

**Not all features might be available if the screen resolution is below „high“!
1920x1080 or 3840x2160 displays are recommended!**

Settings / Search for update:

- WINDOWS only: Bogart can check the Internet for an update and offer its installation.

Project:

- The project selection dialog now has a list of „Last used projects“, also in other project environments and on other hard drives (when using Store“n“share or Disk-Juggler).

Import:

- Import additional Red-Green-Blue GB correction. If the „Show Expert menu“ is active, within the menu "AV correction".
- As an alternative to the automatic „use format archives“, there is now a manual „Archives“ to store and load settings (like color corrections for different Camcorders). The "use format archive“ must be unchecked to use this feature!
- WINDOWS only: existing Windows file comments are now imported with videos and JPEGs. This does not work with all file formats and is not always reliable, due to lack of a uniform standard.

Edit:

- Right below the large preview picture, the comment is now displayed. (Can be turned on/off with the wrench icon on the bottom left)
- Scene search using keyboard "CTRL-f" now also includes the commentary. F3 shows the next hit, SHIFT-F3 the previous.
- The scene bin can be sorted by name, length, and record time. Manual sort is not possible in one of these modes, but of course in „original“ mode.
- Most scenes selections (like in Arabesk) will remember the last selected scene and stay at that position during the next usage.
- New button on the Edit menu to quickly jump to the previous and next chapter mark in the Bogart STORYBOARD ("c" add/remove chapter, "1" next chapter, "2" previous chapter)
- New switches to move the orange position marker without keypad +/- one Frame.
- Scenes can now be split inside the storyboard at the orange position marker. (New switch „Split“, right next to "Replace". Fine adjustment ALT +/- or with the new switches.
- In the "Range" menu there is also a "Split" switch. Thus, you can check the whole storyboard in full screen mode and cut scenes apart.
- Searching for scenes in the storyboard and restoring them, will remember their "in / out" points at the time of insertion (not possible with projects recovered by Sentry).

Some examples:

- If the scene in the bin is not found, it's asked whether the scene shall be restored.
- If it's found in the tray and trim are identical, so it becomes the current scene.
- If the trim In/Out does not match (so that the scene was found, but does not match the trim identically) then, one can choose whether to adjust the trim of the scene in the bin or whether a new scene should be produced with the corresponding In/Out.
- Auto-display of the preview picture when moving the mouse over the storyboard „Plus“ area can now be switched off (wrench at bottom left: SB+ display=click). Then it is only displayed while holding the "Shift" key and moving over the Storyboard "Plus" area.

S.H.I.E.L.D. Agency

- Necessary removing of Audio clips when changing the Storyboard has been reduced as far 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 Image-processing effect "Sample 3" offers fade In+Out for graphics.
- 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 Favorites list, similar to the effects menu.
- The ImagePool was expanded with a few logos and images, which can be used well as a "Box background" in the Bogart and Vertigo Titler.

Audio editing:

- Extended splitting for audio, similar to video since Bogart 10.
- WINDOWS only: New audio effects with the prefix "B11"

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 help 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.
- 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.
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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 at a row (eg overnight).
- 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.

Miscellaneous:

- 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, 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.
- WINDOWS only: export formats which support chapter marks (eg MKV, MP4, ..) include the chapter marks, which were set in the Bogart STORYBOARD (not from 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.