
mocha® Pro v4.1.2 Release Note

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Introduction

These release notes accompany **mocha Pro 4.1.2**.

Documentation is available inside **mocha Pro 4.1.2** by pressing the F1 key.

New Features Guide

This is a patch update to fix an export problem introduced by mocha 4.1.1.

Fixed Issues

Issue:	DE3662 AE shape exports are incorrect or don't appear if the in point is not the starting frame
Platform:	All Platforms
Bug Description:	Changing the in point of a project no longer causes shape exports to import incorrectly in AE.

Issue:	DE3661 Cannot export multiple shapes to After Effects
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Platform:	All Platforms
Bug Description:	You can now correctly export multiple shapes to After Effects.

Known Issues

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.
Workaround:	Turn off Lock Tangents mode from the Tools menu.

Issue:	DE3610 There is ability to nudge shapes during tracking process
Platform:	All Platforms
Bug Description:	Shape nudging shortcuts are not disabled while tracking.
Workaround:	None

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

Issue:	DE3593 Changing the Results clip format in Preferences does nothing for projects based on .dpx or .tif footage
Platform:	All Platforms
Bug Description:	If you change the default Results clip rendering format in Preferences, mocha still renders to DPX.
Workaround:	None

Issue:	DE3588 Wrong exported tracking data for Fusion format for interlaced projects
Platform:	All Platforms

Bug Description:	Exports to Blackmagic Fusion based on interlaced footage have the wrong height and y scale.
Workaround:	None
Issue:	DE3582 Quick Stabilize button is not working when tracking
Platform:	All Platforms
Bug Description:	The Quick Stabilize button in view controls doesn't stabilize when tracking.
Workaround:	Track then scrub the timeline.
Issue:	DE3570 Edge is shown for open splines that were made from closed splines
Platform:	All Platforms
Bug Description:	If you created an edge for a closed spline, then open it the edge for the close spine still shows.
Workaround:	Reset edge with before opening spline.
Issue:	DE3554 There is ability to step between control points for locked or invisible layers
Platform:	All Platforms
Bug Description:	You can use the "Next control point" controls to cycle through locked or invisible layers.
Workaround:	None
Issue:	DE3549 Cannot move points of a Bezier layer after undoing the creation of a new layer
Platform:	All Platforms
Bug Description:	If you have created a bezier layer then make another shape, undoing the second layer causes the bezier to be unadjustable.
Workaround:	None
Issue:	DE3547 Cache and rendered clips files aren't removed after closing a project
Platform:	All Platforms

Bug Description:	Sometimes caches are not being cleared when closing a project.
Workaround:	Clear the cache manually.
Issue:	DE3541 Redundant parameters are shown In the Dope Sheet after switching project mode from stereo to mono
Platform:	All Platforms
Bug Description:	Redundant keyframes are pasted when copying keys from a stereo project and pasting them to a mono project.
Workaround:	None
Issue:	DE3538 Video gamma for Log colorspace remains from the previous project
Platform:	All Platforms
Bug Description:	Video gamma does not reset for log color space when starting a new project.
Workaround:	Restart mocha before beginning a new project.
Issue:	DE3537 Inconsistent layer mode after undo moving points of several layers
Platform:	All Platforms
Bug Description:	Multiple changes to different layers then undoing them can cause problems with some layers.
Workaround:	None
Issue:	DE3535 Relinked clip images are shown instead of images from the original clip if the project was closed with "Retain cached renders" on
Platform:	All Platforms
Bug Description:	Sometimes relinked clip images are shown instead of images from the original clip if the project was closed with "Retain cached renders" on.
Workaround:	None
Issue:	DE3527 Tangents of slave neighboring points are changed when moving a master point

Platform:	All Platforms
Bug Description:	Lock Tangents doesn't work correctly if moving the point by attaching it to a master point on another layer.
Workaround:	None
Issue:	DE3526 Inconsistent mode for Bezier tangents after undo/redo their changes
Platform:	All Platforms
Bug Description:	Bezier tangent handles can sometimes follow the cursor after undoing Bezier layer adjustments.
Workaround:	None
Issue:	DE3506 Low accuracy warning shows after Save dialog when exporting camera solve data
Platform:	All Platforms
Bug Description:	A low accuracy warning can show after the Save dialog when exporting camera solve data.
Workaround:	None
Issue:	DE3505 Wrong spline IDs after merging projects
Platform:	All Platforms
Bug Description:	Spline control point IDs are not unique when merging.
Workaround:	None
Issue:	DE3503 Error when clicking on the "-" edge width button for open splines
Platform:	All Platforms
Bug Description:	An error shows when trying to adjust the negative edge width of an open spline.
Workaround:	None
Issue:	DE3502 Quality of the stereo solver depends on the current view
Platform:	All Platforms
Bug Description:	You can get different stereo camera solve results depending on what view you are in.

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Workaround: None

Issue: DE3498 Edge width minus doesn't compensate edge width plus for complicated layers

Platform: All Platforms

Bug Description: Edge curve doesn't match the spline curve and error is shown when adding large edge widths then reducing them again on complicated shapes

Workaround: None

Issue: DE3495 Canvas shows garbage when opening a project created by earlier mocha versions based on currently unsupported footage

Platform: Mac OS and Windows: all

Bug Description: Some projects created with codecs that were supported in earlier versions of mocha are now loading with artifacts and black frames.

Workaround: Convert the footage to a different format.

Issue: DE3494 mocha cannot load some video files that could be loaded by earlier versions.

Platform: Mac OS and Windows: all

Bug Description: Some codecs that were supported in earlier versions of mocha are now showing as unsupported.

Workaround: Convert the footage to a different format.

Issue: DE3490 Wrong clip location path is shown on the Clip page if the original clip was relinked

Platform: All Platforms

Bug Description: The original path of the clip is shown in the Clip page after relinking to a new path.

Workaround: None

Issue: DE3487 Crash when showing a frame that is out of clip range if mocha is launched from the command line with arguments

Platform: All Platforms

Bug Description:	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.
Workaround:	None.
Issue:	DE3485 Cannot move a layer point that was selected before switching to the Lens or Clip pages
Platform:	All Platforms
Bug Description:	If you select a point and switch to the Lens or Clip tab, switching back to Track will make the point immovable.
Workaround:	Select another point and reselect the original point.
Issue:	DE3480 Endless error message when moving a layer point in unavailable clip
Platform:	All Platforms
Bug Description:	"Failed to open file" error is repeatedly shown when attempting to move layer points in a project with a missing clip.
Workaround:	Relink the clip before modifying layers.
Issue:	DE3475 Extra step in undo/redo history after using Set and +/- edge width actions
Platform:	All Platforms
Bug Description:	An additional undo step is created when performing edge width operations.
Workaround:	None
Issue:	DE3471 Video gamma resets when switching colorspace
Platform:	All Platforms
Bug Description:	If you switch between log and linear, Video Gamma resets back to 1.
Workaround:	None
Issue:	DE3470 Cannot create a new clean plate clip by clicking "Create" button after changing clips in the corresponding dropdown

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Platform: All Platforms
Bug Description: Attempting to create a new clean plate while another clip or "None" is selected in the dropdown an error will occur.
Workaround: None

Issue: DE3469 Wrong state of "Use Cleanplates Exclusively" checkbox for some clean plate clips
Platform: All Platforms
Bug Description: "Use Cleanplates Exclusively" will not become enabled when selecting particular clips in the clean plate dropdown and will not disable when choosing "None".
Workaround: None

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

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

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

Issue:	DE3457 GUI isn't updated correctly for a layer that was created with Python
Platform:	All Platforms
Bug Description:	Creating or modifying a layer in Python while in the mocha GUI will not immediately update the view or layer controls.
Workaround:	Perform another action such as layer selection in the GUI or switch out and back to the application.
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Issue:	DE3443 Undo doesn't work correctly for successively changed reference points in the AdjustTrack page
Platform:	All Platforms
Bug Description:	Moving reference points in AdjustTrack will not undo correctly.
Workaround:	None
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Issue:	DE3442 Extra undo/redo operation is required for changing a master reference point position in the AdjustTrack page
Platform:	All Platforms
Bug Description:	You have to undo or redo twice when changing the Master in AdjustTrack.
Workaround:	None
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Issue:	DE3440 Multi-part EXR files containing channel-based multi-view images do not load correctly
Platform:	All Platforms
Bug Description:	If the individual parts of a multi-part EXR file have their own channel-based multi-view images, they do not load correctly into the stream lists.
Workaround:	None
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Issue:	DE3438 No ability to enter more than 5 digits in the Frame Offset field in the Create New Project dialog
Platform:	All Platforms
Bug Description:	Frame offset is limited to 5 digits in the New Project dialog.
Workaround:	Adjust the frame offset in Project Settings after creating the project.

Issue:	DE3437 There is no undo operation for changing corners mode for all layer handles after clicking right mouse button on some handle
Platform:	All Platforms
Bug Description:	Switching to corner mode for all layer handles using right click cannot be undone.
Workaround:	None
Issue:	DE3436 Sometimes "Apply keyframe changes to all views" doesn't work when Überkey mode is selected
Platform:	All Platforms
Bug Description:	In stereo shots, "Apply keyframe changes to all views" can sometimes not work across views with Überkey.
Workaround:	None
Issue:	DE3435 Inconsistent behavior when removing AdjustTrack keyframe for a master frame
Platform:	All Platforms
Bug Description:	Some keyframes can be restored when trying to remove other AdjustTrack keyframes
Workaround:	None
Issue:	DE3434 Redundant AdjustTrack keyframe is created after attempt to delete keyframe for the master frame
Platform:	All Platforms
Bug Description:	A redundant AdjustTrack keyframe is created in the dopesheet after an attempt to delete the master frame
Workaround:	None
Issue:	DE3429 Timeline changes to spline keys when using timeline controls to adjust or review parameter keys
Platform:	All Platforms
Bug Description:	If you create any parameter keys you cannot review them with the timeline controls without jumping back to spline keys.
Workaround:	None

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Issue: DE3428 Exported rendered clips to .exr or .sxr formats have wrong height if the project is interlaced

Platform: All Platforms

Bug Description: If you use EXR to render out an interlaced project, the render will have the wrong height dimension.

Workaround: None

Issue: DE3427 Layer in/out point fields are too narrow when working with timecodes

Platform: All Platforms

Bug Description: Layer in/out point fields are too narrow when working with timecodes so they become hard to see.

Workaround: Stretch the left panel out further.

Issue: DE3426 Tangent parameters are keyframed when creating a bezier layer in Überkey mode

Platform: All Platforms

Bug Description: If you create Bezier layers with Überkey on, it will create keyframes only for the tangents.

Workaround: Create a layer with Autokey.

Issue: DE3417 "Stabilizer failed to smooth motion parameters" error on the Stabilize page if an open spline is selected and there is some lens distortion

Platform: All Platforms

Bug Description: Attempting to stabilize with an open spline layer will throw an error.

Workaround: Use a close spline layer.

Issue: DE3415 OK button doesn't become enabled after selecting the required file for QuickTime export in Export Rendered Data dialogs

Platform: All Platforms

Bug Description: If you select outside of the QuickTime movie field in Export Rendered Shape/Clip dialogs, OK will become disabled after choosing the file.

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Workaround: Select another field elsewhere in the dialog.

Issue: DE3409 Crash in opening or creating a stereo project if mocha launched via Remote Desktop

Platform: All Platforms

Bug Description: If you try to create a stereo project in mocha over remote desktop, mocha will crash.

Workaround: None

Issue: DE3408 Incorrect Bezier handles at spline ends when exporting X-Splines to After Effects

Platform: All Platforms

Bug Description: Smoothed X-Splines may export with incorrect Bezier handles when exported to After Effects.

Workaround: None

Issue: DE3407 Project out point doesn't change correctly after changing project length in the Project Settings dialog

Platform: All Platforms

Bug Description: Changing the project length will not move the outpoint correctly.

Workaround: Reset or adjust out point manually.

Issue: DE3401 Prefix field in the Export Rendered Shapes dialog doesn't change according to a selected layer

Platform: All Platforms

Bug Description: The prefix for export rendered shapes chooses the top layer rather than the selected layer.

Workaround: Change the prefix manually.

Issue: DE3400 "mocha Pro: No such file or directory" error when launching mocha from Terminal on Linux

Platform: Linux

Bug Description: "mocha Pro: No such file or directory" error when launching mocha from Terminal on Linux

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Workaround: None

Issue: DE3391 Interpolation of stereo offset between hero and non-hero views doesn't work for layers when changing depth

Platform: All Platforms

Bug Description: Interpolation of stereo offset between hero and non-hero views doesn't work for layers when changing depth

Workaround: None

Issue: DE3389 Clip has 1*1 dimensions after relinking when opening a mocha project created via python script if it has wrong clip path

Platform: All Platforms

Bug Description: If you create a project with a nonexistent clip and try to relink inside mocha, the clip dimensions will be 1*1.

Workaround: Create a project with the correct clip path in Python.

Issue: DE3388 Wrong Output Directory in the project that was created via Python with "UTF-8" encoding on Windows

Platform: All Windows Platforms

Bug Description: Setting an output directory with Python using UTF-8 encoding can show the wrong directory in mocha.

Workaround: None

Issue: DE3382 Activation can sometimes be unable to write license to disk

Platform: All Platforms

Bug Description: On some systems mocha is unable to write the license to disk when activating.

Workaround: Allow write permissions on the mocha license directory before activation.

Issue: DE3375 Autosave still works after switching off the corresponding checkbox in the Preferences

Platform: All Platforms

Bug Description:	Autosave works regardless when you turn it off in Preferences
Workaround:	None
Issue:	DE3370 Clip parameters don't change after relinking a stream of a stereo clips
Platform:	All Platforms
Bug Description:	Relinking stereo streams of different bit depths will not update the actual bit depth in the clip.
Workaround:	None
Issue:	DE3364 Sometimes there is crash when exporting distortion maps
Platform:	All Platforms
Bug Description:	In rare cases the Lens module will crash mocha when trying to render the distortion map.
Workaround:	None
Issue:	DE3360 Selected Absolute Path isn't saved after switching to Relative Path and back in Preferences
Platform:	All Platforms
Bug Description:	Switching between Relative and Absolute paths doesn't save the Absolute path.
Workaround:	None
Issue:	DE3341 Undo for adding keyframes by moving a point handle doesn't remove keyframe from the timeline and the Dope Sheet
Platform:	All Platforms
Bug Description:	When you undo a handle movement, the keyframe does not disappear from the dopesheet.
Workaround:	None
Issue:	DE3337 Points jump to the current mouse position after changing activeness state or point mode on Mac
Platform:	OS X

Bug Description:	Once you have changed the active state, the point will jump to where the mouse pointer is.
Workaround:	None
Issue:	DE3335 Redundant keyframe is created when switching on the right view after tracking in both views if point mode was changed for a layer point
Platform:	OS X
Bug Description:	Redundant keyframe is created when switching on the right view after tracking in both views if point mode was changed for a layer point.
Workaround:	None
Issue:	DE3330 Unix-style Absolute Output directory path results in a wrong folder being created on Windows
Platform:	Windows
Bug Description:	If you open an OS X project on Windows, accepting the saved absolute folder output directory will create the wrong folder.
Workaround:	Change the Absolute path before accepting the dialog.
Issue:	DE3321 Changes of colorspace parameters aren't implemented for projects based on .dpx till conversion to float
Platform:	All Platforms
Bug Description:	Unless you turn on "Convert to Float", you cannot used the colorspace parameters to alter the viewer image for DPX.
Workaround:	Turn on "Convert to Float" first.
Issue:	DE3319 Interlaced parameters are enabled for non-interlaced projects
Platform:	All Platforms
Bug Description:	Interlaced parameters are turned on in progressive projects.
Workaround:	None. They have no effect on the project.
Issue:	DE3315 Cannot create a project based on image sequence with very large frame numbers

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Platform: All Platforms
Bug Description: You cannot create a project based on image sequence with very large frame numbers
Workaround: Reduce the frame number index of the sequence.

Issue: DE3309 "Frame not rendered" error if the right clip is shorter than the base clip for projects created via Python
Platform: All Platforms
Bug Description: If you set a right clip to a smaller frame range than the left in Python, an error occurs rather than repeating the frame.
Workaround: None

Issue: DE3299 A layer point cannot be moved with cmd/ctrl + shift if the point wasn't selected before
Platform: All Platforms
Bug Description: If you try to move a point while holding cmd/ctrl+shift and it wasn't already selected, it won't move.
Workaround: None

Issue: DE3292 Sometimes changing stereo offset parameters causes changing another parameters
Platform: All Platforms
Bug Description: Altering some Stereo Offset shear and perspective parameters may affect other fields in the tab.
Workaround: None

Issue: DE3290 Canvas pixels are incorrectly detected after relinking the original clip to a clip with different dimensions
Platform: All Platforms
Bug Description: If you relink a clip to a new clip with different dimensions, drawing a spline will be offset incorrectly.
Workaround: Zoom the Canvas to reset the viewer.

Issue: DE3268 Stereo Offset controls have different widths when changing mocha main window size

Platform:	All Platforms
Bug Description:	If you change the window size, the Stereo Offset tab fields do not resize uniformly.
Workaround:	None
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Issue:	DE3245 Sometimes there is no ability to use Relative path on Unix platforms
Platform:	All Unix
Bug Description:	If you open a project that needs to change the output directory, you cannot select Relative in some cases.
Workaround:	None
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Issue:	DE3146 A layer will not track if tracking starts on non-hero view and "Track from other views" is switched on
Platform:	All Platforms
Bug Description:	If you track from the non-hero view while "Track from other views" is switched on, the layer will not track
Workaround:	None
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Issue:	DE3206 Symbol # is shown in shortcuts instead of Esc on OS X
Platform:	OS X
Bug Description:	When you enter "Esc" into the Keyboard shortcuts, it appears as a symbol instead of "Esc"
Workaround:	None
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Issue:	DE3111 Clip parameters don't change after relinking a clip
Platform:	All Platforms
Bug Description:	Clip parameters will remain the same after relinking a different clip
Workaround:	None
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Issue:	DE3062 Layers created by Bezier tool jump to the first layer position after changing activeness state of layer points on Mac
Platform:	OS X

Bug Description:	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.
Workaround:	None
Issue:	DE3024 Stereo Offset parameters cannot be changed on the frame the layer was created on after changing hero view
Platform:	All Platforms
Bug Description:	If you change the hero view of a layer and try to change its stereo offset parameters nothing happens.
Workaround:	None
Issue:	DE3017 Some MOV clips load without the last frame
Platform:	OS X and Windows: all
Bug Description:	If you load some QuickTime files they will import missing the last frame
Workaround:	Convert the QuickTime to an image sequence and import that instead.
Issue:	DE2971 Wrong zoom windows after relinking footage streams to another dimension
Platform:	All Platforms
Bug Description:	Image dimensions inside the zoom windows change if you relink a different sized piece of footage.
Workaround:	None
Issue:	DE2957 Extra points are moved on the right view in moving some point if "Apply keyframes changes to all views" is switched on
Platform:	All Platforms
Bug Description:	Extra points are moved on the right view in moving some point if "Apply keyframes changes to all views" is switched on
Workaround:	None
Issue:	DE2911 Wrong layers selection after changing matte or spline colors on Mac

Platform:	OS X
Bug Description:	If you select the color options on a layer after creating several layers, sometimes more than one layer is selected afterwards.
Workaround:	None
Issue:	DE2896 The last selected kind of footage isn't saved in the Export Rendered Shapes/Clip dialogs in mocha
Platform:	OS X and Windows: all
Bug Description:	The last selected kind of footage isn't saved in the Export Rendered Shapes/Clip dialogs
Workaround:	None
Issue:	DE2895 Option checkboxes aren't saved in Export Rendered Shapes/Clip dialogs in mocha
Platform:	All Platforms
Bug Description:	Option checkboxes aren't saved in Export Rendered Shapes/Clip dialogs in mocha
Workaround:	None
Issue:	DE2894 Some settings are saved between Export Rendered Clip and Export Rendered Shapes dialogs in mocha
Platform:	All Platforms
Bug Description:	Some settings are saved between Export Rendered Clip and Export Rendered Shapes dialogs in mocha
Workaround:	None
Issue:	DE2893 Render Mattes settings are not saved in the Export Rendered Shapes dialog in mocha
Platform:	All Platforms
Bug Description:	Render Mattes settings are not saved in the Export Rendered Shapes dialog in mocha
Workaround:	None
Issue:	DE2871 "Undo render" for inserting doesn't work in mocha
Platform:	All Platforms

Bug Description:	Undoing rendering in the Insert module is currently not working.
Workaround:	Delete the rendered clips from the clip tab
Issue:	DE2857 Crash in trying to change extension for rendered clips with Alpha channel to .jpg format in output Setting dialog
Platform:	All Platforms
Bug Description:	If you try to change the extension of a clip with alpha channel to jpg format in the Output settings, mocha will crash
Workaround:	None
Issue:	DE2856 Mocha freezes upon changing extension to ".png" format in Output Setting of a rendered clip on Windows
Platform:	All Windows Platforms
Bug Description:	If you try to change the extension of a clip png format in the Output settings, mocha will freeze
Workaround:	None
Issue:	DE2745 Stabilize export destroys footage view on large perspective warp
Platform:	All Platforms
Bug Description:	A very large warp in perspective can cause footage to become too large or too warped when exporting the Stabilized data to corner pin.
Workaround:	None
Issue:	DE2636 Mac Mavericks with external monitor hangs in resizing mocha main window
Platform:	OS X
Bug Description:	Sometimes moving the main window to a secondary monitor will hang the system
Workaround:	None
Issue:	DE2577 Cannot nudge reference points by buttons after moving them by mouse on the right-view
Platform:	All Platforms

Bug Description:	Cannot nudge reference points by buttons after moving them by mouse on the right-view
Workaround:	None
Issue:	DE2559 There are no right-view keyframes when changing AdjustTrack parameters
Platform:	All Platforms
Bug Description:	You cannot see right-view keyframes when changing AdjustTrack parameters
Workaround:	None
Issue:	DE2479 Distortion maps rendered to EXR show different results to TIF or DPX
Platform:	All Platforms
Bug Description:	EXRs do not render correctly for Distortion maps
Workaround:	Use TIF or DPX instead
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:	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:	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:	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:	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:	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:	DE2215 After undo changes to some parameters the corresponding dopesheet keyframes aren't removed
Platform:	All Platforms
Bug Description:	Some changes in the Lens and Insert modules were not removing keys in the dopesheet after undo.
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 with 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:	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 filename field will be empty when you go to save shape data.
Workaround:	Rename the folder or layer, or just type a new name.
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:	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:	r 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:	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:	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:	Since frame range is define by the in and out points from AE, setting the frame range can cause problems when loading the project
Workaround:	Don't change the frame range when loading footage to mocha from AE
Issue:	DE1836 <i>toggle active layer</i> makes render fail
Platform:	All Platforms
Bug Description:	You can only render from the last set "active" toggle keyframe in the timeline.
Workaround:	Make all frames active
Issue:	DE1797 Creating a clean plate with a file that has a number on the end will append the number directly
Platform:	All Platforms
Bug Description:	Creating a clean plate with a file that has a number on the end does not separate the number of the clean plate frame from the number in the file.
Workaround:	Rename footage so it does not contain numbers other than sequence numbers.
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:	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:	DE1663 mocha is unresponsive after the second attempt to export rendered shapes to H.264 codec
Platform:	OS X and Windows: all
Bug Description:	Sometimes rendering to H.264 the second time will do nothing and mocha will become unresponsive
Workaround:	None

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:	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:	r 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:	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:	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:	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:	DE653 Using Ctrl+Z to undo values on the Parameters tab doesn't work
Platform:	OS X and Windows: 32-bit
Bug Description:	
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:	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
- 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.
- **Linux:** Red Hat Enterprise Linux 5, CentOS 5, or a compatible Linux distribution on x86_64.

Compatible Third-Party Software

mocha Pro 4.1.2 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
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.
Adobe Premiere Pro	CC 2014+		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		

Application	Version	Track	Shape	Camera	Comments
Apple Motion	3.0.2+	X			Shape export can be done via Final Cut
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		
Autodesk Maya	2012			X	
Avid DS	7.6	X			Also known to work with v8.0 and newer
Boris FX BCC plugins		X			Tracking export requires Boris BCC plugin that supports importing of tracking data.
Blackmagic Fusion	5.0X	X			
FXhome HitFilm	2.0+		X	X	Shape export is available for HitFilm 3 Pro only.

Application	Version	Track	Shape	Camera	Comments
Maxon Cinema 4D	13.0+			X	
Quantel eQ, iQ, etc.	4.2	X			Requires mocha Track for Quantel plug-in, available free from imagineersystems.com
The Foundry Nuke	6.0+	X	X	6.3v7+	

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

Installation

Windows

1. Once the installation file, mochapro-4.1.2-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, mochapro-4.1.2-xxxx.dmg, has been downloaded onto the system double click the application this will open a new window
2. Drag the **mocha Pro 4.1.2** 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 Pro 4.1.2**

Linux

1. Once the installation file, mochapro-4.1.2-xxxx.i386.rpm, has been downloaded, change into the directory you saved it into. Note that the 'x' in the file name is substituted by the current release number.

2. Become root using the command `su` or login as root
3. Install the package with the command: **`rpm -Uvh mochaPro-4.1.2-xxxx.rpm`**
4. rpm may prompt you to install additional dependencies, such as `compat-glibc` or `xrandr`. If these are required, download and install them using the appropriate method for your distribution, for example 'yum' or 'up2date'.