
mocha Pro 3.1.0 Release Notes



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Introduction

These release notes accompany **mocha Pro** 3.1.0. Documentation is available inside **mocha Pro** by pressing the F1 key, and online tutorials are available at:

www.imagineersystems.com/videos/

New features in mocha Pro 3.1.0

This is a point release with new features and fixes.

New features include:

- Lens data export to After Effects
- Lens data export to Distortion Maps
- Lens data import and calibration with Distortion Maps
- RED footage file support
- Export of rendered colored mattes and shape data based on layer color (Nuke and mocha Shape)
- Export of tracking data to Assimilate SCRATCH v7
- Export of camera solve data to FXhome HitFilm Ultimate 2
- Improvements to Lens calibration speed and accuracy

New features in mocha Pro 3.0.0

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

New features include:

- New layer tree system
- Ability to customise 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 and FBX Export
- Dope sheet for key manipulation
- Enhanced link tool to join points of separate layers
- Zooming into footage now shows individual pixels

Fixed Issues

Issue:	DE1963 Crash in relinking the project to footage with a smaller number of frames
Platform:	All
Bug Description:	A crash could sometimes occur if a smaller number of frames was used to relink a project
Issue:	DE1960 Incorrect computation of blurred image when exporting rendered shapes with software rendering on Mac
Platform:	OS X
Bug Description:	Sometimes motion blur could hang rendering of mattes when not using hardware rendering
Issue:	DE1926 The duplicated spline is still following the shape of the original spline after deleting the tracking data
Platform:	All
Bug Description:	Duplicating a spline could cause it to still use the tracking data from the original layer, even when it was deleted from the duplicated layer.
Issue:	DE1923 Changing focal distance affects the number of presses of the calibrate button required to solve
Platform:	All
Bug Description:	Setting Focal Distance is now no longer required to get a good lens calibration.
Issue:	DE1922 Modifying K values in 1 or 2 parameter lens calibration truncates the floating point.
Platform:	All
Bug Description:	If you wanted to tweak a camera lens value, editing the number resulted in it displaying only 2-3 decimal places and wouldn't let you enter numbers past that.
Issue:	DE1908 Crash after deleting a layer while AdjustTrack tab is active
Platform:	All
Bug Description:	There was a crash when a layer was deleted while using the AdjustTrack module.
Issue:	DE1900 There is no "_" character in the "Prefix" field in the Export Shapes/ Clip dialogs
Platform:	All

Bug Description:	The default prefix for rendering image sequences did not contain a trailing underscore to separate numbered titles from the frame index
Issue:	DE1898 The last selected kind of footage isn't saved in the Export Rendered Shapes/Clip dialogs
Platform:	All
Bug Description:	Export render dialogs would not remember the last kind of footage used.
Issue:	DE1897 Error in exporting rendered clip/shapes after renaming a layer
Platform:	All
Bug Description:	Sometimes renaming a layer would throw an error when trying to render matte images.
Issue:	DE1883 New projects created after a command line project will retain command-line settings
Platform:	All
Bug Description:	If you load footage into mocha via the command line, any new projects would retain the same command line settings rather than the correct file settings.
Issue:	DE1875 Wrong Film Type Name in New Project dialog box when opening clips from After Effects or from the command line
Platform:	All
Bug Description:	Some files would show the wrong PAR type when coming into mocha via AE or command line loading.
Issue:	DE1872 Wrong frame rate when opening some QuickTime movies
Platform:	All
Bug Description:	Some QuickTime files would import into mocha and show the wrong default frame rate.
Issue:	DE1844 Crash in creating a project based on .srx footage on windows and linux
Platform:	All
Bug Description:	SXR footage would cause mocha to crash.
Issue:	DE1828 The 3d export is cut off by in/out points of current layer
Platform:	All
Bug Description:	A camera solve would only solve up to the in/out points of the most recently selected layer in the selection.
Issue:	DE1822 After using tools under the timeline, the mouse focus does not return to the main viewer
Platform:	All
Bug Description:	Clicking a button in the timeline controls below the viewer would not return focus to the viewer.
Issue:	DE1811 Point parameters keyframes disregarded
Platform:	All
Bug Description:	Adjusting individual X and Y parameters in the dope sheet would not be properly exported in shape data

Issue:	DE1805 Deadlock in exporting rendered shapes with software rendering on Mac
Platform:	OS X
Bug Description:	Sometimes rendering of mattes could hang when not using hardware rendering
Issue:	DE1802 Crash in selecting layer after removing and restoring it in the AdjustTrack page
Platform:	All
Bug Description:	Deleting and restoring a layer in AdjustTrack could cause a crash if you selected the restored layer.
Issue:	DE1799 New project will not open a new file if mocha Pro is launched from AE with an unsupported file format
Platform:	All
Bug Description:	An unsupported format coming from AE would cause mocha to stop opening any new files.
Issue:	DE1798 "Mattes from layers" choice doesn't affect on result of exporting rendered shapes
Platform:	All
Bug Description:	Sometimes "All visible" and "All" would export the same shapes.
Issue:	DE1791 Crash after closing a project that contains duplicate of a layer with AdjustTrack data
Platform:	All
Bug Description:	Duplicating layers with AdjustTrack changes could cause a crash
Issue:	DE1790 Incorrect duplication of a layer that has AdjustTrack keyframes
Platform:	All
Bug Description:	AdjustTrack changes would not duplicate correctly.
Issue:	DE1770 Large frame numbers break Nuke CornerPin export
Platform:	All
Bug Description:	Very high frame numbers could cause corner pin export for Nuke to be incorrect.
Issue:	DE1768 Wrong Bit Depth for 8bit conversion after closing the project with float conversion
Platform:	All
Bug Description:	The bit depth would be set incorrectly if a float-converted project had been previously open.
Issue:	DE1765 Selecting the Lens page causes constant CPU usage
Platform:	All
Bug Description:	The Lens module would cause excessive CPU usage even when not in being interacted with.
Issue:	DE1762 Incorrect export shapes of joined layers to AE and Final Cut
Platform:	All

Bug Description:	Joined layers would not export correctly to AE and Final Cut
Issue:	DE1754 Redundant layers after merging with "Skip" and "Create a new layer group" actions
Platform:	All
Bug Description:	Some extra layers would be created when merging a project
Issue:	DE1746 Rendered clip bit depth depends on bit depth of a clip, that is shown on the canvas
Platform:	All
Bug Description:	Changing what was shown on the canvas would affect the bit depth of renders
Issue:	DE1739 "None" in Link to track dropdown list for a layer that creation was interrupted
Platform:	All
Bug Description:	If you closed a spline any way other than right-clicking or selecting the first point, the spline's track would be set to "None".
Issue:	DE1719 Problems with large Parallax solver with switched zooming on mac OS X
Platform:	OS X
Bug Description:	Some large parallax solves would fail on OS X if there was zooming turned on.
Issue:	DE1715 Cannot use OpenEXR sequence as matte clip
Platform:	All
Bug Description:	OpenEXR files could not be used as matte clips
Issue:	DE1709 If there are several selected layers all equal parameters should be disabled
Platform:	All
Bug Description:	It was possible to edit fields if more than one layer was selected.
Issue:	DE1696 Frame advances 1 forward instead of nudging a spline
Platform:	All
Bug Description:	A focus issue would cause frame advancement instead of nudging
Issue:	DE1690 Bounding box can be too small to recognise translation
Platform:	All
Bug Description:	A very small selection of points could be difficult to manipulate with the transform tool
Issue:	DE1616 Exporting large data sets from Stabilise will hang mocha
Platform:	All
Bug Description:	Program would take a very long time or hang when trying to export stabilization for large amounts of frames
Issue:	DE1599 Wrong dialog names for export data
Platform:	All

Bug Description:	Export dialogs all had the same title
Issue:	DE1560 Wrong group position after grouping selected layers
Platform:	All
Bug Description:	The group should now be created and remains in position where the top-most selected layer was positioned, rather than moving to the top
Issue:	DE1522 Need to reset 3D Motion settings between projects
Platform:	All Platforms
Bug Description:	If you open or start a new project, the Camera Solve tab would keep the parameter settings from the previous project
Issue:	DE1387 Interface response slows down considerably after 3D solve
Platform:	All
Bug Description:	Interface response now remains constant after a 3D solve
Issue:	DE1317 Script injection possible
Platform:	All
Bug Description:	Some layer names could cause the project to stop functioning or loading
Issue:	DE1204 Gmask feathering is reversed if shape is drawn anti-clockwise
Platform:	All
Bug Description:	Drawing a shape anti-clockwise would reverse the feathering when exporting a gmask
Issue:	DE1089 Proxy scales scale up mattes
Platform:	All
Bug Description:	Changing the proxy scaled up the matte size
Issue:	DE1026 Drop down part of the Clip to show in the main window list should be wider
Platform:	All
Bug Description:	Clip names would get truncated in the smaller drop downs
Issue:	DE780 There is an incorrect "Prefix" field in the Export Rendered Shape dialog
Platform:	All
Bug Description:	Prefixes were sometimes not set correctly when choosing a clip to render
Issue:	DE723 Incorrect behaviour in changing Calibration Clip and Input Clip lists on the Lens page
Platform:	All
Bug Description:	Calibration Clip (Input Clip) will now have the imported clip name value (not the name of based clip) and the imported clip is on the canvas

Known Issues

Issue:	DE1947 Error in rendering on the Insert page after changing an insert clip on Mac and Rhels
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Platform:	All Platforms
Bug Description:	Changing an insert can cause a render problem after rendering once.
Workaround:	None
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:	Crash in saving a project after rendering with an insert clip that was imported with inheriting attributes from the base clip.
Workaround:	None
Issue:	DE1936 Incorrect distortion map clips saving in not Full proxy scale mode
Platform:	All Platforms
Bug Description:	Proxy affects the size of Distortion map exports.
Workaround:	None
Issue:	DE1935 Crash in exporting rendered shapes/clip in not full proxy scale if the matte clip is shown
Platform:	All Platforms
Bug Description:	If a matte clip is in the viewer and a proxy is set to half or quarter, mocha can crash on render exports.
Workaround:	None
Issue:	DE1918 Remove page: Crash in clicking Create button after removing all images from the current cleanplate clip
Platform:	All Platforms
Bug Description:	Crash in clicking Create button after removing all images from the current cleanplate clip
Workaround:	None
Issue:	DE1896 Cannot save mattes for a layer that contains invalid characters in its name
Platform:	All Platforms
Bug Description:	"Failed to save image" error when rendering layers that have characters such as: ? " > * etc.
Workaround:	Name layer something without the above characters.
Issue:	DE1865 Incorrect export mocha mask to AE for interlaced projects
Platform:	All Platforms
Bug Description:	mocha mask shapes pasted into AE will be half-height for interlaced projects
Workaround:	Edit the shape file to restore the height to the right value.
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:	DE1836 'toggle active layer' makes render fail
Platform:	All Platforms
Bug Description:	Multiple layer activation toggles can fail a render if you try to render backwards.
Workaround:	Render forwards only when using deactivated layer properties.
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:	DE1819 Cannot delete a clean plate from the Edit list
Platform:	All Platforms
Bug Description:	It is not currently possible to remove a clean plate image from the edit list.
Workaround:	None
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:	DE1794 Remove page: crash in pressing Edit button if "None" is selected in the cleanplate clips dropdown
Platform:	All Platforms
Bug Description:	If "None" is specifically set on the Remove clean plates and then "Edit" is pressed, a crash can occur.
Workaround:	Set the clean plate to an actual clean plate clip.
Issue:	DE1788 Relinking an insert clip causes track destruction
Platform:	All Platforms
Bug Description:	If you have imported an insert and then relink the insert later, it can break the tracking for the layer it was inserted to.
Workaround:	None
Issue:	DE1749 Name of the matte clip isn't changed after renaming the corresponding layer
Platform:	All Platforms
Bug Description:	Matte clip name view is only updated after adding a new spline.
Workaround:	Create a new spline to see the new matte clip name.
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:	DE1738 Nuke roto splines show problems when X-splines in mocha are doubled-up
Platform:	All Platforms
Bug Description:	If X-Spline points are very close together or "doubled-up" on top of each other, they will not convert correctly when exporting to Nuke.
Workaround:	Space or remove very close spline points
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:	DE1711 mocha hangs in removing a stabilize clip
Platform:	All
Bug Description:	If you try to delete a rendered stabilize clip from the clip tab it can hang mocha
Workaround:	None
Issue:	DE1664 Stabilize: Incorrect numbers in fixed frames for projects based on an interlaced footage
Platform:	All
Bug Description:	Fixing a frame for interlaced footage will show a frame number rather than a field number

Workaround:	None
Issue:	DE1663 mocha is unresponsive after the second attempt to export rendered shapes to H264 codec
Platform:	All
Bug Description:	After a render error to H264, 32-bit mocha will not be able to re-render to QuickTime.
Workaround:	Quit and reload mocha or run 64-bit mocha
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:	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:	DE1546 Wrong spline points weights after canceling the preferences on Linux platforms
Platform:	Linux
Bug Description:	If you cancel preferences, the next spline you draw has a spline weight of 0
Workaround:	None
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:	DE1527 Cannot use non-latin symbols in folders names
Platform:	All Platforms
Bug Description:	At present trying to open or export to a folder with non-latin characters (for example, russian) will produce an error.
Workaround:	Use Latin alphanumeric folder names
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 behaviour in AdjustTrack
Platform:	All Platforms
Bug Description:	Sometimes using AdjustTrack on a surface will not adjust the spline as well.
Workaround:	None
Issue:	DE1497 Cannot use non-latin symbols in layers and layer groups names
Platform:	All Platforms
Bug Description:	If you rename a layer to contain non-latin characters such as Chinese or Russian it will replace them with ? characters and will not show the layer
Workaround:	Use latin characters
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:	DE1488 Custom modifier keys don't work if not latin keyboard layout is selected
Platform:	All Platforms

Bug Description:	Custom modifier keys don't work if not latin keyboard layout is selected
Workaround:	Choose a latin keyboard layout
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:	DE1437 OpenGL error in reopening a project on windows in HW rendering
Platform:	Windows
Bug Description:	Error: "OpenGL error 1282 has occurred whilst rendering on line 1660 of file .\Rendering\ISI_Render_OGL.cpp" occurs if you open a project in windows with Hardware rendering turned on.
Workaround:	Turn off hardware rendering
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:	DE609 Relink on footage with smaller resolution causes crash after clicking on AdjustTrack
Platform:	All Platforms
Bug Description:	Relink on footage with smaller resolution causes crash after clicking on AdjustTrack
Workaround:	None.
Issue:	DE610 Cannot replace planar surface if project was opened with smaller resolution
Platform:	win_i386
Bug Description:	If you relink project footage with a smaller resolution you cannot replace planar surface
Workaround:	None.
Issue:	DE633 Canceling "Save Data as" dialog causes canceling "Export Data" dialog too

Platform:	win_i386
Bug Description:	Cancelling "Save Data as" dialog causes canceling "Export Data" dialog too (f.e. Export Tracking Data)
Workaround:	None.
Issue:	DE634 Export Lens Data is empty if user doesn't change Lens parameters
Platform:	win_x86_64
Bug Description:	Export Lens Data is empty if user doesn't change Lens parameters
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:	DE684 Clip and Lens preferences are not applied for a new project
Platform:	All Platforms
Bug Description:	Clip and Lens default preferences are not applied for a new project
Workaround:	None.
Issue:	DE689 Blinking screen in stopping stabilization
Platform:	All Platforms
Bug Description:	Screen stutters on unrendered frames when stabilization has not finished rendering
Workaround:	None.
Issue:	DE725 Tracking on another Input Clip causes crash
Platform:	All Platforms
Bug Description:	Tracking on another Input Clip causes crash
Workaround:	None.
Issue:	DE727 Removing with imported Input Clip causes crash
Platform:	All Platforms

Bug Description:	Removing with imported Input Clip causes crash
Workaround:	None.
Issue:	DE808 There aren't correct rendering results for projects that are based on EXR footage
Platform:	All Platforms
Bug Description:	Rendering with EXR sequences can sometimes cause black frames to render instead of final results
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:	DE1020 The Canvas isn't updated after removing a layer which matte clip is shown in the Canvas
Platform:	All Platforms
Bug Description:	The Canvas isn't updated after removing a layer which matte clip is shown in the Canvas
Workaround:	None.
Issue:	DE1021 Crash in exporting rendered shapes after removing a layer which matte clip is shown in the Canvas
Platform:	All Platforms
Bug Description:	Crash in exporting rendered shapes after removing a layer which matte clip is shown in the Canvas
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:	DE1236 Tracking data is wrong in exporting to "After Effects Corner Pin [Supports Motion Blur]" format for interlaced projects
Platform:	All Platforms
Bug Description:	Tracking data in After Effects looks different to mocha when exporting to "After Effects Corner Pin [Supports Motion Blur]" format for interlaced projects
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 Pro 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
Quantel eQ, iQ, etc.	4.2	X			Requires mocha Track for Quantel plug-in, available free from imagineersystems.com
Assimilate SCRATCH	7.0+	X			
Autodesk Flame	9.5	X	X		Also known to work with newer releases
Autodesk Smoke	7.0	X	X		Also known to work with newer releases
Autodesk Combustion	3.0	X	X		
Apple Final Cut Pro	6.0.5- 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.
Apple Shake	4.1	X	X		
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.
Avid DS	7.6	X			Also known to work with v8.0 and newer
eyeon Fusion†	5.0	X	†		See http://forum.imagineersystems.com/showthread.php?t=192
The Foundry Nuke	6.0+	X	X	6.3v7+	
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.
Autodesk Maya	2012			X	
Maxon Cinema 4D	13.0+			X	
FXhome HitFilm Ultimate	2.0+			X	

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

Installation

Windows

- Once the installation file, mocha Pro - 3.1.0 -xxxx.exe, has been downloaded onto the system, double click the file to begin installation
- Follow the instructions on screen

Mac OS X

1. Once the installation file, mochaPro-3.1.0-xxxx.dmg, has been downloaded onto the system double click the application this will open a new window
2. Drag the **mocha Pro** application bundle to the folder where **mocha Pro** will be installed. The conventional place to install applications is in the ‘Applications’ folder on Macintosh HD.
3. Run **mocha Pro**

Linux

1. Once the installation file, mochaPro-3.1.0-xxxx.i386.rpm, has been downloaded, change into the directory you saved it into. Note that the ‘x’ in the file name is substituted by the current release number.
2. Become root using the command su or login as root
3. Install the package with the command: `rpm -Uvh mochaPro-3.1.0-xxxx.rpm`
4. rpm may prompt you to install additional dependencies, such as compat-glibc or xrandr. If these are required, download and install them using the appropriate method for your distribution, for example ‘yum’ or ‘up2date’.