



for Final Cut

mocha for Final Cut V2.0.4 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
Mac OS X	3

Introduction

These release notes accompany **mocha for Final Cut V2.0.4**. This is a maintenance release that fixes several bugs.

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/>

Fixed Issues

Issue:	DE203: Incorrect file extension was added in Save Project As dialogue.
Platform:	Mac OS X
Description:	When saving a project file, the file extension for the wrong product was sometimes added in the Save Project As dialog. For example “.motor” rather than “.mocha”.
Issue:	DE205: Incorrect licensing error messages were displayed.
Platform:	All
Description:	When working with floating licences, sometimes a message stating that your version of mocha for Final Cut did not support HD footage was displayed.
Issue:	DE208: Lock-up when all floating licence seats were in use.
Platform:	All
Description:	When all the seats available on a floating licence were used up, the software would hang, queuing for a licence. This behaviour was non-obvious and has been replaced by a dialogue saying that all seats are in use.
Issue:	DE211: QuickTime HDV frame cropping and 4k frames load as garbage
Platform:	Mac OS X
Description:	The previous Snow Leopard QuickTime fix broke handling of HDV movies, and other footage that contained an embedded non-square PAR. It also caused certain 4k movies to load as garbage frames.
Issue:	DE215: Interlaced shape data did not line up in Final Cut
Platform:	All
Description:	Shapes exported in the mocha shape for Final Cut format from an interlaced project did not line up correctly when imported into Final Cut.
Issue:	DE216: Aspect ratios for certain types of footage were incorrect in Final Cut
Platform:	All
Description:	Some footage resolution/PAR combinations produced an incorrect value in the Final Cut XML file. This resulted in shape data for these formats not lining up with the original footage.

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:	Self-intersecting shapes cause edge distortion
Platform:	All
Component Affected:	Rendering
Bug Description:	Shapes which self-intersect (that is when the curve of one segment 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.**

Issue:

DE182: Shapes with deactivated points cannot be exported

Platform:

All

Bug Description:

Shapes with deactivated points cannot be exported as a vector format. The software may crash or produce an invalid spline.

Workaround**Do not deactivate individual points.**

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, 10.6.0 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 CutV2.0.4-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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