
Table of Contents

Mocha® AE Release Notes	1
Introduction	1
New features in Mocha AE 2021 v8.0.4	2
Fixed issues since Mocha AE v7.5.0	3
Known Issues	6
Hardware Requirements	35
Recommended Hardware	35
Minimal Requirements	35
Software Requirements for Mocha AE Plugin	36
Host Applications	36
Operating System	36

Mocha® AE Release Notes

Introduction

These release notes accompany **Mocha AE 8.0.4**.

Release notes cover **Mocha AE** but may also reference the standalone and plugin versions of the **Mocha Pro** products.

Documentation is available inside **Mocha AE** by pressing the F1 key.



The Mocha AE version is a light version of Mocha Pro. To compare versions, [see this chart](#)¹



Projects created with version 8.0.4 may not be backwards compatible with earlier versions of Mocha.



Mocha 2021 requires macOS 10.12 or higher, but we recommend at least macOS 10.13 for GPU support.

¹ <https://borisfx.com/products/mocha/compare-mocha/>

New features in Mocha AE 2021 v8.0.4

- **Updated RED R3D SDK Support:** RED R3D support has been upgraded to the latest version (8.0.1).
- **Launch as Mocha AE:** You can now launch Mocha Pro 2021 instead of Mocha AE when choosing "Track in Boris FX Mocha" from the After effects animation menu
- **Clickable Daily Tips:** Daily tips now have clickable links when a URL is in the tip
- **Custom QT Scaling:** Qt scale factor is now set via MOCHA_QT_SCALE_FACTOR to avoid conflicts with other QT scale environment variables
- **AdjustTrack V2:** We've completely overhauled AdjustTrack to be easier to use and less prone to errors. For more information on using AdjustTrack V2, see the AdjustTrack Module chapter in the User Guide.
- **Out of Process Mocha Plug-In:** The Mocha Plug-in now operates as a separate process, which allows far greater resource management and stability.

Fixed issues since Mocha AE v7.5.0

Issue:	MO-11101 Standard AE masks cannot be linked to masks made by Mocha AE or Mocha Pro
Platform:	macOS and Windows
Product:	Mocha Pro and Mocha AE Plug-Ins
Bug Description:	Masks created by the "Create AE Masks" command in the Mocha plug-ins can now be properly read by other Mask properties in AE when using expressions.
Issue:	MO-11079 Apply matte is broken in AE when multithreading is turned on
Platform:	macOS and Windows
Product:	Mocha Pro and Mocha AE Plug-Ins
Bug Description:	Apply matte would cause AE to show only a single frame and be in a semi-hung state when multithreading was turned on.
Issue:	MO-11018 Frame offset does not include clip trim in After Effects when viewing frames in Host Format
Platform:	macOS and Windows
Product:	Mocha Pro Adobe and Mocha AE Plug-Ins
Bug Description:	After Effects Compositions that are trimmed at the head showed no trim when viewing the timeline frames in Host Format.
Issue:	MO-10573 OCIO Working Colorspace in Project Settings and Viewer Preferences display different values
Platform:	All Platforms
Product:	All Products
Bug Description:	Color space settings could differ between the project settings and the view preferences.
Issue:	MO-10571 OCIO Viewer Preference is not the same setting as Color Preferences
Platform:	All Platforms
Product:	All Products

Bug Description:	Viewer preferences in OCIO could be different from default preferences.
-------------------------	---

Issue:	MO-10511 Massive lag when moving points with Wacom pen
Platform:	All Platforms
Product:	All Products
Bug Description:	Using the mouse and then using a Wacom tablet could cause a large lag in the cursor.

Issue:	MO-10429 The QT_SCALE_FACTOR environment variable can break Mocha GUI
Platform:	All Platforms
Product:	All Products
Bug Description:	The QT_SCALE_FACTOR should no longer cause scaling issues in the Mocha interface.

Issue:	MO-10292 Wacom button assignments are ignored by Mocha GUI
Platform:	All Platforms
Product:	Mocha Pro Plug-ins
Bug Description:	Wacom assignments are now recognised when used in the plugin

Issue:	MO-10254 On Win systems, for plugins, keyframes are drawn in black color instead of yellow.
Platform:	Windows
Product:	Mocha Pro Plug-ins
Bug Description:	Mocha now draws dopesheet keyframes in the correct color on Windows.

Issue:	MO-9956 Mocha UI does not look correct when using different resolution monitors with 200% scaling
Platform:	All Platforms
Product:	All Products
Bug Description:	When using multiple monitors at different resolutions and scaling, the Mocha UI should now be correctly displayed.

Issue:	MO-9881 Read-only Project Settings fields are editable with the mouse wheel
Platform:	All Platforms
Product:	All Products
Bug Description:	You now can't edit disabled fields by scrolling the mouse wheel over them.

Issue:	MO-9784 Canvas isn't centered when switching between Essential and Classic
Platform:	All Platforms
Product:	All Products
Bug Description:	When switching between layouts, the canvas now remains centered.

Known Issues

Issue:	MO-11019 Custom timeline shortcuts don't work once a layer is created in Mocha
Platform:	All Platforms
Product:	All Products
Bug Description:	If you customise timeline shortcuts (such as "next frame") they will work until you create a layer.
Workaround:	Use the default shortcuts.
Issue:	MO-11010 Mocha crashes on some systems when launched on Windows Remote Desktop
Platform:	macOS and Windows
Product:	All Products
Bug Description:	Mocha can crash on some systems when attempting to launch via RDP.
Workaround:	Open non-remotely.
Issue:	MO-11006 AdjustTrack offsets surface incorrectly for some shots
Platform:	All Platforms
Product:	All Products
Bug Description:	AdjustTrack will offset the surface incorrectly on some shots even when the reference points are aligned to the right places on other frames.
Workaround:	None.
Issue:	MO-10949 GPU tracking and processing not available on some Windows systems with an Intel 4600 GPU
Platform:	Windows
Product:	All Products
Bug Description:	Intel 4600 GPUs are causing GPU processing options to be unavailable.
Workaround:	None.

Issue:	MO-10897 After Effects renders out of step when rendering to the queue at a different frame rate
Platform:	Windows and macOS
Product:	Mocha Pro Adobe and Mocha AE Plug-Ins
Bug Description:	If the After Effects render queue frame rate differs from your comp frame rate, Mocha renders will be offset incorrectly.
Workaround:	Render to the same frame rate as the original comp.
Issue:	MO-10885 Mocha Pro Logo is not color managed
Platform:	All Platforms
Product:	All Products
Bug Description:	The Mocha pro logo insert clip will not match the OCIO color settings of the source clip.
Workaround:	None.
Issue:	MO-10853 Interlaced projects cause Shift-modified shapes to draw 2:1 (H:W) rectangle/ellipse instead of square/circle.
Platform:	All Platforms
Product:	All Products
Bug Description:	Attempting to draw shift-constrained shapes in interlaced projects causes the shapes to be drawn elongated instead of even.
Workaround:	None.
Issue:	MO-10811 Mocha UI not launching if Intel GPU is the only active GPU
Platform:	All Platforms
Product:	All Products
Bug Description:	Only having an Intel GPU on enabled the system can cause Mocha Pro not to initialise.
Workaround:	None.
Issue:	MO-10810 Holding down COMMAND while working on Bezier tangents shows white block instead of cursor
Platform:	All Platforms

Product:	All Products
Bug Description:	There is a missing cursor when working on modifying bezier tangents.
Workaround:	None. Cosmetic only.
<hr/>	
Issue:	MO-10776 Mocha spline overlays are offset when Windows scaling is too large
Platform:	All Platforms
Product:	All Products
Bug Description:	Large scaling of the window display settings can cause Mocha to offset splines
Workaround:	Reduce the display scale in Windows display settings.
<hr/>	
Issue:	MO-10720 Mocha Pro and Mocha AE are lagging in AE when third-party script panels are showing
Platform:	All Platforms
Product:	Mocha Pro Adobe and Mocha AE Plug-Ins
Bug Description:	If a large amount of the third-party scripts are displayed in the AE panels, the Mocha GUI can slow down.
Workaround:	Close third-party script panels before launching Mocha.
<hr/>	
Issue:	MO-10650 Rotation not possible on transform tool for high resolution screens or zoomed out canvas
Platform:	All Platforms
Product:	All Products
Bug Description:	The transform tool hitboxes for rotation are too small when there is a very high resolution screen.
Workaround:	Zoom into the canvas further.
<hr/>	
Issue:	MO-10623 Shapes can distort on some frames when tracking long perspective shots
Platform:	All Platforms
Product:	All Products
Bug Description:	Long perspective shots will sometimes twist or distort shapes on some frames

Workaround:	None.
--------------------	-------

Issue:	MO-10579 Canvas color does not change on Mac until it is selected
---------------	---

Platform:	macOS
------------------	-------

Product:	All Products
-----------------	--------------

Bug Description:	If you change the canvas background color it will not update until you refresh the canvas by clicking on it.
-------------------------	--

Workaround:	None.
--------------------	-------

Issue:	MO-10508 Shape becomes unselectable when undoing a control point change after moving the playhead
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	Undoing a control point move after moving the playhead can make the point unselectable
-------------------------	--

Workaround:	Deselect the layer then reselect.
--------------------	-----------------------------------

Issue:	MO-10492 Mocha Edge Properties panel overlaps the module panels when moving between HD and 4k monitor
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	The Edge properties can overlap the parameters when moving the GUI between high and low resolution screens.
-------------------------	---

Workaround:	None.
--------------------	-------

Issue:	MO-10475 Point Insertion tool creates incorrect keyframes with Überkey
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	Point insertion can make single-point keyframes instead of spline keyframes when using Überkey.
-------------------------	---

Workaround:	None.
--------------------	-------

Issue:	MO-10454 Mocha viewport can glitch to show flipped inverted video and interface elements
---------------	--

Platform:	All Platforms
Product:	All Products
Bug Description:	Mocha can occasionally flip or glitch UI graphics on certain hardware configurations.
Workaround:	Resize the GUI and the window should reset.

Issue:	MO-10450 GPU shows skipping in tracking where CPU doesn't for some shots
Platform:	All Platforms
Product:	All Products
Bug Description:	Some GPUs can miscalculate a track where the CPU tracker doesn't.
Workaround:	Use CPU.

Issue:	MO-10430 Splash screen will remain up even when the interface has loaded when launching via "Track in Boris FX Mocha"
Platform:	All Platforms
Product:	All Products
Bug Description:	The Splash screen can get in the way when launching Mocha via command line methods.
Workaround:	None.

Issue:	MO-10423 Changing Motion parameters only keyframes Search Parameters
Platform:	All Platforms
Product:	All Products
Bug Description:	If you change the Motion parameters in the Track module, the Search parameters are keyframed.
Workaround:	None.

Issue:	MO-10359 Mocha can be "Unable to track" when input frame doesn't exist on some systems
Platform:	All Platforms
Product:	All Plug-ins

Bug Description:	Mocha can throw an error on some systems that it is unable to track due to not having an input frame.
-------------------------	---

Workaround:	None. Currently suspected to be related to memory exhaustion.
--------------------	---

Issue:	MO-10347 Long delay when opening Mocha for first time in a host session
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	Mocha Plug-ins
-----------------	----------------

Bug Description:	There can be a significant delay when opening Mocha Pro for the first time in a session
-------------------------	---

Workaround:	None. Subsequent openings are normal speed.
--------------------	---

Issue:	MO-10234 Stopping playback can be unresponsive when caching frames in plugins
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	Mocha Pro Plug-ins
-----------------	--------------------

Bug Description:	Stopping playback after you have started playing can sometimes take several clicks.
-------------------------	---

Workaround:	None.
--------------------	-------

Issue:	MO-10044 Mocha doesn't update output when a mask on the source layer is modified in After Effects
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	Mocha AE and Mocha Pro Plug-ins
-----------------	---------------------------------

Bug Description:	When an After Effects layer has a keyframed mask, applying Mocha will not refresh the mask cutout
-------------------------	---

Workaround:	None.
--------------------	-------

Issue:	MO-9994 Shapes with deactivated points do not export correctly
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	Shapes that have deactivated points will not export properly.
-------------------------	---

Workaround:	Re-enable points before export.
--------------------	---------------------------------

Issue:	MO-9982 Dope sheet can't scroll all items when there are many layers
Platform:	All Platforms
Product:	All Products
Bug Description:	Projects with many layers cannot show all items in the Dopesheet.
Workaround:	None.
Issue:	MO-9973 Can't select all control points at once after creating a bezier shape
Platform:	All Platforms
Product:	All Products
Bug Description:	When attempting to select all the bezier points at once, one of the points will be deselected which causes that one point to not move when attempting to move the entire shape.
Workaround:	Reselect all control points.
Issue:	MO-9937 Mocha does not track backwards correctly for splines created on earlier frames
Platform:	All Platforms
Product:	All Products
Bug Description:	Tracking backwards does not update the spline correctly when the spline has been created on frames previous to the tracking starting point.
Workaround:	Track from the creation keyframe or create a new spline keyframe at the tracking point.
Issue:	MO-9817 Can't pan and zoom while playing back on Mac
Platform:	macOS
Product:	All Products
Bug Description:	The pan/zoom tools sometimes cannot be used when playing back a shot
Workaround:	Stop playback.
Issue:	MO-9813 Surface Area situated around 1st point when using Add X/B-Spline

Platform:	All Platforms
Product:	All Products
Bug Description:	Drawing a new layer with the "Add" spline tools can cause the surface to sit on the first drawn point
Workaround:	Use the "Create" spline tools to create a new layer.

Issue:	MO-9806 Layout menu goes missing when changed from Big Picture to Roto
Platform:	All Platforms
Product:	All Products
Bug Description:	Switching from Big Picture to the Roto Layout causes the Layout dropdown to become hidden
Workaround:	Pull the Layout tool bar size out to the right to reveal the drop down.

Issue:	MO-9744 0% progress bar at the top right after starting Mocha a second time
Platform:	All Platforms
Product:	Mocha Pro Plug-in
Bug Description:	Mocha will display a 0% Progress bar at the top right corner when you reopen Mocha any other time after the initial use.
Workaround:	None. Cosmetic only.

Issue:	MO-9593 Pan/Zoom toggle doesn't work with some trackpads
Platform:	All Platforms
Product:	All Products
Bug Description:	Using Pan or Zoom toggles with a trackpad that has buttons may not work.
Workaround:	Select the tool rather than using the toggle key.

Issue:	MO-9426 GPU preferences on Mac are not remembered when you uncheck both <i>Use GPU Processing</i> and <i>Allow unsupported GPUs</i>
Platform:	All Platforms
Product:	All Products

Bug Description: GPU preferences on Mac are not remembered when you uncheck both *Use GPU Processing* and *Allow unsupported GPUs*

Workaround: Turn off just "Use GPU processing". "Allow unsupported GPUs" will be disabled when you do this.

Issue: MO-9370 White screen flash when launching Mocha as a plug-in.

Platform: All Platforms

Product: Mocha Pro Plug-in

Bug Description: There can be a white screen before the full interface loads in the Mocha Plug-in

Workaround: None.

Issue: MO-9301 It is possible to move points while playing back in the mocha timeline

Platform: All Platforms

Product: All Products

Bug Description: Pressing space while moving points in a layer will still keep moving the points while the clip plays.

Workaround: None.

Issue: MO-9300 Save button isn't completely rectangular

Platform: All Platforms

Product: All Products

Bug Description: The Save button is slightly cut off.

Workaround: None. Cosmetic only.

Issue: MO-9192 Panel headings disappear when re-docked under each other

Platform: All Platforms

Product: All Products

Bug Description: Docking a panel under another can hide the title of the panel

Workaround: None.

Issue:	MO-9142 Add keyframe at current position not enabled when switching from Überkey to Auto-key
Platform:	All Platforms
Product:	All Products
Bug Description:	You cannot add a keyframe when in Überkey mode after moving to another part of the timeline
Workaround:	Click the timeline again to activate the button.
Issue:	MO-8948 GPU tracking is abnormally slow to start on some machines
Platform:	All Platforms
Product:	All Products
Bug Description:	The GPU tracker can initially pause for several seconds before starting to track anything.
Workaround:	None.
Issue:	MO-8890 Deleting all keyframes for a shape ignores point weighting
Platform:	All Platforms
Product:	All Products
Bug Description:	Weighting is not restored to original state if shape keyframes are deleted
Workaround:	None
Issue:	MO-8721 Plug-in crash when texture memory is too low
Platform:	All Platforms
Product:	All Products
Bug Description:	If GPU texture memory is set very low, Mocha can crash.
Workaround:	Set texture memory in Preferences to at least 50% of the available GPU memory.
Issue:	MO-8646 Time-remap/stretching a precomp containing a Mocha effect causes incorrect result
Platform:	macOS and Windows

Product:	Mocha Pro Adobe and Mocha AE Plug-Ins, Mocha VR Adobe Plug-in.
-----------------	--

Bug Description:	A Mocha Plug-in applied to any comp with native AE time manipulation (such as stretch) will not work predictably.
-------------------------	---

Workaround:	None
--------------------	------

Issue:	MO-8623 Incremented steps when adjusting a layers Edge Width with the +/- (plus and minus) buttons is proxy dependent
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	All Plugin-ins
-----------------	----------------

Bug Description:	Changing proxy changes the pixel scale of the edge width tool.
-------------------------	--

Workaround:	Use the proxy you first adjusted the edge width with to make new adjustments.
--------------------	---

Issue:	MO-8266 When editing layers with multiple x-splines, spline tangents only animate for the selected layer
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	In scenarios where a layer has multiple x-splines, when you try to relax all the spline tangents on both splines, only the ones for the layer you've selected with the mouse animate before you let go of the mouse
-------------------------	---

Workaround:	None.
--------------------	-------

Issue:	MO-8212 Infinite loop error message when adjusting surface in manual track
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	In rare cases you can get a repeating error message if you try to adjust a tracked surface in Manual mode.
-------------------------	--

Workaround:	None.
--------------------	-------

Issue:	MO-8193 Tracking in AE via an adjustment layer will keep cache from last open Mocha Plug-in instance
---------------	--

Platform:	All Platforms
Product:	Mocha Pro Adobe and Mocha AE Plug-Ins, Mocha VR Adobe Plug-in
Bug Description:	Adjustment layers don't always give correct source inputs.
Workaround:	Apply directly to the clip.

Issue:	MO-8183 Mocha Plug-in: Copy and Paste commands are disabled in Edit menu if a layer is selected
Platform:	All Platforms
Product:	All Plug-ins
Bug Description:	Copying in the edit menu is disabled for some layers
Workaround:	None.

Issue:	MO-8179 Point insertion tool reverts back to pick tool after zooming or moving
Platform:	All Platforms
Product:	All Products
Bug Description:	If you zoom or pan using toggles, the point insertion tools returns to the Pick tool.
Workaround:	None.

Issue:	MO-8172 Link to track data not copied over multiple effect instances
Platform:	All Platforms
Product:	All Plug-ins
Bug Description:	Copying an effect does not copy over layer property "Link to track" in the Mocha project.
Workaround:	Relink the layers.

Issue:	MO-8147 No warning if clip is timestretch/timeremapped changed from initial track in Plug-in
Platform:	All Platforms
Product:	All Plug-ins
Bug Description:	If the user changes a video track, the Plug-in should warn the user they need to retrack.

Workaround:	None.
--------------------	-------

Issue:	MO-8146 Users cannot change the Insert clip of a hidden layer
Platform:	All Platforms
Product:	All Products
Bug Description:	Changing the visibility of a layer will not update the Insert Clip setting properly.
Workaround:	Unhide the layer and set the property.

Issue:	MO-8093 Zoom windows show whole clip image for the cropped clip
Platform:	All Platforms
Product:	All Products
Bug Description:	You can see the whole clip image in Zoom windows even if they are cropped.
Workaround:	None.

Issue:	MO-8089 GPU tracking isn't stopped when the object is out of the image
Platform:	All Platforms
Product:	All Products
Bug Description:	GPU keeps on tracking if the layer goes out of the image.
Workaround:	Stop manually.

Issue:	MO-8077 Manual Track surface adjustments only works sporadically when using Wacom Tablet
Platform:	All Platforms
Product:	All Products
Bug Description:	Using a tablet can sometimes effect manual adjustment of the surface
Workaround:	Use a mouse instead.

Issue:	MO-8055 Project in/out doesn't draw in the Mocha Plug-in UI
---------------	---

Platform:	All Platforms
Product:	All Plug-ins
Bug Description:	The red in and out markers for a project don't show in the timeline for the Plug-in
Workaround:	None. Cosmetic only.

Issue:	MO-7953 Selection tools should be in tools
Platform:	All platforms
Product:	All Products
Bug Description:	The lasso and marquee selection tools should be in the Tools section of the Key shortcuts dialog.
Workaround:	None

Issue:	MO-7951 Mocha Pro AE Plug-in stutters frames if AE is playing when launching Mocha
Platform:	All Platforms
Product:	Mocha Pro Adobe and Mocha AE Plug-Ins
Bug Description:	If you hit space to play a clip in AE then launch Mocha from the Mocha Pro Plug-in, the footage in Mocha Pro may stutter.
Workaround:	Don't play the clip while loading the Plug-in interface.

Issue:	MO-7941 Mocha Pro AE Plug-in does not read in output of effects above it in the Effects stack
Platform:	All Platforms
Product:	Mocha Pro Adobe and Mocha AE Plug-Ins, Mocha VR Adobe Plug-in
Bug Description:	The AE version of the Mocha Pro Plug-in will only read the base layer, not the effects applied to it already.
Workaround:	Use a precomp to contain the effects you want to read into Mocha Pro Plug-in.

Issue:	MO-7909 Canvas drops to the "Selected layer" from the layer matte clip after renaming the layer
Platform:	All Platforms
Product:	All Products

Bug Description: If you rename the layer while viewing a matte clip, the view changes back to "Selected layer"

Workaround: Reselect the matte clip from the clip view options

Issue: MO-7898 Adjusting manual tracking with a tablet pen alters other keyframes

Platform: All Platforms

Product: All Products

Bug Description: If you track frames then add manual track keyframes with a tablet pen, the other frames offset.

Workaround: If you use a mouse it behaves normally.

Issue: MO-7828 Wrong order after pasting copied layers if their order was changed

Platform: All Platforms

Product: All Products

Bug Description: If you copy a layers after reordering them in the layer controls, they don't paste in the same order.

Workaround: None

Issue: MO-7813 Switching between different layouts makes canvas area change position

Platform: All Platforms

Product: All Products

Bug Description: When switching between different views using CMD+1, CMD +2, CMD+3 buttons, the currently viewed area changes.

Workaround: None

Issue: MO-7774 Removing a selected point after stepping over points causes removing the layer

Platform: All Platforms

Product: All Products

Bug Description: Using the { and } keys to step over points will delete the layer if you try to delete the single point.

Workaround: Select the point without stepping first.

Issue:	MO-7770 States of add/delete keyframe buttons are incorrect after adding/removing keyframes
Platform:	All Platforms
Product:	All Products
Bug Description:	Delete keyframe is disabled and add keyframe button is enabled when animating a control point, and vice versa when on a non-keyframed frame.
Workaround:	None
Issue:	MO-7685 Cannot change some parameters for invisible layers on the Track page
Platform:	All Platforms
Product:	All Products
Bug Description:	If you turn off the visibility of a layer, some of its parameters cannot be altered.
Workaround:	Turn on the layer visibility.
Issue:	MO-7664 Cannot change parameters in grouped layers for some projects
Platform:	All Platforms
Product:	All Products
Bug Description:	Layers inside groups have sporadic ability to change radio buttons and check boxes
Workaround:	Pull layers out of group
Issue:	MO-7617 Shape data to out of sync if layer has in point different to timeline
Platform:	All Platforms
Product:	All Products
Bug Description:	If a layer has a different in point to the project in point, it is out of sync.
Workaround:	Extend the layer in point to the start of the project.
Issue:	MO-7581 Twisted loops occur in beziers for some exports
Platform:	All Platforms

Product:	All Products
Bug Description:	Exported Beziers can sometimes have looped splines in closely animated points.
Workaround:	None

Issue:	MO-7573 Mocha loads behind After Effects when launching from "Track in Mocha AE" on OS X
Platform:	OS X
Product:	All Products
Bug Description:	Mocha always loads in the background when launching it from After Effects.
Workaround:	None

Issue:	MO-7529 Maximized Mocha window size never remembers state on Mac
Platform:	OS X
Product:	All Products
Bug Description:	Opening Mocha on OS X will resize the window, even if you have adjusted it to full screen previously.
Workaround:	None

Issue:	MO-7477 Mocha crashes when exporting shape data to some formats if layer name contains more than 205 characters
Platform:	Linux and Windows: all
Product:	All Products
Bug Description:	Layers with huge amounts of characters in the name may crash Mocha on exporting shape data.
Workaround:	Use a shorter name.

Issue:	MO-7476 A project can load without layers if the layers contain some peculiar characters
Platform:	All Platforms
Product:	All Products
Bug Description:	Some characters do not read in project files and may not load layers correctly.

Workaround:	None
--------------------	------

Issue:	MO-7436 Cannot add a control point in the left bottom corner of an image
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	There is an issue with adding a point to the exact bottom left corner of a frame.
-------------------------	---

Workaround:	None
--------------------	------

Issue:	MO-7429 Cannot detect and move spline points if they are located near spline line of another spline in the same layer
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	Points that are close to other splines are hard to select and move.
-------------------------	---

Workaround:	Zoom in further to make selection easier.
--------------------	---

Issue:	MO-7418 Previous and Next keyframes zoom windows change according to the position of the current keyframe when moving surface corners in manual track mode
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	The previous keyframe zoom window is referencing the current keyframe when adjusting in manual track mode.
-------------------------	--

Workaround:	None
--------------------	------

Issue:	MO-7416 It is possible to open or start a project while another is loading.
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	If you are quick enough, or the project is large, it is possible to start or open another project while the first is still loading.
-------------------------	---

Workaround:	Wait until the project finishes loading before opening a new one.
--------------------	---

Issue:	MO-7415 Wrong surface behavior in adjusting on a frame which is before the primary frame and contains a layer keyframe
Platform:	All Platforms
Product:	All Products
Bug Description:	Reference points are adjusted instead of the surface points when adjusting on a frame before the primary keyframe
Workaround:	Reset the AdjustTrack solution and try again.
Issue:	MO-7401 Undo of pasting a contour to existing layer drops layer selections
Platform:	All Platforms
Product:	All Products
Bug Description:	Undoing a contour paste removes the selection from the current layer.
Workaround:	Reselect.
Issue:	MO-7351 Panes that were undocked during loading process return to the dock state after opening a project
Platform:	All Platforms
Product:	All Products
Bug Description:	Undocked state is not remembered on closing.
Workaround:	None
Issue:	MO-7343 Error when trying to paste spline data in the Dope Sheet
Platform:	All Platforms
Product:	All Products
Bug Description:	If you have spline data on the clipboard and try to paste to the dopesheet, there is an error.
Workaround:	Copy keyframes first.
Issue:	MO-7326 Removing "activate/deactivate" layer keyframe doesn't update layer state on the canvas

Platform:	All Platforms
Product:	All Products
Bug Description:	The canvas doesn't refresh after removing activate or deactivate keyframes from a layer.
Workaround:	Move mouse cursor to the canvas or switch between frames

Issue:	MO-7276 Start Frame calculates wrong after entering negative value as Fixed frame in the Frame Offset field
Platform:	All Platforms
Product:	All Products
Bug Description:	Start Frame calculates wrong after entering negative value as Fixed frame in the Frame Offset field
Workaround:	None

Issue:	MO-7275 Frame Offset returns to default Fixed Frame after entering negative value and moving focus between clip frame range fields
Platform:	All Platforms
Product:	All Products
Bug Description:	Inserting a negative frame offset in the New Project dialog can set the wrong offset.
Workaround:	Change the offset after the project is created.

Issue:	MO-7271 Changing In/Out layer points by mouse rotation aren't added to Undo/Redo history
Platform:	All Platforms
Product:	All Products
Bug Description:	Rotational control adjustment of a layer in/out point is not undoable.
Workaround:	Type instead of using the mouse to adjust the value.

Issue:	MO-7264 Frame offset field does not switch between frames and timecode
Platform:	All Platforms
Product:	All Products

Bug Description:	Turning on "Timecode" for the frame offset view in the Clip tab does not update the frame offset field to timecode.
-------------------------	---

Workaround:	None
--------------------	------

Issue:	MO-7251 Wrong numbers are shown for frames with negative numbers
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	Some frame ranges in Mocha can be incorrect when using a negative frame offset in the Clip tab.
-------------------------	---

Workaround:	None
--------------------	------

Issue:	MO-7195 There is ability to step between control points for locked or invisible layers
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	You can use the "Next control point" controls to cycle through locked or invisible layers.
-------------------------	--

Workaround:	None
--------------------	------

Issue:	MO-7190 Cannot move points of a Bezier layer after undoing the creation of a new layer
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	If you have created a bezier layer then make another shape, undoing the second layer causes the bezier to be unadjustable.
-------------------------	--

Workaround:	None
--------------------	------

Issue:	MO-7178 Inconsistent layer mode after undo moving points of several layers
---------------	--

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	Multiple changes to different layers then undoing them can cause problems with some layers.
-------------------------	---

Workaround:	None
--------------------	------

Issue:	MO-7168 Tangents of child neighboring points are changed when moving a parent point
Platform:	All Platforms
Product:	All Products
Bug Description:	Lock Tangents doesn't work correctly if moving the point by attaching it to a parent point on another layer.
Workaround:	None
Issue:	MO-7167 Inconsistent mode for Bezier tangents after undo/redo their changes
Platform:	All Platforms
Product:	All Products
Bug Description:	Bezier tangent handles can sometimes follow the cursor after undoing Bezier layer adjustments.
Workaround:	None
Issue:	MO-7144 Error when clicking on the "-" edge width button for open splines
Platform:	All Platforms
Product:	All Products
Bug Description:	An error shows when trying to adjust the negative edge width of an open spline.
Workaround:	None
Issue:	MO-7139 Edge width minus doesn't compensate edge width plus for complicated layers
Platform:	All Platforms
Product:	All Products
Bug Description:	Edge curve doesn't match the spline curve and error is shown when adding large edge widths then reducing them again on complicated shapes
Workaround:	None
Issue:	MO-7116 Extra step in undo/redo history after using Set and +/- edge width actions

Platform:	All Platforms
Product:	All Products
Bug Description:	An additional undo step is created when performing edge width operations.
Workaround:	None

Issue:	MO-7107 Sometimes a child point is unconstrained after constraining a parent point
Platform:	All Platforms
Product:	All Products
Bug Description:	Chaining multiple layers with the vertex attach tool can sometimes unconstrain the points.
Workaround:	None

Issue:	MO-7083 Extra undo/redo operation is required for changing a Master reference point position in the AdjustTrack page
Platform:	All Platforms
Product:	All Products
Bug Description:	You have to undo or redo twice when changing the Master in AdjustTrack.
Workaround:	None

Issue:	MO-7078 There is no undo operation for changing corners mode for all layer handles after clicking right mouse button on some handle
Platform:	All Platforms
Product:	All Products
Bug Description:	Switching to corner mode for all layer handles using right click cannot be undone.
Workaround:	None

Issue:	MO-7077 Sometimes "Apply keyframe changes to all views" doesn't work when Überkey mode is selected
Platform:	All Platforms
Product:	All Products

Bug Description: In stereo shots, "Apply keyframe changes to all views" can sometimes not work across views with Überkey.

Workaround: None

Issue: MO-7068 Layer in/out point fields are too narrow when working with timecodes

Platform: All Platforms

Product: All Products

Bug Description: Layer in/out point fields are too narrow when working with timecodes so they become hard to see.

Workaround: Stretch the left panel out further.

Issue: MO-7067 Tangent parameters are keyframed when creating a bezier layer in Überkey mode

Platform: All Platforms

Product: All Products

Bug Description: If you create Bezier layers with Überkey on, it will create keyframes only for the tangents.

Workaround: Create a layer with Autokey.

Issue: MO-7049 Incorrect Bezier handles at spline ends when exporting X-Splines to After Effects

Platform: All Platforms

Product: All Products

Bug Description: Smoothed X-Splines may export with incorrect Bezier handles when exported to After Effects.

Workaround: None

Issue: MO-7048 Project out point doesn't change correctly after changing project length in the Project Settings dialog

Platform: All Platforms

Product: All Products

Bug Description: Changing the project length will not move the outpoint correctly.

Workaround: Reset or adjust out point manually.

Issue:	MO-7001 Selected Absolute Path isn't saved after switching to Relative Path and back in Preferences
Platform:	All Platforms
Product:	All Products
Bug Description:	Switching between Relative and Absolute paths doesn't save the Absolute path.
Workaround:	None
Issue:	MO-6972 Unix-style Absolute Output directory path results in a wrong folder being created on Windows
Platform:	Windows
Product:	All Products
Bug Description:	If you open an OS X project on Windows, accepting the saved absolute folder output directory will create the wrong folder.
Workaround:	Change the Absolute path before accepting the dialog.
Issue:	MO-6074 Clicking in the Layer Controls pane when adding a spline causes spline to close without reverting back to arrow tool
Platform:	All Platforms
Product:	All Products
Bug Description:	If you click in the layer controls panel while drawing a spline, the spline will finish but the draw tool will remain active yet unusable.
Workaround:	None.
Issue:	MO-6068 Playhead continues to advance frames after the Contour shuttle controller jog is released
Platform:	All Platforms
Product:	All Products
Bug Description:	When using the Contour Design ShuttlePRO jog controller to drive frame advancement, the playhead will over compensate and keep moving after you have stopped rotating.
Workaround:	Rotate the jog slower.
Issue:	MO-5995 Canvas errors jump when zooming into the canvas

Platform:	All Platforms
Product:	All Products
Bug Description:	Zooming in when there is an error message on the canvas will cause it to jump.
Workaround:	None

Issue:	MO-5829 Custom modifier keys malfunction in Mac Remote Management (VNC)
Platform:	OS X
Product:	All Products
Bug Description:	If you open Mocha remotely some of the key shortcuts and toggles will not work.
Workaround:	None

Issue:	MO-5808 Moving tracking keyframes sometimes breaks tracking
Platform:	All Platforms
Product:	All Products
Bug Description:	Sometimes if you manipulate the tracking keys in the dope sheet, additional tracking for the layer will not work.
Workaround:	None

Issue:	MO-5750 Pan and Zoom keys don't work when tracking
Platform:	All Platforms
Product:	All Products
Bug Description:	When tracking you can't pan or zoom in the view.
Workaround:	None

Issue:	MO-5379 Bounding box isn't shown for multiple selected layers if the clicked one was out of range
Platform:	All
Product:	All Products
Bug Description:	The bounding box isn't shown for multiple selected layers if the first one clicked is out of range
Workaround:	None

Issue:	MO-5304 Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
Platform:	All
Product:	All Products
Bug Description:	Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
Workaround:	None
Issue:	MO-5220 Wrong layers order after redo including in a group
Platform:	All
Product:	All Products
Bug Description:	If you group more than 2 layers and undo moving a layer outside of the group, it may not return to the right position
Workaround:	None
Issue:	MO-5210 Wrong surface detection for several selected layers
Platform:	All Platforms
Product:	All Products
Bug Description:	Try to select and move the surface of different layers in a multi-selection it will only let you move one.
Workaround:	Adjust one at a time
Issue:	MO-5166 There is no ability to toggle active for several selected layers
Platform:	All Platforms
Product:	All Products
Bug Description:	While you can apply all other right-click options to multiple layers, you can only apply "toggle active" to the layer you were over when you right clicked.
Workaround:	Choose "toggle active" on separate layers rather than a selection of layers.
Issue:	MO-5156 Wrong spline behavior in AdjustTrack
Platform:	All Platforms
Product:	All Products

Bug Description:	Sometimes using AdjustTrack on a surface will not adjust the spline as well.
Workaround:	None
Issue:	MO-5150 Transform tool sometimes interferes with tangents
Platform:	All Platforms
Product:	All Products
Bug Description:	Sometimes the transform tool can get in the way of adjusting tangents
Workaround:	Turn off transform tool
Issue:	MO-5099 Dope Sheet: Cannot select several blocks of keyframes
Platform:	All Platforms
Product:	All Products
Bug Description:	You cannot use the shift key to marquee-select multiple blocks of keyframes
Workaround:	None
Issue:	MO-5090 An error appears in using Point Insertion tool for multiple selected layers
Platform:	All Platforms
Product:	All Products
Bug Description:	If you select 2 layers and try to use the point insertion tool you get the error: "Error: Could not find parent contour of the point."
Workaround:	Add points to one layer at a time
Issue:	MO-4225 Crash when resizing with no docked sidebar panes
Platform:	All Platforms
Product:	All Products
Bug Description:	Mocha crashes after the canvas is resized to zero-height.
Workaround:	None.
Issue:	MO-4312 Using Ctrl+Z to undo values on the Parameters tab doesn't work

Platform:	OS X and Windows: 32-bit
Product:	All Products
Bug Description:	
Workaround:	None.

Issue:	MO-190 "Pick Edge" tool selects and moves both Inner and Outer Spline Points
Platform:	All Platforms
Product:	All Products
Bug Description:	"Pick Edge" tool selects and moves both Inner and Outer Spline points if you first move the outer point.
Workaround:	Reselect.

Issue:	MO-162 Crop mask in Mocha Plug-in does not rescale correctly when jumping between different proxy resolutions
Platform:	All Platforms
Product:	All Plug-ins
Bug Description:	The Crop mask in the Clip Module of Mocha Pro/VR Plug-in does not rescale correctly when jumping between different proxy resolutions.
Workaround:	None.

Issue:	MO-159 Deselecting multiple shapes does not reselect them on undo
Platform:	All Platforms
Product:	All Products
Bug Description:	If you deselect multiple shapes, undoing the selection will only select one shape.
Workaround:	None.

Issue:	MO-137 Undo deselects shape
Platform:	All Platforms
Product:	All Products
Bug Description:	Using undo after tracking forward or backward de-selects the shape

Workaround:	None.
--------------------	-------

Issue:	MO-79 Outer edge width (feather) remains consistent when layer scales
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	All Products
-----------------	--------------

Bug Description:	Scaling down a layer retains the same pixel width in the feathering.
-------------------------	--

Workaround:	Animate the feather with the scale to the desired width.
--------------------	--

Issue:	MO-30 Exporting an AEP file to Premiere destroys Mocha project data
---------------	---

Platform:	All Platforms
------------------	---------------

Product:	Mocha Pro Adobe and Mocha AE Plug-Ins, Mocha VR Adobe Plug-in
-----------------	---

Bug Description:	Exporting an AEP to Premiere keeps the effect on the layer, but destroys the Mocha project data.
-------------------------	--

Workaround:	Export the Mocha project from the Mocha GUI in the After Effects effect and merge it into the Mocha project in the Premiere version of the effect.
--------------------	--

Hardware Requirements

Recommended Hardware

- Processor: 3rd-generation Intel Core i7 or equivalent
- Memory: 16+ GB
- Disk: High-speed disk array or NVMe SSD
- Graphics Card: NVIDIA Quadro K4000 or equivalent
- Monitor: 1920×1080 or higher
- Network: Must have an enabled network adapter (Wi-Fi or Ethernet)

Minimal Requirements

- Processor: x86-64

-
- **Memory:** At least 4 GB
 - **Graphics Card:** For GPU tracking, must support OpenCL 1.2, for CPU tracking, OpenGL 2.1
 - **Monitor:** Minimum resolution 1200x800 pixels
 - **Network:** Must have an enabled network adapter (Wi-Fi or Ethernet)

Working with high-resolution footage such as 4K is very demanding on system resources; a system with at least 16 GB of system memory and 2 GB of texture memory should be used.

Software Requirements for Mocha AE Plugin

Host Applications

The Mocha AE Plugin only works in this version of After Effects.

Operating System

- **Mac:** macOS X 10.12, 10.13, 10.14 or 10.15 on 64-bit Intel. For GPU support, macOS 10.13-10.15 is recommended.
- **Windows:** Windows 7, Windows 8 and Windows 10 on x64.

Community-supplied importers are known to work but are not supported by Imagineer/Boris FX.