

Extension 2 Release Notes

- Autodesk Flame® Premium 2013 20th Anniversary Edition Extension 2
- Autodesk Flame 2013 20th Anniversary Edition Extension 2
- Autodesk Flare™ 2013 Extension 2
- Autodesk Smoke® Advanced 2013 Extension 2
- Autodesk Flame Premium Grading - Lustre® 2013 Extension 2
- Autodesk Inferno® 2013 Extension 2
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About Extension 2: Workflow Optimization Based on Customer Feedback

Extension 2 for Flame and Flame Premium 2013 20th Anniversary Edition is the next step toward making the new workflow in the 20th Anniversary Edition the best ever. We have a [long list of new features](#) for you, most of which are inspired by your valued feedback.

Install and Learn

Continue to use your 2013 release 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 2 release prior to 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 2 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 2, 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 2 project on your framestore.

VIC must run daily to prevent data loss.

If you install 2013 20th Anniversary/Extension 2 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 2 or reboot your system.

Wiretap Server Compatibility

When both 2013 20th Anniversary Edition/Extension 2 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`

Install 2013 Service Pack 4 Before You Install the Extension 2 of the Anniversary Edition

If you want to run 2013 and Extension 2 of the 2013 Anniversary Edition, install 2013 Service Pack 4 before you install Extension 2.

System Requirements

System Requirements for Linux Workstations

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



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- [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.

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.

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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
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.

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- 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.
- 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 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>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">• 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 Installation and Configuration Guide.• 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 Installation and Configuration Guide. Alternatively, you can archive the project from an older version and restore the archive in the latest version. See the help topics on creating and restoring archives. <p>NoteYou can only delete projects and clip libraries with the application version that created them.</p>
Archives	Read-only.
Users	Incompatible. Create a user in the latest version. See the help for instructions on how to create a new user .
Settings	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).

Fixed Bugs

Key	Component/s	Summary
FLPR-8147	3D interop Fbx File format	Crash when adding a light to some Action Scenes that contain FBX.
FLPR-8254	Action	May crash when there are post processing nodes in your scene and you disable Shading.
SMOK-10132	Archive restore	LTO-5 does not show up as an archive device.
FLPR-8427	Batch / bfx	Full resolution is wrong when using proxies inside a Gap BFX.

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FLPR-8053	Batch / bfx	Motion Blur Node: "Trails" blur type does not work.
FLPR-6237	Batch / bfx	Loading Batch history doesn't overwrite current Batch setup.
SMOK-10584	Conform Workflow	EDL is not displayed right away when you enter the EDL module.
FLPR-8194	Flame Desktop	Result clip is not focused on reel when exiting effect editor.
SMOK-10504	Hardware , Configuration & OS	System hangs when switching sync with Display port extender and NVidia 6000.
SMOK-10078	Keyboard Shortcuts	Shortcuts assigned to Pen_Button do not work properly.
SMOK-7596	Keyboard Shortcuts	Workspace: Multiple selection is done with Command key instead of Control key in Smoke Classic.
FLPR-8088	LUSTRE: Render	Lustre trying to write to a cvfs SAN causes system lockup.
SMOK-9519	Media import/ Export	Timecode is not imported correctly from QuickTime files coming from Canon 5D Mark III.
FLPR-8334	Media Management workspace	Crash when selecting a Media Library folder and a Desktop/Batch Snapshots folder, or a Shared Folder and a Desktop/Batch Snapshots, and then drag and drop to archive.
FLPR-8258	Media Management workspace	View column is appearing and disappearing in the workspace when in the media hub and editing a LUT.
FLPR-8523	Paint Node & Paint Tool	Batch Node: Reveal and recursive clone cause pixel shift on the result.
SMOK-10697	Timeline FX	Reset in the wipe editor caused a crash
SMOK-10476	Timeline FX	Crashes when entering a soft CC in between a muted resize and Axis, with 12bit material on a 10bit timeline.
SMOK-9293	Wiretap	Wiretap Central & Lustre can't browse the 2013SP3 projects after installing 2013.1 over 2013SP3.

Known Bugs

Key	Component/s	Summary
FLPR-8448	Action	Reflection and Specularity error when adding a surface + diffuse map (with matte).
FLPR-8614	Action	Action/image: Gap between repeated map when you apply Media Crop to a Diffuse Map in Tile/Mirror Repeat mode.
FLPR-8290	Action	Action: Changing the offset of a surface object affects the texture position when diffuse is set in the projection map.
SMOK-10888	Archive	LTO5 archive does not read the header, must use OTOC.

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SMOK-10464	Archive	Unable to restore <Untitled> Desktop from a previous release to Desktop Snapshots. Workaround: You can restore reel by reel.
SMOK-10387	Archive	Project Archive does not force an autosave prior to archiving.
SMOK-10308	Archive	Tape Device: tape capacity is not read automatically = always 1GB (default file archive). Workaround: Set capacity manually.
SMOK-10168	Archive	If you restore a Project archive created from Smoke on Mac, the restored Desktop will be corrupted.
SMOK-11040	AVIO	Can't layoff 23psf clips to VTR with realtime 2:3 pulldown using standard output module. Workaround: Use Real time Deliverables menu to activate 2:3 and output with Nvidia SDI card.
SMOK-11058	Backburner	Backburner standalone on Linux is missing network.cfg. Workaround: Install autodesk.dlcommon.libraries_2013.1-2013.1-7366.x86_64.rpm from the Flame/smoke/flamepremium installation package.
SMOK-11110	Batch / Bfx	10-bit and 12-bit media imported via MediaHub are converted to 16-bit when entering Pre-Processing from timeline. Workaround: Disable the LUT in Pre-Processing.
FLPR-8744	Batch / Bfx	Batch/Action: Crashes when viewing context of an action node with slip on matte media.
FLPR-8698	Batch / Bfx	Flare: Crashes when clicking matte input node in BFX editor.
SMOK-10589	Conform	AAF conform: does not link correctly when using only UMID clips.
SMOK-10568	Conform	Compound clips and their references are no longer conformed (FCP 10.0.6).
FLPR-8681	Creative Tools	Legacy batch setups with 1D LUTs will display different image results when promoted to 16f.
FLPR-8586	Creative Tools	Positive values clamped when 2D Histogram node is added to 16-bit media in Batch and Clamp Negative is enabled with Flame Reactor.
FLPR-8763	Creative Tools	GMask disappears in the Axis timeline effect if motion blur is enabled.
SMOK-11045	Data Management	Crash when moving positioner focus from track to track on open sequence on the timeline.
SMOK-10362	Data Management	cmtool crashes when deleting project.
SMOK-11042	Desktop	Reels/Sync reels is turned off when you manipulate a clip on any reel.
SMOK-11041	Desktop	Reels/Sync: Clip position shift when you unsync a reel with different aspect ratio in reversed reel mode. Workaround: Use the Sync button instead of the keyboard shortcut.
FLPR-8414	Desktop	With Broadcast monitor enabled, selecting a clip on the desktop or the Media Library triggers the image data type selected in preferences.

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SMOK-10835	Hardware configuration and OS	Rescue kernel in the RHEL 6.2 Custom DVD cannot boot due to kernel panic. Workaround: Boot rescue Linux kernel with "nomodeset" argument.
FLPR-8354	LUSTRE: Render	Proxy: Head is not generated on a dissolve between a container/multi and a regular shot.
SMOK-10621	Media import / Export	Unable to import media with a 3D LUT from a standalone Mac Gateway.
SMOK-10583	Media import / Export	Software enters infinite loop when browsing MPEG-2 long GOP MXF file.
FLPR-8696	Media Management: Workspace	Workspace/Snapshot naming should behave the same on the desktop and in batch. Workaround: Type a valid character after a <space> when naming batch snapshots.
SMOK-10541	Media Management: Workspace	Turn Proxies On in project settings does not generate proxies of closed desktop snapshot.
SMOK-11081	Player	Split view is disabled when dropping new media onto a sequence on the timeline. Workaround: Toggle timeline tabs to force a refresh of the viewing options and then enable the Split view.
SMOK-10420	Wire	Projects: time estimate flashes then goes away.
SMOK-10618	Wire	Remote project clips with 3D LUTs or custom Colour Transform lose LUTs when entering pre-processing.