

BOGART SE 8.3 FOR WINDOWS – RELEASE NOTES

The following information is meant to be a guide of release notes to go with your purchase of Bogart SE 8 for Windows. 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 Base or Basic trial version of Bogart SE for Windows can be downloaded at <http://www.macrosystem.us>. Use it free for 30 days with very 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 trial version first before purchasing. That way you can determine if your system has the codecs and hardware to work with the Bogart SE for Windows. Once you've tried it out, you can speak with your local dealer about the purchase of advanced editing features offered in the Bronze, Silver, or Gold editions. When you purchase the Bronze, Silver, or Gold Editions, this will license the Bogart SE 8 for Windows on your computer.

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 on. 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 8.3 version may see the program listed as version 7 (i.e. 7.6) in the lower corner of the Bogart "Settings" menu. In the demo mode for version 8, you will have to click on the "Products, Data-directory, Information" button. Inside this menu is the "Install Product" menu. Now you'll have access to license the programs that are part of the base operating system software like Bogart Windows 8 and Gold edition.

-If the rare case that the installation fails, temporarily disable your Anti-virus and anti-malware utilities, and try the install again. Be sure to reboot the computer after the installation, and then re-enable the Utilities.

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 were not currently used in our tests. Running at least Windows version 7 or above with Windows Media Center PC, using an Intel Core i7, and having at least 4 GB of RAM is recommended. Without a proper codec like the Windows Media Center, you won't be able to playback video. Some Windows versions like the Windows 8 may require you to purchase the Windows Pro 8 (which includes) Windows Media Center in order 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 between users. Again we recommend trying the free Basic 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 this 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. Cameras now shoot in many formats, so it is easy to forget which format you shot in. If you set the project to the wrong format Bogart will still capture it, but it will take a long time because it is changing the camera format to the project format (aka transcoding).

-Bogart SE users will notice that the Media Manager portion of Bogart SE is not available on Bogart Windows software because it is not needed. Most of the tools you used in Media Manager are now in Bogart. If some obscure feature of Media Manager is not in Bogart, it can be done with your Windows PC 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, the video playback preview is not possible in this product and you must use additional player. NOTE: Arabesk 7 has "Disc-Preview" and is now available.

-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 which should be used to store .exe files and not data. 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 of 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, or if you only have one internal hard drive, 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've 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.
- It is recommended 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's 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 recommended to occasionally clear the RAM cache by using many of the free software programs available on the Internet. This will 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. It is suggested to right click on the Bogart desktop icon used for starting, and do a "Troubleshoot for compatibility" check; and normally the PC will be able to make the needed adjustments itself.
- It is suggested 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. This option is found in the main Setting Settings menu under User Interface. We prefer the 4 button Logitech USB trackball for editing.
- Because this is a PC based system, we suggest the user create folders or files and 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 in 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 M2T files from the export window, it has been reported that glitches may appear when using VLC and some other playback software programs. This is only a playback issue specific to those programs. We recommend using purchased playback software like the PowerDVD program. It should play back without the glitches.

Additional Notes

-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.

-The Bogart Windows 8 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 at all times. Those working with 4k footage will want to change the monitors default to a 4k setting.

-One of the Settings in the Bogart Windows that can affect your playback of footage is the "Playback" option found on the Main menu under "Settings". Then 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 lower resolution. Experiment with the different playback modes to see which one might work best for you based on your hardware. One more tip for those who have PCs that aren't 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 modes 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?" 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.

-Bogart acceleration will only function with the HDMI output from a computer utilizing a monitor resolution of 1920x1080. Acceleration will not function from a Display Port output from a computer or if monitor resolution is set to UHD using either HDMI or Display 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.

Known/Current Issues

-If your system has 2 DVD/BluRay Burners, and you want to burn 2 discs of the same Arabesk disc project at the same time, use the manual disc creation process. Currently, you can only burn one disc at a time using the Assistant feature of Arabesk 6 or 7.

-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 in order to get the Bogart program to open back up again. Be sure to always use the "Quit" button to shut down Bogart when you are done working with the program.

-Burning a CD is not a supported feature even though the export icon shows a CD in it. Currently, there is no direct access to any hardware (writers, firewire cards, etc.) at the moment. You can still export the audio files to MP3 and use a PC burning program to make the disc.

-Sometimes multiple films (or movies) will cause a lock up or crash on the last film render during the export. Right now it might be best to try adding one at a time or try making a scene of the storyboard and then lowering the overall audio db level by a couple of notches.

-ExFAT formatted SDXC cards will not be recognized by the system. ExFAT is a proprietary filesystem from Microsoft. Since ExFAT specific formatted cards are only required by some 4k cameras, we would recommend to reformat your ExFAT drives to NTFS (or FAT3) if the camera is able to handle this format. We are currently looking into other options for this circumstance.

-There is no LED audio display when using the "Prelisten" function in Audio Recording, Edit.

-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.

-We have seen imports of the AVCHD material using the new Bogart Windows 7 check box option "show Expert Menu" may cause 1920x1080 60i to be converted to 30p upon importation to the scene bin. If this happens use the regular import mode. This will remedy the issues.

-Some reports of media above 2x speed not burning using the "Burn disc" button. Be sure to confirm your burner can handle the speed of the disc or switch to using the "Export .iso image" option.

-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.

-We are tracking some reports of sync delays with the video was lagging behind the audio on storyboard playbacks with Progressive projects. To help reduce this playback issue, go to the Settings menu and change the A/V Synchrony to 200ms. This will help put it back in line.

-Many Bogart Windows Add On products will be releasing soon. Some programs will require the minimum Bogart Windows 8 version or above in order to work. Please watch for more on our News page on the website for updates.

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

-It is not recommended at this time to use M2T as an export of a project due to a possible and reported drop frame issue and it is further recommended to experiment and try an export in this mode before proceeding. This could have a difference in performance based on using the hardware acceleration mode on or off. We are looking into this item.

-Some minor spelling and grammar items may still require corrections.