



Roto Station

Motor V1.5.0 Release Notes

Contents

Introduction	2
New Features	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	4
Windows	4
Mac OS X	4
Linux	4

Introduction

These release notes accompany **motor** V1.5.0. This is a maintenance release that fixes several bugs and adds support for two new shape export formats.

Documentation is available inside **motor** by pressing the F1 key, and online tutorials are available at:

<http://www.imagineersystems.com/support/motor/tutorials/>

New Features

This release includes two new export formats, bringing **motor** into sync with the recently released **mocha for After Effects** and **mocha for Final Cut**. The main changes are:

- Shape data export to **mocha shape for After Effects** (sold separately) is included.
- Shape data export to **mocha shape for Final Cut** (sold separately) is included.

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 motor. 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:	DE71: Shape export to Flame broken
Platform:	All
Bug Description:	Shapes did not animate when imported into Flame.
Issue:	DE96: Aliasing artefacts when viewing footage
Platform:	All
Bug Description:	When zooming footage to any size other than 100%, the scaling introduced aliasing artefacts.
Issue:	DE97: Excessive texture memory usage
Platform:	All
Bug Description:	The software would attempt to use more texture memory than the user had requested, sometimes leading to system instability.
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.
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 motor , 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.
Issue:	DE125: Incorrect tangents converting X-splines to bezier for SSF export
Platform:	All
Component Affected:	Shape Export
Bug Description:	Very occasionally, shapes exported to SSF will have points with incorrect tangents. The tangent for the point will be much larger than it should. It should be stressed that the probability of this error happening is very low.
Workaround	Check your splines when you load the SSF file. If you spot an error, correct the tangent positions.

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.

Linux: Red Hat Enterprise Linux 4, CentOS 4, or a compatible Linux distribution on i386 or x86_64.

Compatible Third-Party Software

motor can export tracking and shape data to a selection of third-party visual effects software. These are the versions we have tested:

Application	Version	Comments
Autodesk Flame	9.5	Also known to work with newer releases

Autodesk Smoke	7.0	Also known to work with newer releases
Autodesk Combustion	3.0	
Apple Final Cut Pro	6.0.5	Requires mocha shape for Final Cut plug-in.
Apple Final Cut Express	4.0.1	Requires mocha shape for Final Cut plug-in.
Apple Shake	4.1	
Adobe After Effects	CS3	Requires mocha shape for After Effects plug-in.
eyeon Fusion†	5.0	See http://forum.imagineersystems.com/showthread.php?t=192
The Foundry Nuke†	5.0	See http://www.fxshare.com/nuke/downloads/tcl_scripts/5148.html

† These importers are with sincere thanks to the community, in particular Michael Morehouse. Community-supplied importers are known to work but are not supported by Imagineer.

Installation

Windows

1. Once the installation file, MotorV1.5.0-xxxx.exe, has been downloaded onto the system, double click the file to begin installation.
2. Follow the instructions on screen.
3. If you expect to be using the Quantel framestore access feature, be sure to select "Quantel Integration" in the installer.

Mac OS X

1. If you are upgrading from a previous version of **motor**, 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 **motor**, go to Help | View License and copy and paste the text from the window into a file using TextEdit.
2. Once the installation file, MotorV1.5.0-xxxx.dmg has been downloaded onto the system double click the application this will open a new window
3. Drag the **motor** application bundle to the folder where **motor** will be installed. The conventional place to install applications is in the 'Applications' folder on Macintosh HD.
4. Run **motor** and re-enter your license in the Help | View License window.

Linux

1. Once the installation file, motor-1.5.0-xxxx.i386.rpm, has been downloaded, change into the directory you saved it into. Note that the 'x' in the file name is substituted by the current release number.
2. Become root using the command `su` or login as root
3. Install the package with the command:
`rpm -Uvh motor-1.5.0-xxxx.i386.rpm`
4. rpm may prompt you to install additional dependencies, such as compat-glibc or xrandr. If these are required, download and install them using the appropriate method for your distribution, for example 'yum' or 'up2date'.

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