# BOGART SE 11.5 – RELEASE NOTES

As much of the information is the same, the following details are meant to be an addendum to the Bogart SE 11.5 (10.8 / 9.14/ 8.19 / 7.22 / 6.24 / 5.28) release notes. Please read both sections carefully before starting to work with the product. The information listed in both this addendum and the main release notes are a combination of technical notes, recommendations, patches, and current known issues. For the main Bogart SE 11 release notes, install guides, videos, and other information please visit our website click here!

**Fixes from Bogart SE 11.3 to Bogart SE 11.5:**

- In case of larger system crashes, Bogart projects and the project backup copies could be damaged after a change in the operating system. It was then no longer possible to start Bogart until a new install was carried out. This has been corrected.

- When splitting an audio sample in the AudioMix menu, the volumes and fades are now adopted.

- In the AudioMix menu, the command for 'Halt, remain at this point' has now been assigned the 'h' key. The 'Stop, back to the beginning' command has been assigned the 'Esc' key.

- The maximum possible length of sound fades in/out for 50p/60p projects has been adapted to equal to 25p/30p/50i/60i projects.

- The "Size of the controls" setting is now available again in Bogart v8 and v9 versions after the switch was missing in previous updates.

- Asynchronous sound when importing into 60p projects has been corrected.

-Other small patches and fixes have been included that are not listed here.


**Other notes and reminders:**
-If you are installing Bogart SE 11 for the first time with this 11.5 update version, always be sure to check your Project Settings menu first before importing footage (From the main menu click on "Project" > "Format" > "Video Format").    It may default to the PAL format and you will want to switch this to NTSC before you start your project. Additionally, this is when you would want to set the appropriate resolution of your footage before importing footage.

-We now have a new function relating to adding transitions to "sided by side" Insert scenes in the storyboard.   This change will be observed in Bogart SE version 10.1 and forward. We can now pre-determine the exact time or limit time of a transition added to two adjoining Insert scenes.   This change was made to allow for transitions when using back to back inserts with the Quadcam 2 program but will be seen by all Bogart SE users in this version.   On the following page, we've provided a step by step guide for this workaround method.   If this new feature change is something that affects a lot of your Insert edit work, the prior 10.0c version may be preferred.   Version 10.0c will allow for the usual use of Insert edit transitions.

**Step by Step guide for applying transitions from Insert scene to Insert scene on the storyboard with Bogart SE 10 versions 10.1a and forward.**

1. In the main Edit menu, click on the "Opt" button. Set the "Trim Reserve" slider on "5s" or 5 seconds and "Play Lead Time" slider to the number "0s". (Try out these recommended settings first and then make changes as needed.)

2. Make sure a background scene or scenes have already been added to the storyboard. This background scene is what you will be placing your Insert shots on top of.

2. Add an Insert scene #1 from the scene bin to storyboard scene of your choice by selecting the "Insert" button.

3. Locate your next scene in the scene bin which will be Insert #2.

4. Now using the "Trim" button, click on the "In" and trim the in-point for 5 seconds on that second scene which will be your next Insert to be added to the SB. (Note: If you only trim in for 1 second, then a transition between the two Inserts will be only possible for up to 1 second.)

5. Add the trimmed Insert #2 to the Storyboard to the right of Insert #1.

6. Depending on where you placed Insert #2, you may need to use the "Range" button and "Position" Insert #2 to get it right next to the Insert #1.   In some cases, they be backed up against another already and the "Range" button won't be needed.

7.   Go to the main Transitions menu and "Add" a transition.

8. In the case above, you have a choice of a 5 second transition or any time factor from 0-5 seconds.  You can choose your own transition limit time.

9. Render as usual.

*Essentially, the Insert #2 scene to the right of Insert #1 must always be trimmed in the scene bin first in order to utilize a transition.*