOK-28497	Action	Action: expressions still reference original axis when mimicked axis is unlinked.	Duplicate node.
SMOK-28171	Action	Action/Gmask/vertices: Track data not saved and trackers change color.	
SMOK-28032	Action	Action: axis track/stabilize results change when re-entering tracker.	If track was from first frame, go back to first frame and enter/exit tracker.  If track was not from first frame. reset track axis node, enter tracker, reset all and perform track again.
SMOK-27691	Action	Clip select media with Action Timeline FX applied on crashes.	
SMOK-27379	Action	Planar tracker: Crash when 'set' after 'snap' in multi feature detection.	
SMOK-27367	Action	Planar tracker: result offset error in multi feature detection.	Translate the GMask/track_shape channel to TranslateX = -1.
SMOK-27899	Archive / Restore	When archiving both cached and uncached versions of a clip the slate of the first one is used on the second clip as well.	
SMOK-27875	Archive / Restore	Cannot create the JPEG file associated to Clip thumbnail.	
SMOK-28462	AVIO	Sync selection gets back to free run after each VTR operation.	Set sync manually for each VTR operation.
SMOK-27323	AVIO	No VTR Output Reel/FOLDER option in Flame Assist.	Define a hotkey for it (Output Folder for VTR)
SMOK-28372	Batch / BFX / CFX	Crash when deleting an expended output - Ignoring results in truncated output sockets.	Expand node with SHIFT+C. or Restart app.
SMOK-28215	Batch / BFX / CFX	Loading a saved batch in BFX loads black thumbnails.	If possible update the thumbnails with the clip. Or Add the source clips to desktop before loading the BFX setup.
SMOK-27539	Batch / BFX / CFX	MK inside action with an internally generated GMask causes the image to go black when the image in action is set to multiply.	Do the matte external to action or change the incoming source to 8bit.
SMOK-27265	Conform	AAF Export: some illegal characters in file name sometimes prevent export of segments.	Avoid using illegal char in file names.
SMOK-27127	Conform	Conform Event list: Can't select an event after an edit.	Change the sort type of the event list to refresh it. or Switch to another tab and then come back to the Conform tab. or Select the clip in the timeline to be able to edit it in the event list.
SMOK-27538	Creative Tools	Gmask issues when dropping the Opacity.	
SMOK-27787	Data Management	Wiretap path translations does not work in wire transfers.	Make sure you mount the shared resources in the same location in Mac OS X and Linux workstations (typically /Volumes/<Shared resource>).



Key	Components	Summary	Workaround
SMOK-27561	Data Management	No new /usr/discreet/clip/stonefsx folder when create a new partition x, via direct editing stone+wire.cfg.	Manually create /usr/discreet/clip/stonefsx folder OR use flame setup GUI to create the new partition.
SMOK-27788	EditDesk, Desktop and Editing tools	Timeline not respecting handle consolidation on bfx clip.	
SMOK-28337	Hardware, OS, etc.	Dual monitor: pointer can exceed to 2nd monitor although pointer span is set to primary monitor.	Set the right=0% and left=50% if you primary monitor is on left.
SMOK-27508	Installation and Software Config	To be removed DVS video option(s) from init.cfg.	Manually edit the init.cfg.
SMOK-27987	Keyers	MK: Contextual copy and paste the Blend nodes = messed up UI.	
SMOK-27802	Keyers	Turning on Auto key in Action does not turn auto key in the MK but creates keyframes.	Turn auto key on and off again in the MK.
SMOK-28131	Media Import / Export	Markers are not considered when exporting audio file.	
SMOK-28066	Media Import / Export	Black frames publishing 2K 16fp in a HD timeline.	Workaround on step 2 set seq to 2048x1556 – to match source.
SMOK-27665	Media Import / Export	Shot Publish: Shotgun versioning workflow not working with TW on timeline segments	
SMOK-27348	Media Import / Export	Crash reading QuickTime aac with audio through stone+wire server.	
SMOK-27103	Media Import / Export	Shot Publish: Incremental version is not working with shot publish when loading .batch file other than version 0.	Manually increment version number by 1 in the "write node" clip version option.
SMOK-28428	Player	Player 2:3 insertion: inserted jitter frames are not interlaced.	
SMOK-27251	Player	4k playback gfx drops after stop on playback.	
SMOK-27607	RTD	VTR preview corruption when entering AJA output from tools (no template).	
SMOK-27605	RTD	Exit output clip UI refresh issue.	Click to refresh UI.
SMOK-27440	Stone and Wire	S+W related issues when hostname and computer name are different on Mac.	Ensure that the computer name and the hostname are the same and then start SW.
SMOK-28398	Timeline FX	Format options copy does not set Resize & RGB LUT to "active".	
SMOK-28246	Wire	Unable to wire a timeline if it has any missing media.	Find where the missing frames are and replace them.

## Flame Family 2015 Extension 3: Known Bugs List Linux-Only

Key	Components	Summary	Workaround
SMOK-28446	Hardware, OS, etc.	Tablet on RedHat 6.5 with Dual Monitor is mapped all the time across the 2 monitors.	
SMOK-28419	LUSTRE: AVIO	Lustre: GFX SDI rasters list always reverts to the Single page	
SMOK-27630	LUSTRE: Media Import / Export	Wiretap: R3D/ARRI Orientation reverts to Camera if the Colour Settings are set to Camera.	Manually set the Orientation setting in Lustre.
SMOK-27806	LUSTRE: Media Import / Export	Lustre cannot import certain EXRs (with matte) that were supported in previous versions.	
SMOK-27503	LUSTRE: Media Import / Export	Starting a R3D playback with DEB enabled can take up to a minute.	Transcode the media or disable DEB option.