
Mocha® AE CC Release Note

Table of Contents

| | |
|---|----|
| Introduction | 1 |
| New features in Mocha AE CC v6.0.1 | 1 |
| New Features in Mocha AE CC 6.0.0 | 2 |
| Fixed issues since Mocha AE CC 6.0.0 | 2 |
| Known Issues | 4 |
| Hardware Requirements | 30 |
| Recommended Hardware | 30 |
| Minimal Requirements | 30 |
| Software Requirements for Mocha AE Plugin | 31 |
| Host Applications | 31 |
| Operating System | 31 |

Introduction

These release notes accompany **Mocha AE CC 6.0.1**.

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

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



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

New features in Mocha AE CC v6.0.1

- Some improvements have been made to the surface tool so that edges scale in the direction of the distortion

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

New Features in Mocha AE CC 6.0.0

- **Plugin-Based Mocha:** The Mocha interface launches inside of After Effects instead of as a separate application, and the plug-in can be applied to any footage files that After Effects supports.
- **GPU Accelerated Tracking:** GPU-accelerated planar tracking engine that significantly speeds up tracking (depends on your graphics card).
- **High-resolution support:** Support for Apple Retina displays and other high-DPI monitors.
- **Generate mattes directly:** You can now render masks directly to your layer from Mocha without needing to export
- **Tracking/Shape data creation:** Create After Effects masks or tracking data straight from the Effect Controls panel, without needing to copy and paste or relaunch the Mocha interface.
- **The new Mocha Essentials workspace:** simplified user interface. This hides some of the more advanced features such as Adjust Track module, the viewer icons, and layer properties. These tools are still available and can be accessed by switching to Classic Workspace.
- **New Tools:** New Ellipse and Rectangle spline tools.

Fixed issues since Mocha AE CC 6.0.0

| | |
|-------------------------|--|
| Issue: | MO-9640 Uberkey Functionality does not work for Transform tools. |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | The Uberkey now works as expected for transform tools |

| | |
|-------------------------|--|
| Issue: | MO-9606 Mocha Motion Tracker Layer Export is not working in German |
| Platform: | All Platforms |
| Product: | Mocha AE CC Plugin |
| Bug Description: | The tracking export options in After Effects were not applying correctly in non-english languages. |

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| Issue: | MO-9594 GPU Tracking in proxy mode can crash mocha host for some clips on Mac |
| Platform: | macOS |
| Product: | Mocha AE CC Plugin |
| Bug Description: | Fixed the occasional case where proxy mode in some hosts could cause a crash |

| | |
|-------------------------|--|
| Issue: | MO-9597 Bounding box appears while the Spline shape is being drawn. |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | The white transform bounding box now only appears or adjusts after you have finished drawing the spline. |

| | |
|-------------------------|---|
| Issue: | MO-9481 Switching between retina display and non retina display monitors causes window cropping |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | Dragging the Mocha window from a retina to a nn-retina screen could cause the image to crop when zooming. |

| | |
|-------------------------|--|
| Issue: | MO-9469 Docking toolbars/panels next to progress bar causes UI to jump |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | Dragging toolbars over to the right of the default layout should no longer cause the interface to jump when the progress bar animates. |

Known Issues

| | |
|-------------------------|--|
| Issue: | MO-9650 Selected Mattes appear like Selected Track Mattes |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | There is no difference in view between "Selected mattes" and "Selected track mattes" |
| Workaround: | None. |
| 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-9552 Mocha can crash the host if you run out of disk space |
| Platform: | All Platforms |
| Product: | All Mocha Plug-ins |
| Bug Description: | If the system runs out of disk space, the Mocha host will crash. |
| Workaround: | Check disk space levels for large shots and make sure there is ample space. |
| Issue: | MO-9517 Zoom window are showing incorrect or missing labels on high-resolution screens |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | Zoom windows may be missing labels for high resolution screens. |
| Workaround: | Work in a lower resolution. |
| Issue: | MO-9486 Colour picker doesn't allow you to pick a colour outside the dialog |

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | Attempting to pick a colour outside the colour dialog does not register. |
| Workaround: | None. |

| | |
|-------------------------|--|
| Issue: | MO-9447 Custom Spline & Layer Swatch Colors have zero Alpha |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | Choosing a custom colour for your spline or matte can cause them to disappear since the colour is set to zero alpha. |
| Workaround: | Change the alpha back to 255 before closing the color selector. |

| | |
|-------------------------|---|
| 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 <i>Use GPU Processing</i> and <i>Allow unsupported GPUs</i> |
| 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 AE 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 |
|---------------|--|

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| 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-9223 Pressing the delete key when a layer is selected clears the undo stack |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | Pressing delete while you have a layer selected clears the undo stack |
| Workaround: | None. |

| | |
|-------------------------|--|
| 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 Uber-key to Auto-key |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | You cannot add a keyframe when in Uber key mode after moving to another part of the timeline |
| Workaround: | Click the timeline again to activate the button. |

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Issue: | MO-9058 Bezier splines do not keep shape when being moved around or rotated |
| Platform: | All Platforms |
| Product: | All Products |
| Bug Description: | Rotating selected Bezier shape points can cause the shape to be distorted incorrectly. |
| Workaround: | Use X-splines. |

| | |
|-------------------------|--|
| Issue: | MO-8948 GPU tracking is abnormally slow to start on some machines |
| Platform: | All Platforms |
| Product: | All Mocha 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 Mocha Products |
| Bug Description: | Weighting is not restored to original state if shape keyframes are deleted |
| Workaround: | None |

| | |
|-------------------------|--|
| Issue: | MO-8721 Plugin crash when texture memory is too low |
| Platform: | All Platforms |
| Product: | All Mocha 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-8647 Applying tracking data via Mocha Adobe plugin to a 3d null will set Z scale to 0 |
| Platform: | All Platforms |
| Product: | Mocha AE CC Plugin |

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| Bug Description: | Applying Mocha transform data to a 3d Null in AE via the plugin UI will set a 3d null Z scale parameter to 0. |
| Workaround: | Reset the Z parameter after pasting. |
| Issue: | MO-8646 Time-remap/stretching a precomp containing a Mocha effect causes incorrect result |
| Platform: | macOS and Windows |
| Product: | Mocha AE CC Plugin. |
| Bug Description: | A Mocha plugin 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 plugins |
| 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-8598 GPU tracking with very large search area fail in all versions of Mocha Pro (and VR with Lens set to anything non-equirectangular) |
| Platform: | All Platforms |
| Product: | Mocha Pro All, Mocha VR All, Mocha AE CC |
| Bug Description: | If you set a very large search area in the track module parameters, Mocha may not track when using GPU. |
| Workaround: | Turn off GPU tracking |
| Issue: | MO-8392 Cannot undock panels in Mocha Pro Plugin GUI |
| Platform: | All Platforms |
| Product: | All Mocha Plugins |
| Bug Description: | Panels cannot be undocked in the plugin |
| Workaround: | None. |

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Issue: | MO-8391 Mocha Plugin: Viewer preferences appear behind Mocha Plugin window |
| Platform: | All Platforms |
| Product: | All Mocha Plugins |
| Bug Description: | The view preferences opens up behind the Mocha GUI. |
| Workaround: | Move Mocha GUI window to access the viewer preferences dialog. |

| | |
|-------------------------|--|
| Issue: | MO-8383 Mocha Plugin: ".bundle" in dock when running plugin if "Blackmagic Codec.Component" installed |
| Platform: | All Platforms |
| Product: | All Mocha Plugins |
| Bug Description: | When loading any interface related to the Mocha GUI, an "xxxx.bundle" icon bounces in the OS X dock if the Blackmagic codec is installed |
| Workaround: | Cosmetic defect only. Remove the Blackmagic codec to get rid of the icon in the dock. |

| | |
|-------------------------|---|
| Issue: | MO-8296 Crash on tracking DPX footage with huge frame numbers |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Crash on tracking DPX footage with huge frame numbers |
| Workaround: | Change the Frame Offset entry field to a low number, such as 1 (either manually or by choosing the Fixed Frame radio button). |

| | |
|-------------------------|--|
| Issue: | MO-8276 Windows 10 is reported as Windows 8 in error log |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Error log shows "Windows 8 (OS version 6.2+) 64-bit " on Windows 10. |
| Workaround: | None. |

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

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| Platform: | All Platforms |
| Product: | All Mocha 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 Mocha 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 plugin instance |
| Platform: | All Platforms |
| Product: | Mocha Pro Adobe Plugin, Mocha VR Adobe Plugin, Mocha AE CC Plugin |
| Bug Description: | Adjustment layers don't always give correct source inputs. |
| Workaround: | Apply directly to the clip. |
| Issue: | MO-8183 Mocha Plugin: Copy and Paste commands are disabled in Edit menu if a layer is selected |
| Platform: | All Platforms |
| Product: | All Mocha Plugins |
| 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 Mocha Products |

Mocha® AE CC
Release Note

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 Mocha Plugins

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 plugin

Platform: All Platforms

Product: All Mocha Plugins

Bug Description: If the user changes a video track, the plugin 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 Mocha 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-8107 Updating Mocha Adobe Plugin 2D parameters hangs After Effects for a very long time

Platform: All Platforms

Product: Mocha AE CC Plugin

Bug Description: Long projects can take a long time to update tracking keyframes in AE, making it appear to hang.

Workaround: None.

Mocha® AE CC
Release Note

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

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

| | |
|-------------------------|---|
| Issue: | MO-8041 Masks and shapes with non-Latin characters are not pasted correctly in AE |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Non-Latin 1 names for layers will paste to AE with incorrect characters. |
| Workaround: | None. |

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

| | |
|------------------|--|
| Issue: | MO-7941 Mocha AE plugin does not read in output of effects above it in the Effects stack |
| Platform: | All Platforms |

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Product: | Mocha AE CC Plugin |
| Bug Description: | The AE version of the Mocha Pro Plugin 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 Plugin. |

| | |
|-------------------------|---|
| Issue: | MO-7893 Sometimes AE mask looks incorrect when exporting an x-spline |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Some AE bezier masks can have unexpected curves when exporting from an x-spline layer |
| Workaround: | None |

| | |
|-------------------------|---|
| Issue: | MO-7847 GPU tracker crashes on certain hardware |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Some systems crash when using GPU tracking due to driver bugs or incompatibilities. |
| Workaround: | Turn off GPU tracking or use a different card/driver. Please report problems to technical support if you think your card should be supported. |

| | |
|-------------------------|---|
| Issue: | MO-7828 Wrong order after pasting copied layers if their order was changed |
| Platform: | All Platforms |
| Product: | All Mocha 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 Mocha Products |

Mocha® AE CC
Release Note

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 Mocha 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 Mocha 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-7734 Tracking data is not applied to the canvas when tracking starts from a frame without a keyframe

Platform: All Platforms

Product: All Mocha Products

Bug Description: If you start tracking a layer from a frame different to where you drew it, the layer will not update correctly until after tracking is done.

Workaround: None

Issue: MO-7685 Cannot change some parameters for invisible layers on the Track page

Platform: All Platforms

Product: All Mocha Products

Bug Description: If you turn off the visibility of a layer, some of its parameters cannot be altered.

Mocha® AE CC
Release Note

Workaround: Turn on the layer visibility.

Issue: MO-7664 Cannot change parameters in grouped layers for some projects

Platform: All Platforms

Product: All Mocha 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 Mocha 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 Mocha Products

Bug Description: Exported Beziers can sometimes have looped splines in closely animated points.

Workaround: None

Issue: MO-7529 Maximized Mocha window size never remembers state on Mac

Platform: OS X

Product: All Mocha 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

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| Product: | All Mocha 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 Mocha 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 Mocha Products |
| Bug Description: | There is an issue with adding a point to the exact bottom left corner of a frame. |
| Workaround: | None |

| | |
|-------------------------|--|
| Issue: | MO-7432 Checking the default tracking clip during project load should check the source location, not the cache |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Mocha is checking the cache location before the original source clip to restore the tracking clip on load. |
| 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 Mocha Products |
| Bug Description: | Points that are close to other splines are hard to select and move. |

Mocha® AE CC
Release Note

| | |
|--------------------|---|
| 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 Mocha 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 Mocha 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 master frame and contains a layer keyframe |
|---------------|---|

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

| | |
|-----------------|--------------------|
| Product: | All Mocha Products |
|-----------------|--------------------|

| | |
|-------------------------|--|
| Bug Description: | Reference points are adjusted instead of the surface points when adjusting on a frame before the master keyframe |
|-------------------------|--|

| | |
|--------------------|---|
| Workaround: | Reset the AdjustTrack solution and try again. |
|--------------------|---|

| | |
|---------------|--|
| Issue: | MO-7402 Cache and rendered clips files aren't removed after closing a non-modified project |
|---------------|--|

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

| | |
|-----------------|--------------------|
| Product: | All Mocha Products |
|-----------------|--------------------|

| | |
|-------------------------|--|
| Bug Description: | If you don't edit a project that has "Cache original clip" turned on, the cache files are not removed on exit. |
|-------------------------|--|

Mocha® AE CC
Release Note

| | |
|--------------------|---|
| Workaround: | Don't cache the original clip unless you have to. |
|--------------------|---|

| | |
|---------------|--|
| Issue: | MO-7401 Undo of pasting a contour to existing layer drops layer selections |
|---------------|--|

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

| | |
|-----------------|--------------------|
| Product: | All Mocha 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 Mocha 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 Mocha 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 Mocha 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-7303 Cannot paste Mocha masks in AE if some layer has more than 32 characters in its name |
|---------------|--|

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

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Product: | All Mocha Products |
| Bug Description: | Shape layers with very long names cannot be pasted into After Effects. |
| Workaround: | Use a shorter name. |

| | |
|-------------------------|--|
| Issue: | MO-7279 Lasso and Marquee selections actions are in the wrong group of shortcuts |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Lasso and Marquee shortcuts should be in the Tools category not General. |
| Workaround: | None |

| | |
|-------------------------|--|
| Issue: | MO-7271 Changing In/Out layer points by mouse rotation aren't added to Undo/Redo history |
| Platform: | All Platforms |
| Product: | All Mocha 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-7250 There is ability to nudge shapes during tracking process |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Shape nudging shortcuts are not disabled while tracking. |
| Workaround: | None |

| | |
|-------------------------|--|
| Issue: | MO-7211 Edge is shown for open splines that were made from closed splines |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | If you created an edge for a closed spline, then open it the edge for the close spine still shows. |
| Workaround: | Reset edge with before opening spline. |

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Issue: | MO-7195 There is ability to step between control points for locked or invisible layers |
| Platform: | All Platforms |
| Product: | All Mocha 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 Mocha 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 Mocha Products |
| Bug Description: | Multiple changes to different layers then undoing them can cause problems with some layers. |
| Workaround: | None |

| | |
|-------------------------|--|
| Issue: | MO-7168 Tangents of slave neighboring points are changed when moving a master point |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | Lock Tangents doesn't work correctly if moving the point by attaching it to a master point on another layer. |
| Workaround: | None |

| | |
|---------------|---|
| Issue: | MO-7167 Inconsistent mode for Bezier tangents after undo/redo their changes |
|---------------|---|

Mocha® AE CC
Release Note

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

| | |
|------------------|--|
| Issue: | MO-7107 Sometimes a slave point is unconstrained after constraining a master point |
| Platform: | All Platforms |
| Product: | All Mocha Products |

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| 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 Mocha 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 Mocha Products |
| Bug Description: | Switching to corner mode for all layer handles using right click cannot be undone. |
| Workaround: | None |
| Issue: | MO-7068 Layer in/out point fields are too narrow when working with timecodes |
| Platform: | All Platforms |
| Product: | All Mocha 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 Mocha 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. |

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| Issue: | MO-7049 Incorrect Bezier handles at spline ends when exporting X-Splines to After Effects |
| Platform: | All Platforms |
| Product: | All Mocha 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 Mocha Products |
| Bug Description: | Changing the project length will not move the outpoint correctly. |
| Workaround: | Reset or adjust out point manually. |

| | |
|-------------------------|---|
| Issue: | MO-6957 Cannot create a project based on image sequence with very large frame numbers |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | You cannot create a project based on image sequence with very large frame numbers |
| Workaround: | Reduce the frame number index of the sequence. |

| | |
|-------------------------|---|
| Issue: | MO-6848 Symbol # is shown in shortcuts instead of Esc on OS X |
| Platform: | OS X |
| Product: | All Mocha Products |
| Bug Description: | When you enter "Esc" into the Keyboard shortcuts, it appears as a symbol instead of "Esc" |
| Workaround: | None |

| | |
|---------------|--|
| Issue: | MO-6074 Clicking in the Layer Controls pane when adding a spline causes spline to close without reverting back to arrow tool |
|---------------|--|

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Platform: | All Platforms |
| Product: | All Mocha 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 Mocha 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-5967 A master key is set as soon as you switch to AdjustTrack module |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | If you switch to the AdjustTrack Module, a master key is set immediately. |
| Workaround: | Set a new master key and delete the old one. |

| | |
|-------------------------|--|
| Issue: | MO-5930 Resizing/moving of GUI when creating a project with small screen resolution |
| Platform: | OS X |
| Product: | All Mocha Products |
| Bug Description: | On very small screen resolutions the Mocha interface blinks and adjusts when creating a project. |
| Workaround: | Use a larger screen resolution. |

| | |
|------------------|---|
| Issue: | MO-5856 AdjustTrack reference points have incorrect view when switching active state of a layer |
| Platform: | All Platforms |

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| Product: | All Mocha Products |
| Bug Description: | Reference points are shown incorrectly when the active state of the layer is toggled off on one frame then on with another. |
| Workaround: | None |
| Issue: | MO-5843 Sometimes shape data exported to After Effects "Paste Mocha mask" gets corrupted spline points |
| Platform: | Windows and OS X |
| Product: | All Mocha Products |
| Bug Description: | Sometimes shape points can throw spline data out when using "Paste Mocha mask". |
| Workaround: | Find the problem point in Mocha and delete or adjust it. |
| Issue: | MO-5829 Custom modifier keys malfunction in Mac Remote Management (VNC) |
| Platform: | OS X |
| Product: | All Mocha 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 Mocha 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-5709 Process icon isn't updated immediately when changing Link To Track dropdown |
| Platform: | All Platforms |
| Product: | All Mocha Products |
| Bug Description: | The process icon does not immediately turn off or on when updating the Link to Track property. |

Mocha® AE CC
Release Note

| | |
|-------------------------|---|
| 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 Mocha 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-5372 Cannot create a new layer group by clicking on the corresponding icon |
| Platform: | All |
| Product: | All Mocha Products |
| Bug Description: | You can't create a group by itself. You need to select layers first. |
| Workaround: | Select a layer you want to group before you click the group icon |
| Issue: | MO-5304 Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error |
| Platform: | All |
| Product: | All Mocha 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 Mocha 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 |

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Product: | All Mocha 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 Mocha 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 Mocha 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 Mocha 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 Mocha Products |
| Bug Description: | You cannot use the shift key to marquee-select multiple blocks of keyframes |

Mocha® AE CC
Release Note

Workaround: None

Issue: MO-5090 An error appears in using Point Insertion tool for multiple selected layers

Platform: All Platforms

Product: All Mocha 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-4312 Using Ctrl+Z to undo values on the Parameters tab doesn't work

Platform: OS X and Windows: 32-bit

Product: All Mocha 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 Mocha 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-173 AdjustTrack Module's Reference Point Onscreen Widgets expand and shrink according to resolution

Platform: All Platforms

Product: All Mocha Products

Bug Description: AdjustTrack Module's Reference Point Onscreen Widgets expand and shrink according to Footage Resolution (in the Standalone), and also the Proxy Resolution in the Host Applications of the Plugin Versions.

Workaround: None.

Mocha® AE CC
Release Note

| | |
|-------------------------|--|
| Issue: | MO-162 Crop mask in Mocha plugin does not rescale correctly when jumping between different proxy resolutions |
| Platform: | All Platforms |
| Product: | All Mocha Plugins |
| Bug Description: | The Crop mask in the Clip Module of Mocha Pro/VR plugin 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 Mocha 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 Mocha 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 Mocha 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-69 OpenCL tracker not working on Intel Iris (Mac) |
| Platform: | macOS |
| Product: | All Mocha Products |

| | |
|-------------------------|---|
| Bug Description: | GPU tracking falls back to the CPU on Intel Iris GPUs, and logs a message "Failed to determine workgroup size" in the Mocha log file. |
| Workaround: | If your system has a different GPU available, manually select it in Mocha preferences. If not, use CPU tracking. |

| | |
|-------------------------|--|
| Issue: | MO-64 Iris Pro GPU is failing when tracking |
| Platform: | macOS |
| Product: | All Mocha Products |
| Bug Description: | If you toggle "Track with GPU" in preferences when using Iris Pro it is not remembered due to a failure of the GPU |
| Workaround: | Turn GPU tracking off or choose another GPU in the list. |

Hardware Requirements

Recommended Hardware

- Processor: Intel Core i7 or equivalent
- Memory: 16+ GB
- Disk: High-speed disk array or SSD storage
- Graphics Card: NVIDIA Quadro M6000
- Monitor: 1920x1200
- Network: Must have an enabled network adapter (wifi or ethernet)

Minimal Requirements

- Processor: 64-Bit Intel or AMD CPU
- Memory: 4 GB
- Graphics Card: For GPU tracking, must support OpenCL 1.2, for CPU tracking, OpenGL 2.0
- Monitor: Minimum resolution 1200x800 pixels
- Network: Must have an enabled network adapter (wifi 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 CC Plugin only works in this version of After Effects.

Operating System

- **Mac:** OS X 10.11.x or higher, on Intel.
- **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.