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# mocha® Plus v4.1.3 Release Note

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## Introduction

These release notes accompany **mocha Plus 4.1.3**.

Documentation is available inside **mocha Plus 4.1.3** by pressing the F1 key.

## New Features Guide

This is a patch update to add MochaBlend exports to mocha Pro:

- **MochaBlend tracking Data:** Tracking data for setting up camera rigs in MochaBlend
- **MochaBlend shape Data:** Shape data for setting up 3D splines in MochaBlend

## Fixed Issues

<b>Issue:</b>	DE4022 Export to BCC Centre Point is missing headers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Exports to Boris FX BCC Centre Point data was missing the correct headers and therefore would not import correctly.

## Known Issues

<b>Issue:</b>	DE3949 mocha crashes on exit after creating a project based on ProRes footage if there are no ProRes codecs but Blackmagic codec is installed
<b>Platform:</b>	OS X
<b>Bug Description:</b>	mocha crashes on exit after creating a project based on ProRes footage if there are no ProRes codecs but Blackmagic codec is installed
<b>Workaround:</b>	Install ProRes codecs
<b>Issue:</b>	DE3943 Twisted loops occur in beziers for some exports
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Exported Beziers can sometimes have looped splines in closely animated points.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3942 Corner pin collapses to a single point if surface was tracked and adjusted outside of layer in/out points
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Corner pin collapses to a single point if surface was tracked and adjusted outside of layer in/out points
<b>Workaround:</b>	Adjust surface inside in/out points
<b>Issue:</b>	DE3935 Mocha loads behind After Effects when launching from "Track in mocha AE" on OS X
<b>Platform:</b>	OS X
<b>Bug Description:</b>	Mocha always loads in the background when launching it from After Effects.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3890 Maximized mocha window size never remembers state on Mac
<b>Platform:</b>	OS X
<b>Bug Description:</b>	Opening mocha on OS X will resize the window, even if you have adjusted it to full screen previously.

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**Workaround:** None

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**Issue:** DE3811 Exporting data for a single layer defaults to an untitled file name instead of using the layer name

**Platform:** All Platforms

**Bug Description:** Saving exported data for a single layer sets the default filename to "untitled".

**Workaround:** Rename the file when saving.

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**Issue:** DE3807 Crash when duplicating several layers after undo of duplicating these layers

**Platform:** All Platforms

**Bug Description:** Undoing the duplication of several layers can crash mocha if you try to duplicate them again.

**Workaround:** Reopen the project file if you want to duplicate layers after undoing the same duplication.

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**Issue:** DE3796 Cannot add a control point in the left bottom corner of an image

**Platform:** All Platforms

**Bug Description:** There is an issue with adding a point to the exact bottom left corner of a frame.

**Workaround:** None

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**Issue:** DE3789 Cannot detect and move spline points if they are located near spline line of another spline in the same layer

**Platform:** All Platforms

**Bug Description:** Points that are close to other splines are hard to select and move.

**Workaround:** Zoom in further to make selection easier.

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**Issue:** DE3786 There is no message about unsupported formats if mocha launches from command line with an unsupported footage

**Platform:** All Platforms

**Bug Description:** The usual error message for unsupported footage does not show if mocha is launched from command line.

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**Workaround:** None

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**Issue:** DE3778 Previous and Next keyframes zoom windows change according to the position of the current keyframe when moving surface corners in manual track mode

**Platform:** All Platforms

**Bug Description:** The previous keyframe zoom window is referencing the current keyframe when adjusting in manual track mode.

**Workaround:** None

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**Issue:** DE3776 It is possible to open or start a project while another is loading.

**Platform:** All Platforms

**Bug Description:** If you are quick enough, or the project is large, it is possible to start or open another project while the first is still loading.

**Workaround:** Wait until the project finishes loading before opening a new one.

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**Issue:** DE3775 Wrong surface behavior in adjusting on a frame which is before the master frame and contains a layer keyframe

**Platform:** All Platforms

**Bug Description:** Reference points are adjusted instead of the surface points when adjusting on a frame before the master keyframe

**Workaround:** Reset the AdjustTrack solution and try again.

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**Issue:** DE3762 Cache files aren't removed after closing a non-modified project

**Platform:** All Platforms

**Bug Description:** If you don't edit a project that has "Cache original clip" turned on, the cache files are not removed on exit.

**Workaround:** Don't cache the original clip unless you have to.

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**Issue:** DE3739 Sometimes there is no ability to create a project based on footage that contains % and non-Latin characters in the path on Mac

**Platform:** OS X

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<b>Bug Description:</b>	Some character combinations in a footage name can stop a project from being created.
<b>Workaround:</b>	Use standard unicode characters and avoid some symbols like / or %.
<b>Issue:</b>	DE3737 Wrong project and clip names if the footage contains % and digits characters in the file name
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Incorrect project and clip names are created if % is in the file name followed by digits.
<b>Workaround:</b>	Don't use % in your file name.
<b>Issue:</b>	DE3736 There is no ability to enter footage path in the Relink dialog manually
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	The relink dialog can prevent you from entering a footage path.
<b>Workaround:</b>	Use the Choose button instead.
<b>Issue:</b>	DE3725 Matte clip of a duplicated layer remains after undo of the layer duplication
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you undo a layer duplication its matte clip may not also remove.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3723 Crash when changing Camera model after solving for a new project
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Camera Solving and then selecting a new camera type can crash mocha.
<b>Workaround:</b>	Reopen file before resolving.
<b>Issue:</b>	DE3708 There are two "Matte for a layer" clips for the same layer after reselecting None as a Matte clip for it
<b>Platform:</b>	All Platforms

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**Bug Description:** Selecting "None" in the Matte clip dropdown for a layer adds a new layer matte clip if you add another contour.

**Workaround:** None

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**Issue:** DE3701 Crash when copy/pasting keyframes in the Dope Sheet

**Platform:** All Platforms

**Bug Description:** Copying and pasting keyframes in the dopesheet can crashe mocha.

**Workaround:** None

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**Issue:** DE3686 Removing "activate/deactivate" layer keyframe doesn't update layer state on the canvas

**Platform:** All Platforms

**Bug Description:** The canvas doesn't refresh after removing activate or deactivate keyframes from a layer.

**Workaround:** Move mouse cursor to the canvas or switch between frames

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**Issue:** DE3684 Exported camera nulls names are shuffled

**Platform:** All Platforms

**Bug Description:** Camera null naming is flipped around compared to the expected orientation to the original surface placement.

**Workaround:** None

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**Issue:** DE3663 Cannot paste mocha masks in AE if some layer has more than 32 characters in its name

**Platform:** All Platforms

**Bug Description:** Shape layers with very long names cannot be pasted into After Effects.

**Workaround:** Use a shorter name.

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**Issue:** DE3657 Beziers warp incorrectly when moving them in Lock Tangents mode.

**Platform:** All Platforms

**Bug Description:** If Lock Tangents mode is on, moving Bezier points as a group will move tangents incorrectly.

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<b>Workaround:</b>	Turn off Lock Tangents mode from the Tools menu.
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<b>Issue:</b>	DE3610 There is ability to nudge shapes during tracking process
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Shape nudging shortcuts are not disabled while tracking.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3597 Crash when closing a project if the project before was closed without "Retain cached renders"
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you close a project that was opened after a previous project was closed without retaining cached renders, mocha will crash.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3582 Quick Stabilize button is not working when tracking
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	The Quick Stabilize button in view controls doesn't stabilize when tracking.
<b>Workaround:</b>	Track then scrub the timeline.

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<b>Issue:</b>	DE3570 Edge is shown for open splines that were made from closed splines
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you created an edge for a closed spline, then open it the edge for the close spine still shows.
<b>Workaround:</b>	Reset edge with before opening spline.

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<b>Issue:</b>	DE3554 There is ability to step between control points for locked or invisible layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	You can use the "Next control point" controls to cycle through locked or invisible layers.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3549 Cannot move points of a Bezier layer after undoing the creation of a new layer
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you have created a bezier layer then make another shape, undoing the second layer causes the bezier to be unadjustable.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3547 Cache files aren't removed after closing a project
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Sometimes caches are not being cleared when closing a project.
<b>Workaround:</b>	Clear the cache manually.

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<b>Issue:</b>	DE3538 Video gamma for Log colorspace remains from the previous project
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Video gamma does not reset for log color space when starting a new project.
<b>Workaround:</b>	Restart mocha before beginning a new project.

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<b>Issue:</b>	DE3537 Inconsistent layer mode after undo moving points of several layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Multiple changes to different layers then undoing them can cause problems with some layers.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3535 Relinked clip images are shown instead of images from the original clip if the project was closed with "Retain cached renders" on
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Sometimes relinked clip images are shown instead of images from the original clip if the project was closed with "Retain cached renders" on.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3527 Tangents of slave neighbouring points are changed when moving a master point
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Lock Tangents doesn't work correctly if moving the point by attaching it to a master point on another layer.
<b>Workaround:</b>	None

<b>Issue:</b>	DE3526 Inconsistent mode for Bezier tangents after undo/redo their changes
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Bezier tangent handles can sometimes follow the cursor after undoing Bezier layer adjustments.
<b>Workaround:</b>	None

<b>Issue:</b>	DE3506 Low accuracy warning shows after Save dialog when exporting camera solve data
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	A low accuracy warning can show after the Save dialog when exporting camera solve data.
<b>Workaround:</b>	None

<b>Issue:</b>	DE3505 Wrong spline IDs after merging projects
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Spline control point IDs are not unique when merging.
<b>Workaround:</b>	None

<b>Issue:</b>	DE3503 Error when clicking on the "-" edge width button for open splines
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	An error shows when trying to adjust the negative edge width of an open spline.
<b>Workaround:</b>	None

<b>Issue:</b>	DE3498 Edge width minus doesn't compensate edge width plus for complicated layers
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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Edge curve doesn't match the spline curve and error is shown when adding large edge widths then reducing them again on complicated shapes
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3495 Canvas shows garbage when opening a project created by earlier mocha versions based on currently unsupported footage
<b>Platform:</b>	Mac OS and Windows: all
<b>Bug Description:</b>	Some projects created with codecs that were supported in earlier versions of mocha are now loading with artifacts and black frames.
<b>Workaround:</b>	Convert the footage to a different format.

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<b>Issue:</b>	DE3494 mocha cannot load some video files that could be loaded by earlier versions.
<b>Platform:</b>	Mac OS and Windows: all
<b>Bug Description:</b>	Some codecs that were supported in earlier versions of mocha are now showing as unsupported.
<b>Workaround:</b>	Convert the footage to a different format.

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<b>Issue:</b>	DE3490 Wrong clip location path is shown on the Clip page if the original clip was relinked
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	The original path of the clip is shown in the Clip page after relinking to a new path.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3487 Crash when showing a frame that is out of clip range if mocha is launched from the command line with arguments
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Loading mocha with command line arguments that set in/out points out of range of the clip will crash mocha if you try to navigate the timeline.
<b>Workaround:</b>	None.

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<b>Issue:</b>	DE3485 Cannot move a layer point that was selected before switching to the Lens or Clip pages
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you select a point and switch to the Lens or Clip tab, switching back to Track will make the point immovable.
<b>Workaround:</b>	Select another point and reselect the original point.

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<b>Issue:</b>	DE3480 Endless error message when moving a layer point in unavailable clip
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	"Failed to open file" error is repeatedly shown when attempting to move layer points in a project with a missing clip.
<b>Workaround:</b>	Relink the clip before modifying layers.

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<b>Issue:</b>	DE3475 Extra step in undo/redo history after using Set and +/- edge width actions
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	An additional undo step is created when performing edge width operations.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3471 Video gamma resets when switching colorspace
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you switch between log and linear, Video Gamma resets back to 1.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3466 Sometimes a slave point is unconstrained after constraining a master point
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Chaining multiple layers with the vertex attach tool can sometimes unconstrain the points.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3460 There is ability to check both "Convert to" checkboxes in the Clip page
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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	You can check both "Convert to float" and "Convert to 8-bit" in the colorspace tab.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3458 The original clip attributes are changed after relinking a clip that inherits attributes from the original clip
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you relink a clip that inherits attributes from the clip you created the project with, the original clip attributes will also be changed.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3443 Undo doesn't work correctly for successively changed reference points in the AdjustTrack page
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Moving reference points in AdjustTrack will not undo correctly.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3442 Extra undo/redo operation is required for changing a master reference point position in the AdjustTrack page
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	You have to undo or redo twice when changing the Master in AdjustTrack.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3438 No ability to enter more than 5 digits in the Frame Offset field in the Create New Project dialog
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Frame offset is limited to 5 digits in the New Project dialog.
<b>Workaround:</b>	Adjust the frame offset in Project Settings after creating the project.

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<b>Issue:</b>	DE3437 There is no undo operation for changing corners mode for all layer handles after clicking right mouse button on some handle
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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Switching to corner mode for all layer handles using right click cannot be undone.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3436 Sometimes "Apply keyframe changes to all views" doesn't work when Überkey mode is selected
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	In stereo shots, "Apply keyframe changes to all views" can sometimes not work across views with Überkey.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3435 Inconsistent behavior when removing AdjustTrack keyframe for a master frame
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Some keyframes can be restored when trying to remove other AdjustTrack keyframes
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3434 Redundant AdjustTrack keyframe is created after attempt to delete keyframe for the master frame
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	A redundant AdjustTrack keyframe is created in the dopesheet after an attempt to delete the master frame
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3429 Timeline changes to spline keys when using timeline controls to adjust or review parameter keys
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you create any parameter keys you cannot review them with the timeline controls without jumping back to spline keys.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE3427 Layer in/out point fields are too narrow when working with timecodes
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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Layer in/out point fields are too narrow when working with timecodes so they become hard to see.
<b>Workaround:</b>	Stretch the left panel out further.
<b>Issue:</b>	DE3426 Tangent parameters are keyframed when creating a bezier layer in Überkey mode
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you create Bezier layers with Überkey on, it will create keyframes only for the tangents.
<b>Workaround:</b>	Create a layer with Autokey.
<b>Issue:</b>	DE3408 Incorrect Bezier handles at spline ends when exporting X-Splines to After Effects
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Smoothed X-Splines may export with incorrect Bezier handles when exported to After Effects.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3407 Project out point doesn't change correctly after changing project length in the Project Settings dialog
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Changing the project length will not move the outpoint correctly.
<b>Workaround:</b>	Reset or adjust out point manually.
<b>Issue:</b>	DE3382 Activation can sometimes be unable to write license to disk
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	On some systems mocha is unable to write the license to disk when activating.
<b>Workaround:</b>	Allow write permissions on the mocha license directory before activation.
<b>Issue:</b>	DE3375 Autosave still works after switching off the corresponding checkbox in the Preferences

<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Autosave works regardless when you turn it off in Preferences
<b>Workaround:</b>	None
<b>Issue:</b>	DE3360 Selected Absolute Path isn't saved after switching to Relative Path and back in Preferences
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Switching between Relative and Absolute paths doesn't save the Absolute path.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3341 Undo for adding keyframes by moving a point handle doesn't remove keyframe from the timeline and the Dope Sheet
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	When you undo a handle movement, the keyframe does not disappear from the dopesheet.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3337 Points jump to the current mouse position after changing activeness state or point mode on Mac
<b>Platform:</b>	OS X
<b>Bug Description:</b>	Once you have changed the active state, the point will jump to where the mouse pointer is.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3330 Unix-style Absolute Output directory path results in a wrong folder being created on Windows
<b>Platform:</b>	Windows
<b>Bug Description:</b>	If you open an OS X project on Windows, accepting the saved absolute folder output directory will create the wrong folder.
<b>Workaround:</b>	Change the Absolute path before accepting the dialog.
<b>Issue:</b>	DE3321 Changes of colorspace parameters aren't implemented for projects based on .dpx till conversion to float

<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Unless you turn on "Convert to Float", you cannot use the colorspace parameters to alter the viewer image for DPX.
<b>Workaround:</b>	Turn on "Convert to Float" first.
<b>Issue:</b>	DE3319 Interlaced parameters are enabled for non-interlaced projects
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Interlaced parameters are turned on in progressive projects.
<b>Workaround:</b>	None. They have no effect on the project.
<b>Issue:</b>	DE3315 Cannot create a project based on image sequence with very large frame numbers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	You cannot create a project based on image sequence with very large frame numbers
<b>Workaround:</b>	Reduce the frame number index of the sequence.
<b>Issue:</b>	DE3299 A layer point cannot be moved with cmd/ctrl + shift if the point wasn't selected before
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you try to move a point while holding cmd/ctrl+shift and it wasn't already selected, it won't move.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3290 Canvas pixels are incorrectly detected after relinking the original clip to a clip with different dimensions
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you relink a clip to a new clip with different dimensions, drawing a spline will be offset incorrectly.
<b>Workaround:</b>	Zoom the Canvas to reset the viewer.
<b>Issue:</b>	DE3206 Symbol # is shown in shortcuts instead of Esc on OS X
<b>Platform:</b>	OS X



<b>Bug Description:</b>	When you enter "Esc" into the Keyboard shortcuts, it appears as a symbol instead of "Esc"
<b>Workaround:</b>	None
<b>Issue:</b>	DE3111 Clip parameters don't change after relinking a clip
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Clip parameters will remain the same after relinking a different clip
<b>Workaround:</b>	None
<b>Issue:</b>	DE3062 Layers created by Bezier tool jump to the first layer position after changing activeness state of layer points on Mac
<b>Platform:</b>	OS X
<b>Bug Description:</b>	If you deactivate a point in one bezier layer and create another layer and deactivate points in that, the second layer points can jump to the position of the first layer.
<b>Workaround:</b>	None
<b>Issue:</b>	DE3017 Some MOV clips load without the last frame
<b>Platform:</b>	OS X and Windows: all
<b>Bug Description:</b>	If you load some QuickTime files they will import missing the last frame
<b>Workaround:</b>	Convert the QuickTime to an image sequence and import that instead.
<b>Issue:</b>	DE2971 Wrong zoom windows after relinking footage streams to another dimension
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Image dimensions inside the zoom windows change if you relink a different sized piece of footage.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2911 Wrong layers selection after changing matte or spline colors on Mac
<b>Platform:</b>	OS X

<b>Bug Description:</b>	If you select the color options on a layer after creating several layers, sometimes more than one layer is selected afterwards.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2745 Stabilize export destroys footage view on large perspective warp
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	A very large warp in perspective can cause footage to become too large or too warped when exporting the Stabilized data to corner pin.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2636 Mac Mavericks with external monitor hangs in resizing mocha main window
<b>Platform:</b>	OS X
<b>Bug Description:</b>	Sometimes moving the main window to a secondary monitor will hang the system
<b>Workaround:</b>	None
<b>Issue:</b>	DE2426 Clicking in the Layer Controls pane when adding a spline causes spline to close without reverting back to arrow tool
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	None.
<b>Issue:</b>	DE2420 Playhead continues to advance frames after the Contour shuttle controller jog is released
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	Rotate the jog slower.
<b>Issue:</b>	DE2361 Relinking frames does not set in/out points

<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	Save and reopen the relinked file.
<b>Issue:</b>	DE2359 Switching on Project Notes pane causes mocha window jumping upon tracking on Mac
<b>Platform:</b>	OS X
<b>Bug Description:</b>	If you have Project Notes open on the mac, tracking will cause the GUI to jump.
<b>Workaround:</b>	Close Project Notes.
<b>Issue:</b>	DE2356 Sometimes autosave project cannot be saved on Windows
<b>Platform:</b>	All Windows Platforms
<b>Bug Description:</b>	Autosave sometimes will not work if license drops during the autosave.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2353 Project that was saved after connection to the license server was lost doesn't appear in MRU files
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If the license drops when you save a project, it will not appear in the recently opened list.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2351 Footage is displayed corrupted after moving a file with mocha still open
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If footage is moved after closing a project, reopening the project will show a corrupted image.
<b>Workaround:</b>	Restart mocha.
<b>Issue:</b>	DE2344 Canvas errors jump when zooming into the canvas

<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Zooming in when there is an error message on the canvas will cause it to jump.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2343 Sometimes there are overlapping messages on the canvas
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If more than one error is shown on the canvas, they overlap.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2342 Wrong matte clip is removed when deleting a layer
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you import a matte clip to a layer and remove the layer, the imported clip is removed as well.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2339 Sometimes error messages are out of the Canvas
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Some error messages are too long to fit on the canvas.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2337 "Failed to allocate memory buffer" error in creating a project based on some EXR footage
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	In some cases EXR files will not open correctly for new projects and throw a memory error.
<b>Workaround:</b>	Try a different sequence.
<b>Issue:</b>	DE2316 A master key is set as soon as you switch to AdjustTrack module
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you switch to the AdjustTrack Module, a master key is set immediately.

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<b>Workaround:</b>	Set a new master key and delete the old one.
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<b>Issue:</b>	DE2307 Floating client license always overrides node-locked
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	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.
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<b>Workaround:</b>	Remove the floating client license from the license directory if not in use
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<b>Issue:</b>	DE2294 Color boxes of the base clip and all inherited clips are changed after relinking an inherited clip
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	If you relink a clip, the icon for the base clip and its inherited clips changes color.
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<b>Workaround:</b>	None.
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<b>Issue:</b>	DE2277 Resizing/moving of GUI when creating a project with small screen resolution
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<b>Platform:</b>	OS X
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<b>Bug Description:</b>	On very small screen resolutions the mocha interface blinks and adjusts when creating a project.
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<b>Workaround:</b>	Use a larger screen resolution.
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<b>Issue:</b>	DE2220 Some timeline buttons are enabled if there are no opened projects
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	On opening mocha or after closing a project, some of the timeline buttons are still clickable.
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<b>Workaround:</b>	None
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<b>Issue:</b>	DE2215 After undo changes to some parameters the corresponding dopesheet keyframes aren't removed
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	Some changes in the Lens module are not removing keys in the dopesheet after undo.
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<b>Workaround:</b>	None
<b>Issue:</b>	DE2211 Crash in solving some projects
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	For some projects the camera solver will hang or crash.
<b>Workaround:</b>	Try a different set of tracks to solve with.
<b>Issue:</b>	DE2206 Spline and point numbers do not reset when starting a new project
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you have worked on one project and start another, the splines and point ids keep incrementing from the last one drawn.
<b>Workaround:</b>	Restart mocha.
<b>Issue:</b>	DE2203 AdjustTrack reference points have incorrect view when switching active state of a layer
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Reference points are shown incorrectly when the active state of the layer is toggled off on one frame then on with another.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2202 Wrong selection of points when restoring a point that was removed by "Delete" key
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you undo the deletion of a point, it will also be selected when you try to select another point.
<b>Workaround:</b>	Click the canvas to deselect everything, then reselect.
<b>Issue:</b>	DE2190 Sometimes shape data exported to After Effects "Paste mocha mask" gets corrupted spline points
<b>Platform:</b>	Windows and OS X
<b>Bug Description:</b>	Sometimes shape points can throw spline data out when using "Paste mocha mask".
<b>Workaround:</b>	Find the problem point in mocha and delete or adjust it.

<b>Issue:</b>	DE2188 Holding down cmd/ctrl + shift while moving spline points jumps to the cursor position after release
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2187 Error when saving shape data to "mocha shape for Final Cut" format if there is custom pixel aspect ratio
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	"Failed to write shape data to disc!" error will pop up if there is a custom PAR. The file will still save correctly.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2182 Imported matte clip shows track mattes incorrectly.
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	When you import a matte clip it does not show the correct track matte.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2176 Custom modifier keys malfunction in Mac Remote Management (VNC)
<b>Platform:</b>	OS X
<b>Bug Description:</b>	If you open mocha remotely some of the key shortcuts and toggles will not work.
<b>Workaround:</b>	None

<b>Issue:</b>	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
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If your layer name matches the folder you save your data to, then the filename field will be empty when you go to save shape data.

<b>Workaround:</b>	Rename the folder or layer, or just type a new name.
<b>Issue:</b>	DE2171 K shortcut doesn't work for adding/removing keyframes
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Nothing happens when you press "K" when working with keyframes.
<b>Workaround:</b>	Use the add and remove keyframe buttons on the timeline.
<b>Issue:</b>	DE2155 Moving tracking keyframes sometimes breaks tracking
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Sometimes if you manipulate the tracking keys in the dope sheet, additional tracking for the layer will not work.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2148 Cannot create a project based on QuickTime footage after closing and reopening remote desktop session
<b>Platform:</b>	Windows and OS X
<b>Bug Description:</b>	There is a "Corrupt or unsupported format" error if you try to use QuickTime after closing and reopening a remote desktop session to mocha.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2130 Field parameters are not showing keyframes correctly in timeline
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2097 Pan and Zoom keys don't work when tracking
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	When tracking you can't pan or zoom in the view.



<b>Workaround:</b>	None
<b>Issue:</b>	DE2081 Sometimes camera solve settings doesn't reset between projects
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	Restart mocha.
<b>Issue:</b>	DE2075 Wrong height for interlaced .mov footage
<b>Platform:</b>	Windows and OS X
<b>Bug Description:</b>	The clip height is listed wrong in the Clip page for interlaced QuickTime footage.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2070 Crash when trying to create a project based on footage in a location has a too long path
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Footage in a very long directory path can cause mocha to crash when trying to create a project.
<b>Workaround:</b>	Choose a shorter path.
<b>Issue:</b>	DE2069 Wrong data in the first frame in After Effects after importing camera data from an interlaced project.
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	Use progressive footage.
<b>Issue:</b>	DE2068 Projects that were unsuccessfully created show in Recent Files
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If a project cannot be created successfully due to read only directories or other problems, they still show in Recent Files.

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**Workaround:** None

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**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

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**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

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**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 interlaced footage.

**Workaround:** None

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**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

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**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

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<b>Issue:</b>	DE1864 "Frame out of range" error in opening mocha from AE with setting frame range in the "New project" dialog
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Since frame range is define by the in and out points from AE, setting the frame range can cause problems when loading the project
<b>Workaround:</b>	Don't change the frame range when loading footage to mocha from AE

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<b>Issue:</b>	DE1724 Bounding box isn't shown for multiple selected layers if the clicked one was out of range
<b>Platform:</b>	All
<b>Bug Description:</b>	The bounding box isn't shown for multiple selected layers if the first one clicked is out of range
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1717 Cannot create a new layer group by clicking on the corresponding icon
<b>Platform:</b>	All
<b>Bug Description:</b>	You can't create a group by itself. You need to select layers first.
<b>Workaround:</b>	Select a layer you want to group before you click the group icon

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<b>Issue:</b>	DE1649 Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
<b>Platform:</b>	All
<b>Bug Description:</b>	Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1590 Sometimes there is wrong layers order after duplicating
<b>Platform:</b>	All
<b>Bug Description:</b>	Duplicating multiple layers at once can sometimes throw them out of order.

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<b>Workaround:</b>	Duplicate single layers at a time.
<b>Issue:</b>	DE1589 Cannot rename layouts
<b>Platform:</b>	All
<b>Bug Description:</b>	If you rename a layout it does not change the name in the menu.
<b>Workaround:</b>	Restart mocha. The names will be updated.
<b>Issue:</b>	r Wrong layers order after redo including in a group
<b>Platform:</b>	All
<b>Bug Description:</b>	If you group more than 2 layers and undo moving a layer outside of the group, it may not return to the right position
<b>Workaround:</b>	None
<b>Issue:</b>	DE1560 Wrong group position after grouping selected layers
<b>Platform:</b>	All
<b>Bug Description:</b>	The group should be created and remain in position where the top-most selected layer was positioned, rather than moving to the top
<b>Workaround:</b>	None
<b>Issue:</b>	DE1555 Incorrect behavior for "Selected mattes" mode for several selected layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you select "Selected mattes" mode and switch on Mattes, only one matte is turned on
<b>Workaround:</b>	None
<b>Issue:</b>	DE1554 Wrong surface detection for several selected layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Try to select and move the surface of different layers in a multi-selection it will only let you move one.
<b>Workaround:</b>	Adjust one at a time
<b>Issue:</b>	DE1539 Wrong layer state when clicking on icons in the Layer Controls pane except Layer Name

<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Layers become selected when clicking on their layer icons, such as lock, render and view.
<b>Workaround:</b>	None
<b>Issue:</b>	DE1510 There is no ability to toggle active for several selected layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	Choose "toggle active" on separate layers rather than a selection of layers.
<b>Issue:</b>	DE1500 Wrong spline behavior in AdjustTrack
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Sometimes using AdjustTrack on a surface will not adjust the spline as well.
<b>Workaround:</b>	None
<b>Issue:</b>	DE1494 Transform tool sometimes interferes with tangents
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Sometimes the transform tool can get in the way of adjusting tangents
<b>Workaround:</b>	Turn off transform tool
<b>Issue:</b>	DE1490 There is incorrect importing QuickTime footage with pulldown on windows
<b>Platform:</b>	Windows
<b>Bug Description:</b>	There are some artifacts when playing back QuickTime footage that contains pulldown.
<b>Workaround:</b>	None
<b>Issue:</b>	DE1442 Dope Sheet: Cannot select several blocks of keyframes

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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	You cannot use the shift key to marquee-select multiple blocks of keyframes
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1433 An error appears in using Point Insertion tool for multiple selected layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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."
<b>Workaround:</b>	Add points to one layer at a time

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<b>Issue:</b>	DE526 OpenEXR error messages
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Attempt to open an unsupported EXR format (e.g. image with single channel named "G") results in error message.
<b>Workaround:</b>	None.

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<b>Issue:</b>	DE566 Crash when resizing with no docked sidebar panes
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	mocha crashes after the canvas is resized to zero-height.
<b>Workaround:</b>	None.

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<b>Issue:</b>	DE653 Using Ctrl+Z to undo values on the Parameters tab doesn't work
<b>Platform:</b>	OS X and Windows: 32-bit
<b>Bug Description:</b>	
<b>Workaround:</b>	None.

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<b>Issue:</b>	DE877 A layer is messed up if spline points are being dragged without holding ALT
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	A layer is messed up if ALT is held down while moving spline points and then releasing ALT before finishing the move

<b>Workaround:</b>	None.
<b>Issue:</b>	DE1146 Crash in changing log/panalog to linear colorspace for projects based on video footage
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Crash in changing log/panalog to linear colorspace for projects based on video footage
<b>Workaround:</b>	None.
<b>Issue:</b>	DE1241 Zoom window can be manipulated when switched off
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	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
- Network: Must have an enabled network adapter (wifi or ethernet)

### 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

- **Network:** Must have an enabled network adapter (wifi or ethernet)

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:** OS X 10.7.x or higher, on Intel. PowerPC is not supported.
- **Windows:** Windows XP Professional SP2 or higher, Windows Vista Business or Ultimate, Windows 7, Windows 8 on x64.

## Compatible Third-Party Software

**mocha Plus 4.1.3** 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 <b>mocha shape for Final Cut</b> plug-in.
Apple Final Cut Express	4.0.1	X	X		Shape export requires <b>mocha shape for Final Cut</b> plug-in.
Adobe After Effects	CS3+	X	X	CS6+	Exporting Corner Pin data to non-English versions of After Effects



Application	Version	Track	Shape	Camera	Comments
					requires CS4+. Exporting shape data requires CS6+.
Adobe Premiere Pro	CC 2014+		X		
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	2.0+		X	X	Shape export is available for HitFilm 3 Pro only.
Good Spirit Graphics MochaBlend	1.0+	X	X		

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

## Installation

### Windows

1. Once the installation file, mochaplus-4.1.3-xxxx.exe, has been downloaded onto the system, double click the file to begin installation
2. Follow the instructions on screen

## OS X

1. Once the installation file, mochaplus-4.1.3-xxxx.dmg, has been downloaded onto the system double click the application this will open a new window
2. Drag the **mocha Plus 4.1.3** 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 Plus 4.1.3**