# mocha® shape converter for AE CC 2015 Release Note

#### **Table of Contents**

Introduction	1
New Features Guide	1
Fixed Issues	1
Known Issues	2
Hardware Requirements	2
Software Requirements	2

## Introduction

These release notes accompany mocha shape converter for AE CC 2015.

#### **New Features Guide**

This is a patch update to fix several defects.

## **Fixed Issues**

**Issue:** DE3722 Pasting shape data to AE is using Intersect instead of

Add

**Platform:** All Platforms

**Bug Description:** Pasting multiple mask shapes has been restored to using Add

instead of Intersect

**Issue:** DE3637 mocha Pro 3.2.2 cannot be launched from After

Effects CC 2014

**Platform:** All Platforms

**Bug Description:** Setting mocha Pro as the default launcher for "Track in mocha

AE" was not working for version 3.

## **Known Issues**

**Issue:** DE3717 Cannot paste mocha mask to AE for a layer if its In

point isn't equal to the project In point

Platform: All Platforms

**Bug Description:** A layer that has a different in point to the project in point will

not export mocha masks correctly.

**Workaround:** Set layers to be the same in/out as the project

# **Hardware Requirements**

A Windows or Mac system that meets the After Effects CC 2015 requirements.

## **Software Requirements**

A Windows or OS X operating system version that meets the After Effects CC 2015 requirements.



Imagineer Systems is not responsible for any operating system upgrades or modifications, third party applications or hardware changes that reduce or disable mocha shape converter functionality.