BOGART WINDOWS 9.4 (including 8.9/7.12/6.14) – UPDATE RELEASE NOTES

As much of the information is the same, the following details are meant to be an addendum to the Bogart Windows 9 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 9 release notes, install guides, videos, and other information please visit our website at: http://www.macrosystem.us

New in 9.4:
-This update version now allows for the operation of newer Bogart Windows Add On products like Quick Photo 2 and AnimX Circles.
-New accessory product "Windows PRO" for the acceleration of core Bogart functions is now in the Install Product menu. This is a feature currently in testing and not yet available.
-A Hardware Test function is now in the main Settings menu under "System".   This will quickly check to see if your computer will have the minimum requirements (*Intel i5/i7-4xxx-4th generation with active Intel HD graphics. Notebook processors may be limited) to run the future Windows PRO feature.
-In the Edit menu, the display for scene information was broadened with an ID of future Window Pro material: (1) =standard, (2) =PRO material.

Fixes from 9.2a to 9.4

-A problem with the Loop Preview feature and active Smart Rendering has been fixed.
-An issue in the Image Processing/Special effect "Zoom" has been fixed.
-UHD (Ultra High Definition) projects are now labeled "UHD" in the Edit menu and Project Settings.
-Project formats which do not exist outside Bogart have been removed (i.e. UHD Interlace).   Selecting project formats which are unusual now trigger a warning message.
-When importing .jpg files into projects there is no longer any false black bar.
-You can now import 90-degree photos with 4:3 aspect without creating an error.
-If you hide the "Expert menu" in the Import menu, the default settings are now used and the "wrong" settings are corrected.
-Clicking on an Audio sample in the Audio Mix menu could trigger a quick playback. This has been corrected.
-In the Audio Mix Timeline display, the play marker is no longer jumping to the audio sample beginning if the active sample has not changed.   This improves the control of the changed keyframe points in longer audio samples.
-The backup/restore of Archives now directly uses the Windows file Explorer which saves time with folders and name selection.
-Occasional crashes caused by an additional video card under Windows 10 is now fixed.
-Additional English translation corrections have been included.
-Several other small patches and fixes have been included not listed here.