



mocha V2.5.2 Release Notes

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Introduction

These release notes accompany **mocha** V2.5.2. 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 V2.5.2

This is a patch release containing several fixes and improvements.

Fixed 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 would crash if the project was tracked.
Issue:	DE637: Window Jumps on Preference changes
Platform:	All
Bug Description:	Clicking OK in the preferences would cause the application window to jump
Issue:	DE762: Tearing on playback
Platform:	All
Bug Description:	On some computers, tearing could be seen during playback or when panning and zooming the image.
Issue:	DE757: Modifying an exported RotoPaint shape crashed Nuke
Platform:	All
Bug Description:	Certain clicking and dragging of the RotoPaint points on a shape exported from mocha would cause Nuke to crash.
Issue:	DE624: Relinking to a different size footage caused a crash
Platform:	All
Bug Description:	If a project was opened and the original footage was no longer present, and the user chose to relink to a different-sized clip, a crash would occur.
Issue:	DE776: Closing a project after enabling brightness scaling causes crash
Platform:	All
Bug Description:	If the brightness scale function was switched on, a crash would occur when closing the project.
Issue:	DE743: Crash when using Log or Panalog with QuickTime footage
Platform:	All
Bug Description:	If Log or Panalog was selected when creating a new project using QuickTime, AVI or other movie file footage, a crash would occur.
Issue:	DE764: Projects with many AdjustTrack keyframes did not load correctly
Platform:	All

Bug Description:	In a project with many closely spaced AdjustTrack keyframes, if the project was saved then reloaded, the tracking result was incorrect. Note that this was a problem affecting loading, so previously broken projects will work correctly when loaded into the new version.
Issue:	DE795: Exporting rendered shapes as an RGB QuickTime created a static image
Platform:	Mac
Bug Description:	File Export Rendered Shapes in RGB format to QuickTime wrote out the first frame for all frames in the clip.
Issue:	DE781: Once Layer 1 in a project has been deleted, the Export Rendered Shapes process will always fail
Platform:	All
Description:	Removing the first layer in a project would cause shape rendering problems.
Issue:	DE806: Illegal Clip ID error when saving a project
Platform:	All
Description:	Undoing spline creation or importing a matte clip would cause an Illegal Clip ID error when saving the project.
Issue:	DE809: The "retain cached renders" box was not always ticked by default
Platform:	All
Description:	When saving a project, the "retain cached renders" checkbox was not always ticked by default. If the user did not notice this, they could lose renders when saving a project.

Known Issues

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:	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:	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**

Issue: DE796: Crash in creating a new project if you don't cancel editing a spline
 Platform: All
 Bug Description: Not completing a spline (by right-clicking) and then creating a new project will cause the program to crash.

Workaround**Close spline before creating new project.**

Issue: DE797: Incorrect rendered shape/clip exporting in RGB/Colour format
 Platform: All
 Bug Description: If you export a rendered shape or rendered clip for just a tracked layer (not rendered) in RGB/colour format results in images that are black and white instead of colour.

Workaround**Render layer to export to RGB/Colour**

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

Application	Version	Track	Shape	Comments
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-2.5.2-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-2.5.2-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-2.5.2-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-2.5.2-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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