

# MacroSystem Americas LLC

## Overview of the new Bogart 11 main features:

### Settings / Search for Update:

- Only WINDOWS: In Bogart 11 Settings menu, click the bottom button to Search for SW Update.

### Project Settings:

- The Project Selection dialog now has a list of 'recently used' projects that also contain projects in other (Store'n'Share or Disk-Juggler) project environments, even on other hard disks.

### Import:

- Import with additional RGB correction, if the expert menu is active, in the menu "AV correction".
- As an alternative to the automatic format archive, there is now a manual archive. "Use format archives" must be switched off to use this.
- WINDOWS only: Comments in files are now also imported.

### Edit:

- Right side, under the larger scene image, the scene comment can now be displayed. (On / off via wrench symbol bottom left)
- The search with PowerKey "Ctrl-f" now also includes the comment. F3 shows the next hit, Shift-F3 the previous one.
- The scene bin can now also be sorted by name, length and record time. Of course, manual sorting is not possible then (only with the setting "original").
- The scene selection (eg in Arabesk) memorizes the last selected scene and activates it automatically at the next visit.
- New buttons in the Edit menu on the top left to quickly jump to the previous and next chapter mark.
- New switches to move the orange position marker without keyboard +/- 1 image.
- Scenes in the storyboard can now be split at the orange position marker. (New "Split" button by the storyboard, right next to "Replace." Fine adjustment with Alt +/- or with the new buttons |< and |> above "Split")
- "Search" & restoring scenes from the Storyboard back to the scene bin now considers their In / Out.

It works like this:

- If the scene is not found in the scene bin, it will ask if the scene should be restored.
- If the scene is found in the bin and the trim matches, it becomes the current scene.
- If the trim does not match, it indicates that the scene was found but the trim does not match. Then you can choose whether the trim of the scene in the bin should be adjusted or whether a new scene with the appropriate trim should be generated.

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- The automatic preview when moving the mouse over the Storyboard "Plus" can now be switched off (Edit / wrench at lower left). Then the picture is displayed only while holding down the "Shift / uppercase" key and moving the mouse in the "Plus" area.
- 'The 2 actions below will delete at least one audio sample...' requests have been reduced as much as possible.
  - If an audio clip is in the area which is "shortened" by storyboard changes, the audio clip is trimmed, with the begin remaining at its previous position.
  - If there is another audio clip close by, the affected clip may be shortened at the back.
- Playing the storyboard in the small preview window is now showing the timecode and the storyboard above is carried along while playing.
- Menus with Storyboard Display: With the new "SB +" switch, the "Storyboard Plus" display can be quickly switched on and off. (at the top, next to the colored FX-track switches)

## Effects:

- The set length for each transition effect is now remembered and used again the next time you insert the effect.
- The "Still Scene" effect has extended time setting options under the new "Defaults" button, similar to Edit / New.
- The Image-Processing / Special effect "Out of Focus" now produces better results.

## Titling:

- The font selection now has a favorite list, much like the effects menus.

## Audio Recording/Edit:

- Extended splitting for audio, similar to video since Bogart 10.
- Only WINDOWS: New audio effects with yellow icons.

## Audio Mix:

- The Mixer tab now includes an "Automatic Correction" for individual audio clips or tracks to easily remove overmodulations.
  - If an audio clip has been clicked/selected and this switch is pressed, all other sound clips above/below will be lowered as much as necessary to avoid overmodulation.
  - If no audio clip is active, Bogart asks which track(s) should keep its volume. All others are lowered by 1 db as long as no overmodulation occurs.
  - Of course, such an automatic function will not deliver perfect results in every case, but it is a quick tool to remove clipping, and then fine-tune the clips manually.
- Splitting audio clips at the orange position marker (except original audio in track 1): In the Audio Mix, a pair of scissors can be found at the lower right, under the audio tracks. If you press it, the selected audio clip is split at the previously set position mark.

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- In the tab "Envelope" there is a new button "Add point at marker position", which inserts a envelope point at the orange marker on the active audio clip.
- With 'Influence' (new point in the small menu, left at each track number) you can adjust all the clips of a track in volume and fades at once. Example: on the comment track are xxx audio clips. They should all lower the original audio track smoothly to -10db. The Influence automatically applies "Corrections" to all the clips in the selected track. Manual changes remain still possible for fine tuning.
- Only WINDOWS: New audio effects with yellow icons.

## Export:

- Several exports in different formats, qualities, etc. can now be added to a "Queue". The selected formats can also be saved as an archive and reloaded later. The queue can then be processed all at once, and even overnight if you have many of them.
- In the export menu, as in the Audio Mix, the storyboard automatically has the ability to remove overmodulations. It can be selected which tracks should not be changed (eg comments) and all others are then adjusted.

## Various:

- WINDOWS only: After backing up, exporting... a Windows Explorer window with the target folder can now be opened with a new button.
- WINDOWS only: The Windows Pro package now recognizes compatible graphics cards with H.265 encoder (Settings / System / Information + Hardware Test).
  - If a supported card was found (details follow), the export with active WinPro now also offers H.264 (MP4) NVIDIA and H.265 (MKV) NVIDIA formats.
  - Without NVIDIA card, depending on the processor, a software-based H.265 (MKV) export with active WinPro is available.
- Only WINDOWS: export formats which support chapter marks (eg MKV, MP4, ..) (the chapter marks are only recognized with an active WinProPack), which were set in the Bogart STORYBOARD (not in Arabesk). Players which support such chapter marks (VLC, MPC-HC, ..) allow chapter +/- or direct selection of chapters. In the exported file, the project name is also entered as "title" in the metadata. The VLC player displays this in the upper left corner of the player window.

## Known bugs:

- The UHD export does not work in the format M2TS currently. But there are many other export options if you currently export 4K.