

BOGART 10 FOR WINDOWS – RELEASE NOTES

The following information is meant to make the installation of Bogart 10 for Windows on your PC easier, and the setup of Bogart 10 successful. Please read these carefully before starting to work with the product. The information listed is a combination of technical notes, recommendations, and current known issues. For installation steps on your Windows computer:

http://www.macrosystem.us/Windows_Bogart_SW.php. The all new Demo version of Bogart Windows 10 can be downloaded there. Use its free basic editing functions to verify that your system will run our software properly before you buy. Due to the variations in hardware and software running on all the different PC models in the market, we highly recommend working with this free Demo version first before purchasing. That way you can determine if your system has the codecs and hardware to work with the Bogart for Windows. Once you have successfully tried it out, you can contact your local dealer about the purchase of Bogart Windows 10: http://www.macrosystem.us/Value_Added_Resellers.php

Additional Install Information

-Vary rarely during the Install of Bogart Windows, your virus protection program may pop up with a warning message. If so, click through this message to continue the Bogart Windows installation. In the rare case that the installation fails, temporarily disable your Anti-virus and malware scanning utilities or other resource hogging programs, and try the Bogart Windows install again. Be sure to reboot the computer after the installation.

-Without any prior Bogart Windows installation, new users to the Bogart Windows 10 version may see the program listed as a version 6 or whatever higher version is already licensed in the lower left corner of the Bogart "Settings" menu. You will have to click on the "Products, Data-directory, Information" button. Inside this menu is the "Install Product" menu. Now you will have access to license the programs that are part of the base operating system software like Bogart Windows 10 and Gold edition.

Notes

-Recommended base platform system requirements: Windows Vista, Windows 7, Windows 8, or Windows 10. For the best results, try running Windows version 10, using an Intel i5 or i7 processor (generation 4 or higher), and having at least 4 GB of RAM. No GPU is needed, we use the Intel GPU HDMI output for best results. Please be aware different hardware configurations and background software products can produce different results between users. We recommend trying the free Demo version first to be sure your system has what it needs to work with the software. We recommend our seven Casablanca 4 Turnkey Models, that are plug and play right out of the box, and which are available from our dealers.

- Bogart for Windows 10 can handle interlace or progressive video formats from SD to 4K, 60p or 60i. It also can work in NTSC or PAL modes.

-For those users of PC's with a **separate primary drive used for boot-up**, we recommend you move the Arabesk and AV Data directory to your largest HDD (usually the D Drive). In the Bogart Windows program, click on "Settings" and in "System", to move your directories to the highest capacity HDD. This prevents the small default Solid State "C" drive from filling up with big video files, and bogging down your PC.

Recommendations

There are a few things we have found in our tests that seem to help with playback performance of the scenes and storyboard on older under-powered PC's. If you are running into playback problems, you may wish to try some of the following things:

- Some Bogart for Windows processes can be resource intensive (depending on the hardware). Try turning off Wi-Fi and closing unnecessary background programs if you experience unstable behavior such as render crashes and video stuttering. Some computers may require the Anti-Virus background scanning be paused.
- Don't forget about the "undo" button now available for the Storyboard since the introduction of Bogart Windows 8! This great new feature found in the upper right corner of the main "Edit" menu is useful in cases of accidental storyboard deletions or mistakes. It may be especially useful for new users of the Quadcam 2 or Quick Photo 2 programs, if you press the wrong button. For example, use the Undo button twice if you accidentally click to remove the whole storyboard after a final edit in Quadcam 2. The undo x 2 will recover it.
- We recommend when using either a laptop or PC that the "Power Option" in the Control Panel of the computer be set to "High Performance". Also, some laptop computers will automatically go into a battery saving mode when not plugged into ac. This results in a progressive look and bad audio sync. The solution is to plug a laptop into AC. Even if the settings are set to high battery performance, the battery will default to minimizing power. To set the following power option for optimal playback:
 1. Open the Windows "Control Panel".
 2. Locate the "Power Option" icon – It is easier to use the View toggle and choose the large or small icons (or Classic View) to locate this.
 3. Locate the Choose or "Select Power Plan". Disregard the default power saving.
 4. Assign "High Performance" then close.Picture playback should now be improved. (Note: This may vary depending on the operating system installed on the computer and the set-up of the "Control Panel")

- It is a good idea to clear the RAM cache occasionally by using many of the free software programs available on the Internet. This may improve playback. One such program is "Advance System Care".
- On some PC models, after an auto update of the computer or update of either Bogart or even Add-ons, you may experience shutdown or other unusual behaviors. We suggest you right click on the Bogart desktop icon used for starting, and do a "Troubleshoot for compatibility" check; and normally the PC will be able to make the needed adjustments itself.
- When using a regular standard mouse, the best setting option to use is "mouse without seesaw". This prevents the sliding of the trim and split function when trimming with a standard mouse. This option is found in the main Setting Settings menu under User Interface. We still recommend using the 4-button mouse for editing.
- Because this is a PC based system, we suggest the user create folders or files and organize when saving and loading content. I.e. create Folders for your Video/Audio/Back-up exports, as well as Audio and Video content you use often, to be imported into a project as needed. You should do this in your hard drive before starting to edit, so they are ready when you need them. This process and the use of an external drive are especially important if using a laptop with a smaller hard drive. Failure to organize may result in files being saved all over your hard drive, making them hard to find and use.
- To accelerate the importation/ripping of a CD into the Bogart Windows Audio Recording, Edit menu, try using an external program such as Windows Media to rip the CD first, then place the tracks into a separate music or desktop folder. After the folder is created, open that folder and highlight the tracks or entire content and drag and drop into the audio bin in the Bogart Windows Audio Recording, Edit menu. This method may be much faster than using the direct Audio CD Import button.
- For Microsoft's Windows 8.1 and Windows 10, if multiple user accounts are set up on a computer, be sure to run Bogart SE for Windows only in the account where it was installed. If not, the software will generate a new serial # requiring new activation codes.
- When using one of MacroSystem's Casablanca 4 Studio Pro Ultra models, use the top default disc tray (for CD/DVD's) when importing/ripping a CD into the Audio Record, Edit menu. The lower disc tray is not recognized in Bogart Windows unless an editor opens the main Settings menu and designates Drive #2 as the main drive. This will disable the top disc tray or Drive #1.
- When exporting certain files from the export window (see Known Issues on M2T files), it has been reported that glitches may appear when using Windows Media Player or VLC and some other playback software programs that have less playback power. This is only a playback issue

specific to those programs. We recommend using purchased playback software like the PowerDVD program or MediaPlayer Classic Home Cinema. They should perform better if you are having trouble in older equipment.

Additional Notes

-One of the biggest changes in the Bogart Windows 9 and 10 versions is the layout of the Audio Mix menu. If a user wishes to observe the prior Audio Mix display, simply lower the Screen "Resolution" option found under the "Screen" button in the main "Settings" menu. This will then show the familiar Audio Mix menu display from prior operating system versions. Bogart Windows 10 offers the new "Storyboard Plus" option to add more details and enhance the Audio Mix menu. To turn off this switch, click on the wrench icon in the lower left corner of the Audio Mix menu. Then turn off the check box that is called "Storyboard Plus".

-There is a feature that allows the editor to make an entire storyboard into a scene layer in just one click. Simply go to the "Transitions" and "Image Processing" menus and select the usual "Scene" button and select the "Storyboard" button. This makes a scene layer of the whole storyboard. The "Range" button is still available, but no longer needed to accomplish this specific task.

-Be aware that if you must change hardware components like a mainboard or HDD and possibly in some cases when you re-format the internal drive of your computer, this will require you to contact MacroSystem Americas or your dealer to obtain a new set of license codes for your Bogart Windows OS and Bogart Windows Add On programs.

-Bogart Windows 10 will work with 4k footage. For the best resolution playback on a desktop monitor, please refer to its instructions or manual. We recommend the highest setting always. Those working with 4k footage will want to change the monitors default to a 4k setting, and the same refresh rate as your monitor.

-One of the Settings in Bogart Windows that can affect your playback of footage is the "Playback" option found on the Main menu under "Settings". Click on "Record/Playback". There are currently 3 play modes: "Auto": Try this setting first. Playback performance depends on the specifications of the PC. "Standard": Most common setting with high performance PC's. "Simple": For less powerful computers. This may play back video in a slightly lower resolution. Experiment with the different playback modes to see which one might work best for you based on your hardware. This most commonly affects UHD and 4 k footage. Those formats work best with the "Simple" playback mode. One more tip for those who have PCs that are not working with "Auto" and "Standard", (perhaps an older CPU): Reduce the size of the play window. This increases the playback frame rate. Some slower PCs might achieve full frame rate at about 1/4 of the screen. This allows you to work in two-window-configuration, side by side. When rendering clips with the new WinPRO software, you will need to use the "Standard" or "Auto" settings. "Simple" playback mode will not work with WinPRO rendered scenes.

-The Render Booster software is specific to the Linux or standalone models that run the Bogart SE software. It is not available for the Bogart Windows environment. However, Bogart Windows 10 can use the all new WinPRO (Windows Pro) software that can provide faster render speed for computers with compatible hardware. Please see your dealer for more details on this exciting new addition to the Bogart Windows software Add Ons library!

-If your computer has two internal DVD or Blu-Ray burners, you may get the error message "No media was inserted, function aborted" while trying to burn a project to disc using Arabesk. If this happens, use this workaround:

1. In the "Settings" menu, click on "System". Then uncheck "Prefer Second DVD/Blu-Ray burner".
2. In Arabesk under "Settings" uncheck "Use Two Drives".

-Bogart Acceleration in Arabesk will only function with the HDMI output from a computer utilizing a monitor resolution of 1920x1080. Acceleration will not function from a DV port output from a computer or if monitor resolution is set to UHD using either HDMI or DV port. A second monitor can be connected via the HDMI output of a computer if included and set to 1920x1080 for the acceleration to function in UHD/4k via the main monitor.

-Before starting a render and burn in Arabesk, be sure that all the setting options in Arabesk are set correctly. Some of the options have changed over the course of our operating system versions and are a little different. Confirm that the HD or SD mode is properly selected, and the quality level of your rendering is not so high as to over fill the DVD or Blu Ray Disc.

-In the main Settings menu, in the System button, the "Move Data Directory" currently works only with empty or very small projects. Otherwise, an error message might occur.

-Using the "PC Interface" option, will allow you to use the full PC type features of Bogart Windows. This is useful if you plan use things like performing a double click on a scene in the scene bin to place it directly up on the storyboard. To turn on this feature, go to the main "Settings" menu, click on "User Interface", and check the box for "PC Interface". Without the "PC Interface" option checked, the ability to utilize the new preview window trim function will be lost and the editor will not be able to trim and replace the scene in the storyboard using a double-click of the mouse.

-ExFAT formatted SDXC cards will not be recognized by the system. ExFAT is a proprietary filesystem from Microsoft. Since ExFAT specific formatted cards are only required by some 4k cameras, we would recommend you reformat your ExFAT drives to NTFS (or FAT3) if the camera is able to handle this format. We are currently considering other options for this circumstance.

Known/Current Issues

-The Audio Over-modulation search won't work properly in Storyboard mode without the Storyboard Plus function turned on.

-Playback might not work if you enlarged a minimized Bogart Windows.

-In Bronze and Silver editions, the audio effects filters won't work in the Audio Mix screen and must be rendering the Audio Record, Edit menu first.

-In the "Audio Mix" menu, placing an audio sample under the very first scene on the storyboard may appear to make the sample vanish. You will need to manually position the storyboard over to the extreme left first. Then you can place the audio sample properly. This only occurs when using the "Storyboard" mode in the Audio Mix menu.

-If there are any disc burning issues using Arabesk that causes a crash, a menu change may help. For example, try going into the Arabesk "Disc Projects" setting and under "Data rate" set the "Quality" option at the top from "Optimal" to "Manual". Then change the "Calculation" option from "Optimal" to "Simple". Try the burn process again.

-Burning a CD is not a supported feature even though the export icon shows a CD in it. Currently, there is no direct access to any hardware like DVD writers, firewire cards, etc. You can still export the audio files to MP3 and use a PC burning program to make the disc.

-There may be issues using the open and closing of the DVD burner drawer icon. The software "drawer close" command may not work on some computers. The issue is hardware specific, and usually found on laptops.

-In the Import menu, we have seen imports of the AVCHD material using the check box option called "show Expert Menu" may cause 1920x1080 60i to be converted to 30p upon importation to the scene bin. If this happens, uncheck the box and use the regular import mode. This will remedy the issues. This may also help with other import issues.

-Some remaining spelling, grammar, and English translation errors will be corrected in future updates.