

BOGART WINDOWS 11.6 – RELEASE NOTES

As much of the information is the same, the following details are meant to be an addendum to the Bogart Windows 11 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 11 release notes, install guides, videos, and other information please visit our website at: <http://www.macrosystem.us/BogartWindows11.5FREE.php>

Changes from Bogart Windows 11.5 to Bogart Windows 11.6:

-NEW: The additional software HD-Backup Sentry 2 is automatically installed and listed in the Install Product menu. Since all new Sentry 2 functions allow changes to be made to projects, trying the software out in demo mode is not possible. If you own Sentry 1, there is a discounted upgrade.

-The import of damaged video files has been improved.

-An error with specific file resolutions in the Import menu under Extended Search Preview has been fixed.

-The preview function of the Backwards filter now provides a correct display in all project formats.

-A bug when backing up high-resolution photo scenes in HD-Backup Sentry 1 has been fixed.

-NTSC adjustments for the analog-> USB converter had been added.

-The playback of interlaced projects has been adapted to current graphics card drivers.

Other notes and reminders:

-SPECIAL NOTE: The “Search for updates” button in the main “Settings” menu does connect to a German server. This does not connect to any of our internal servers here in the U.S. Sometimes a new operating system version may be released in Europe and available to download on our systems using this button. Please use caution when checking this button. We recommend waiting to download any new versions until you see it has been released and announced by MacroSystem Americas.

-If you are installing Bogart Windows 11 for the first time with this 11.6 update version, be sure to check your Project Settings menu first before importing footage (From the main menu click on “Project” > “Format” > “Video Format”). It may default to the PAL format and you will want to switch this to NTSC before you start your project. This would also occur if you are installing the Bogart Windows DEMO 11.6 version for the first time.

-We now have a new function relating to adding transitions to “sided by side” Insert scenes in the storyboard. This change will be observed in Bogart Windows version 10.1a and forward. 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 Bogart Windows Quadcam 2 program but will be seen by all Bogart Windows 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 Bogart Windows 10.0c version may be preferred. Version 10.0c will allow for the usual use of Insert edit transitions. **Important reminders about Arabesk 8:**

- The Arabesk 8 UHD discs are played by a many 4k Blu-ray players, but not all models. It works best if you use moving menus. Simple menus with a still image often do not play correctly or at all. If no movement is desired, you can of course simply create a still image from a pattern or scene image, e.g. with 30 seconds and use this as a "moving scene" for the background.
- For real 4k projects with a resolution of 4096, the edges for the UHD standard are automatically cropped to a resolution of 3840.
- For UHD disc projects, only UHD or 4K project formats can be used.
- The menu display is only possible in Full HD, but then the movies are played back in full UHD resolution.
- Arabesk 8 can be used in demo mode.
- DVD discs data rates are too slow for playback. To test the demo version, for example, rewritable BD-RE discs should be used.
- Arabesk 8 is only available for Bogart Windows. Standalone models do not have the processing power to make UHD discs.
- There have been some reports of some players having a pink flash before the menu plays. This is not actually on the disc and just a result of playback.

A list of 4k Blu-ray players that have played successfully or had difficulty with Arabesk 8 burned media can be found here: <https://www.macromotion.info/uhd-disk>

Step by Step guide for applying transitions from Insert scene to Insert scene on the storyboard with Bogart Windows 10 versions 10.1a and forward.

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.