

## Autodesk Flame Premium 2013 20th Anniversary Edition

- Autodesk Flame® Premium 2013 20th Anniversary Edition
- Autodesk Flame 2013 20th Anniversary Edition
- Autodesk Flare™ 2013 Extension 1
- Autodesk Smoke® Advanced 2013 Extension 1
- Autodesk Flame Premium Grading - Lustre® 2013 Extension 1
- Autodesk Inferno® 2013 Extension 1
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## Install and Learn

The Flame and Flame Premium 2013 20th Anniversary Editions feature a major redesign of the workflow, integrating the powerful visual effects toolset of Flame 2013 with the full set of story-driven editorial tools of Smoke Advanced 2013. The Extension 1 releases also offer a new workflow.

Continue to use your 2013 release (shipped in April 2012) in production, and make the switch to the 20th Anniversary Edition workflow when you are ready. Autodesk highly recommends familiarizing yourself with the new workflow in the 20th Anniversary Edition and/or Extension 1 release before use in production.

While it is preferable to install and learn the new software on a separate workstation, Flame Premium 2013 20th Anniversary Edition and Extension 1 software can be installed on the same workstation as the 2013 release. However there are some considerations.

Two important components of the software package are replaced when you install the latest version: Wiretap Gateway and Stone & Wire.

This means that after installing 2013 20th Anniversary Edition/Extension 1, your 2013 version will use those new components with their new functionality, but with the following known issues and limitations.

## Volume Integrity Check (VIC) No Longer Runs Automatically



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VIC will not run automatically if there is a 2013 20th Anniversary/Extension 1 project on your framestore.

VIC must run daily to prevent data loss.

If you install 2013 20th Anniversary/Extension 1 on the same workstation as your 2013 software, you must run VIC manually to check the integrity of media files used by your projects.

To run VIC manually, type the following command in a shell:

```
/usr/discreet/io/bin/vic -a
```

Be sure to read the results from the command in the shell to be sure that VIC ran successfully.

To run VIC, you can also open a project in 2013 20th Anniversary Edition/Extension 1 or reboot your system.

## Wiretap Server Compatibility

When both 2013 20th Anniversary Edition/Extension 1 and 2013 are installed on the same system, two versions of Wiretap Server are also installed. You must make sure that the version of Wiretap Server running is compatible with your version of the creative application. This is particularly important when working on interop projects that rely on Wiretap Server, such as working on a grading project using both Smoke and Lustre.

To confirm or change versions of Wiretap Server:

1. In a shell, go to `/usr/discreet/<flamepremium_version>/bin`.
2. As root, run `./selectWiretapVersion.py`. This script will tell you which version of Wiretap Server is currently running.
3. Type the number next to the version you wish to run.
4. Restart the Wiretap server. Type: `sw_restart`

## System Requirements

### System Requirements for Linux Workstations

Note These hardware requirements do not apply to Autodesk Flare or Autodesk Smoke for Mac OS X.

- [Smoke for Mac System Requirements](#)
- [Flare System Requirements](#)

The following tables list the hardware platforms supported in this release, including Linux stand-alone workstations, Incinerator workstations and Lustre Media Servers.



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Workstation	BIOS	AJA Firmware	Operating System	DKU
HP® Z820 Workstation with NVIDIA® Quadro 6000 graphics card	1.14	AJA KONA 3G: 2011/12/02 13:05:45	Red Hat® Enterprise Linux® Workstation 6.2 (64-bit)	7.5.0
HP Z800 Workstation with NVIDIA Quadro 6000 graphics card	3.54	AJA KONA 3G: 2011/12/02 13:05:45	Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64-bit)	7.5.0
HP Z800 Workstation with NVIDIA Quadro FX5800	3.54	0x75 AJA OEM 2K	Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64-bit)	7.5.0
HP xw8600	1.35	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	7.5.0
HP xw9400	3.05	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	7.5.0
HP xw 8400	2.26	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	7.5.0

### System Requirements for Lustre on Microsoft® Windows®

The following table lists the Lustre Windows workstations supported in this release, as well as the certified BIOS version, NVIDIA graphics card driver version and operating system version for each platform.

Workstation	BIOS	Graphics Driver	Operating System
HP xw8600	1.35	186.18	Microsoft Windows XP SP2
HP xw 8400	2.26	186.18	Microsoft Windows XP SP2

### System Requirements for Lustre Render Nodes

The following table lists the supported hardware platforms for Incinerator Render Nodes, with the certified BIOS versions and operating system distributions for HP ProLiant Burn Render Nodes.

Render Node	BIOS	Operating System	DKU
HP ProLiant DL160se G6	07/05/2009	Red Hat Enterprise Linux Desktop 5.3 with Workstation (64-bit)	7.5.0

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HP ProLiant DL160 G5	04/09/2008	Red Hat Enterprise Linux WS 4 Update 3 (64-bit)	7.5.0
HP ProLiant DL140 G3	1.09	Red Hat Enterprise Linux WS 4 Update 3 (64-bit)	7.5.0

## Hardware Limitations

### Action CPU Burn Limitations:

- Action setups cannot be rendered if the output format is set to 16-bit fp.
- Action setups cannot be rendered if one or more layers are 16-bit fp.
- Action setups cannot be rendered if Clamp Colours is disabled.
- Action - Lights profile with range outside of 0,1 are not supported.
- Action Old Blending modes (Subtract, Multiply, Exclusion, Spotlight when they are used with Surface blending curves or lens Distort are not supported.
- Action Point or Spot lights are not supported.
- Action New Lights are not supported
- Action New Blending Modes are not supported.
- Action Shadows are not supported.
- Action IBL are not supported.
- Action Lens Flares are not supported.
- Action Rays are not supported.
- Action Diffuse Maps with Softness are not properly processed.
- EWA filters in Action cannot be applied.
- Anisotropic filters in Action cannot be applied.

### Batch CPU Burn Limitations:

- Batch Exposure node cannot be rendered.
- Batch Matte Edge node - Noise functionality cannot be rendered.
- Batch - Motif - 16 bit fp output resolution cannot be rendered.
- Batch - Substance- 16 bit fp output resolution cannot be rendered.
- Batch - Substance Noise node cannot be rendered.
- Batch - Substance Splatter node cannot be rendered.
- Batch | Desktop - RGB Blur Directional and Radial modes 16-bit fp output resolution cannot be rendered.
- Batch | Desktop | SoftFX - Text 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Auto-Stabilize 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Burn-In 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Glow Node Directional Blur 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Distort 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Color Frame Gradient cannot be rendered.

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- Batch | Desktop - Gradient node 16-bit fp output resolution cannot be rendered.

### Effects: CPU Burn Limitations:

- Timeline FX - Axis 16-bit fp output resolution not supported.
- Timeline FX - CC 16-bit fp output resolution not supported.
- Timeline FX - Wipe 16-bit fp output resolution not supported.
- Damage cannot be rendered.
- Pixel Spread cannot be rendered.
- Bump Displace cannot be rendered.
- 2D Transform cannot be rendered.
- Deform cannot be rendered.
- Denoise cannot be rendered.

### Other CPU Burn Limitations:

- Hardware Anti-aliasing is not supported.
- 3D Blur cannot be rendered.
- Substance cannot be rendered.
- Effects - Damage - Bad rendering will occur when using Digital Video Damage Type.

### GPU Burn Limitations

- Effects - Damage - Bad rendering will occur when using Digital Video Damage Type.

### Limitations with Old Graphics Cards

- Action - Only projected Shadows are available on FX4500/FX5500 and older graphics cards due to hardware limitation that result in lower quality shadow.
- Action - Only one IBL map per object on FX4500/FX5500 and older graphics cards as opposed to 2 on more recent cards.
- Action - Seamless cube map (part of the IBL feature) do not work on FX5600, and older, graphics cards. Results are smoother on FX5800s. There is no loss of functionality on older graphics cards.
- Action – UV maps are not supported on FX5500 graphics cards.
- Effects - Pixel Spread Stretch and Motion modes may present artefacts due to the lower precision on FX4500/FX5500, and older, graphics cards.
- Effects - 2D transform - Artefacts may show up if motion blur or anti-aliasing are activated on FX4500/FX5500, and older, graphics cards.
- Effects - Damage - Bad rendering will occur when using Digital Video Damage Type on FX4500/FX5500 cards.

### Compatibility

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### 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.

Previous version	Current Version
Projects and clip libraries	<p>Are read-only. You cannot open a project created in a previous version of your software. However, you can access the clip libraries from those projects.</p> <ul style="list-style-type: none"><li>• 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. If you have many projects to upgrade, use the copyProjects script. See the <a href="#">Installation and Configuration Guide</a>.</li><li>• If the original project is on another system that has a previous version from 2007 onward installed, transfer the clip libraries to a project on the current system. See the <a href="#">Installation and Configuration Guide</a>. Alternatively, you can archive the project from an older version and restore the archive in the latest version. See the <a href="#">help topics on creating and restoring archives</a>.</li></ul> <p>Note: You can only delete projects and clip libraries with the application version that created them.</p>
Archives	Are read-only.
Users	Are incompatible. Create a user in the latest version. See the <a href="#">help</a> for instructions on how to create a new user.
Settings	Are compatible (including most Sparks® setups).

### Archive Compatibility

- Archives created using any current version of a Creative Finishing application are fully compatible with all other current Creative Finishing applications.
- Archives created in the current version cannot be restored in earlier versions of Creative Finishing applications.
- Archives created using earlier versions of Creative Finishing applications 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 the archive (you must create a new archive).

### Important Issues

- Make sure DKU 7.5.0 is installed. This DKU contains a new BIOS for z820 workstations. To install the BIOS, refer to the Flame Premium Installation and Configuration Guide for instructions.
- The Wacom Intuos 5 graphics tablet is not supported on the HP Z800 systems.
- If your workstation has more than one partition configured, only projects having media on the same partition will be able to share data through Wire from the Project tab.



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### Fixed Bugs

Key	Component/s	Summary
FLPR-7741	Action	Setups created in Flame 2011.1 are slow to load in 2013 SP3.
FLPR-5098	Action	Application crashes when processing action setup with Slip background and disabled default output.
FLPR-5215	Action	Action: ALT+Click to get rid of the animation on R, resets B and G channels as well.
FLPR-5019	Action	Copy and paste a Colour Correct in Action deactivates destination layer's crop.
FLPR-4913	Action	Objects added to scene appear at wrong position in schematic.
FLPR-1375	Action	Complete Scene naming consistency between Desktop and Batch.
FLPR-1181	Action	Node Bin tabs are missing after exiting and re-entering Action.
FLPR-4979	Action	Crashes when enabling wireframe mode in text and Lens Flare is present on ATI card.
FLPR-6874	Action - FBX	Export FBX camera: The rotation order result is only exported as XYZ.
FLPR-1411	Action - FBX	FBX loses connections and orientation when exported and then re-imported.
FLPR-7022	Action - FBX	ZXY rotation order in FBX import is not properly preserved.
FLPR-1452	Animation Editor	Wrong timewarp applied to a source clip after doing a 4-point edit.
SMOK-5009	Archive / Restore	When archiving the library with Verify Archive Data, errors occur in the process and slates are corrupted.
SMOK-2063	Archive / Restore	Archiving: Pre-archive validation with in-UI reporting.
SMOK-4204	Audio	Audio Output Delay does not work with decimal values.
SMOK-2011	Backburner	Can't send jobs to Backburner Manager on Windows.
FLPR-7884	Batch	When loading the filter setup, the effect value is always at 100%.
FLPR-6571	Batch	Crashes in Batch when using a MUX node as an input to an Action node, with an external layer connected to a paint node, then entering the modular keyer on a 2nd external layer.
FLPR-6245	Batch	Batch: If descriptor's limit is reached, you cannot save batch setups.
FLPR-5300	Batch	Entering and exiting Batch with a Timewarp node that had cache turned off, turns cache back on in the node.
FLPR-64	Batch	Distort: Matte out feeding Front does not work.
FLPR-3034	Batch Schematic	Batch navigator creeps up the screen.



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FLPR-7000	Colour Corrector / Colour Warper	Negative clamping clamps the whites as well as the blacks.
SMOK-5403	Conform	Specific XML generates crash, out of memory error.
SMOK-3923	Conform	AAF file from an AMA MP4 import does not provide the MP4 media files path(s).
FLPR-1443	Creative tools	Using clips with different bit-depths for the Front and Matte inputs on the Timewarp node creates corruption.
FLPR-909	Creative tools	Tools tab icons should be disabled while rendering.
FLPR-779	Creative tools	Interlaced stereo clip is inverted L/R eyes on FLAME FX's Stereo
FLPR-1447	Creative tools	If you click a node inside distort, exit to Batch Schematic and try to copy the Distort node with the copy keyboard shortcut, it will copy the schematic node selected inside Distort instead of the actual Distort batch node.
FLPR-1211	Creative tools	Applying smoothing to GMask causes display problems in Batch proxy view.
FLPR-2789	Creative tools	Batch: Directional Blur bias value not saved.
FLPR-778	Creative tools	AutoStabilize with Tile Repeat fed by Action node might cause black lines in result image.
FLPR-5768	Creative tools	Matchbox: page/tab titles defined in an xml are ignored in the UI.
SMOK-9139	EditDesk & Desktop & Editing tools	Timeline: Cannot select a gap on a layer if it is not defined by a preceding/following clip.
SMOK-6316	EditDesk & Desktop & Editing tools	Crash: Various scenarios that involve editing in the timeline and containers.
SMOK-4909	EditDesk & Desktop & Editing tools	Matched clip doesn't have a name if the original clip was Hard Commit then renamed.
SMOK-2322	EditDesk & Desktop & Editing tools	Timeline: Overwriting with source clip causes video layer shift.
SMOK-8828	Hardware Configuration and OS	Red Hat 6 : Library clip displays the message "pending render" after reboot.
SMOK-8199	Hardware Configuration and OS	On rhel6.2 kickstart should configure automount to use /hosts.
SMOK-6988	Hardware Configuration and OS	Red Hat 6.2: Stereo Capture not accurate and frames might be dropped.
SMOK-8202	Hardware Configuration and OS	X server crashes if user logs out with Intous5 pen in close proximity to the tablet.





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SMOK-8198	Hardware Configuration and OS	Graphics are severely corrupted and the display un-readable when Z820 is shut down.
SMOK-8197	Hardware Configuration and OS	In rhel6.2 the KDE task bar displays when the mouse is at the edge of the screen over the task bar area.
SMOK-5226	Hardware Configuration and OS	" DLvideo error , NO video list " message should be more precise when troubleshooting video hardware or Driver setup.
SMOK-6702	Hardware Configuration and OS	dlConfigCheck reports wrong DVS HD firmware version on HP8400.
SMOK-8509	Installation & Software Config	In Xorg.conf provided by Autodesk, graphic cards are defined as Quaddro, should be Quadro.
SMOK-1732	Installation & Software Config	CER 9428491 : Crash on start-up when launching the application with unsupported hardware.
FLPR-5042	Keyers	Crashes on exit after using modular keyer to add a Paint Node.
FLPR-791	Keyers	Modular Keyer: Bad refresh on Matte with GMask on MBlend input2 in Context view.
SMOK-5048	Network	Wiretap servers cannot start if MulticastPort is different from default value.
SMOK-1734	Project Management: Project	Network configuration problem leads to crash.
SMOK-2386	Read File Node	ProRes Wiretap Gateway imports do not work with big endian audio.
SMOK-399	Read File Node	Variable framerate QuickTime clips missing frames on import.
SMOK-7581	Sparks	Batch assert if a spark call sparkError while processing.
FLPR-7828	Text	Certain .otf fonts are only partially loaded in the application (limited to number characters).
FLPR-769	Warper / Distort	Distort: Link Src & Dest does not work when more than 1 point is selected.
SMOK-8670	Wire	Corruption on clips being wired over InfiniBand.
SMOK-7503	Wiretap	python API client library not updated for python 2.6
SMOK-7356	Wiretap Gateway	Filenames with commas do not import/scan via wiretap gateway.
SMOK-2970	Wiretap Gateway	AVCHD import with Store Local Copy results in skipping frames.
SMOK-1747	Wiretap Gateway	Playback issue with 25p and 50p MTS file.
SMOK-4758	Wiretap Gateway	Gateway times out on specific file.



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SMOK-5931	Wiretap Gateway	QuickTime long GOP clips: performance is slow when using the gateway with stored local copy.
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Key	Component/s	Summary
FLPR-8193	Lustre: Colour Grading	Thumbnail colour updates disappear.
FLPR-5164	Lustre: Colour Grading	Linear Gamma not working as expected in Lustre.
FLPR-5503	Lustre: Hardware Configuration and OS	Lustre won't start if workstation has a Mellanox QDR InfiniBand adapter.
FLPR-6561	Lustre: Legacy Editing	Legacy editing functions do not work with Multi clips.
FLPR-243	Lustre: Legacy Editing	Scene Detect tool does not work just after starting Lustre in a new project.
FLPR-5802	Lustre: Preferences / Project / User & Hotkey management	Project: Lustre crashes when loading a project if it can't access a host while Auto Reparse is enabled.
FLPR-6014	Lustre: Render	One Sequence Render requires using Shift-P to see new renders.
FLPR-4159	Lustre: Render	Render: Generate proxy does not generate proxies for the matte media.
FLPR-5795	Lustre: Timeline	Lustre crashes when loading certain CMX3600 EDLs.
FLPR-293	Lustre: Tools	Error messages: too many error in console when Selector copy from R3D file.

## Known Bugs

Key	Component/s	Summary
FLPR-8224	3D Interop: FBX file format	Crash when rendering an fbx setup with point cache in 16-bit float.
FLPR-8027	Action	3D text. Mimic link refresh error. Workaround: Copy/Paste the 3D Text once the modifications are done.
FLPR-7987	Action	Crash when scrolling image resolution settings with an Atomize node.
FLPR-8221	Action	FBX: crash when changing a solid to original wireframe on a non-triangle polygon.
SMOK-9981	Archive / Restore	Cannot archive a project that was first restored from an archive which then included multiple workspaces.



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SMOK-10061	Archive / Restore	Selecting a Media Library folder and a Desktop/Batch Snapshots folder, or a Shared Folder and a Desktop/Batch Snapshots, and drag and drop to archive = crash. Workaround: Do not use multiple select.
SMOK-9787	Archive / Restore	If the target volume for archive is too small, the archive size estimate fails.
SMOK-9817	AVIO	Input Clip crashes on Play and Log Events if the option "EDL Log On Out" is enabled.
FLPR-8053	Batch	Motion Blur Node: "Trails" blur type does not work.
FLPR-8123	Batch	UI corruption when Paint has front and matte input from Action. Workaround: Click anywhere to refresh.
SMOK-9827	Batch	Read File node: Resize and LUT modifications are not applied to a clip with versions. Workaround: Apply the resize or LUT at the LOAD level or after, using a Resize or LUT Editor batch node.
FLPR-8282	Burn	Batch Render node only send Result to Burn, out matte is missing. Workaround: Use the render node to render each result separately.
FLPR-8151	Colour Management	When Flame Reactor is enabled, the Clip node and the Read Node do not support 3D LUT if the node output is set to 16-bit fp. Workaround: Import the footage through the MediaHub with a 3DLUT.
FLPR-8283	Colour Management	Viewer data type (Linear/Video) problem with refresh. Workaround: Change the Viewer data type manually.
SMOK-9983	Conform workflow	Handles are not consolidated when linking sources to XML or AAF sequences.
FLPR-8187	Control Panel	The Tangent Element panel is not initialized the first time you launch Flame after install. Workaround: Relaunch Flame Premium (or launch Lustre first).
FLPR-8127	Creative Tools	Corruption occurs when using Digital Video Damage Type in the Damage effect when Classic Engine is chosen as the Project Rendering Mode. Workaround: For NVidia FX5600 graphics cards and more recent models: Choose Flame Reactor in the Project Rendering Mode box.
FLPR-8169	Creative Tools	Auto-detection in Remove Pulldown gives poor results. Workaround: Use standard remove pulldown instead of the auto-detect.
FLPR-8149	Creative Tools	The Proxy Regeneration tool in the Utilities tab does not work.
FLPR-8116	Creative Tools	Crash entering Resize from the timeline FX with the Broadcast toolbar displayed. Workaround: Enable the Viewport Monitoring option before entering the Resize Effect.
SMOK-10042	Data Management	AUTO_BACKUP folder keeps the deleted folders, and this can fill up the system disk.
SMOK-9945	Data Management	Scrubbing the thumbnail of a clip in a remote project makes it update slowly, and go black on mouse-up. Workaround: Use the Previewer to scrub the clip.
SMOK-8780	Data Management	Unlink Reloadable is not available.
SMOK-5582	Data Management	Crash when interrupting proxy generation.



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SMOK-9611	Desktop & Editing Tools	After using contextual menu to Duplicate clip, the focus is on the original clip.
SMOK-9672	Desktop & Editing Tools	Using Export from the contextual menu on the Sequence viewer or Storyboard record clip exports the last selected clip. Workaround: Always export from the Workspace panel or drag-and-drop in the MediaHub to make sure you export the correct clip.
FLPR-8152	Desktop & Editing Tools	Reels in Reverse mode aren't behaving properly when deleting clip
FLPR-7957	Desktop & Editing Tools	Reels view disappears when double-clicking Batch source to display Player, then switching to Tools tab. Workaround: Use the Layout box to switch back to Desktop Reels (or Thumbnails) view.
SMOK-9784	Desktop & Editing Tools	Contextual-menu Export won't work on the Sequence Viewer if the displayed sequence is not in the folder currently viewed. Workaround: View the folder where the sequence is actually located, and then use the contextual menu to export from there.
FLPR-8098	Interop Lustre Smoke	Interoperability: Burn can't render to Wiretap if the folder name has spaces. Workaround: Do not insert spaces on the folders in your project.
FLPR-8235	Interop Lustre Smoke	Interop: Can't access the snapshots with the Wiretap server. Workaround: Manually restore the snapshot into an active Reel or Desktop folder.
SMOK-9783	Media Export/Import	Importing or exporting with Colour Transforms containing offsets with different in/out bit depths gives incorrect result.
SMOK-9720	Media Export	Sequence Publish: filename is wrong if the filename pattern field contains <name> and Use Timecode is enabled.
SMOK-9589	Media Export	Export of a sequence aborts if it contains an empty audio track. Workaround: Delete the empty audio tracks.
SMOK-9430	Media Export	Export fails if there are muted effects in the timeline. Workaround: Delete muted effects.
SMOK-7193	Media Import	R3D decoding performance issues on a system with a Red Rocket
SMOK-6740	Media Import	Scrubbing H.264 or long GOP material makes the application sluggish. Workaround: Set Cache source media to ON when importing H264 or long opt material. Wait for cache jobs to finish.
SMOK-10032	Media Import	YUV Headroom issues when using QuickTime MPEG4 codec. Workaround: Always use the include headroom option for mpeg4 QuickTimes. This will give the proper result for legal-range clips. For full-range clips, highlights will still be clamped.
SMOK-9967	Media Import	Using High Dynamic Range option on a non-HDR R3D clip corrupts the clip; it also crashes anyone browsing the clip from a remote project. Workaround: In MediaHub > Files, set Format Specific Options > R3D > Colour > HDR Settings to anything but "High Dynamic Range".
SMOK-9865	Media Import	The Edit Pre-Processing button is not always visible. Workaround: In the TimelineFX pipeline, click the clip's thumbnail to display the Edit Pre-Processing button.
SMOK-9587	Media Import	"Operation timed out" caused by certain MXF files found in the browsed folder.



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SMOK-9531	Media Import	Audio tracks are offset in a QuickTime import.
SMOK-9530	Media Import	Apply YUV Headroom option truncates the headroom from FULL ProRes clips.
SMOK-8919	Media Import	MediaHub > Projects: Multiple selection is not available in thumbnail and list views. Workspace: Use Workspace view.
SMOK-9828	Media Import	Read File node & Edit Pre-Processing in Timeline for R3D clips: the resize crop is up/down inverted. Workaround: Crop the source while looking at the result. or Apply a Flip isolate the element, and then remove the Flip.
SMOK-9984	Media Management: Workspace	MediaHub > Projects: Crash when trying to open the Desktop of a Smoke project.
SMOK-9993	Media Management: Workspace	Unable to delete a project if there is a dead lock on a workspace. Workaround: Delete the 'workspace.xml-lock' files found in /usr/discreet/clip/stonefs<X>/<project>/<workspace>/.
SMOK-9977	Media Panel	Flame loads wrong workspace when you open a project that has multiple workspaces from Project and User Settings. Workaround: To switch project, quit and relaunch Flame to open the project from the Flame start screen.
SMOK-9951	Media Panel	Should not be able to render clips into a Shared Folder without Write Access.
SMOK-9845	Media Panel	Write Access is not released when quitting a workspace.
SMOK-9673	Media Panel	Crash editing project after render.
SMOK-9419	Media Panel	Shared Folders: Cannot drag-and-drop or Import to top level of Shared Folders. Workaround: Create the sub-folder manually and copy in the contents.
SMOK-9946	MediaHub - Project	Crashes when browsing a remote project and using the Previewer's full-screen mode.
SMOK-9852	MediaHub - Project	Applying a LUT before loading a project from the MediaHub causes a crash.
FLPR-8071	Paint & Batch Paint	Crash drawing in proxy view after disabling bypass.
SMOK-8983	Player	Timeline with H.264 (long GoP) material results in GFX drops during playback. Workaround: Set Cache source media to ON when importing. Wait for cache jobs to finish.
SMOK-9851	Preferences / Project / User & Hotkey management	Some Resolution Templates show discrepancies in the Project Creation dialog box. Workaround: Set the resolution manually at 1920 by 1035 using the width and height sliders.
SMOK-9620	Sparks	Colours are incorrect when loading a setup from a previous release from Sapphire Sparks 4. Workaround: Recreate the effect using Sapphire Sparks 4 in this version.
FLPR-8109	Timeline	Crash exiting when in a Colour Corrector timeline FX and when a Delete/Cut/Load event is in the undo buffer.
FLPR-8054	Timeline FX	Gesturally moving an image when in the Axis menu adds a keyframe even if Autokey is off. Workaround: Toggle AutoKey On/Off in the editor.

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FLPR-8069	Views & Multiviews	You may notice a delay when using the Viewport Layout box to change the viewport layout. Workaround: Use the Keyboard Shortcuts to change the viewport layout.
FLPR-8067	Views & Multiviews	Axes or vertices may jump when the broadcast monitor focus is on Action Schematic in a multiview layout. Workaround: Set the monitor on any other view than the Action Schematic.
SMOK-9961	Wire	A Mac-Gateway ProRes clip imported on a Linux workstation and wired to another Linux results in the corruption of the wired clip.
SMOK-9930	Wire	Second Wire transfer of the same clip results in a checkerboard clip.
SMOK-9887	Wire	Wire: Use Remote/Use Local Machine option for background wire does not work as expected.
SMOK-9870	Wire	Crash when scrubbing media in the Previewer of the MediaHub > Projects, after first loading a project.
SMOK-9860	Wire	In MediaHub > Projects, the message "Workspace is out of date..." appears even if the Workspace has not been modified. Workaround: Restart navigation to the workspace, and from the top of the MediaHub > Projects hierarchy, click refresh.
SMOK-9661	Wire	No UI update when exporting a Batch Snapshot through MediaHub>Projects. Workaround: To update the content of the Batch Snapshot folder after exporting the Batch Snapshot, click Home and then select Gear Menu > Refresh. Navigate back to the folder to display its updated content.
SMOK-9590	Wire	In MediaHub > Projects, the Export button disappears after a Wire. Workaround: Click in the Projects area to bring back the Export button.
SMOK-9503	Wire	MediaHub > Projects: .files appear in the browser when they should not.
SMOK-9352	Wire	MediaHub > Projects: Crash when scrubbing an expanded clip from a remote project.
SMOK-9986	Wire	MediaHub > Projects: Background wire is not initialized properly, as after Install, 1st session is done in foreground. Workaround: Disable and then enable MediaHub > Projects > Background Wire.
SMOK-9955	Wire	MediaHub > Projects: Newly created Shared Folders do not appear after a Refresh. Workaround: Go up one level in the folder hierarchy, and then go back into the project.
SMOK-9432	Wiretap	You will not be able to do a Cleaner Export from 2013 software if the 2013 extension 1 version of Wiretap server is running. Workaround: Change the version of Wiretap server running to match the version of the software you are using. In a shell or terminal, go to /usr/discreet/<application_version>/bin. As root, run ./selectWiretapVersion.py. This script tells you which version of Wiretap server is currently running. Type the number that corresponds to the version you wish to run. The selected Wiretap server will be activated. If you want to go back to another Wiretap server version, repeat these steps. If Wiretap server fails to start you can use this command: /usr/discreet/sw/sw_restart. This restarts Stone & Wire and Wiretap services.

Key	Component/s	Summary
FLPR-8018	Lustre: Colour Management	Transcoding Float RGB gives wrong result with Colour Transform.