

BOGART WINDOWS 13.3 – RELEASE NOTES

As much of the information is the same, the following details are meant to be an addendum to the Bogart Windows 13 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 13 release notes, install guides, videos, and other information please visit our website at: <http://www.macrosystem.us>

Changes from Bogart Windows 13.1 to Bogart Windows 13.3:

- In the Audio-Mix, an error when moving points with the audio Envelope has been fixed.
- When Storyboard PLUS mode is switched off in Audio-Mix, the context menu of an audio clip now switches to the effects tab instead of opening in an outdated Bogart SE 8 window.
- If an audio clip is dragged and dropped into the Audio-Mix window, it now also appears in the audio list on the right, where it can be added to the audio tracks.
- In the Audio-Mix, within the "Envelope" tab, the position and volume can now be adjusted with the roller wheel without having to click on the sliders.
- On devices without active Arabesk software, 'resetting' a Titler software no longer leads to a "demo" rendering.
- NEW for WINDOWS: Support for using VST3 audio effects under Audio Recording-Edit / Special / VST3 Host.
- Even with photos with a ".JPEG" extension (instead of ".JPG"), high-resolution images are now saved in addition to the generated video scene.

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 13 for the first time with this 13.3 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 were installing the Bogart Windows DEMO 13.3 version for the first time.

-The minimum system requirements/recommendations for a Casablanca 4 (Bogart Windows model) to run Bogart SE 13 is: 4 GB RAM + current INTEL and/or NVIDIA graphics driver. Intel i5/i7-4700 or higher with active Intel HD/UHD graphics and Windows 10 or 11 Pro 64 bit are recommended.

- A Bogart 13 license code is required after installation if no Bogart 13 is active yet. A free update from Bogart v5 to v12 is not possible with the v13 installation.

-We have a 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 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 or 3 program but will be seen by all Bogart Windows users in this version. On the last page of these release notes, we’ve provided a step-by-step guide for this workaround method. If this 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 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 width of 4096, the edges for the UHD standard are automatically cropped to a width 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 are too slow for UHD playback. To test the demo version, for example, rewritable BD-RE discs should be used.
- Arabesk 8 is only available for Bogart Windows. Older standalone models only support Arabesk 6 or 7.
- 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.