



# imagineer systems

next-generation vfx tools

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Ijaz Nasir	26-Oct-2006	Final Draft	0.2
Ijaz Nasir	03-Nov-2006	Release	1.0
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## Review History

Reviewed By	Date	Action	Version Reviewed
Ijaz Nasir	20-Oct-2006	Reviewed	0.1
John-Paul Smith	03-Nov-2006	Reviewed	0.2
Philip McLauchlan	03-Nov-2006	Final Release	1.0

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## 1.0 Introduction

These are the release notes for Mokey version 4.0.5. The release is a full install kit that allows users to install a brand new version or to upgrade an existing version (Can only upgrade version 4.0.X)

### 1.1 *Release Description*

The release was a combination of several bug fixes and some new small features.

### 1.2 *File Version Changes*

Below is a list of the files and their version numbers. The list details each release for the independent platforms.

File Name	Version	Comment
MokeyV4.0.5.exe	4.0.5	Windows Release
MokeyV4.0.5.i386.GCC3.rpm	4.0.5	Linux Release
MokeyV4.0.5.dmg	4.0.5	Mac Release

## 2.0 New Features Introduced

Several new features have been incorporated within this release; the new functions introduce an enhancement to the method of tracking these include a new default tracking technique which allows Mokey Version 4.0.5 to double the speed of tracking.

### 2.1 *Key Features*

- Interlaced Single Frame Tracking: For interlaced projects the default is now to track every second field and interpolate the track for in-between fields. This doubles the speed of tracking. The user can switch this feature and revert to tracking every field by switching on “Track Individual Fields” in the Tracker settings.
- Layer Link to Adjust Track: When linking a layer to the tracking data of another layer there is now the option to link to the adjusted track. This is controlled by a new “Link to Adjusted Track” checkbox in Layers.
- Universal Binary: This version is the first to be available as a universal binary on Mac, and runs natively on both Intel and PowerPC Macs.

### 2.2 *Minor Features*

NA

### 3.0 Fault List Fixed

Below is the list of known faults that have been corrected in this release. All fixes have been incorporated and tested for this release

#### 3.1 Key Faults

SF Number	Fault	Date Fixed
47	<b>Incomplete track error in stabilizer preview:</b> When you only track part of a shot and then switch to stabilizer, you immediately get an error message saying 'Overlay Error Tracking Data incomplete Tracking data....' This happens even when you are on a frame that has been tracked. The solution is to change the 'Range' setting to only include the range that has been tracked, but that is not obvious to a new user.	16/10/2006
48	<b>Matte artefacts:</b> If you create very thin layers, the rendered mattes (not the interactive preview) can have a "staircase" of white pixels, resulting in renders with artefacts.	17/10/2006
51	<b>Curve Weight problem:</b> The previewed matte can appear to be too blocky, especially when zoomed in. The problem disappears on rendering. The sampling of splines used in rendering the matte has been increased to make it the same as when drawing the curves.	17/10/2006

#### 3.2 Minor Faults

SF Number	Fault	Date Fixed
9	<b>Alpha Erode strange default values:</b> This problem was caused by the parameter not being correctly initialised.	21/09/2006
12	<b>Pan/Zoom tool - Error: Tool State Invalid:</b> Traced to a problem with undo. The pre-event tool state was not set correctly in the pan/zoom command, so undo did not restore the	28/09/2006

	tool state correctly.	
15	<b>Deleted Layers re-appear on Layer to Render:</b> This happened if you deleted a layer by selecting all the points in the layer and deleted them, NOT if you use the Delete Layer button.	21/09/2006
16	<b>Remove Tab - Modify Range adds keyframes:</b> If you changed a parameter in Remove with Modify All switched on, a keyframe was incorrectly added.	21/09/2006
18	<b>Remove Render Problem:</b> The problem was caused by a bug handling rendered interlaced clips. When you terminate rendering (hit the stop button or press Escape) the application unloads any frames it is in the process of rendering. If the frame is rendered to disk, the file on disk is deleted. The bug is that for interlaced clips, each rendered image on disk contains two field, which are treated separately inside moxxx. Deleting the file on disk unintentionally deleted the file for the other field.	04/10/2006
29	<b>Application locks after stopping playback:</b> The problem was that auto-save cannot occur during playback but can occur once playback has been stopped. Project save can be slow due to the encoding of the garbage mattes. This has changed so that the mattes are not saved in an auto-save file. This greatly increases the speed of project auto-saving	04/10/2006
31	<b>Trace jumps vertically with interlaced clips:</b> When you display the trace for the tracking reference points of a layer in an interlaced project, the position jumps up and down through the even and odd fields.	17/10/2006
33	<b>Threaded Execution Failure - Hangs on Tracking:</b> When tracking backwards from the end of the clip the bug was that the tracker would track	28/09/2006

	the end frame into itself. This resulted in an infinite loop when tracking frames near to the end frame,	
35	<b>Unable to register clip error in Remove:</b> This was caused by deleting a layer and then creating another layer with the same name. The garbage matte clips have the same name, but the new layer doesn't have its garbage matte clips set. When the user renders a frame and the application tries to register its own matte clips the error results because the clip requested has the same name as an already registered clip. The solution was to add code that always generates unique names for the matte clips whenever a clip is first requested or the layer name is changed.	29/09/2006
36	<b>Stabilizer AutoFill feature does nothing:</b> The problem was that the output matte produced by the stabilizer was being computed correctly in each thread, but the mattes were not being brought together after the threads had finished, so the output matte was white everywhere. Then there was nothing to fill!	29/09/2006
37	<b>Track / Defaults to Search Area not Motion Tab</b>	09/10/2006
38	<b>Save Clip / Toggling Matte resets In/Out range:</b> On Save Clip when one toggles the Matte option, the 1st and Last frames to render changes to the In / Out markers on the timeline.	09/10/2006
39	<b>Save Clip / Layers All / None works regardless of Matte option:</b> Even if Matte option is not selected, the layers can be selected via All button. The layers appear grey but still it's confusing.	16/10/2006
41	<b>Smoothing Level in Brightness Filter resets to zero:</b> The bug was due to casting the value returned from the edit box to an integer.	09/10/2006
85	<b>USB Dongles non-functional on Mac:</b> The FLEXnet universal binary does not	03/11/2006

	correctly support USB dongles, hence they are disabled in this release	
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## 4.0 Fault List Outstanding

(A list of the faults that were intended to be fixed, as part of this release but were not completed)

SF Number	Fault
6	<b>Re-tracking not overwriting old tracking data:</b> This bug could not be reproduced.
8	<b>Mokey and Monet are not working proper in Full Screen mode on XP:</b> This problem has only appeared on the testers machine
11	<b>Remove Range / Timeline indicators Problem:</b> The remove range seems to be indicated on the timeline, but it does not work properly. This is too complex an issue to resolve, now that we have added extra range parameters to Remove and the curve editor is under construction and will replace our current timeline.
86	<b>Curves are not rendered with enough samples in some cases</b> If the curve has significant curvature (weight points push in) certain configurations of control points give rise to a curve which appears formed of linear segments instead of smoothly curving. This is most apparent when two control points are close together with a third well separated from them.

## 5.0 Known Issues

- Windows installer is unable to run 'Repair' option to repair the installation. In order to fix a corrupt installation the user will be required to first un-install the application and then to re-install the application.

## 6.0 Software Pre-Requisites and Restrictions

Operating system: One of

- Windows NT/2000/XP
- Red Hat Linux 9 or later
- Mac OS X v10.4

## 7.0 Hardware Pre-Requisites

Processor

One of

- 1GHz Intel Pentium IV
- 1GHZ G5

Disk: At least 1GB

Memory: At least 1 GB  
Graphics card: Must support OpenGL  
Monitor: Minimum resolution 1152x864 pixels

For working with high resolution images, it is recommended that a multi-processor system with at least 1GB RAM should be used.

## 8.0 Installation

### Windows Installation:

#### CD-ROM installation

1. Uninstall any previous instances of the software
2. Insert the CD ROM, the auto-start facility will start the setup automatically.
3. If setup does not automatically begin go to Start-Run Type: D:\setup.exe (Note D:\ represents the CD-ROM drive which can vary from machine to machine).
4. During installation you will be presented with options to install several third party software including:
  - a. Adobe Acrobat Reader – Required to view manuals and Tutorials
  - b. QuickTime – Required to import/export QuickTime files.
  - c. Hardware Key Drivers – Required for a dongle.
  - d. Microsoft XML Parser V2 – Required for accessing generationQ systems via the Mokey reference.
  - e. Tutorial Clip – Required by the tutorial program
5. Installation will prepare to install. A welcome to ‘Mokey v4.0.5’ installation page will appear ‘Press Next’ to continue installing
6. Please read the licence agreement and press ‘Yes’ to accept the licence agreement and continue installing.
7. Enter a username in the customer information along with the company name. Also choose who the application is for: (Options (All Users/Only for Single User). Press ‘Next’ to continue installation.
8. Please choose an appropriate destination where the folder will reside. Press ‘Next’ to continue installation
9. Please choose appropriate setup type (Typical – will store all components/ Compact - will install minimal required/ Custom – Will allow user to choose components to be installed.
10. Choose ‘Next’ to Begin copying files.
11. Once files have been installed, Choose Finish to terminate the installer.

#### Downloaded .EXE File:

Once the installation file (MokeyV4.0.5.exe) has been downloaded onto the system double click the application to begin installation.

1. Installation will prepare to install. A welcome to Mokey v4.0.5 installation page will appear. Press ‘Next’ to continue installing

2. Please read the licence agreement and press 'Yes' to accept the licence agreement and continue installing.
3. Enter a username in the customer information along with the company name. Also choose who the application is for: (Options (All Users/Only for Single User). Press 'Next' to continue installation.
4. Please choose an appropriate destination where the folder will reside. Press 'Next' to continue installation
5. Please choose appropriate setup type (Typical – will store all components/ Compact - will install minimal required/ Custom – Will allow user to choose components to be installed.
6. Choose 'Next' to Begin copying files.
7. Once files have been installed, Choose Finish to terminate the installer.

## Apple Macintosh installation

### CD-ROM installation

1. Insert CD-ROM into the CD/DVD drive, double click the 'Mokey' CD-ROM icon and then go to the the Max OS X folder.
2. Double click the Mokeyv4.0.5 FILE. This will open a new window.
3. Drag the 'Mokey' File to the folder where 'Mokey' will be installed. (Usually in the 'Applications folder' on the Macintosh hard drive)

### Downloaded .DMG File

Once the installation file (MokeyV4.0.5.dmg) has been downloaded onto the system double click the application this will open a new window

1. Drag the 'Mokey' File to the folder where 'Mokey' will be installed. (Usually in the 'Applications folder' on the Macintosh hard drive)

## Linux installation

### CD-ROM installation

1. Insert the CD-ROM into the drive, Change directory to /mnt/CDROM/Mokey/Linux (assuming the CD is mounted on /mnt/CDROM)
2. Run rpm -i MokeyV2.05-z.i386.rpm
3. The software is now installed.

### DOWNLOADED .RPM File

1. Run rpm -i Mokey4.0.5-z.i386.pm
2. The software is now installed.

## 9.0 Release History

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