

# Arabesk 6.3g

## Release Notes

The following notes are to go with the new Arabesk 6.3g version. Arabesk 6.3g requires Bogart 5.5c or higher. Arabesk 6 cannot be used in a "Demo" mode.

### FIXES

- 60p projects had corrections in code in how they were used with the Renderbooster.
- 60p projects had an incorrect warning issued at the end of the calculation of Blu-ray projects that the movie was encoded incomplete.
- An error for Blu-ray was remedied in the Chapter generation when the project was 60p.
- The length was entered incorrectly in the info section for Blu-ray projects if the project Bogart was 60p.
- There was memory drain in the Fonts when the slider for the font size was moving fast that was corrected.
- A fix has been added in regards to how a disc is checked.
- A bug in the copy function was fixed.
- A crash under Disk Projects -> Information was fixed.
- Behaviors involving blocked projects or locked disc projects changed.
- Disc projects incorrectly displaying as PAL corrected.
- Translation errors in English texts corrected.
- Several other minor corrections and changes.

### KNOWN ISSUES

- Using a Render Booster with HD projects that are longer than 45 minutes can have cut offs at the end of the burnt DVD. Germany is aware of this priority issue. (For now, try without the Render Booster or add black scenes at the end of the storyboard so that the cut off occurs during black.)
- Some reports that the disc fill level does not match the film capacity when using progressive footage and the Render Booster. We recommend removing the film and trying again.
- Chapter menus may display the last frame of the preceding stamp.
- Custom saved menu templates might not always save properly.
- DVD-RW's may sometimes indicate that the disc is not empty and won't let you re-write. We are looking into this, but inserting the blank before using Arabesk may help.
- There are some other minor issues and a few remaining spelling/translations still being corrected.

### NOTES

-As the Arabesk 6 has a completely new user interface, we recommend reading the manual thoroughly before proceeding with your first project.

-Please use Bogart 5.5c or higher with the current Arabesk 6.3g version.

-It's important to note one key change is that the Media type and destination format now reside in two different places. This could cause a problem if you forget to set one of them. It might be useful to get in the habit of determining what project format you plan to work in (SD or HD) first. Then choose your media type you plan to burn to. For instance, go to the "Environment" menu to set the Target format. Click on "Disc-Projects", then "Target Format". Now Select "DVD (SD)" or "BluRay(HD)" and then close the window. Then for the second part, you set the Quality: Go to the "Quality" menu. Select data Rate Select Calc (Fast, Normal, Intense). On

the bottom right of this menu, click on the small square which has a small letter within a circle on the square. Confirm that the target media selected is the same as the media selected in "Target Media". Different data rates can give different results which could increase more jagged edges or softness to the video. (Try using max/intense or High/Normal for Non-RB downconverts. For Bluray try Max/ Int or High/Intense. If you are using a Render Booster, try High/Intense. Please keep in mind the current known Render Booster issue that cuts off longer projects.)

-Similar to Arabesk 5, previewing the complete disc menu functions is only possible with SD projects. When previewing HD projects, you can only preview the film itself.

-It is normal for the system to have a brief pause and switch over to the Media Manager when you are previewing a project.

-On downconverts done without the RenderBooster (RB), try using High/Intense (instead of Max/Intense) to see if it is better. The video will be softer, with jaggies at the High/Intense, but less macroblocking. This is depending on how much motion there is and how wide the shot is.

Currently when using a RB in Arabesk 6, AC3 audio will be used in AVCHD projects and MPEG 2 audio for SD projects. Without the RenderBooster, it is still AC3 audio in AVCHD mode. SD projects will have the choice between MPEG2 and PCM audio.

-When troubleshooting any issues while using a RB, we recommend unplugging all other USB devices. Make sure the RB is directly plugged into mainboard (rear USB port) without a USB extension cable. Make sure the RB gets air for cooling and try using the factory settings in Arabesk 6. The RB could have an issue if the datarate used in Arabesk 6 is much higher than the datarate the HD camcorder has recorded. Try using lower quality settings in Arabesk.

- A fantastic new feature added to Arabesk 6 is the ability to archive the project information in an .iso file. This function can be found under the "Export Disc" and clicking on "Destination" and then choosing Disc or USB. You can then name it and export. To read the .iso back in, go to OPEN READ>Disc Project>READ FROM (dropdown menu) ISO file. This will produce an exact replication of the Arabesk 6 prior disc. Please note: you cannot adjust the project. This will only duplicate the prior menu and material. Not only is this a good archival method, but the Duplicators we sell will burn multiple discs at one time. PC disc burning programs also will burn ISO files. When you have a job that requires 100's of discs, commercial DVD Duplicator houses require this ISO file. When your built in burner isn't working, just export the ISO file.

-The Arabesk 6 does use a lot of internal memory. After intensive rendering in a long project, it might be useful to shut the system down and then re-boot before doing all of your Arabesk work. The Arabesk 6 manual recommends 2 GB of RAM. With a Ram upgrade from 1GB to 2 GB you will not notice any increase in speed or more features/functions in Bogart. Older systems with 1 GB might not be able to render really high data rates and intensive calculations. The additional RAM would help with that provide a little better performance. When in the System Menu, you can click on the serial number, and the next screen will indicate the RAM in your system. If you are interested in upgrading the RAM in your system, please email [BogartSupport@macrossystem.us](mailto:BogartSupport@macrossystem.us) with your Model, Serial Number, Bogart and Arabesk versions, and name.