



for After Effects

mocha for After Effects V2.0.1 Release Notes

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Introduction

These release notes accompany **mocha for After Effects** V2.0.1. This is a bug fix release incorporating the fixed issues listed below. Documentation is available inside **mocha for After Effects** by pressing the F1 key.

Fixed Issues

Issue:	DE103: Custom-resolution projects do not line up
Platform:	All
Description:	Shapes exported from custom-resolution projects did not line up in After Effects.

Known 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 for After Effects . Similar movies rendered with QuickTime Pro load correctly. Standard definition movies load correctly.
Workaround	Use a different codec when exporting from Final Cut Pro or After Effects.

Issue:	DE98: User-interface updating issues on Mac OS X 10.4
Platform:	Mac OS X 10.4
Description:	Some controls in the user interface do not update when new text or numbers are typed into them. They do update when the mouse is moved out of the control.
Workaround	Values are being recorded correctly; this is a cosmetic bug only.

Issue:	DE100: Textured rendering not compatible with Microsoft Remote Desktop Connection
Platform:	Windows
Description:	Due to vital quality improvements in our image display, texture mode (the default) is no longer compatible with RDC.
Workaround	Switch off "Use Textures" in Preferences Output Settings RAM Player.

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:	Incomplete range of supported project files displayed in File Open dialogue
Platform:	All
Bug Description:	The dialogue shows "Mocha and Mocha Projects" should read "Mocha and Motor Projects".
Workaround	All supported file formats will still open correctly – this is a cosmetic issue only.

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.

Compatible Third-Party Software

mocha for After Effects works with Adobe After Effects version 6 or newer.

Installation

Windows

1. Once the installation file, MochaForAfterEffectsV2.0.1-xxxx.msi, has been downloaded onto the system, double click the file to begin installation.
2. Follow the instructions inside the installer. You can change the installation location if desired.

Mac OS X

1. Once the installation file, MochaForAfterEffectsV2.0.1-xxxx.dmg has been downloaded onto the system double click the disk image. This will open a new window.
2. Drag the '**mocha for After Effects**' application bundle to the folder where **mocha for After Effects** should be installed. The conventional place to install applications is in the 'Applications' folder on Macintosh HD

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