



## **mocha for Final Cut V2.0.0 Release Notes**

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## Introduction

These release notes accompany **mocha for Final Cut V2.0.0**. This is a major version release that fixes several bugs and adds support for the **mocha shape for Final Cut** shape export format.

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

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

## New Features

The key new feature in this release is support for **mocha shape for Final Cut**. This plug-in, available separately from Imagineer, adds the ability to use rotoshapes from **mocha** in Final Cut Pro and Express.

## 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 Final Cut. 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:	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:	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:	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>

## 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.

### Compatible Third-Party Software

**mocha for Final Cut** has been tested with Final Cut Pro 6.0.5 and Final Cut Express 4.0.1.

## Installation

### Mac OS X

1. If you are upgrading from a previous version of **mocha for Final Cut**, 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 Final Cut**, 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 Final CutV2.0.0-xxxx.dmg has been downloaded onto the system double click the application this will open a new window
3. Drag the **mocha for Final Cut** application bundle to the folder where **mocha for Final Cut** will be installed. The conventional place to install applications is in the 'Applications' folder on Macintosh HD.
4. Run **mocha for Final Cut** and re-enter your license in the Help | View License window.

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