
mocha AE 3.2.0 Release Notes



Table of Contents

Introduction	1
New features in mocha AE 3.2.0	1
New features in mocha AE 3.0.0	1
Fixed Issues	2
Known Issues	7
Hardware Requirements	20
Recommended Hardware	20
Minimal Requirements	20
Software Requirements	21
Operating System	21
Compatible Third-Party Software	21
Installation	21
Windows	21
Mac OS X	21

Introduction

These release notes accompany **mocha AE 3.2.0**. Documentation is available inside **mocha AE** by pressing the F1 key, and online tutorials are available at:

www.imagineersystems.com/videos/

New features in mocha AE 3.2.0

This is a patch release with internationalization features and several defect fixes.

New features include:

- Support for international file names and directories.
- Support for international layer and clip names.
- Camera Solve nulls now export with names relative to their layers and corners.
- Exported Camera Solve nulls are now suffixed with the word "inaccurate" if the export has not found an accurate solve for the null position.

New features in mocha AE 3.0.0

mocha AE 3.0.0 contains new functionality and major changes to workflow.

New features include:

- New layer tree system

- Ability to customize color for both mattes and splines
- Project merging
- Bounding boxes for splines
- Multi-spline selection and modification
- Layer groups
- 3D camera solver for After Effects
- Dope sheet for key manipulation
- Enhanced link tool to join points of separate layers
- Zooming into footage now shows individual pixels

Fixed Issues

Issue:	DE2386 Sometimes Uberkey mode works incorrectly
Platform:	All Platforms
Bug Description:	Überkey would occasionally create keyframes instead of offsetting existing ones.
Issue:	DE2376 Parameter changing is applied after the second attempt in Uberkey mode
Platform:	All Platforms
Bug Description:	When using überkey to change parameters it would sometimes only change after a second attempt.
Issue:	DE2312 Crash in relinking some projects
Platform:	All Platforms
Bug Description:	Relinking footage for some projects would crash mocha
Issue:	DE2308 Nulls of a layer with non-Latin-1 characters in its name cannot be pasted correctly in AE
Platform:	All Platforms
Bug Description:	Camera solve exports using layers with names not in Latin-1 would paste into AE incorrectly.
Issue:	DE2306 After successful software activation the dialog box contain a garbage message.
Platform:	All Platforms
Bug Description:	Activating mocha now correctly shows "Your software license has been installed"
Issue:	DE2305 Activation throws file write error
Platform:	All Platforms
Bug Description:	Activating a new license asked for an admin password permission from the user but then threw a write error.
Issue:	DE2304 License error welcome screen does not appear if mocha opens after clicking on a project file
Platform:	All Platforms
Bug Description:	If you opened mocha via double-clicking on a project file in the browser, any license error warning would not show.
Issue:	DE2303 Clip names with non-Latin-1 characters are not shown correctly if the clip or project is opened from the command-line

Platform:	All Platforms
Bug Description:	If you load mocha with footage via command line, non-Latin-1 files were listed incorrectly in the clip drop down.
Issue:	DE2300 Documentation has incorrect command line syntax for specifying the in and out points.
Platform:	All Platforms
Bug Description:	The command line chapter in the Documentation had <code>--i</code> instead of the correct <code>--in</code> , and <code>--o</code> instead of <code>--out</code> .
Issue:	DE2293 Unnecessary warning message when playing an imported clip which is shorter than original clip
Platform:	All Platforms
Bug Description:	An "Outside clip range" error appeared for every frame outside of the base clip when playing an inserted clip.
Issue:	DE2292 Crash when trying to import CinemaDNG footage from the Black-Magic Cinema camera
Platform:	All Platforms
Bug Description:	Importing unsupported DNG files would crash mocha.
Issue:	DE2290 "License Error" welcome screen does not appear when loading from command line
Platform:	All Platforms
Bug Description:	If the license is lost and the user loaded mocha from the command line, the usual license warning did not show.
Issue:	DE2272 Duplicated "File" word for file formats in some dialogs
Platform:	All Platforms
Bug Description:	Some file formats had the word "file" listed twice.
Issue:	DE2201 Crash in AdjustTrack if the frame that the layer was created on is not in the active frame range.
Platform:	All Platforms
Bug Description:	If the first active frame in a layer was after the frame that the layer's shape was created on, then going to the AdjustTrack tab caused a crash.
Issue:	DE2191 Copy to Clipboard works incorrectly when exporting Camera Data to HitFilm if a selected layers contain non-latin characters in their names
Platform:	All Platforms
Bug Description:	When exporting camera solve data to HitFilm, layers with non-latin names would show as "???" symbols.
Issue:	DE2181 Cannot create a project based on exr footage that contains non-latin characters in images names on Windows
Platform:	All Windows Platforms
Bug Description:	EXRs with non-latin chracters would show up as unsupported or corrupt.
Issue:	DE2147 Cannot import QuickTime files with non-latin characters in names on Mac and 64bit Windows
Platform:	Mac OS and Windows: 64-bit

Bug Description:	Attempting to import QuickTime files with non-latin characters would throw a "Failed to open file" error.
Issue:	DE2138 Sometimes relinking a project to another frame range breaks tracking
Platform:	All Platforms
Bug Description:	When relinking footage, sometimes adding a wider frame range for the same clip could cause tracking issues.
Issue:	DE2128 Can not remove an imported clip that does not inherit attributes and has been tracked.
Platform:	All Platforms
Bug Description:	You were unable to delete clips that had been tracked and did not inherit attributes from the original clip.
Issue:	DE2120 Update documentation to exclude "Primatte" functionality
Platform:	All platforms
Bug Description:	Documentation made reference to Primatte features that are no longer available, so were removed.
Issue:	DE2113 QuickTime proxies are displayed at half height for interlaced projects
Platform:	All Platforms
Bug Description:	Projects created from interlaced QuickTime files would show the wrong footage height when switching to proxy mode.
Issue:	DE2108 File name in the "Save shape data as..." dialog is empty if a selected layer has non-latin characters in its name on Windows
Platform:	All Windows Platforms
Bug Description:	The "Save shape data as..." dialog opened, but the file name field was empty if the layer selected had non-latin characters.
Issue:	DE2104 Cannot open a log file if it is in a folder with a non-latin path
Platform:	All Windows Platforms
Bug Description:	The log file could not be opened if its write directory was on a non-latin path.
Issue:	DE2100 Non-latin characters aren't displayed correctly in the Report Errors dialog
Platform:	All Platforms
Bug Description:	Non-latin characters were not displayed correctly in the Report Errors dialog.
Issue:	DE2098 Shuttle Controller software does not recognise mocha
Platform:	mac_uni
Bug Description:	The Contour Shuttle Controller software would fail to recognise mocha, thus making it difficult to set profiles.
Issue:	DE2096 Cannot reopen a project that was saved to a folder with non-latin characters in its name
Platform:	All Platforms

Bug Description:	Trying to reopen a project saved to a non-latin directory would cause mocha to ask for incorrect file names in a relink dialog.
Issue:	DE2090 Relinking the original clip to a clip with a different vertical frame size does not properly scale the a contour's edge points.
Platform:	All Platforms
Bug Description:	A shape's feathered edge was not scaled correctly in y when you relinked the footage with a different vertical frame size.
Issue:	DE2089 Relinking the original clip to a clip with a different vertical frame size does not vertically scale the layer's contours
Platform:	All Platforms
Bug Description:	Shapes would not be scaled correctly in the y axis when relinking footage with a different vertical frame size.
Issue:	DE2078 Crash when checking for updates when loading mocha with command line arguments
Platform:	All Platforms
Bug Description:	If you started mocha from the command line with command line arguments, mocha crashed when you tried to do a manual update check in Preferences.
Issue:	DE2029 Users would like to avoid relicensing mocha when moving to Mac OS 10.8 Mountain Lion
Platform:	OS X
Bug Description:	Mocha on Mountain Lion will now read host ids correctly.
Issue:	DE1992 Camera solve can lose nulls on export
Platform:	All Platforms
Bug Description:	Exporting some camera solves exported the camera with less nulls than there should be.
Issue:	DE1987 Incorrect layer name showing in the progress bar if layer name contains non-latin characters
Platform:	All Platforms
Bug Description:	Using non-latin characters in layers would show an incorrect name in the progress bar.
Issue:	DE1946 Crash in saving a project after rendering with an insert clip that was imported with inheriting attributes from the base clip
Platform:	All Platforms
Bug Description:	Saving a project after rendering with an insert clip that was imported with inheriting attributes from the base clip no longer crashes.
Issue:	DE1869 Welcome Screen with LE Mode warning doesn't appear if "Do you want to open your last project" window comes up
Platform:	All Platforms
Bug Description:	If the "Do you want to open your last project" dialog pops up, the Welcome screen would not show, even if mocha had become unlicensed.
Issue:	DE1865 Incorrect export mocha mask to AE for interlaced projects
Platform:	All Platforms

Bug Description:	Shape data exported from an interlaced project would be incorrect when pasted to After Effects.
Issue:	DE1788 Relinking an insert clip causes track destruction
Platform:	All Platforms
Bug Description:	If you had imported an insert and then relinked the insert later, it would break the tracking for the layer it was inserted to.
Issue:	DE1698 Cannot track layers in the project if there is the specific cache file
Platform:	All Platforms
Bug Description:	A corrupted cache file could cause tracking to stop working.
Issue:	DE1691 Wrong null objects of surface corners for small parallax solver for interlaced projects
Platform:	All Platforms
Bug Description:	Solving small parallax with interlaced footage could incorrectly place surface nulls.
Issue:	DE1527 Cannot use non-latin symbols in folders names on Windows
Platform:	All Windows Platforms
Bug Description:	Trying to create a project with footage in a non-latin folder would fail.
Issue:	DE1504 Tracking data is wrong in exporting from mocha to "After Effect Corner Pin [Supports Motion Blur]" format for interlaced projects
Platform:	All Platforms
Bug Description:	"After Effect Corner Pin [Supports Motion Blur]" tracking data exported from an interlaced project would be incorrect when pasted to After Effects.
Issue:	DE1497 Cannot use non-latin characters in layers and layer groups names on Windows
Platform:	All Windows Platforms
Bug Description:	Layers and groups named with non-latin characters would be incorrect when reopening a project.
Issue:	DE1488 Custom modifier keys don't work if non-latin input language is selected
Platform:	All Platforms
Bug Description:	Different system keyboard language setups could stop custom key shortcuts from working.
Issue:	DE1437 OpenGL error in reopening a project on windows in HW rendering
Platform:	Windows
Bug Description:	An OpenGL error used to occur if you opened a project in windows with Hardware rendering turned on.
Issue:	DE1300 Welcome Screen with LE Mode warning doesn't appear if a project wasn't opened directly from Mocha application
Platform:	All Platforms
Bug Description:	If mocha has become unlicensed the Welcome screen would not pop up if it had been opened by double-clicking on a project file.

Issue:	DE1239 Tracking Offset data is wrong in exporting to "After Effect Corner Pin [Supports Motion Blur]" format for interlaced projects
Platform:	All Platforms
Bug Description:	"After Effects Corner Pin [Supports Motion Blur]" exported from the insert module looked incorrect when pasting into After Effects.
Issue:	DE1138 Incorrect export tracking data to Motion Corner Pin for projects based on interlaced footage
Platform:	All Platforms
Bug Description:	There was incorrect surface behaviour when exporting tracks to Motion if using interlaced footage.
Issue:	DE1127 Incorrect export inverted data to Boris Corner pin for projects based on interlaced footage
Platform:	All Platforms
Bug Description:	Boris plugin exports for inverted tracking data did not look correct.
Issue:	DE1116 Incorrect export tracking data to Final Cut for project based on interlaced footage
Platform:	All Platforms
Bug Description:	There was always half image height when exporting tracing data to Final Cut when working with interlaced footage.
Issue:	DE851 Cannot import image sequence with decomposable Unicode characters in names on Mac
Platform:	mac_uni
Bug Description:	Sequences using unicode characters made up of decomposable characters would only import 1 frame.
Issue:	DE693 "Center % Y" parameter on Lens page isn't changing correctly
Platform:	All Platforms
Bug Description:	Changing the "Center % Y" parameter in Lens then moving to another field would not show the correct value in Y.

Known Issues

Issue:	DE2426 Clicking in the Layer Controls pane when adding a spline causes spline to close without reverting back to arrow tool
Platform:	All Platforms
Bug Description:	If you click in the layer controls panel while drawing a spline, the spline will finish but the draw tool will remain active yet unusable.
Workaround:	None.
Issue:	DE2420 Playhead continues to advance frames after the Contour shuttle controller jog is released
Platform:	All Platforms
Bug Description:	When using the Contour Design ShuttlePRO jog controller to drive frame advancement, the playhead will over compensate and keep moving after you have stopped rotating.
Workaround:	Rotate the jog slower.

Issue:	DE2361 Relinking frames does not set in/out points
Platform:	All Platforms
Bug Description:	When relinking a clip from a freshly opened file, the in/out points set to the ends of the timeline, rather than what they were set to in the file.
Workaround:	Save and reopen the relinked file.
Issue:	DE2359 Switching on Project Notes pane causes mocha window jumping upon tracking on Mac
Platform:	OS X
Bug Description:	If you have Project Notes open on the mac, tracking will cause the GUI to jump.
Workaround:	Close Project Notes.
Issue:	DE2356 Sometimes autosave project cannot be saved on Windows
Platform:	All Windows Platforms
Bug Description:	Autosave sometimes will not work if license drops during the autosave.
Workaround:	None
Issue:	DE2354 Mocha with server and client license in the same directory opens in LE Mode on Mac
Platform:	OS X
Bug Description:	Installing both the server and the client license with the License Manager to the server will cause a License error if you run mocha on that machine.
Workaround:	Remove the client license.
Issue:	DE2353 Project that was saved after connection to the license server was lost doesn't appear in MRU files
Platform:	All Platforms
Bug Description:	If the license drops when you save a project, it will not appear in the recently opened list.
Workaround:	None
Issue:	DE2351 Footage is displayed corrupted after moving a file with mocha still open
Platform:	All Platforms
Bug Description:	If footage is moved after closing a project, reopening the project will show a corrupted image.
Workaround:	Restart mocha.
Issue:	DE2346 Bounding box actions don't mark a project as modified
Platform:	All Platforms
Bug Description:	If you use the Transform tool and nothing else, the file will not be marked as edited.
Workaround:	Modify anything other part of the layers.
Issue:	DE2344 Canvas errors jump when zooming into the canvas
Platform:	All Platforms
Bug Description:	Zooming in when there is an error message on the canvas will cause it to jump.

Workaround:	None
Issue:	DE2343 Sometimes there are overlapping messages on the canvas
Platform:	All Platforms
Bug Description:	If more than one error is shown on the canvas, they overlap.
Workaround:	None
Issue:	DE2342 Wrong matte clip is removed when deleting a layer
Platform:	All Platforms
Bug Description:	If you import a matte clip to a layer and remove the layer, the imported clip is removed as well.
Workaround:	None
Issue:	DE2339 Sometimes error messages are out of the Canvas
Platform:	All Platforms
Bug Description:	Some error messages are too long to fit on the canvas.
Workaround:	None
Issue:	DE2337 "Failed to allocate memory buffer" error in creating a project based on some EXR footage
Platform:	All Platforms
Bug Description:	In some cases EXR files will not open correctly for new projects and throw a memory error.
Workaround:	Try a different sequence.
Issue:	DE2316 A master key is set as soon as you switch to AdjustTrack module
Platform:	All Platforms
Bug Description:	If you switch to the AdjustTrack Module, a master key is set immediately.
Workaround:	Set a new master key and delete the old one.
Issue:	DE2307 Floating client license always overrides node-locked
Platform:	All Platforms
Bug Description:	If you have two client licenses and one of them is for a floating license, it will always be used as the license even if it fails to find a server.
Workaround:	Remove the floating client license from the license directory if not in use
Issue:	DE2298 Redundant file created in exporting shape data to Final Cut for a project with not Square PAR
Platform:	All Platforms
Bug Description:	A random file is created when exporting shape data to Final Cut when the PAR is not Square.
Workaround:	None.
Issue:	DE2294 Color boxes of the base clip and all inherited clips are changed after relinking an inherited clip
Platform:	All Platforms
Bug Description:	If you relink a clip, the icon for the base clip and its inherited clips changes color.

Workaround:	None.
Issue:	DE2284 Redundant parameters in Clip nodes in the Curve Editor and the Dope Sheet
Platform:	All Platforms
Bug Description:	There are a few parameters in the dope sheet and curve editor that have no relevance to the mocha interface.
Workaround:	None
Issue:	DE2277 Resizing/moving of GUI when creating a project with small screen resolution
Platform:	OS X
Bug Description:	On very small screen resolutions the mocha interface blinks and adjusts when creating a project.
Workaround:	Use a larger screen resolution.
Issue:	DE2253 Cannot marquee-select points a second time.
Platform:	All Platforms
Bug Description:	When selecting groups of points with the marquee tool, you often can't select a secondary bunch using SHIFT.
Workaround:	None
Issue:	DE2230 Trial License Request dialog doesn't save the last state if some fields are empty
Platform:	All Platforms
Bug Description:	If you clear a field in the Request Trial dialog and cancel, the field remembers the entry.
Workaround:	None
Issue:	DE2228 There are no Serbia and Montenegro countries in the Request Trial country list
Platform:	All Platforms
Bug Description:	Two countries are missing from the country drop down in the Request Trial dialog.
Workaround:	None
Issue:	DE2223 Cannot select keyframes in the Curve Editor after clicking on an empty space
Platform:	All Platforms
Bug Description:	If you click a keyframe in the curve editor then click off it, you cannot select it again.
Workaround:	None
Issue:	DE2220 Some timeline buttons are enabled if there are no opened projects
Platform:	All Platforms
Bug Description:	On opening mocha or after closing a project, some of the timeline buttons are still clickable.
Workaround:	None
Issue:	DE2211 Crash in solving some projects

Platform:	All Platforms
Bug Description:	For some projects the camera solver will hang or crash.
Workaround:	Try a different set of tracks to solve with.
Issue:	DE2206 Spline and point numbers do not reset when starting a new project
Platform:	All Platforms
Bug Description:	If you have worked on one project and start another, the splines and point ids keep incrementing from the last one drawn.
Workaround:	Restart mocha.
Issue:	DE2203 AdjustTrack reference points have incorrect view when switching active state of a layer
Platform:	All Platforms
Bug Description:	Reference points are shown incorrectly when the active state of the layer is toggled off on one frame then on on another.
Workaround:	None
Issue:	DE2202 Wrong selection of points when restoring a point that was removed by "Delete" key
Platform:	All Platforms
Bug Description:	If you undo the deletion of a point, it will also be selected when you try to select another point.
Workaround:	Click the canvas to deselect everything, then reselect.
Issue:	DE2190 Sometimes shape data exported to After Effects "Paste mocha mask" gets corrupted spline points
Platform:	Windows and OS X
Bug Description:	Sometimes shape points can throw spline data out when using "Paste mocha mask".
Workaround:	Find the problem point in mocha and delete or adjust it.
Issue:	DE2188 Holding down cmd/ctrl + shift while moving spline points jumps to the cursor position after release
Platform:	All Platforms
Bug Description:	Cmd/Ctrl + Shift will slow down the movement of a point, but then suddenly jump to the cursor position when you stop using the shortcut.
Workaround:	None
Issue:	DE2187 Error when saving shape data to "mocha shape for Final Cut" format if there is custom pixel aspect ratio
Platform:	All Platforms
Bug Description:	"Failed to write shape data to disc!" error will pop up if there is a custom PAR. The file will still save correctly.
Workaround:	None
Issue:	DE2182 Imported matte clip shows track mattes incorrectly.
Platform:	All Platforms
Bug Description:	When you import a matte clip it does not show the correct track matte.

Workaround:	None
Issue:	DE2178 Custom modifier keys don't work if certain panes are focused
Platform:	All Platforms
Bug Description:	You cannot use use Q, W, E, Z, X or I modifier keys when some panels are selected first.
Workaround:	Select the viewer canvas before using the tool.
Issue:	DE2177 Predefined shortcuts don't work on non-latin input language on Mac
Platform:	OS X
Bug Description:	International layouts can sometimes cause shortcuts to stop working.
Workaround:	Choose a keyboard layout that matches a US or UK layout.
Issue:	DE2176 Custom modifier keys malfunction in Mac Remote Management (VNC)
Platform:	OS X
Bug Description:	If you open mocha remotely some of the key shortcuts and toggles will not work.
Workaround:	None
Issue:	DE2175 File name in the "Save shape data as..." dialog is empty if a selected layer has the same name as any folder in the last selected directory
Platform:	All Platforms
Bug Description:	If your layer name matches the folder you save your data to, then the file-name field will be empty when you go to save shape data.
Workaround:	Rename the folder or layer, or just type a new name.
Issue:	DE2174 "Preview On/Off" menu item has incorrect shortcut
Platform:	All Platforms
Bug Description:	Even though there is a "P" shortcut for Preview On/Off, it can be cancelled out by another conflicting "P" shortcut.
Workaround:	None
Issue:	DE2173 "Preview On/Off" menu item is always disabled
Platform:	All Platforms
Bug Description:	The "Preview On/Off" menu item is always disabled. You cannot select it.
Workaround:	None
Issue:	DE2171 K shortcut doesn't work for adding/removing keyframes
Platform:	All Platforms
Bug Description:	Nothing happens when you press "K" when working with keyframes.
Workaround:	Use the add and remove keyframe buttons on the timeline.
Issue:	DE2155 Moving tracking keyframes sometimes breaks tracking
Platform:	All Platforms
Bug Description:	Sometimes if you manipulate the tracking keys in the dope sheet, additional tracking for the layer will not work.

Workaround:	None
Issue:	DE2148 Cannot create a project based on QuickTime footage after closing and reopening remote desktop session
Platform:	Windows and OS X
Bug Description:	There is a "Corrupt or unsupported format" error if you try to use QuickTime after closing and reopening a remote desktop session to mocha.
Workaround:	None
Issue:	DE2130 Field parameters are not showing keyframes correctly in timeline
Platform:	All Platforms
Bug Description:	When changing or clicking on field parameter values, the timeline does not show the keyframes. If you click on a non-field parameter, such as a check box, they suddenly show.
Workaround:	None
Issue:	DE2099 Wrong behaviour when pressing "eye" view icon for some sub-nodes in the Curve Editor
Platform:	All Platforms
Bug Description:	If you click on some of the view eye icons in curve editor they will not appear to change state.
Workaround:	None
Issue:	DE2097 Pan and Zoom keys don't work when tracking
Platform:	All Platforms
Bug Description:	When tracking you can't pan or zoom in the view.
Workaround:	None
Issue:	DE2081 Sometimes camera solve settings don't reset between projects
Platform:	All Platforms
Bug Description:	If you start a new project after solving a camera, sometimes the 3D Motion setting and Quality are the set the same as previously open project.
Workaround:	Restart mocha.
Issue:	DE2075 Wrong height for interlaced .mov footage
Platform:	Windows and OS X
Bug Description:	The clip height is listed wrong in the Clip page for interlaced QuickTime footage.
Workaround:	None
Issue:	DE2070 Crash when trying to create a project based on footage in a location has a too long path
Platform:	All Platforms
Bug Description:	Footage in a very long directory path can cause mocha to crash when trying to create a project.
Workaround:	Choose a shorter path.
Issue:	DE2069 Wrong data in the first frame in After Effects after importing camera data from an interlaced project.

Platform:	All Platforms
Bug Description:	Nulls based on the surface corners don't have the same place in AE as they do in mocha at the first frame when using interlaced footage.
Workaround:	Use progressive footage.
Issue:	DE2068 Projects that were unsuccessfully created show in Recent Files
Platform:	All Platforms
Bug Description:	If a project cannot be created successfully due to read only directories or other problems, they still show in Recent Files.
Workaround:	None
Issue:	DE2067 An extra error message is shown if unable to create a project file
Platform:	All Platforms
Bug Description:	There are two messages shown instead of one when a project file cannot be created.
Workaround:	None
Issue:	DE2064 Frame numbers are shown in progress bar instead of fields for projects based on interlaced footage
Platform:	All Platforms
Bug Description:	Frame numbers are shown in the progress bar instead of fields for projects based on interlaced footage.
Workaround:	None
Issue:	DE2063 Incorrect fields numbers in progress bar for projects based on interlaced footage
Platform:	All Platforms
Bug Description:	Progress bar shows frames instead of fields when tracking or rendering interlaced footage.
Workaround:	None
Issue:	DE2057 Viewer settings are reset whenever an element is re-linked.
Platform:	All Platforms
Bug Description:	If you modify the interface then relink your clip, the view is reset.
Workaround:	None
Issue:	DE2055 Process icon isn't updated immediately when changing Link To Track dropdown
Platform:	All Platforms
Bug Description:	The process icon does not immediately turn off or on when updating the Link to Track property.
Workaround:	None
Issue:	DE1970 Sometimes the Welcome Screen doesn't contain information about a license error
Platform:	All Platforms
Bug Description:	Sometimes reopening mocha when it has a broken license will not show the license error, only the LE mode message.

Workaround:	None
Issue:	DE1988 Transform tool bounding box turns on when switching module pages
Platform:	All Platforms
Bug Description:	If the transform tool is switched off it can turn back on again when changing modules
Workaround:	None
Issue:	DE1864 "Frame out of range" error in opening mocha from AE with setting frame range in the "New project" dialog
Platform:	All Platforms
Bug Description:	If there are frame in/out points in AE, and you set these ranges correctly when you load mocha via AE, you can get an initial "Frame out of range" error.
Workaround:	None. Error does not affect workflow.
Issue:	DE1832 After using tools in View Controls, the mouse focus does not return to the main viewer
Platform:	All Platforms
Bug Description:	Clicking on some buttons in the View controls will not restore focus back to the main view.
Workaround:	Click in the viewer after using View Controls.
Issue:	DE1804 Occasional freeze on tracking a shot with existing AdjustTrack keys
Platform:	All Platforms
Bug Description:	Sometimes a shot that already has AdjustTrack keys can freeze mocha if you try to re-track.
Workaround:	None
Issue:	DE1744 Undocked floating panels are hidden when reloading mocha
Platform:	All Platforms
Bug Description:	If you undock a panel it will be hidden when you reopen mocha. You need to turn them back on in the View menu.
Workaround:	None
Issue:	DE1733 Crash in moving a master point in the AdjustTrack page if there are several selected layers
Platform:	All
Bug Description:	If you have more than one layer selected mocha can crash if you try to adjust master points in AdjustTrack.
Workaround:	Select only 1 layer at a time in AdjustTrack.
Issue:	DE1724 Bounding box isn't shown for multiple selected layers if the clicked one was out of range
Platform:	All
Bug Description:	The bounding box isn't shown for multiple selected layers if the first one clicked is out of range
Workaround:	None

Issue:	DE1723 Checking and then unchecking autokey allows you to scroll through frames in wrong directional keys mode
Platform:	All
Bug Description:	Trying to nudge points after turning Autokey off then on again can sometimes move the playhead instead.
Workaround:	None
Issue:	DE1717 Cannot create a new layer group by clicking on the corresponding icon
Platform:	All
Bug Description:	You can't create a group by itself. You need to select layers first.
Workaround:	Select a layer you want to group before you click the group icon
Issue:	DE1649 Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
Platform:	All
Bug Description:	Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
Workaround:	None
Issue:	DE1615 Activating after failed attempt leaves machine unlicensed
Platform:	All
Bug Description:	There is the error: "License doesn't support this version" and Software is still unlicensed if you try to reactivate after a failed attempt. Only activates when software is online from the start.
Workaround:	Quit mocha and reactivate.
Issue:	DE1606 OpenGL problems in playback on 32 bit windows
Platform:	Windows
Bug Description:	"An error has occurred whilst rendering: Failed to texture image" error and grey line on the footage when playing footage on 32bit windows
Workaround:	None.
Issue:	DE1597 Crash in cancelling mocha activation
Platform:	All
Bug Description:	Software will crash if you cancel while mocha is sending the activation code.
Workaround:	None.
Issue:	DE1590 Sometimes there is wrong layers order after duplicating
Platform:	All
Bug Description:	Duplicating multiple layers at once can sometimes throw them out of order.
Workaround:	Duplicate single layers at a time.
Issue:	DE1589 Cannot rename layouts
Platform:	All
Bug Description:	If you rename a layout it does not change the name in the menu.
Workaround:	Restart mocha. The names will be updated.

Issue:	DE1564 Wrong layers order after redo including in a group
Platform:	All
Bug Description:	If you group more than 2 layers and undo moving a layer outside of the group, it may not return to the right position
Workaround:	None
Issue:	DE1560 Wrong group position after grouping selected layers
Platform:	All
Bug Description:	The group should be created and remain in position where the top-most selected layer was positioned, rather than moving to the top
Workaround:	None
Issue:	DE1556 No frames for some QuickTime files that have edited points from other programs
Platform:	All Platforms
Bug Description:	In some cases if you import a H.264 file that has edit points from another program (Premiere for example), the footage will import with 0 frames and a frame rate of 10.
Workaround:	Use a different format
Issue:	DE1555 Incorrect behavior for "Selected mattes" mode for several selected layers
Platform:	All Platforms
Bug Description:	If you select "Selected mattes" mode and switch on Mattes, only one matte is turned on
Workaround:	None
Issue:	DE1554 Wrong surface detection for several selected layers
Platform:	All Platforms
Bug Description:	Try to select and move the surface of different layers in a multi-selection it will only let you move one.
Workaround:	Adjust one at a time
Issue:	DE1539 Wrong layer state when clicking on icons in the Layer Controls pane except Layer Name
Platform:	All Platforms
Bug Description:	Layers become selected when clicking on their layer icons, such as lock, render and view.
Workaround:	None
Issue:	DE1524 Uberkey Functionality does not work for Transform tools.
Platform:	All Platforms
Bug Description:	The Q, R and W tools will not be affected by Uberkey.
Workaround:	Use standard transform processes, such as the bounding box.
Issue:	DE1516 Crash on exit
Platform:	All Platforms
Bug Description:	Sometimes mocha will crash when you quit the program.

Workaround:	None
Issue:	DE1512 mocha crashes in solving the project
Platform:	All Platforms
Bug Description:	In some cases mocha will crash when camera-solving difficult tracks.
Workaround:	None
Issue:	DE1510 There is no ability to toggle active for several selected layers
Platform:	All Platforms
Bug Description:	While you can apply all other right-click options to multiple layers, you can only apply "toggle active" to the layer you were over when you right clicked.
Workaround:	Choose "toggle active" on separate layers rather than a selection of layers.
Issue:	DE1500 Wrong spline behavior in AdjustTrack
Platform:	All Platforms
Bug Description:	Sometimes using AdjustTrack on a surface will not adjust the spline as well.
Workaround:	None
Issue:	DE1494 Transform tool sometimes interferes with tangents
Platform:	All Platforms
Bug Description:	Sometimes the transform tool can get in the way of adjusting tangents
Workaround:	Turn off transform tool
Issue:	DE1490 There is incorrect importing QuickTime footage with pulldown on windows
Platform:	Windows
Bug Description:	There are some artifacts when playing back QuickTime footage that contains pulldown.
Workaround:	None
Issue:	DE1489 There is no ability to export tracking or shape data for a layer that was deactivated on some frames
Platform:	All Platforms
Bug Description:	The exporter cannot handle deactivated layers as it does not know how to convert the information to export formats. You will receive an error.
Workaround:	Do not deactivate layers on frames if you want to export tracking/shape data formats
Issue:	DE1442 Dope Sheet: Cannot select several blocks of keyframes
Platform:	All Platforms
Bug Description:	You cannot use the shift key to marquee-select multiple blocks of keyframes
Workaround:	None
Issue:	DE1433 An error appears in using Point Insertion tool for multiple selected layers
Platform:	All Platforms
Bug Description:	If you select 2 layers and try to use the point insertion tool you get the error: "Error: Could not find parent contour of the point."

Workaround:	Add points to one layer at a time
Issue:	DE526 OpenEXR error messages
Platform:	All Platforms
Bug Description:	Attempt to open an unsupported EXR format (e.g. image with single channel named "G") results in error message.
Workaround:	None.
Issue:	DE566 Crash when resizing with no docked sidebar panes
Platform:	All Platforms
Bug Description:	mocha crashes after the canvas is resized to zero-height.
Workaround:	None.
Issue:	DE633 Canceling "Save Data as" dialog causes canceling "Export Data" dialog too
Platform:	win_i386
Bug Description:	Canceling "Save Data as" dialog causes canceling "Export Data" dialog too (f.e. Export Tracking Data)
Workaround:	None.
Issue:	DE653 Using Ctrl+Z to undo values on the Parameters tab doesn't work
Platform:	Mac OS and Windows: 32-bit
Bug Description:	
Workaround:	None.
Issue:	DE663 Nothing happens when importing RGB or RGBA exr as a matte clip
Platform:	Mac OS and Windows: 32-bit
Bug Description:	When importing a matte clip and choosing an OpenEXR file that is not an 8Bit grey-level one, the Message "The Format of the clip is RGB(A), mocha Pro will convert the clip to grey-level 8Bit " appears and after clicking "OK", nothing happens as if the importing was cancelled
Workaround:	None.
Issue:	DE669 EXR incorrectly shows when the project moves between platforms and if EXR clip was selected in the Relink dialog.
Platform:	All Platforms
Bug Description:	mocha Pro incorrectly shows EXR when the project moves between platforms and if EXR clip was selected as Relink dialog. Visible is a mosaic of pink points.
Workaround:	None.
Issue:	DE877 A layer is messed up if spline points are being dragged without holding ALT
Platform:	All Platforms
Bug Description:	A layer is messed up if ALT is held down while moving spline points and then releasing ALT before finishing the move
Workaround:	None.
Issue:	DE985 Holes in foreground layers are ignored when tracking

Platform:	Mac
Bug Description:	If you cut a hole in a foreground matte in Hardware Rendering mode using Add to Layer and then track the background layer, the hole is ignored and will still mask the tracking.
Workaround:	None.
Issue:	DE1005 Sometimes list of shortcuts are not updated after changing Module in the Preferences
Platform:	All Platforms
Bug Description:	Sometimes list of shortcuts isn't updated after changing Module in the Preferences
Workaround:	None.
Issue:	DE1063 Clip name isn't updated correctly
Platform:	All Platforms
Bug Description:	Renaming a clip isn't updated correctly in the clip tab
Workaround:	Save and reopen project after renaming.
Issue:	DE1146 Crash in changing log/panalog to linear colorspace for projects based on video footage
Platform:	All Platforms
Bug Description:	Crash in changing log/panalog to linear colorspace for projects based on video footage
Workaround:	None.
Issue:	DE1241 Zoom window can be manipulated when switched off
Platform:	All Platforms
Bug Description:	If you turn off the zoom window it can still be panned and zoomed into, which can cause problems when it gets in the way and no one can see it.
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

- At least 1-GHz Pentium IV
- Memory: At least 1 GB
- Disk: At least 1 GB
- Graphics Card: Must support OpenGL 2.0
- 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 10.6.x or higher, on Intel. PowerPC is not supported.
- **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 AE 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	Camera	Comments
Apple Final Cut Pro	6.0.5- 7.0.3	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.
Adobe After Effects	CS3+	X	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.
Apple Motion	3.0.2+	X			Shape export can be done via Final Cut
Boris FX BCC plugins		X			Tracking export requires Boris BCC plugin that supports importing of tracking data.
FXhome HitFilm Ultimate	2.0+			X	

Community-supplied importers are known to work but are not supported by Imagineer.

Installation

Windows

1. Once the installation file, mocha4ae-3.2.0-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, mocha4ae-3.2.0-xxxx.dmg, has been downloaded onto the system double click the application this will open a new window
2. Drag the **mocha AE** application bundle to the folder where **mocha AE** will be installed. The conventional place to install applications is in the 'Applications' folder on Macintosh HD.
3. Run **mocha AE**