



Roto Station

Motor V1.5.4 Release Notes

Contents

Introduction	2
Fixed Issues	2
Known Issues	2
Hardware Requirements	3
Recommended Hardware	3
Minimal Requirements	3
Software Requirements	3
Operating System	3
Compatible Third-Party Software	3
Installation	4
Windows	4
Mac OS X	4
Linux	4

Introduction

These release notes accompany **motor** V1.5.4. This is a maintenance release that fixes several bugs.

Documentation is available inside **motor** by pressing the F1 key, and online tutorials are available at:

<http://www.imagineersystems.com/support/motor/tutorials/>

Fixed Issues

Issue:	DE203: Incorrect file extension was added in Save Project As dialogue.
Platform:	Mac OS X
Description:	When saving a project file, the file extension for the wrong product was sometimes added in the Save Project As dialog. For example “.mocha” rather than “.motor”.
Issue:	DE205: Incorrect licensing error messages were displayed.
Platform:	All
Description:	When working with floating licences, sometimes a message stating that your version of motor did not support HD footage was displayed.
Issue:	DE206: QuickTime file frame rate was not used.
Platform:	Windows
Description:	When loading a QuickTime movie, the frame rate would always change to 10fps, rather than taking the correct rate from the file.
Issue:	DE208: Lock-up when all floating licence seats were in use.
Platform:	All
Description:	When all the seats available on a floating licence were used up, the software would hang, queuing for a licence. This behaviour was non-obvious and has been replaced by a dialogue saying that all seats are in use.
Issue:	DE178: Disabled points were not supported in Combustion gmask export
Platform:	All
Description:	If a shape containing disabled points was exported to Combustion, the result could cause a crash or incorrect rendering in Combustion. Disabled points are now handled correctly, and map to disabled Bezier points in Combustion.
Issue:	DE211: QuickTime HDV frame cropping and 4k frames load as garbage
Platform:	Mac OS X
Description:	The previous Snow Leopard QuickTime fix broke handling of HDV movies, and other footage that contained an embedded non-square PAR. It also caused certain 4k movies to load as garbage frames.
Issue:	DE215: Interlaced shape data did not line up in Final Cut
Platform:	All
Description:	Shapes exported in the mocha shape for Final Cut format from an interlaced project did not line up correctly when imported into Final Cut.
Issue:	DE216: Aspect ratios for certain types of footage were incorrect in Final Cut
Platform:	All
Description:	Some footage resolution/PAR combinations produced an incorrect value in the Final Cut XML file. This resulted in shape data for these formats not lining up with the original footage.

Known Issues

Issue:	Errors working with accented or non-Latin characters
Platform:	Windows
Bug Description:	The user is unable to open files or projects containing non-Latin characters, e.g. Japanese, or accented Latin characters.

Workaround	Rename files and folders using only Latin (English) characters.
Issue:	After Effects CS4-compatible pixel aspect ratios are not chosen by default
Platform:	All
Bug Description:	CS4 introduces new pixel aspect ratios for common video formats. Compatible ratios are available in motor , but are not selected by default.
Workaround	Check the settings in Clip Film to ensure you are using a pixel aspect ratio that matches your After Effects composition.
Issue:	Self-intersecting shapes cause edge distortion
Platform:	All
Bug Description:	Shapes which self-intersect (that is when the curve of one segment overlaps with another) exhibit a variety of artefacts around the edge.
Workaround	Ensure your shapes do not self-intersect.
Issue:	DE182: Shapes with deactivated points cannot be exported
Platform:	All
Bug Description:	Shapes with deactivated points cannot be exported as a vector format, except to Combusion gmask, and must be rendered inside motor . The software may crash or produce an invalid spline.
Workaround	Render mattes in motor or do not use deactivated points

Hardware Requirements

Recommended Hardware

Processor: Intel Core 2 Duo or equivalent
 Memory: 2 GB +
 Disk: High-speed disk array
 Graphics Card: NVIDIA Quadro FX 1500 or equivalent
 Monitor: 1920x1200

Minimal Requirements

Processor: At least 1-GHz Pentium IV or PowerPC G4
 Disk: At least 1 GB
 Memory: At least 1 GB
 Graphics card: Must support OpenGL
 Monitor: Minimum resolution 1200x800 pixels

Working with high-resolution footage such as 2K or HD is very demanding on system resources, a system with at least 2 GB of system memory and 256 MB of texture memory should be used.

Software Requirements

Operating System

Mac: Mac OS X 10.4.11 or higher, 10.5.0 or higher, 10.6.0 or higher, on Intel or PowerPC.
Windows: Windows XP Professional SP2 or higher, Windows Vista Business or Ultimate, 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

motor can export tracking and shape data to a selection of third-party visual effects software. These are the versions we have tested:

Application	Version	Comments
Autodesk Flame	9.5	Also known to work with newer releases
Autodesk Smoke	7.0	Also known to work with newer releases

Autodesk Combustion	3.0	
Apple Final Cut Pro	6.0.5	Requires mocha shape for Final Cut plug-in.
Apple Final Cut Express	4.0.1	Requires mocha shape for Final Cut plug-in.
Apple Shake	4.1	
Adobe After Effects	CS3	Requires mocha shape for After Effects plug-in.
eyeon Fusion†	5.0	See http://forum.imagineersystems.com/showthread.php?t=192
The Foundry Nuke†	5.0	See http://www.fxshare.com/nuke/downloads/tcl_scripts/5148.html

† These importers are with sincere thanks to the community, in particular Michael Morehouse. Community-supplied importers are known to work but are not supported by Imagineer.

Installation

Windows

1. Once the installation file, MotorV1.5.4-xxxx.x86.msi, has been downloaded onto the system, double click the file to begin installation.
2. Follow the instructions on screen.
3. If you expect to be using the Quantel framestore access feature, be sure to select "Quantel Integration" in the installer.

Mac OS X

1. If you are upgrading from a previous version of **motor**, you need to save your license. Either check that you still have the e-mail from Imagineer containing your licence, or run your previous version of **motor**, go to Help | View License and copy and paste the text from the window into a file using TextEdit.
2. Once the installation file, MotorV1.5.4-xxxx.dmg has been downloaded onto the system double click the application this will open a new window
3. Drag the **motor** application bundle to the folder where **motor** will be installed. The conventional place to install applications is in the 'Applications' folder on Macintosh HD.
4. Run **motor** and re-enter your license in the Help | View License window.

Linux

1. Once the installation file, motor-1.5.4-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 motor-1.5.4-xxxx.i386.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'.

~END OF DOCUMENT~