



for After Effects

mocha for After Effects V2.0.3 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	3
Windows	3
Mac OS X	3

Introduction

These release notes accompany **mocha for After Effects** V2.0.3. This is a maintenance release incorporating several important bug fixes, as detailed below. Documentation is available inside **mocha for After Effects** by pressing the F1 key.

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 for After Effects . Similar movies rendered with QuickTime Pro load correctly. Standard definition movies load correctly.
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.
Issue:	DE99: Crash when scrubbing in the curve editor
Platform:	All
Description:	When scrubbing in the curve editor, a crash occurs
Issue:	DE96: Aliasing artefacts in the image display
Platform:	All
Description:	When zoomed to anything other than 100%, the image has aliasing artefacts.
Issue:	DE97: Excessive texture memory usage.
Platform:	All
Description:	The software uses more texture memory than the user has specified in preferences.
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".
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:	DE163: Shape export crashes on certain layers with multiple splines
Platform:	All
Description:	If a layer has multiple splines, particularly those that intersect, a crash may be experienced when the Shape Export option is chosen with the layer selected.

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 mocha for After Effects , 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
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.
Workaround	Ensure your shapes do not self-intersect.

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, MochaForAfterEffectsV2.0.3-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. If you are upgrading from a previous version of **mocha for After Effects**, 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 for After Effects**, go to Help | View License and copy and paste the text from the window into a file using TextEdit.

2. Once the installation file, Mocha For After EffectsV2.0.3-xxxx.dmg has been downloaded onto the system double click the application this will open a new window
3. Drag the **mocha for After Effects** application bundle to the folder where **mocha for After Effects** will be installed. The conventional place to install applications is in the 'Applications' folder on Macintosh HD.
4. Run **mocha for After Effects** and re-enter your license in the Help | View License window.

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