

flame*

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7.0

flame 7.0 Release Notes

This document provides details on compatibility issues related to this release, and describes changes to the software since the production of the user's guides and installation guides.

Summary

This document contains the following information regarding **flame**® 7.0:

- “Compatibility Issues” on page 4.
- “IRIX 6.5.7f Issue” on page 6
- “New Features & Enhancements” on page 7.

Read these release notes in conjunction with the following documentation:

- **flame** 7.0 *User's Guide*
- **flame** 7.0 *Tutorial*
- **flame** 7.0 *Installation Guide*
- *Discreet Filesystem and Networking Guide*
- *Discreet Audio Hardware Configuration Guide*
- **flame** 7.0 *Troubleshooting Charts*

Memory Requirements

The recommended minimum RAM for running **flame** 7.0 is:

- 512 MB for 601 resolution
- 1 GB for HD and higher resolutions

Compatibility Issues

This section provides information on:

- The compatibility of **flame** 7.0 with earlier versions of Effects products.
- Compatibility of setups between Editing and Effects products.

flame 7.0 Compatibility with Earlier Versions

The clip library format and user templates used in **flame** 7.0 have changed since previous releases of the software. For this reason, when using version 7.0, you must create a new project, a new partition, new users, and use this project exclusively in this version.



WARNING: You should not share partitions between version 7.0 and previous software versions. If you create material in version 7.0 on a certain partition, and subsequently open any project on that partition using the 6.x software, all of your 7.0 clips will only appear in the Lost_and_Found clip library. They will be combined into one large clip, making them not easily identifiable as your 7.0 work. Therefore there is a high risk that the 7.0 clips will be inadvertently deleted. Once deleted from the Lost_and_Found clip library, the clips are unrecoverable in version 7.0.

You can access clips created in previous versions in 7.0. See “Working with Clip Libraries from Previous Versions” on page 5 for details. You cannot read 7.0 archives when using previous versions.



WARNING: 3.x/6.x software will not open if the first partition of the framestore is a 4.0/7.0 partition.

The table below provides details on compatibility between **flame** 7.0 and any previous version of the software:

Element	Compatibility
Projects	<ul style="list-style-type: none">• 6.x projects are not compatible with 7.0• 7.0 projects are not compatible with 6.x
Users	<ul style="list-style-type: none">• 6.x users are not compatible with 7.0• 7.0 users are not compatible with 6.x

Element	Compatibility
Clip Libraries	<ul style="list-style-type: none"> • 6.x clip libraries are compatible with 7.0 (in read-only mode) • 7.0 clip libraries are not visible in 6.x. Also, see Warning above.
Archives	<ul style="list-style-type: none"> • 6.x archives are compatible with 7.0 (in read only mode) • 7.0 archives are not compatible with 6.x
Setups	<ul style="list-style-type: none"> • Setups created in 6.x versions are compatible with 7.0 • Setups created in 7.0 versions are compatible with 6.x, except that any setup in which new features in the 7.0 module have been used will not be compatible with 6.x.

Working with Clip Libraries from Previous Versions

Clip libraries from previous versions are read-only in **flame** 7.0, so you can load clips from them but you cannot save clips to them. If you upgraded to version 7.0 in the middle of a project and need to work with older clip libraries, use one of the following procedures:

- Archive the material from the older version, and then restore it into a clip library created in **flame** 7.0.
- Use **wire**® to load the material into a new partition created in **flame** 7.0. The steps to do this are given below.

NOTE: Do not use either of these methods to transfer clips from 7.0 clip libraries to the clip libraries of previous versions, as they will not be recognized. If you need to bring your 7.0 clips into an older version, the only way to do it is to output the clips to tape from 7.0, and then re-capture them into the older version.

To load clips from a previous version using wire:

1. In **flame** 7.0, create a new partition.
2. Create new clip libraries in the new partition.
3. Use **wire** to access the clip libraries in the old partition.
4. Load all clips from the old clip libraries and save them to the new clip libraries.

Archive Compatibility with Older Versions

If you restore an archive from a version prior to 7.0 that has no OTOC, the software will create a new OTOC in the 7.0 format. After that you will not be able to restore the archive into the previous version unless you first manually delete the OTOC created in 7.0.

When you try to restore the archive in a previous version, you will get the following error message:

```
ERROR PARSING ARCHIVE HEADER
```

To restore the archive in the old version, delete the OTOC and restore it using the TOC.

Setup Compatibility Between Editing and Effects Products

The following setups created in 3.x/6.x and 4.0/7.0 Effects products can be loaded into Editing products, and vice versa:

- Colour Correction
- Keyer (but not Garbage Mask setups)
- Text
- Paint
- Stabilizer
- Filter
- Optics
- Regrain/Degrain

IRIX 6.5.7f Issue

When using IRIX 6.5.7f with an Octane Video board and with between 1024 and 2048 Mb of memory, delays will occur when accessing the Clip Input and Output menus. Also error messages will appear in the IRIX shell and/or the console. For a workaround, please contact the Montreal Technical Support Office.

New Features & Enhancements

24" Monitor with flame

You can use a 24" monitor with your OCTANE/MXE system and execute **flame** at a resolution of 1600x1024 for the following refresh rates:

- 72Hz (film)
- 50Hz and 60Hz (free-running)
- 50Hz and 59.94Hz (genlocked for video applications)

NOTE: 24" monitors are not supported by **flint** because they are incompatible with OCTANE/SE. The SE graphics adapter does not have enough frame buffer memory to run at the higher display resolutions.

To configure the OCTANE/MXE system:

1. Procure 24" monitor and connect the monitor to the OCTANE.
2. Login as root.
3. Type:
`cd /usr/gfx/`
4. Type:
`setmon -x 1600x1024_60`
5. Restart graphics by pressing **CTRL-SHIFT-F12- /**
When you start **flame**, it will run at 1600x1024 resolution and use the refresh rate based on the selected project configuration file.

To return to 1280x1024 resolution:

1. Login as **root**.
2. Type:
`cd /usr/gfx/`
3. Type:
`setmon -x 1280x1024_60`
4. Press **CTRL-SHIFT-F12- /**

If you are truly adventurous, there are also some 1920x1080 modes at 48Hz (for film, with nasty flickering), 50Hz and 60Hz free-running (no genlocked versions unfortunately).

To use a refresh rate of 60Hz:

1. Login as root.
2. Type:
`cd /usr/gfx/`
3. Type:
`setmon -x 1920x1080_60_32db`
4. Press **CTRL-SHIFT-F12-/**

NOTE: At this resolution, some dithering will appear as you interact with layers and objects in the Action scene and is due to the lack of frame buffer memory.

Archiving

SCSI Tape Device Support

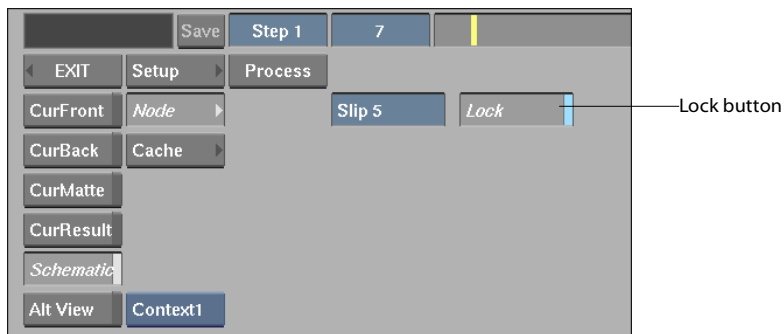
Support for 170m 36GB AIT-2 tapes has been added for SCSI tape devices (Format menu, Capacity option box).

Size Estimate button

The Tape Size Estimate button has been renamed Size Estimate.

Batch Lock button

Clips in Batch now have a Lock button. The Lock button locks the currently displayed frame—taking the Slip value into account. When enabled, Lock flushes any cached nodes further along the branch in the process tree.



Lock information is saved with the Batch setup.

Batch LUT Editor Node

The following note should appear at the end of the “Exporting a LUT” procedure:

The resulting image cannot be displayed since it does not correspond to the current partition depth.

Export Image

You can remove a clip from a clip library while in the Export Image menu.

To remove a clip:

1. In the Export Image menu, select a clip from the file browser.
2. Click Remove.

Colour Warper

New Hot Key

Click and press **W** to use the Warp trackball in the Warp|Gam menu.

New Bars Button Default

In the Pref|Selective scope menu, the Bars button is 75% by default if you set your current partition to NTSC.

EDLs

Capture Marks

Capture marks are now indicated by an “x” instead of a “+”.

50fps and 60fps EDLs

You can now load a 25fps or 30fps EDL and convert it to a 50fps or 60fps EDL respectively for use in a 720p project. If you are working in a project at 50fps or 60fps, but only have EDLs that were created at 25fps or 30fps, you need to convert them to the correct framerate to avoid errors during capture and assembly.

There is a new button in the EDL module. Enable Load 30i as 60p or Load 25i as 50p to convert the EDL to the correct format when it is loaded. When you use this option, all timecodes in the EDL are doubled, and the suffix `_60p` or `_50p` is added to the EDL in the EDL list.

NOTE: EDLs with drop frame timecodes are not converted with this option.

Garbage Masks

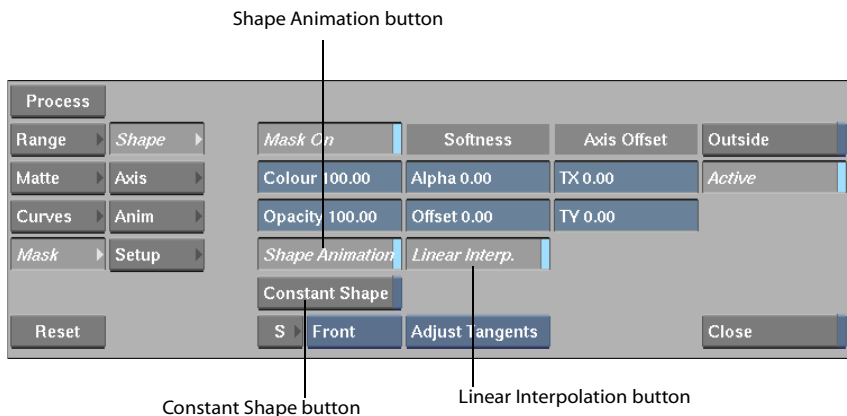
You can animate a garbage mask using the Shape channel or by using spline keyframing which animates individual Vertex channels. The Shape channel shows when the shape of the garbage mask changes during the animation. Each time you move a vertex, a shape key is added at the current frame provided Spline Keyframing is On in the Setup menu.

Vertex channels correspond to the vertices—or handles—that appear along the perimeter of the garbage mask. The Vertex channel names are contained in the Spline folder in the Channel Editor. See the “Garbage Masks and Tracer” chapter in the **flame** *User’s Guide*.

To animate a garbage mask using the Shape Channel:

1. In the Garbage Mask menu, click Shape.

The Shape menu appears.

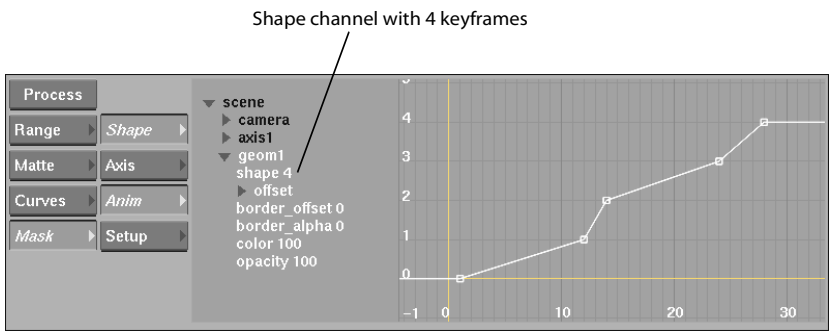


2. Enable Shape Animation.

If keyframes are already set for specific vertex channels, the following message appears “Convert explicit channels to a single shape channel?”.

3. Click Confirm.

The Shape channel appears in the Channel Editor and any Vertex channel keyframes are converted.



4. Depending on how you want to animate the garbage mask, use the Linear Interpolation and Constant Shape buttons as follows:

Select:	To:
Linear Interpolation	Make the garbage mask trajectory linear when this button is enabled. Enable Linear Interpolation when rotoscoping. For smooth garbage mask animation, disable this button.
Constant Shape	Keep the garbage mask shape the same for all frames. When you enable Constant Shape, the following message appears "Remove all keyframes except current one?"

Import Image

DPX (Spirit) Files

When you import DPX files, the timecode is set on the clip.

