

BOGART WINDOWS 9 (v9.2a) RELEASE NOTES

The following information is meant to be a guide of release notes to go with your purchase of Bogart Windows 9. 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, please see our separate guide. The all new Demo version of Bogart Windows 9 can be downloaded at <http://www.macrosystem.us/Downloads.php>. Click on "Downloads" Use its free basic editing functions to verify that your system will run our software. 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 Windows. Once you have tried it out, you can speak with your local dealer about the purchase of the standard Bogart Windows 9 version to license and use more advanced editing features.

Additional Install Information

-During the Install of Bogart Windows, some virus protection programs may pop up with a warning message. It might be a yes or no message to continue. Proceed through this message to continue the Bogart Windows installation.

-Some of our testers have found it helpful to do a shutdown and restart after loading the Bogart Windows OS software much like other PC Program or the current Bogart SE standalone models automatically do.

-Without any prior Bogart Windows installation, new users to the Bogart Windows 9 version may see the program listed as a version 7 in the lower 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 9 and Gold edition.

-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.

Notes

-Recommended base platform system requirements: Windows Vista, Windows 7, Windows 8, or Windows 10. While higher versions of Windows should also be compatible, these are not currently used in our testing. For the best results, try running Windows version 10 or above with Windows Media Center, using an Intel Core i7, and having at least 4 GB of RAM. Without a proper codec like the Windows Media Center, you will not be able to playback video. Some Windows versions like the Microsoft Windows 8 may require you to purchase the Windows Pro 8 (which includes) Windows Media Center to set up a codec on your PC that the Bogart SE for Windows can work with. Please be aware different hardware configurations and background software products can produce different results among users. We recommend trying the free Demo version first to be sure you have what you need to work with the software.

-The Bogart SE for Windows can handle interlace or progressive video formats. It also can work in NTSC or PAL modes. Depending on which format you are shooting on, you need to set these parameters in your main "Project" Settings menu under "Format" before you begin to import footage. It is very important to check your Project Settings menu before starting any new project to be sure the settings are correct. For the technical side of things, the actual internal editing format of Bogart Windows uses I-Frame only with a 60MBit data rate.

-Bogart SE users will notice that the Media Manager portion of Bogart SE is not available on Bogart Windows software. You can use most of the features of Media Manager with Windows tools.

-For users of Bogart SE and Arabesk, you will notice that the Bogart Windows Arabesk software behaves a little differently. First, Arabesk is part of the Bogart Windows software and not a separate Add On program. It allows you to either save the projects in Arabesk as an .iso file or burn a disc. When using the "Export .iso image" option, the DVD or Blu-ray is rendered and the Arabesk .iso file can be burnt on any free ISO burner software as well as software included on a PC for that purpose. Also, unlike the Arabesk in Bogart SE, video playback preview is not available in this product and you must use an additional player.

-For those users of PC's with a **separate primary drive used for boot-up**, we recommend you change the directory to your Main HDD. In the Bogart Windows program, click on "Settings" and in "System", you can change your directory to the highest capacity HDD. This prevents the default Solid State "C" drive from reaching its full capacity. In your other designated HD (Usually it is drive "D"), you will now observe a new data file upon opening of the HDD space. This contains your Bogart imports and materials and **should never be moved**. Moving the file will cause the Bogart not to recognize prior imported files. If you are not using a separate external hard drive with your computer, then leave this menu alone and your data and files will all be stored on the main C drive with everything else.

Recommendations

There are a few things we have found in our tests that seem to help with playback performance of the scenes and storyboard. 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 WiFi 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 Quickphoto programs that choose the wrong default option for storyboard placement. 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. Normally the PC will be able to make the needed adjustments itself.

- We suggest that when booting-up Bogart on your PC that you wait a minute or so to allow the Directory to communicate with the Bogart interface. Sometimes clicking and playing back scenes in the scene bin or storyboard upon immediate boot-up results in a scene not playing right away.
- 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. To find this option, go to the main menu, click on "Settings", click on "User Interface", then "Input Device". 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 to 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 on 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 and play back with fewer glitches.

Additional Notes

-One of the biggest changes in Bogart Windows 9 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.

-There is a feature that allows the editor to make a storyboard into a scene layer in one click with the all new "Storyboard" icon in the main "Transitions" and "Image Processing" menus. Simply go to the usual "Scene" button and select the "Storyboard" button. This makes a scene layer of the entire 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 9 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. Those working with 4k footage will want to change the monitors default to a 4k setting.

-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.

-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.

-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".

-If you are using a brand-new project, importing photos/digital pictures first will prompt a message that says: "Do you want to change the projektformat from the fileformat?" (This is still a translation error that needs to be fixed.) Choose "No". Otherwise, you click "Yes" the project format might switch a high-resolution UHD format that is closer in size to the resolution of the imported photo. Also, when importing photos of different aspect ratios, i.e. both portrait and landscape orientations, it is important to leave the Expert menu option (found the main "Import" menu) unchecked.

-Bogart acceleration 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 in order 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. For example, confirm that the HD or SD mode is properly selected and the quality level of your rendering is what you want.

-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 to 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". Additionally, 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.

-More exciting Bogart Windows Add On products will be releasing soon and others are still in the works. Some programs like the FX Pack 9 and Vertigo Titler will require the Bogart Windows 9 version or above to work. Please watch for more on our News page on the website (www.macrosystem.us) for updates and to see if your Add On program needs a higher version of the operating system to operate.

-Bogart Windows 9.2a has an add on called "USB Record" found in the "Install Product" menu. A separate purchase of the all the new USB Analog Adapter will provide the code to activate this option. This hardware adapter and the activated "USB Record" option allows for analog footage to be directly imported into Bogart Windows 9! Contact your area dealer for more information on this brand-new product.

-Bogart Windows 9 has an all new Audio Mix menu layout. If you prefer the prior Audio Mix display, then go to the main "Settings" menu, click on "Screen", and under "Resolution" switch to "Low". The program will reboot and then the old Audio Mix look will be active.

Known Issues in Bogart Windows 9.2a

-We have seen cases when Bogart Windows experiences a random shutdown and when opening Bogart by clicking on the desktop icon, a prompt may appear stating that "Bogart is already running". This will require you to re-start the computer to get the Bogart program to open back up again. Be sure to use the "Quit" button to shut down Bogart when you are done working with the program. Or this can happen when a Windows Task crashed in the background. A Windows log off and login should enable Bogart Windows again.

-In order for the audio playback bar to run properly when using the audio Envelope function, you must set the "Play-Time code" (found in the "User Interface" button in the main "Settings" menu) to "Casablanca".

-There have been some issues with photos from other photo app programs importing incorrectly into Bogart Windows. There should be improvements with this in a future update.

-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.

-For computers that utilize separate graphics cards, some testers have reported the wrong frame rate displayed on their 1080p monitors. This results in a hi-rez flickering video. Switch to the "Simple" playback mode in the "Record/Playback" button in the main "Settings" menu. The video will be a little softer and will improve. This is only a display issue.

-If there are any disc burning issues using Arabesk that cause a crash, a menu change may help. For example, try going into the Arabesk "Disc Projects" setting and under "Datarate" 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 logo on 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 seems to be hardware specific.

-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.

-There is a minor display issue with a specific camera model format. Using the SONY XAVCS camera's 1920x1080 60i format will display 30i in the upper right of the "Import" menu. Development is aware of the issue. In the meantime, disregard the 30i reference and edit as 60i.

-At this time, we do not recommend using M2T as an export of a project due to a possible and reported drop frame issue. We further recommend you experiment and try an export of different formats using Arabesk's hardware acceleration mode (if available on your PC) before proceeding. This could make a difference in performance based on whether the hardware acceleration mode is on or off.

-There are some very minor issues that need patches along with some spelling and grammar items that still require corrections.