



mocha AE CS6 Release Notes

Contents

| | |
|------------------------------------|---|
| Introduction | 2 |
| New Features in mocha AE CS6 | 2 |
| Fixed Issues | 2 |
| Known Issues | 3 |
| Hardware Requirements | 4 |
| Recommended Hardware | 4 |
| Minimal Requirements | 4 |
| Software Requirements | 5 |
| Operating System | 5 |

Introduction

These release notes accompany **mocha AE CS6**. Documentation is available inside **mocha AE** by pressing the F1 key, and online tutorials are available at:

<http://www.imagineersystems.com/videos/>

New Features in mocha AE CS6

This release includes several improvements:

- Launch **mocha AE** directly from After Effects by selecting footage from your project or a comp layer and selecting the "Track in mocha AE" option in the Animation menu. Attributes including frame rate, pixel aspect ratio, interlacing/pulldown and in/out points are automatically set in the mocha project.
- Tracking on Windows Speed Improvements: multiprocessing optimization on Windows operating systems result in faster tracking speeds.
- Project Save and Load Speed Improvements.
- OpenEXR files are now supported
- Improvements in the rendered quality of the corner-pin with motion blur export format
- General stability & bug fixes

Fixed Issues

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| Issue: | DE1428: Play head scrubbing causes a crash. |
| Platform: | All platforms |
| Bug Description: | Fixed a crash when rapidly scrubbing the play head on certain computers. |
| Issue: | DE1318: New project will not open a new file if program has launched with an unsupported file format |
| Platform: | All |
| Bug Description: | If you imported a piece of footage into AE that is not supported by mocha, when you launched mocha with the footage it would show an error. This error repeated itself if you hit "New Project". |
| Issue: | DE1238: Adjust Track data is wrong in exporting to "After Effect Corner Pin [Supports Motion Blur]" format for interlaced projects |
| Platform: | All |
| Bug Description: | Corner pin data with motion blur would be offset incorrectly for interlaced footage in After Effects |
| Issue: | DE1237: Inverted tracking data is wrong in exporting to "After Effect Corner Pin [Corner pin only, supports RG Warp and mochaImport]" format for interlaced projects |
| Platform: | All |
| Bug Description: | Corner pin data would be offset incorrectly for interlaced footage in After Effects |
| Issue: | DE1236: Tracking data is wrong in exporting to "After Effect Corner Pin [Supports Motion Blur]" format for interlaced projects |
| Platform: | All |
| Bug Description: | Corner pin data with motion blur would be offset incorrectly for interlaced footage in After Effects |
| Issue: | DE1427: mocha AE CS6 should store its preferences in a different location to other versions of mocha AE |
| Platform: | All |
| Bug Description: | To avoid conflict in the preferences/registry between mocha AE CS6 and mocha AE versions available directly from Imagineer Systems, mocha AE CS6 now has its own unique identifier. |
| Issue: | DE1381: Font size issue for headers in the Parameters section on mac |

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| Platform: | OSX |
| Bug Description: | Fonts sizes were incorrect |
| Issue: | DE1378: Crash in removing all keyframes after changing properties of a layer |
| Platform: | All |
| Bug Description: | Crash in removing all keyframes after changing properties of a layer |
| Issue: | DE1095: Splash screen does not hide when Welcome screen displayed |
| Platform: | All |
| Bug Description: | The splash screen (not the welcome screen) did not auto-hide and continued to be visible until the welcome screen was dismissed/clicked. |
| Issue: | DE806: Illegal Clip ID error when saving a project |
| Platform: | All |
| Bug Description: | Undoing spline creation or importing a matte clip would cause an Illegal Clip ID error when saving the project. |
| Issue: | DE764: Projects with many AdjustTrack keyframes did not load correctly |
| Platform: | All |
| Bug Description: | In a project with many closely spaced AdjustTrack keyframes, if the project was saved then reloaded, the tracking result was incorrect. Note that this was a problem affecting loading, so previously broken projects will work correctly when loaded into the new version. |
| Issue: | DE743: Crash when using Log or Panalog with QuickTime footage |
| Platform: | All |
| Bug Description: | If Log or Panalog was selected when creating a new project using QuickTime, AVI or other movie file footage, a crash would occur. |
| Issue: | DE624: Relinking to a different size footage caused a crash |
| Platform: | All |
| Bug Description: | If a project was opened and the original footage was no longer present, and the user chose to relink to a different-sized clip, a crash would occur. |
| Issue: | DE762: Tearing on playback |
| Platform: | All |
| Bug Description: | On some computers, tearing could be seen during playback or when panning and zooming the image. |
| Issue: | DE637: Window Jumps on Preference changes |
| Platform: | Windows |
| Bug Description: | Clicking OK in the preferences would cause the application window to jump |
| Issue: | DE752: Aborting the creation of an interlaced project, then creating it cause the image size to be incorrect. |
| Platform: | All |
| Bug Description: | When the user is created a project, using interlaced footage, and the project file already exists, if they cancelled creation, then subsequently created the project without closing the new project dialogue, the base clip setup would be wrong. |
| Issue: | DE745: Changing Aspect Ratio in the Clip->Settings tab for interlaced footage causes multiplying this value by two. |
| Platform: | All |
| Bug Description: | Changing Aspect Ratio in the Clip->Settings tab for interlaced footage now works correctly. |
| Issue: | DE621: Space distribution in the left Dock Area |
| Platform: | All |
| Bug Description: | The Layer panel in the left dock area now takes up any spare space rather than being evenly distributed across the dock and becoming too small. |

Known Issues

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| Issue: | DE412: Delete keyframe button does not always work |
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| Platform: | All |
| Description: | While in adjust track mode, "Delete Keyframe At Current Position" button, is sometimes greyed out when curser is on a keyframe. |
| Workaround | Click back and forth again with the "Go to Next or Previous Keyframe" and the "Delete Keyframe At Current Position" button will become enabled. |
| Issue: | DE406: mocha AE prompts to save even when no change has been made. |
| Platform: | All |
| Description: | mocha AE always asks to save the project when closing. |
| Workaround | None. Just cancel or resave. |
| Issue: | DE403: Resizing parameters panel to minimum size in clip tab causes some fields to stay shrunk. |
| Platform: | All |
| Description: | Resizing parameters panel to minimum size (particularly the Clip tab) makes input boxes and text labels difficult to read. |
| Workaround | Reset the current layout in the View menu |
| Issue: | DE420: Floating palettes can't be docked to right side if application window is shrunk small. |
| Platform: | All |
| Description: | Palettes that are made floating may not dock back to sections of the window edges if the app window is shrunken down. |
| Workaround | Make the window size larger |
| Issue: | DE478: Opening a long clip in mocha squashes the timeline frame sections together in chunks |
| Platform: | All |
| Description: | On first boot, a long clip opened in mocha will show the timeline ticks as very close together. Subsequent project openings seem to stop the problem from happening. |
| Workaround | None. Subsequent project openings seem to stop the issue from happening. |
| Issue: | DE563: In/out points disappear if using the set in/out point buttons with timecodes. |
| Platform: | All |
| Description: | When using a piece of footage with timecodes showing (rather than frames), setting the In or Out points of the frame range using the buttons will make the range brackets disappear. |
| Workaround | Drag the in/out points manually or use frames instead of timecode |
| Issue: | Errors working with accented or non-Latin characters |
| Platform: | Windows |
| 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. |

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 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 2 GB of system memory and 256 MB of texture memory should be used.

Software Requirements

Operating System

Mac: Mac OS X 10.5.8 or higher, on Intel.

Windows: Windows Vista Business or Ultimate, Windows 7, on x64.

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