



mocha V2.5.1 Release Notes

Contents

Introduction	2
New Features in mocha V2.5.0.....	2
New Features in mocha V2.5.1.....	2
Fixed Issues	2
Known Issues	2
Hardware Requirements.....	3
Recommended Hardware	3
Minimal Requirements	3
Software Requirements	4
Operating System	4
Compatible Third-Party Software	4
Installation	4
Windows	4
Mac OS X	5
Linux	5

Introduction

These release notes accompany **mocha** V2.5.1. This is a patch-release that fixes several bugs and adds new features. Documentation is available inside **mocha** by pressing the F1 key, and online tutorials are available at:

<http://www.imagineersystems.com/videos/>

New Features in mocha V2.5.0

This release including several new features:

- Nuke RotoPaint node export improvements
- OpenEXR files are now supported
- Stability improvements

New Features in mocha V2.5.1

This is a patch release containing several fixes and improvements.

Fixed Issues

Issue:	DE621: Space distribution in the left Dock Area
Platform:	All
Description:	The Layer panel in the left dock area now takes up any spare space rather than being evenly distributed across the dock and becoming too small.
Issue:	DE738: Issue with checking out licence features
Platform:	All
Bug Description:	There were export issues with track using the floating licence. Export shape keys were fine, but tracking was limited to 10 frames.
Issue:	DE745: Changing Aspect Ratio in the Clip->Settings tab for interlaced footage causes multiplying this value by two.
Platform:	All
Bug Description:	Changing Aspect Ratio in the Clip->Settings tab for interlaced footage now works correctly.
Issue:	DE752: Aborting the creation of an interlaced project, then creating it cause the image size to be incorrect.
Platform:	All
Bug Description:	When the user is created a project, using interlaced footage, and the project file already exists, if they cancelled creation, then subsequently created the project without closing the new project dialogue, the base clip setup would be wrong.

Known Issues

Issue:	DE564: Corrupted MoTemp files
Platform:	All
Description:	Under some circumstances, the luminance images cached in the MoTemp directory can become corrupted. In this case, mocha will crash if the project is tracked.
Workaround	If this happens, delete the contents of your MoTemp folder and the files will be automatically regenerated.
Issue:	DE592: Gamma correction not applied to OpenEXR preview images
Platform:	All

Description:	When an OpenEXR file is being imported, a preview shows before any colour space conversions have been applied. As OpenEXR files are gamma 1.0 the image looks dark.
Workaround	Cosmetic issue only – the correct gamma is used once the footage is loaded.
Issue:	DE597: Value changes do not undo on entry
Platform:	All
Bug Description:	Modifying a numeric control on any page, then immediately pressing the undo shortcut key doesn't work
Workaround	Click anywhere on the canvas then undo.
Issue:	DE668: Timeline should be grey while tracking
Platform:	All
Bug Description:	When you start tracking the timeline greys out. Pressing "x" or "z" colors the timeline again but blue line doesn't refresh while tracking forward
Workaround	Cosmetic issue only
Issue:	DE662: Imported matte clip does not show in the Dropdown list
Platform:	All
Bug Description:	When importing a matte clip (in this case a TIFF sequence) via the drop down list from Layer Properties: Matte Clip, the clip will not be listed although a proper masking of the layer is achieved.
Workaround	None
Issue:	DE653: Using ctrl+Z to undo values on the Parameters tab doesn't work
Platform:	All
Bug Description:	Trying to undo a value change while in the field for that value does not undo
Workaround	Click in the viewer and then undo
Issue:	DE649: Extra undo command upon Accept
Platform:	All
Bug Description:	You have to undo twice to revert to the initial value you changed in a field
Workaround	None.
Issue:	DE637: Window Jumps on Preference changes
Platform:	All
Bug Description:	Clicking OK in the preferences will cause the application window to jump
Workaround	None
Issue:	DE633: Cancelling "Save Data" dialog cancels "Export Data" dialog too
Platform:	All
Bug Description:	If you choose "save" in the export dialog and then cancel, the save dialog and the export dialog will both cancel back to the application
Workaround	None

Hardware Requirements

Recommended Hardware

Processor: Intel Core 2 Duo or equivalent
Memory: 4 GB +
Disk: High-speed disk array
Graphics Card: NVIDIA Quadro FX 1500 or equivalent
Monitor: 1920x1200

Minimal Requirements

Processor: At least 1-GHz Pentium IV or PowerPC G4
Disk: At least 1 GB
Memory: At least 1 GB

Graphics card: Must support OpenGL
 Monitor: Minimum resolution 1200x800 pixels

Working with high-resolution footage such as 2K or HD is very demanding on system resources, a system with at least 4 GB of system memory and 256 MB of texture memory should be used.

Software Requirements

Operating System

Mac: Mac OS X 10.5.0 or higher, on Intel or PowerPC.

Windows: Windows XP Professional SP2 or higher, Windows Vista Business or Ultimate, Windows 7 on x86 or x64.

Linux: Red Hat Enterprise Linux 4, CentOS 4, or a compatible Linux distribution on i386 or x86_64.

Compatible Third-Party Software

mocha can export tracking and shape data to a selection of third-party visual effects software. These are the versions we have tested:

Application	Version	Track	Shape	Comments
Quantel eQ, iQ, etc.	3.6	X		Requires Imagineer Tracker Import plugin available from Imagineer website or Quantel support area. Not yet working with eQ V4 in the multi-layer timeline.
Autodesk Flame	9.5	X	X	Also known to work with newer releases
Autodesk Smoke	7.0	X	X	Also known to work with newer releases
Autodesk Combustion	3.0	X	X	
Apple Final Cut Pro	6.0.5	X	X	Shape export requires mocha shape for Final Cut plug-in.
Apple Final Cut Express	4.0.1	X	X	Shape export requires mocha shape for Final Cut plug-in.
Apple Shake	4.1	X	X	
Adobe After Effects	CS3	X	X	Exporting Corner Pin data to non-English versions of After Effects requires CS4. Shape export requires mocha shape for After Effects plug-in.
Avid DS	7.6	X		Also known to work with v8.0 and newer
eyeon Fusion†	5.0	X	†	See http://forum.imagineersystems.com/showthread.php?t=192
The Foundry Nuke	6.0	X	X	
Apple Motion	3.0.2	X		Shape export can be done via Final Cut

† These importers are with sincere thanks to the community, in particular Michael Morehouse and mikifx. Community-supplied importers are known to work but are not supported by Imagineer.

Installation

Windows

1. Once the installation file, mocha-2.5.1-xxxx.exe, has been downloaded onto the system, double click the file to begin installation.
2. Follow the instructions on screen.

Mac OS X

1. Once the installation file, mocha-2.5.1-xxxx.dmg has been downloaded onto the system double click the application this will open a new window
2. Drag the **mocha** application bundle to the folder where **mocha** will be installed. The conventional place to install applications is in the 'Applications' folder on Macintosh HD.
3. Run **mocha**

Linux

1. Once the installation file, mocha-2.5.1-xxxx.i386.rpm, has been downloaded, change into the directory you saved it into. Note that the 'x' in the file name is substituted by the current release number.
2. Become root using the command `su` or login as root
3. Install the package with the command:
`rpm -Uvh mocha-2.5.1-xxxx.rpm`
4. rpm may prompt you to install additional dependencies, such as compat-glibc or xrandr. If these are required, download and install them using the appropriate method for your distribution, for example 'yum' or 'up2date'.

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