

BOGART WINDOWS SE 10.1a – RELEASE NOTES

As much of the information is the same, the following details are meant to be an addendum to the Bogart Windows 10 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 Windows 10 release notes, install guides, videos, and other information please visit our website at: <http://www.macrosystem.us>

Fixes from Bogart Windows 10 to Bogart Windows 10.1a:

- In the "Advanced" split menu, the length of the current scene appears as you drag the position slider.
- Changes with the position of the playback marker with the "Range" button or using the "Halt at this scene" could create crashes. This has been fixed.
- In AudioMix menu under the Mixer tab, the button "MS" now remembers the values that were set when changing or exiting the AudioMix menu.
- Arabesk: For the Blu-ray creation there was a bug fix for the calculating menu which could mix up the length of multiple films.
- Arabesk: 50/60p projects are now converted to 50i/60i instead of 25p/30p making movements smoother.
- Arabesk: Menu background scenes from 50/60p projects are now encoded at the correct speed.
- Arabesk: Multiline "centered" texts are now correctly calculated.
- Arabesk: "Selection color" and "Activation color" will no longer be swapped when burning the disc.
- Arabesk: Some DVD/BD players saw 50/60p to 50/60i conversions as progressive format. This has been fixed.
- The video display in the 4-window trim is no longer cropped.
- Fixed a bug that could occur when saving very long archive names (now limited to 40 characters).
- Additional English translation corrections have been included.
- Several other small patches and fixes have been included not listed here.

NOTES

-We now have a new function relating to adding transitions to "sided by side" Insert scenes in the storyboard. 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 version 10.1a.

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.