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# mocha® AE CC 2015 Release Note

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## Introduction

These release notes accompany **mocha AE CC 2015**.

Documentation is available inside **mocha AE CC 2015** by pressing the F1 key.

## New Features Guide

This is a patch update that contains a number of fixes.

This release also introduces a registration menu option in the Help menu.

## Fixed Issues

<b>Issue:</b>	DE3781: mocha Registration fails when e-mail address contains a "+"
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Email addresses with a "+" sign in them would not allow you to register mocha
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<b>Issue:</b>	DE3722 Pasting shape data to AE is using Intersect instead of Add
<b>Platform:</b>	All Platforms

<b>Bug Description:</b>	Pasting multiple mask shapes has been restored to using Add instead of Intersect
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<b>Issue:</b>	DE3568 mocha should not register any specific media file type associations
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<b>Platform:</b>	OS X
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<b>Bug Description:</b>	mocha will no longer be set as the default movie player for some file types on OS X.
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## Known Issues

<b>Issue:</b>	DE3876 Wrong masks are pasted to AE from mocha CC if the layer In point isn't equal to the project In point
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	If you set a layer in point further along the timeline than the project in point, the shapes may not export correctly.
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<b>Workaround:</b>	Set the layer in point to be the same as the project in point.
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<b>Issue:</b>	DE3867 Wrong icons in the Track menu in mocha CC
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	The track menu is showing Render icons rather than track icons. Cosmetic defect only.
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<b>Workaround:</b>	None
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<b>Issue:</b>	DE3341 Undo for adding keyframes by moving a point handle doesn't remove keyframe from the timeline and the Dope Sheet
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	If you change a point handle and undo, the keyframe is not removed from the timeline.
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<b>Workaround:</b>	None
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<b>Issue:</b>	DE3337 Points jump to the current mouse position after changing activeness state or point mode on Mac
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<b>Platform:</b>	OS X
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**Bug Description:** Once you have changed the active state, the point will jump to where the mouse pointer is.

**Workaround:** None

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**Issue:** DE3321 Changes of colorspace parameters aren't implemented for projects based on .dpx till conversion to float

**Platform:** All Platforms

**Bug Description:** Unless you turn on "Convert to Float", you cannot used the colorspace parameters to alter the viewer image for DPX.

**Workaround:** Turn on "Convert to Float" first.

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**Issue:** DE3319 Interlaced parameters are enabled for non-interlaced projects

**Platform:** All Platforms

**Bug Description:** Interlaced parameters are turned on in progressive projects.

**Workaround:** None. They have no effect on the project.

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**Issue:** DE3315 Cannot create a project based on image sequence with very large frame numbers

**Platform:** All Platforms

**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.

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**Issue:** DE3299 A layer point cannot be moved with cmd/ctrl + shift if the point wasn't selected before

**Platform:** All Platforms

**Bug Description:** If you try to move a point while holding cmd/ctrl+shift and it wasn't already selected, it won't move.

**Workaround:** None

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**Issue:** DE3290 Canvas pixels are incorrectly detected after relinking the original clip to a clip with different dimensions

**Platform:** All Platforms

**Bug Description:** If you relink a clip to a new clip with different dimensions, drawing a spline will be offset incorrectly.

<b>Workaround:</b>	Zoom the Canvas to reset the viewer.
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<b>Issue:</b>	DE3257 Editing a Key Shortcut and then switching to a different Preferences dialog tab and then back to the Key Shortcuts tab prompts the user with a "Confirm Profile Changes" Message Box
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<b>Platform:</b>	All Platforms
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<b>Bug Description:</b>	If you switch to other preference tabs after editing a shortcut profile, you will be prompted to confirm the changes when returning to the shortcut tab.
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<b>Workaround:</b>	None
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<b>Issue:</b>	DE3245 Sometimes there is no ability to use Relative path on OS X platforms
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<b>Platform:</b>	OS X
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<b>Bug Description:</b>	If you open a project that needs to change the output directory, you cannot select Relative in some cases.
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<b>Workaround:</b>	None
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<b>Issue:</b>	DE3244 Revalidation of Absolute path field in the Default Output Directory dialog occurs in wrong time on OS X platforms
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<b>Platform:</b>	OS X
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<b>Bug Description:</b>	The Absolute path field in Default Output Directory does not validate your changes until you click within the field or switch between Relative and Absolute.
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<b>Workaround:</b>	None
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<b>Issue:</b>	DE3206 Symbol # is shown in shortcuts instead of Esc on OS X
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<b>Platform:</b>	OS X
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<b>Bug Description:</b>	When you enter "Esc" into the Keyboard shortcuts, it appears as a symbol instead of "Esc"
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<b>Workaround:</b>	None
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<b>Issue:</b>	DE3111 Clip parameters don't change after relinking a clip
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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Clip parameters will remain the same after relinking a different clip
<b>Workaround:</b>	None

<b>Issue:</b>	DE3062 Layers created by Bezier tool jump to the first layer position after changing activeness state of layer points on Mac
<b>Platform:</b>	OS X
<b>Bug Description:</b>	If you deactivate a point in one bezier layer and create another layer and deactivate points in that, the second layer points can jump to the position of the first layer.
<b>Workaround:</b>	None

<b>Issue:</b>	DE3017 Some MOV clips load without the last frame
<b>Platform:</b>	OS X and Windows: all
<b>Bug Description:</b>	If you load some QuickTime files they will import missing the last frame
<b>Workaround:</b>	Convert the QuickTime to an image sequence and import that instead.

<b>Issue:</b>	DE2971 Wrong zoom windows after relinking footage streams to another dimension
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Image dimensions inside the zoom windows change if you relink a different sized piece of footage.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2911 Wrong layers selection after changing matte or spline colors on Mac
<b>Platform:</b>	OS X
<b>Bug Description:</b>	If you select the color options on a layer after creating several layers, sometimes more than one layer is selected afterwards.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2636 Mac Mavericks with external monitor hangs in resizing mocha main window
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<b>Platform:</b>	OS X
<b>Bug Description:</b>	Sometimes moving the main window to a secondary monitor will hang the system
<b>Workaround:</b>	None

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<b>Issue:</b>	DE2426 Clicking in the Layer Controls pane when adding a spline causes spline to close without reverting back to arrow tool
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	None.

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<b>Issue:</b>	DE2420 Playhead continues to advance frames after the Contour shuttle controller jog is released
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	Rotate the jog slower.

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<b>Issue:</b>	DE2361 Relinking frames does not set in/out points
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	When relinking a clip from a freshly opened file, the in/out points set to the ends of the timeline, rather than what they were set to in the file.
<b>Workaround:</b>	Save and reopen the relinked file.

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<b>Issue:</b>	DE2359 Switching on Project Notes pane causes mocha window jumping upon tracking on Mac
<b>Platform:</b>	OS X
<b>Bug Description:</b>	If you have Project Notes open on the mac, tracking will cause the GUI to jump.
<b>Workaround:</b>	Close Project Notes.

<b>Issue:</b>	DE2356 Sometimes autosave project cannot be saved on Windows
<b>Platform:</b>	All Windows Platforms
<b>Bug Description:</b>	Autosave sometimes will not work if license drops during the autosave.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2351 Footage is displayed corrupted after moving a file with mocha still open
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If footage is moved after closing a project, reopening the project will show a corrupted image.
<b>Workaround:</b>	Restart mocha.

<b>Issue:</b>	DE2346 Bounding box actions don't mark a project as modified
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you use the Transform tool and nothing else, the file will not be marked as edited.
<b>Workaround:</b>	Modify anything other part of the layers.

<b>Issue:</b>	DE2344 Canvas errors jump when zooming into the canvas
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Zooming in when there is an error message on the canvas will cause it to jump.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2343 Sometimes there are overlapping messages on the canvas
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If more than one error is shown on the canvas, they overlap.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2339 Sometimes error messages are out of the Canvas
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Some error messages are too long to fit on the canvas.

**Workaround:** None

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**Issue:** DE2337 "Failed to allocate memory buffer" error in creating a project based on some EXR footage

**Platform:** All Platforms

**Bug Description:** In some cases EXR files will not open correctly for new projects and throw a memory error.

**Workaround:** Try a different sequence.

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**Issue:** DE2316 A master key is set as soon as you switch to AdjustTrack module

**Platform:** All Platforms

**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.

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**Issue:** DE2294 Color boxes of the base clip and all inherited clips are changed after relinking an inherited clip

**Platform:** All Platforms

**Bug Description:** If you relink a clip, the icon for the base clip and its inherited clips changes color.

**Workaround:** None.

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**Issue:** DE2277 Resizing/moving of GUI when creating a project with small screen resolution

**Platform:** OS X

**Bug Description:** On very small screen resolutions the mocha interface blinks and adjusts when creating a project.

**Workaround:** Use a larger screen resolution.

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**Issue:** DE2220 Some timeline buttons are enabled if there are no opened projects

**Platform:** All Platforms

**Bug Description:** On opening mocha or after closing a project, some of the timeline buttons are still clickable.

**Workaround:** None



<b>Issue:</b>	DE2206 Spline and point numbers do not reset when starting a new project
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you have worked on one project and start another, the splines and point ids keep incrementing from the last one drawn.
<b>Workaround:</b>	Restart mocha.

<b>Issue:</b>	DE2203 AdjustTrack reference points have incorrect view when switching active state of a layer
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Reference points are shown incorrectly when the active state of the layer is toggled off on one frame then on on another.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2202 Wrong selection of points when restoring a point that was removed by "Delete" key
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you undo the deletion of a point, it will also be selected when you try to select another point.
<b>Workaround:</b>	Click the canvas to deselect everything, then reselect.

<b>Issue:</b>	DE2190 Sometimes shape data exported to After Effects "Paste mocha mask" gets corrupted spline points
<b>Platform:</b>	Windows and OS X
<b>Bug Description:</b>	Sometimes shape points can throw spline data out when using "Paste mocha mask".
<b>Workaround:</b>	Find the problem point in mocha and delete or adjust it.

<b>Issue:</b>	DE2188 Holding down cmd/ctrl + shift while moving spline points jumps to the cursor position after release
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Cmd/Ctrl + Shift will slow down the movement of a point, but then suddenly jump to the cursor position when you stop using the shortcut.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2182 Imported matte clip shows track mattes incorrectly.
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	When you import a matte clip it does not show the correct track matte.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2178 Custom modifier keys don't work if certain panes are focused
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	You cannot use Q, W, E, Z, X or I modifier keys when some panels are selected first.
<b>Workaround:</b>	Select the viewer canvas before using the tool.

<b>Issue:</b>	DE2176 Custom modifier keys malfunction in Mac Remote Management (VNC)
<b>Platform:</b>	OS X
<b>Bug Description:</b>	If you open mocha remotely some of the key shortcuts and toggles will not work.
<b>Workaround:</b>	None

<b>Issue:</b>	DE2175 File name in the "Save shape data as..." dialog is empty if a selected layer has the same name as any folder in the last selected directory
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If your layer name matches the folder you save your data to, then the filename field will be empty when you go to save shape data.
<b>Workaround:</b>	Rename the folder or layer, or just type a new name.

<b>Issue:</b>	DE2171 K shortcut doesn't work for adding/removing keyframes
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Nothing happens when you press "K" when working with keyframes.
<b>Workaround:</b>	Use the add and remove keyframe buttons on the timeline.

<b>Issue:</b>	DE2155 Moving tracking keyframes sometimes breaks tracking
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Sometimes if you manipulate the tracking keys in the dope sheet, additional tracking for the layer will not work.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2148 Cannot create a project based on QuickTime footage after closing and reopening remote desktop session
<b>Platform:</b>	Windows and OS X
<b>Bug Description:</b>	There is a "Corrupt or unsupported format" error if you try to use QuickTime after closing and reopening a remote desktop session to mocha.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2130 Field parameters are not showing keyframes correctly in timeline
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	When changing or clicking on field parameter values, the timeline does not show the keyframes. If you click on a non-field parameter, such as a check box, they suddenly show.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2097 Pan and Zoom keys don't work when tracking
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	When tracking you can't pan or zoom in the view.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2075 Wrong height for interlaced .mov footage
<b>Platform:</b>	Windows and OS X
<b>Bug Description:</b>	The clip height is listed wrong in the Clip page for interlaced QuickTime footage.
<b>Workaround:</b>	None
<b>Issue:</b>	DE2070 Crash when trying to create a project based on footage in a location has a too long path

<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Footage in a very long directory path can cause mocha to crash when trying to create a project.
<b>Workaround:</b>	Choose a shorter path.

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<b>Issue:</b>	DE2068 Projects that were unsuccessfully created show in Recent Files
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If a project cannot be created successfully due to read only directories or other problems, they still show in Recent Files.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE2067 An extra error message is shown if unable to create a project file
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	There are two messages shown instead of one when a project file cannot be created.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE2064 Frame numbers are shown in progress bar instead of fields for projects based on interlaced footage
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Frame numbers are shown in the progress bar instead of fields for projects based on interlaced footage.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE2063 Incorrect fields numbers in progress bar for projects based on interlaced footage
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Progress bar shows frames instead of fields when tracking or rendering interlaced footage.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE2055 Process icon isn't updated immediately when changing Link To Track dropdown
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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	The process icon does not immediately turn off or on when updating the Link to Track property.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1864 "Frame out of range" error in opening mocha from AE with setting frame range in the "New project" dialog
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Since frame range is define by the in and out points from AE, setting the frame range can cause problems when loading the project
<b>Workaround:</b>	Don't change the frame range when loading footage to mocha from AE

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<b>Issue:</b>	DE1862 Incorrect surface duplication of a layer, that has AdjustTrack keyframes
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Duplicating a layer that has AdjustTrack keyframes can warp the surface of the duplicated layer
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1724 Bounding box isn't shown for multiple selected layers if the clicked one was out of range
<b>Platform:</b>	All
<b>Bug Description:</b>	The bounding box isn't shown for multiple selected layers if the first one clicked is out of range
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1717 Cannot create a new layer group by clicking on the corresponding icon
<b>Platform:</b>	All
<b>Bug Description:</b>	You can't create a group by itself. You need to select layers first.
<b>Workaround:</b>	Select a layer you want to group before you click the group icon

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<b>Issue:</b>	DE1649 Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
<b>Platform:</b>	All
<b>Bug Description:</b>	Undoing adding a layer point, selecting Layer Controls pane and clicking on the canvas cause an error
<b>Workaround:</b>	None

<b>Issue:</b>	DE1590 Sometimes there is wrong layers order after duplicating
<b>Platform:</b>	All
<b>Bug Description:</b>	Duplicating multiple layers at once can sometimes throw them out of order.
<b>Workaround:</b>	Duplicate single layers at a time.

<b>Issue:</b>	DE1589 Cannot rename layouts
<b>Platform:</b>	All
<b>Bug Description:</b>	If you rename a layout it does not change the name in the menu.
<b>Workaround:</b>	Restart mocha. The names will be updated.

<b>Issue:</b>	DE1564 Wrong layers order after redo including in a group
<b>Platform:</b>	All
<b>Bug Description:</b>	If you group more than 2 layers and undo moving a layer outside of the group, it may not return to the right position
<b>Workaround:</b>	None

<b>Issue:</b>	DE1560 Wrong group position after grouping selected layers
<b>Platform:</b>	All
<b>Bug Description:</b>	The group should be created and remain in position where the top-most selected layer was positioned, rather than moving to the top
<b>Workaround:</b>	None

<b>Issue:</b>	DE1555 Incorrect behavior for "Selected mattes" mode for several selected layers
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<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	If you select "Selected mattes" mode and switch on Mattes, only one matte is turned on
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1554 Wrong surface detection for several selected layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Try to select and move the surface of different layers in a multi-selection it will only let you move one.
<b>Workaround:</b>	Adjust one at a time

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<b>Issue:</b>	DE1539 Wrong layer state when clicking on icons in the Layer Controls pane except Layer Name
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Layers become selected when clicking on their layer icons, such as lock, process and view.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1510 There is no ability to toggle active for several selected layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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.
<b>Workaround:</b>	Choose "toggle active" on separate layers rather than a selection of layers.

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<b>Issue:</b>	DE1500 Wrong spline behavior in AdjustTrack
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Sometimes using AdjustTrack on a surface will not adjust the spline as well.
<b>Workaround:</b>	None

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<b>Issue:</b>	DE1494 Transform tool sometimes interferes with tangents
<b>Platform:</b>	All Platforms

<b>Bug Description:</b>	Sometimes the transform tool can get in the way of adjusting tangents
<b>Workaround:</b>	Turn off transform tool

<b>Issue:</b>	DE1490 There is incorrect importing QuickTime footage with pulldown on windows
<b>Platform:</b>	Windows
<b>Bug Description:</b>	There are some artifacts when playing back QuickTime footage that contains pulldown.
<b>Workaround:</b>	None

<b>Issue:</b>	DE1442 Dope Sheet: Cannot select several blocks of keyframes
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	You cannot use the shift key to marquee-select multiple blocks of keyframes
<b>Workaround:</b>	None

<b>Issue:</b>	DE1433 An error appears in using Point Insertion tool for multiple selected layers
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	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."
<b>Workaround:</b>	Add points to one layer at a time

<b>Issue:</b>	DE526 OpenEXR error messages
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	Attempt to open an unsupported EXR format (e.g. image with single channel named "G") results in error message.
<b>Workaround:</b>	None.

<b>Issue:</b>	DE566 Crash when resizing with no docked sidebar panes
<b>Platform:</b>	All Platforms
<b>Bug Description:</b>	mocha crashes after the canvas is resized to zero-height.



**Workaround:** None.

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**Issue:** DE633 Canceling "Save Data as" dialog causes canceling "Export Data" dialog too

**Platform:** Windows 32-bit

**Bug Description:** Canceling "Save Data as" dialog causes canceling "Export Data" dialog too (i.e. Export Tracking Data)

**Workaround:** None.

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**Issue:** DE653 Using Ctrl+Z to undo values on the Parameters tab doesn't work

**Platform:** OS X and Windows: 32-bit

**Bug Description:**

**Workaround:** None.

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**Issue:** DE877 A layer is messed up if spline points are being dragged without holding ALT

**Platform:** All Platforms

**Bug Description:** A layer is messed up if ALT is held down while moving spline points and then releasing ALT before finishing the move

**Workaround:** None.

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**Issue:** DE1146 Crash in changing log/panalog to linear colorspace for projects based on video footage

**Platform:** All Platforms

**Bug Description:** Crash in changing log/panalog to linear colorspace for projects based on video footage

**Workaround:** None.

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**Issue:** DE1241 Zoom window can be manipulated when switched off

**Platform:** All Platforms

**Bug Description:** If you turn off the zoom window it can still be panned and zoomed into, which can cause problems when it gets in the way and no one can see it.

**Workaround:** None.

# Hardware Requirements

## Recommended Hardware

- Processor: Intel Core 2 Duo or equivalent
- Memory: 4 GB
- Disk: High-speed disk array
- Graphics Card: NVIDIA Quadro FX 1500 or equivalent
- Monitor: 1920x1200
- Network: Must have an enabled network adapter (wifi or ethernet)

## Minimal Requirements

- At least 1-GHz Pentium IV
- Memory: At least 1 GB
- Disk: At least 1 GB
- Graphics Card: Must support 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 2K or HD is very demanding on system resources; a system with at least 4 GB of system memory and 256 MB of texture memory should be used.

# Software Requirements

## Operating System

- **Mac:** OS X 10.7.x or higher, on Intel. PowerPC is not supported.
- **Windows:** Windows XP Professional SP2 or higher, Windows Vista Business or Ultimate, Windows 7, Windows 8 on x64.



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