



mocha V2.6.2 Release Notes

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Introduction

These release notes accompany **mocha** V2.6.2. Documentation is available inside **mocha** by pressing the F1 key, and online tutorials are available at:

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

New Features in mocha V2.5.0

This release including several new features:

- Nuke RotoPaint node export improvements
- OpenEXR files are now supported
- Stability improvements

New Features in mocha V2.6.2

mocha V2.6.2 is a minor version update that is free to all users of **mocha** V2.x. This update addresses recently discovered defects.

Fixed Issues

Issue:	DE1067 Tracking skip ahead one frame after stopping
Platform:	All platforms
Description:	Stopping a track before it had finished would jump the playhead forward one frame rather than stopping on the last tracked frame.
Issue:	DE1217 Project files saved ignore umask
Platform:	OSX and Linux
Description:	Project files would write with restricted permissions that would cause complications when sharing project files between users.
Issue:	DE1083: Sometimes points jump to the bottom left corner of the image in Nuke when attempting to adjust the points on certain frames
Platform:	All platforms
Description:	Rare mis-scaling of the transform matrix would cause problems with nuke splines.
Issue:	DE1177: HD pixel aspect ratio for FCP shape export is incorrect
Platform:	All platforms
Description:	Exporting HD files to shape for FCP would assume a different aspect ratio instead of square.
Issue:	DE1166: Mocha hangs in activating on Mac for just created user
Platform:	OSX
Description:	Creating a new user with or without admin access rights on Lion would hang mocha on start-up.

Known Issues

Issue:	DE592: Gamma correction not applied to OpenEXR preview images
Platform:	All
Description:	When an OpenEXR file is being imported, a preview shows before any colour space conversions have been applied. As OpenEXR files are gamma 1.0 the image looks dark.
Workaround	Cosmetic issue only – the correct gamma is used once the footage is loaded.
Issue:	DE597: Value changes do not undo on entry

Platform:	All
Bug Description:	Modifying a numeric control on any page, then immediately pressing the undo shortcut key doesn't work
Workaround	Click anywhere on the canvas then undo.
Issue:	DE668: Timeline should be grey while tracking
Platform:	All
Bug Description:	When you start tracking the timeline greys out. Pressing "x" or "z" colors the timeline again but blue line doesn't refresh while tracking forward
Workaround	Cosmetic issue only
Issue:	DE653: Using ctrl+Z to undo values on the Parameters tab doesn't work
Platform:	All
Bug Description:	Trying to undo a value change while in the field for that value does not undo
Workaround	Click in the viewer and then undo
Issue:	DE649: Extra undo command upon Accept
Platform:	All
Bug Description:	You have to undo twice to revert to the initial value you changed in a field
Workaround	None.
Issue:	DE633: Cancelling "Save Data" dialog cancels "Export Data" dialog too
Platform:	All
Bug Description:	If you choose "save" in the export dialog and then cancel, the save dialog and the export dialog will both cancel back to the application
Workaround	None
Issue:	DE796: Crash in creating a new project if you don't cancel editing a spline
Platform:	All
Bug Description:	Not completing a spline (by right-clicking) and then creating a new project will cause the program to crash.
Workaround	Close spline before creating new project.
Issue:	DE797: Incorrect rendered shape/clip exporting in RGB/Colour format
Platform:	All
Bug Description:	If you export a rendered shape or rendered clip for just a tracked layer (not rendered) in RGB/colour format results in images that are black and white instead of colour.
Workaround	Render layer to export to RGB/Colour

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

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

Software Requirements

Operating System

Mac: Mac OS X 10.5.0 or higher, on Intel or PowerPC.

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 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	Comments
Quantel eQ, iQ, etc.	3.6	X		Requires Imagineer Tracker Import plugin available from Imagineer website or Quantel support area. Not yet working with eQ V4 in the multi-layer timeline.
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	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	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	
Apple Motion	3.0.2	X		Shape export can be done via Final Cut
Boris FX BCC plugins	x.x.x	X		Tracking export requires Boris BCC plugin that supports importing of tracking data.

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

Installation

Windows

1. Once the installation file, mocha-2.6.2-xxxx.exe, has been downloaded onto the system, double click the file to begin installation.
2. Follow the instructions on screen.

Mac OS X

1. Once the installation file, mocha-2.6.2-xxxx.dmg has been downloaded onto the system double click the application this will open a new window
2. Drag the **mocha** 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**

Linux

1. Once the installation file, mocha-2.6.2-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 mocha-2.6.2-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'.

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