



# tracking station

## Mocha V1.5.0 Release Notes

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## Introduction

These release notes accompany **mocha** V1.5.0. This is a maintenance release that fixes several bugs and adds support for several new tracking and shape export formats.

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

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

## New Features

This release includes several new export formats, bringing **mocha** into sync with the recently released **mocha for After Effects** and **mocha for Final Cut**. The main changes are:

- After Effects Corner Pin has been changed to provide motion blur on the translation, rotation and scale components when rendered in After Effects.
- Shape data export to **mocha shape for After Effects** (sold separately) is included.
- Tracking data export to Final Cut Pro and Final Cut Express is included.
- Shape data export to **mocha shape for Final Cut** (sold separately) is included.

## Fixed Issues

Issue:	US138: ProRes 422 QuickTime movie incompatibility
Platform:	All
Description:	ProRes 422 movies 720 lines or taller, when rendered with Final Cut Pro or After Effects, will not load into mocha. Similar movies rendered with QuickTime Pro load correctly. Standard definition movies load correctly.
Issue:	DE161: Must press Ctrl/Cmd-S twice to make the * disappear from the window title
Platform:	All
Description:	When saving a project, the * (which indicates that the project is modified) does not disappear until the second save. The project was always saved correctly, this was a cosmetic issue only.
Issue:	DE71: Shape export to Flame broken
Platform:	All
Bug Description:	Shapes did not animate when imported into Flame.
Issue:	DE96: Aliasing artefacts when viewing footage
Platform:	All
Bug Description:	When zooming footage to any size other than 100%, the scaling introduced aliasing artefacts.
Issue:	DE97: Excessive texture memory usage
Platform:	All
Bug Description:	The software would attempt to use more texture memory than the user had requested, sometimes leading to system instability.
Issue:	DE99: Crash when the curve editor is visible
Platform:	All
Bug Description:	A recursive redraw problem could cause a crash when the curve editor was visible.
Issue:	DE124: Nuke ASCII tracking export corners incorrectly numbered
Platform:	All
Bug Description:	Corners 3 and 4 were swapped in the Nuke export.
Issue:	DE111: Keyboard shortcuts were missing from the user manual
Platform:	All
Bug Description:	The user guide did not contain a list of keyboard shortcuts.

## 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.
<b>Workaround</b>	<b>Rename files and folders using only Latin (English) characters.</b>
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 <b>mocha</b> , but are not selected by default.
<b>Workaround</b>	<b>Check the settings in Clip   Film to ensure you are using a pixel aspect ratio that matches your After Effects composition.</b>
Issue:	Self-intersecting shapes cause edge distortion
Platform:	All
Component Affected:	Rendering
Bug Description:	Shapes which self-intersect (that is when the curve of one segments overlaps with another) exhibit fuzz around the edges when the edge width is less than 4 pixels.
<b>Workaround</b>	<b>Ensure your shapes do not self-intersect.</b>
Issue:	DE125: Incorrect tangents converting X-splines to bezier for SSF export
Platform:	All
Component Affected:	Shape Export
Bug Description:	Very occasionally, shapes exported to SSF will have points with incorrect tangents. The tangent for the point will be much larger than it should. It should be stressed that the probability of this error happening is very low.
<b>Workaround</b>	<b>Check your splines when you load the SSF file. If you spot an error, correct the tangent positions.</b>

## 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, 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

**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 <b>mocha shape for Final Cut</b> plug-in.
Apple Final Cut Express	4.0.1	X	X	Shape export requires <b>mocha shape for Final Cut</b> 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 <b>mocha shape for After Effects</b> plug-in.
Avid DS	7.6	X		Also known to work with v8.0 and newer
eyeon Fusion†	5.0	X	†	See <a href="http://forum.imagineersystems.com/showthread.php?t=192">http://forum.imagineersystems.com/showthread.php?t=192</a>
The Foundry Nuke†	5.0	X	†	See <a href="http://www.fxshare.com/nuke/downloads/tcl_scripts/5148.html">http://www.fxshare.com/nuke/downloads/tcl_scripts/5148.html</a>

† 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, MochaV1.5.0-xxxx.exe, 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 **mocha**, 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 **mocha**, go to Help | View License and copy and paste the text from the window into a file using TextEdit.
2. Once the installation file, MochaV1.5.0-xxxx.dmg has been downloaded onto the system double click the application this will open a new window
3. 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.
4. Run **mocha** and re-enter your license in the Help | View License window.

### Linux

1. Once the installation file, mocha-1.5.0-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 mocha-1.5.0-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~**