Bogart SE v3

Bogart SE 3
Addition to the manual

MACRO SYSTEM

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General information

Congratulations with your purchase of Bogart 3. We are grateful for your confidence and we hope that this software will live up to your expectations.

This document is meant as an addition to your existing Bogart manual. This manual contains descriptions for all new and changed functions and operations.

Audio mixing has been extensively reworked and improved in Bogart 3. We therefore advise you to study this chapter in depth (From page 9).

We hope that you will have a lot of fun with your editing system and the new functionality in Bogart 3.

Wetter, November 2009

MacroSystem Digital Video AG

Overview of new functions and improvements

The following shows you the most important changes in the Bogart SE 3.0 software in comparison to version 2.4 (Of September 16th, 2009). In this chapter, the new functionality will merely be mentioned. You will find a comprehensive description in the following chapters.

In addition to the elements mentioned below, many other smaller errors and inconsistencies have been corrected and smaller improvements have been made that are not mentioned here.

Audio

Controls and functionality related to audio mixing have been extensively revised and expanded. Many of these changes will only become visible when you opt for the Timeline view in one of the higher resolutions.

- When you play sequences while mixing audio, all tracks will be correctly mixed with all changes to volume and envelope, without calculating them first. Only effects must still be calculated.
- The sound curve will be displayed in combination with the envelope for all samples

- The envelope can be changed directly for each sample that has been displayed
- The number of sound tracks that is being displayed is freely configurable (up to 3, or up to 6 with the Pro Pack)
- It is now also possible to mute individual sound tracks
- Sound samples can be inserted wherever you want in the tracks, and you can then freely move them around within and between sound tracks
- Several functions can be selected directly at the sound track via a selector switch
- The small left trackball button can be used over the envelope to activate several additional functions
- The status of the sound tracks (locked/unlocked) can now be changed while dubbing
- The yellow guide lines can now be displayed over the full height
- It is now also possible to change the sound volume of a sample, regardless of the envelope
- When modifying the envelope, sample overmodulation (clipping) will be shown right away
- There is now also an overmodulation test for the entire storyboard or timeline
- The Create sample function has been completely reworked. It is now also possible to combine sound tracks
- The envelope window now allows to either play one sample or all tracks in parallel
- Sound pre-mixing is now also possible when using transition effects
- Sound samples in unlocked sound tracks should usually no longer be removed when editing the video

Recording, HDV

- In addition to 1440x1080, HD resolutions 1920x1080 and 1280x720 are now also supported
- It is now possible to record HDV and AVCHD in SD projects and to record DV in HD projects. If necessary, everything will be converted while recording.
- When importing via Firewire (DV, HDV), the format will automatically be recognized and displayed
- When importing via USB, it is now possible to read several other formats in addition to AVCHD
- When importing via USB, you have now the ability to shorten scenes at the start and at the end, in order to remove images with errors
- Photo and time-lapse recordings are now also possible for HD projects

Editing

- The clipboard can now be activated directly via a button. Longer calculations can also be interrupted.
- The clipboard now also corrects the aspect ratios between SD projects and adjusts the resolution between HD projects

- A new display mode has been added which allows the display of relevant names of scenes, images and effects during playback
- The multiline scene bin now appears also at lower screen resolutions (such as 1280 x 720)
- You can now move on all the lines of the multiline scene bin, instead of only the middle one
- You can now zoom out so far as to fit 120 minutes on the screen, without scrolling

Effects

- Rendering effects is now significantly faster. This is quite obvious with the important fade transition.
- Specific combinations of effects which have been created and stored using the effect stack will now appear directly in the effect lists and are therefore easier to use

Finishing

- HDV footage that has been calculated and which is ready for export is now saved separately for each project
- When creating HDV, it is now also possible to do so with a resolution of 1280x720 (in projects of that resolution)

Settings

- The systems settings have been completely restructured and are now laid out more clearly
- The synchronization between image and sound can be adjusted
- When mixing sound, the envelope display can now be switched off and on

Miscellaneous

- A project can now be copied to a different, previously empty, project
- If you let the pointer pause on the image of a scene or an effect, relevant information will be displayed
- The indicator for used capacity (in the project settings) now includes the System and the MediaManager or RelaxVision

# Installation DVD

Installing the software

In order to install Bogart 3, the DVD must be present in the drive when the device is switched on. Put the DVD in the drive and restart the device (Off/On). After some time, you should see an installation menu on your monitor. Follow the instructions for the installation and choose between an update and a new installation:

- It is usually possible to update your software. In that case, all projects, settings and archives will be preserved
- In the case of a new installation however, your hard disk will be wiped in its entirety and reformatted. After a new installation, you must install and activate all software again. The main software must also be activated again.

After the update or the new installation, you should be shown the product activation menu. This should enable you to activate Bogart 3. Select Bogart SE V 3.0 in the list and click on „activate". Once you have entered the 12-digit activation code (included with your package), the main software will be activated.

Note: After the installation, Bogart SE should appear on your chosen monitor. If not, you can use an emergency switch to change the active monitor. In order to do this, you must hold the right mouse button down for 5 seconds. You should then hear a sound signal and the current monitor setting should appear in the device's display (if present). You should now click on the left mouse button to change the monitor. The possible modes are DVI, VGA and Video. This emergency switch may also be performed when you have not yet activated a version of Bogart (for example, immediately after a new installation).
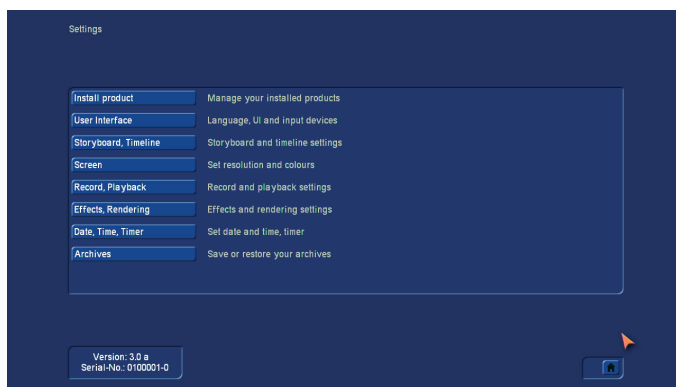
Main menu
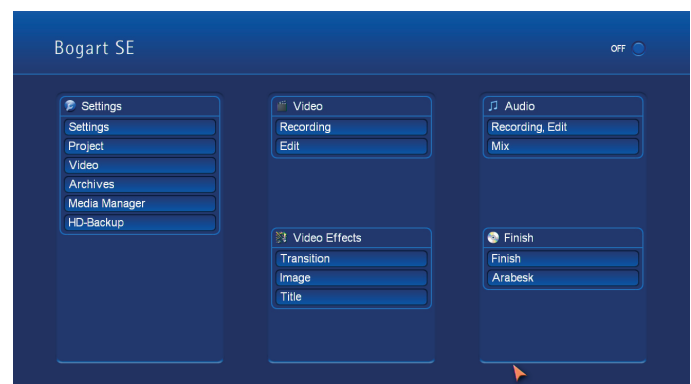
You may switch to the different parts of your editing system via the main menu, just as always. In Bogart 3, the option HD-Backup has been added to the menu „Settings". This makes it easy to get to this important tool. HD-Backup can no longer be used via the system settings or the settings.

Tip: You can always click on the right trackball button to return to the previous menu. If you click several times on this right button, you will eventually be returned to the main menu.

Settings
(previously „System settings")

The System Settings menu has been renamed into the simpler Settings. It has been completely restructured and now has a list of submenus.

All usual existing settings can be found here, except for HD-Backup (now in the main menu) and the track audio settings (please refer to the chapter about audio editing).

Some of the settings have been moved to submenus in order to improve clarity.

Newly added settings

Settings - Storyboard, Timeline

You can choose here if you want to use the storyboard view or the timeline view in your projects.

Note: When you are using the video screen mode (connected over Scart), it will not be possible to switch to the timeline view, and you will get the message „Please choose a higher resolution screen mode."
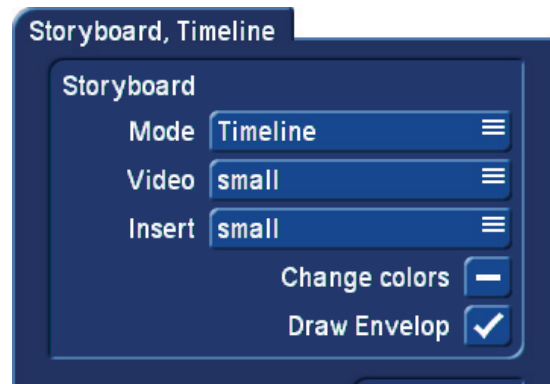
Draw Envelop is a newly added option. This is used when mixing sound when sound samples are displayed with a sound curve and an envelope in the timeline view. If you remove the checkmark for the sound curve, the sound curve will no longer be drawn. This makes it possible to have a smoother image when working with longer samples (several minutes) on older equipment. Therefore, when you think that the image in the sound mix menu seems very slow to come up, you can try deactivating the sound curve display.

Note: Image construction while the sound curve is displayed significantly faster for information that is freshly imported with Bogart 3.

Settings - Recording, Playing

This menu has several settings for recording and playing.

As an important new feature, numerous different formats are supported when recording. This allows to not only import AVCHD files, but also DivX or MP4 files, without having to take the detour via the MediaManager.

The recording menu can also be used to import recordings via USB/CD/DVD. These recordings can now be shortened while they are being imported. A value of up to two seconds can be entered in order to shorten the beginning (IN) and the end (OUT) of sequences that are being imported.

This can be useful to remove imperfections at the start and the end of a recording.

The setting „A/V asynchrony" is also new. This allows to adjust the synchronization between image and sound. This setting only influences the display of footage with the device. It has no effect when burning on DVD or exporting to tape. It can be necessary to use this setting to adjust the time difference between the sound and the image when you play the sound on another device than the image (for example via a monitor and a separate amplifier). Many monitors need a short time to display the video. In case you are listening to the sound via headphones or a sound system, this can lead to a minimal, but irritating timing difference. In order to adjust the time difference during playback, you should do the following:

• In case your sound comes before the image, e.g. in case the sound of a closing door can be heard before you see it, you should move the slider to the right (positive direction)
• If, on the contrary, you see the image before you hear the corresponding sound, you should compensate by moving the slider to the left (negative direction)

Project settings (Settings/Project)

Formats

In Bogart 3, you can no longer only choose between SD (DV) and HDV projects, but you can now adjust your HDV projects best suited to your camera or the medium you want to use to display your project.

The settings of a project will be displayed after you have clicked on the Format button. This is where you define the properties of your project.

Note: As usual, you can only set the format for new or completely empty projects.

It is now possible to create HD projects in the following resolutions: 1920x1080, 1440x1080 and 1280x720.

In addition to the resolution, you can set the aspect ratio. You may choose between 4:3 and 16:9. If you have installed the Cinemascope product, the 21:9 option will also be available. Once you close the settings by clicking OK, they will be displayed as text, to the right of the Format button.

The table below contains an overview of common resolution and aspect ratio combinations, and when they are used. You should try to adapt the resolution of a project to the camera you use the most.

Copying projects

The ability to copy individual projects is a major innovation in Bogart 3. There are several ways to make use of such a copy:

• Saving the current version of your film, in order to try something, without risking losing it
• Creating several different versions of a movie, for example a short one and a long one
• Saving a „Start project" to start all new projects with. This way, your opening and closing credits, or your favorite background music will always be available.

Note: It is not possible to use the „Copy project" function to combine two projects.

To copy a project, you should select the project you want to copy in the Project menu under Project - Select. This project should not be empty. You can now choose what parts of the project must be included in the copy:

• Storyboard
• Scene bin
• Samples

It can be useful not to copy the storyboard if you want to create another version based on the same footage. In order to create a direct copy, all checkmarks must be set.

Picture size	Picture elements (pixels)	Aspect ratio	When is this used?
HDV 1920x1080	2.073.600	16:9	This resolution is commonly used by AVCHD cameras and it is compliant with the HDTV standard
HDV 1440x1080	1.555.200	16:9	Is usually i=interlaced, and is the standard resolution of HDV cameras. Many camera can also be switched to p=progressive.
HDV 1280x720	921.600	16:9	There are a few cameras that support only this resolution and that mostly record in p=progressive
SD PAL 720x576	414.720	4:3, 16:9	Analog and DV quality of imported PAL footage
SD NTSC 720x480	345.600	4:3, 16:9	Analog and DV quality of imported NTSC footage

i: interlaced, this means that the image has been recorded or is being displayed with half images
p: progressive, this means that the image has been recorded or is being displayed with full (complete) images

Now you can select the destination project. Only empty projects can be chosen here.

Note: You must have at least one empty project in order to be able to copy a project.

It usually does not take more than a few seconds to copy a project.

Storage indicator

The indicator for the used capacity of the active hard disk has been changed. The percentage value now also takes into account the storage in the MediaManager and vice-versa. For example, when you export a storyboard to the movie archive, the used capacity will increase. In order to be able to use this capacity again, you must erase the exported movie in the MediaManager (and empty its trashcan).

Recording

Recording modes that were not available in HD projects, are now available. You can now use the recording menu to switch between the modes „Normal", „Time", „Photo" and „Fast M.". For more information, please refer to Chapter 4.6 (point 3) in the Bogart 2 manual.

It is now possible to mix DV and HD videos directly in one project. You can also import HDV and AVCHD footage in a DV project. In the same way, it is possible to insert DV footage in an HD project. The footage is automatically converted to the current project setting.

When importing via Firewire, the format will automatically be recognized and displayed during the recording (SD / HD). If the format is displayed in yellow, it is not compatible with the project and will be converted during the recording. You should pay particular attention to the format display, in case you occasionally change the HD->SD conversion (i.Link conversion) of an HDV camcorder.

The USB recording function (previously AVCHD import) can now be used to import several different video formats, in HD as well as in SD projects. Compatibility and quality can vary, depending on the source footage.

Editing
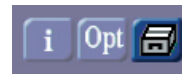
The clipboard switch is now available in the Edit menu. It can be started with a simple click. If you exchange scenes via the clipboard, some adjustments are now done automatically:

• The aspect ratio (4:3 / 16:9) is automatically adjusted for SD projects
• The resolution is automatically and correctly recalculated for HD projects

When the Storyboard is played, a window can be displayed with information relevant to the scene that is being played. The reference image from the storyboard and the name of the scene are displayed.

In addition, you have the ability to stop playing at the scene that is being displayed, regardless of where playback was started. This information window is quite large. It should therefore only be opened for information purposes and should usually not remain open when everything is being played. If you use your system in 2-monitor mode, this information will automatically be displayed in the playback window on the VGA monitor.

The multiline scene bin now also appears at lower screen resolutions, such as 1280 x 720 (16:9 project). Until now, it was only possible to move on the middle line, so it frequently moved. It is now possible to select or highlight any scene in the active window. To scroll up or down, you can use the scrollbar on the right or the arrow button below. It is even faster when you move through the scene bin using the left/right/up/down arrow keys (cursor) on a Powerkey-keyboard.

The display of help texts has been extended to scenes. Go with the mouse pointer to a scene in the bin or the storyboard and let it stay there for a second. Information will be displayed with respect to this scene or the effect that has been applied to it. In the storyboard, you will see the name of the scene and

its length, in the scene bin you will also see if the scene has been shortened (and the shortened and original length) and if it has already been used.

Note: *This function assumes that the option „Display bubble help" has been activated in the settings. Otherwise, nothing is displayed.*

Effects

The speed with which effects are calculated has been optimized substantially for many effects. This is most obvious when calculating the most popular effect „Crossfade".

The effect „Effectstack" now allows to include your own effects in the effect list. Just as before, you can store effect combinations of the effect stack in its archive. The effect combinations that are stored in the archive are now also displayed in the effect list. If you stored a combination with the archive name „Binary frame", this combination will be listed as the effect „ES: Binary frame".

It is possible to select only the effect stack effects in the selection filter for the effects. If you have already stored this effect in the Bogart 2 archive, it will be shown in the effect list from Bogart 3 onwards.

The effect list now contains the effect „!".

This effect is used after a restore, when the project contains effects that have not yet been installed on the system that is being used. This can occur after a new installation or when transferring a project to a different system. The effects that are not available are not simply ignored; instead, they are replaced by the exclamation mark. This reserve the space (if it is not replaced or erased) until the project is stored and used on the original device again, or until the extension software has been installed.

This placeholder is also used with Store'n'Share when a project on an external hard disk is being used on a different device. As long as only the placeholder is being shown, the effect will not change the scene when it is calculated. The effect settings field at the right contains a warning that this is not a proper effect.

Finishing

Calculations of HD projects in the Finish menu are now stored separately for each particular project. Once it has been calculated, you can access it as often as you need to. Additionally, the final calculation in the Finish menu is now also possible as a 1280x720 HD project, if the project has been configured as such.

Mixing

Overview of the changes

During play back, the sound is now generally mixed in real time. This means that all sound tracks will always be played simultaneously, without having to render anything. Sound volume changes, fade-in/out, envelopes, transitions for transition effects - everything will be played immediately the way it should. This is not only the case when working with sound, but also when working in the storyboard or timeline views, and when editing and when working with effects.

Only when sound effects such as tone control and surround are used must the affected parts still be calculated. The sound must also be calculated for export via Firewire or for DVD burning, since only one sound track can be used with these media.

While sound mixing has undergone massive changes in the timeline view, the storyboard view has not changed much. The storyboard view will only show you the new buttons for level control and for accessing the audio settings.

You can switch between the storyboard and timeline views in the new settings, after selecting „Storyboard, Timeline".

Note: *The timeline view can only be used if the screen resolution is high enough (e.g. DVI 1280x720).*

The operations in the timeline view have been greatly reworked, which has revolutionized our sound editing. Thanks to the changes that are described below, work is now significantly more effective and fast. All important changes and adjustments of sound samples can now be applied without major trackball movements. Thanks to the enlarged display for sound samples with sound and envelopes, everything is now clearer than ever before.

Screen elements

Using a screenshot of the mixing screen, the individual elements will be described below.

1 2 3 4   5 6   7
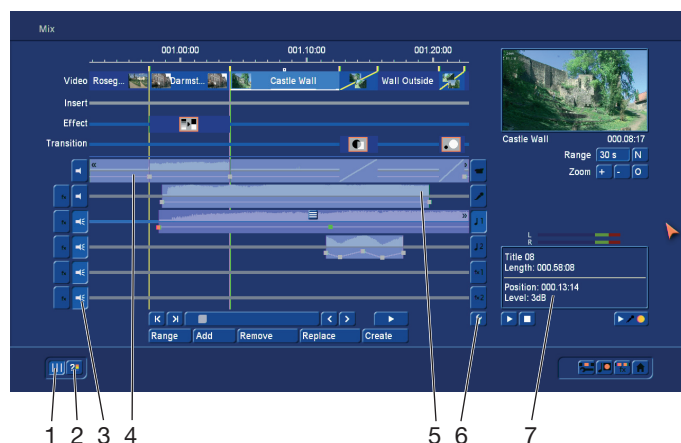
1 Use this button to extend the well-known yellow guide lines from the video track to the full height of the sound track. They indicate the start of a scene and improve clarity when arranging the samples on the various sound tracks. When you move samples or when you insert samples, the guide lines are „magnetic", which makes it possible to position them with great accuracy - more on this later.

2 Since audio no longer has to be calculated, it is also no longer obvious when clipping has occurred in the mixed sound. A click on this button will test the audio and tell you if clipping is occurring. If clipping is indeed occurring, a message will inform you and you will be able to jump directly to the relevant position on the timeline. You can then deal with the problem easily. Additionally, areas with clipping will be colored red in the narrow blue strip on top of the video sound track.
If there are several clipping areas, you can edit these one after another by repeatedly clicking the test button. If a very long project has not yet been tested at all, the test can take some time.

3 There are several buttons next to the sound tracks. In addition to the existing buttons for selecting tracks (right) and selecting effects (left), a new button has been added at the left. It displays a stylized symbol of a speaker. With this button, the sound of any track can be switched on or off at any time. This way, you could mute the video sound (temporarily) while you are concentrating on comment.
Muted tracks are also taken into account when a project is finalized (Exporting, DVD burning...). This makes it easy to create several different versions (With/without music, German or English comments...). You should be careful not to accidentally „forget" a track.

4 and 5 The individual sound tracks contain sound samples. The sound samples are shown in the top half of the so-called sound curve. This is a general indication of the sound volume

changes. The lower half displays the sound envelope. This allows to apply transitions and other sound volume changes as you see fit. Details will be described later.
Sound samples that are subject to transition effects are displayed differently in the video sound track (4). Here, the transition between the sound samples is displayed as a diagonal line. The sound curve display can be switched on or off in the settings.

6 This button is used to call up the audio settings. In addition to the existing functions, there is an additional button on the right for each of the tracks. If it has been activated (checkmark present), the corresponding sound track will be shown in the mixing display. If the button is deactivated, the track will not be displayed.
Switching off the display of individual tracks increases the display of the others and makes it easier to work with them.
It is therefore advisable to deactivate unused tracks or tracks on which you are currently not working. Hidden tracks remain active and will be taken into account when you play or finalize your work.

7 The upper part of this output field contains information about the active sample. In addition to the name and the length of the sample, the sound volume is also displayed, if it has been changed.
The lower part of the field contains also several bits of information. This is where you will see the time code during playback, the position of a sound sample while you are moving it and when you change the sound envelope, it will contain its level and position.

Inserting sound samples
Use the button „Insert" to insert new samples from the bin (music, comments, noise) in one of the sound tracks.
Click on this button to open the bin. Select a sound sample and confirm by clicking OK. The window closes and you get a different pointer: You now no longer only move the red arrow over the screen, but also a stylized sound sample (The length and the look do not correspond to those of the selected sound sample).

When you move the pointer over one of the sound tracks, it will automatically be activated. When you leave the sound track area, left or right, the timeline will automatically scroll in the corresponding direction.
The sound sample can only be inserted in a free spot if you go to that location and click on the left button. The current insertion position (left side, arrowhead) is indicated right in the information field.
When you insert a sample, its start will stop against the end

of other sound samples or the yellow guide line. This way, it becomes a lot easier to accurately position the sample.
When you drop a sound sample on top of another one, it will be positioned directly behind it, as long as there is room. This makes it a lot easier to put several samples behind one another.
When a sample is dropped in a free spot that is shorter than the sample, the sample will automatically be trimmed at the end.
Should you decide not to insert the sample, simply click the right trackball button once.

Freely moving audio samples
In addition to the existing possibility to move sound samples inside a sound track (Range button), it is now also possible to move them around freely.
In order to do this, you should click on the little button at the center on top of the sample you want to move. This will open a menu in which you can select what you want to do, the sample menu. Select the first option „move free" (We'll talk about the other options later).
The sample is the removed from the track and you get a different pointer, the one that was described previously when we were talking about inserting new samples. It will also behave the same way as described previously. You can now move the pointer and insert the sample somewhere else.
Click on the right button to cancel this procedure - the sample will now return to the location where it was before. Samples that have been trimmed do not change when they are being moved around. Should you want to lengthen a sample that had previously been shortened (automatically), you should use the Range function.

Audio samples
View
The upper half of the view contains the sound curve of the recording or the sound sample.

The lower half displays the sound envelope of the sample. This is where the changes are carried out, by setting points.

Note: This new type of sound view is only available in the timeline view.

Sound sample menus
You can see a menu icon in the middle of the active (clicked upon) sample. Use this to access additional sound editing functions. You should click on the sound sample you want to work with. This will call up the corresponding menu.
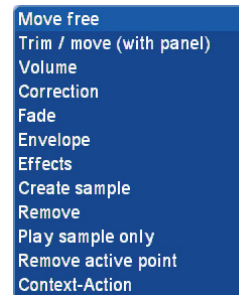
The functions displayed here are directly connected to the corresponding sound sample. This is called a „context menu". Thanks to this type of menu, you can prevent long clicking sequences with the trackball, and save a lot of time as well. Here, you should find several functions you are familiar with, but also new functions.

You should move the mouse pointer to the icon and then click on the left trackball button. Fewer functions will be displayed for samples of the video sound than for samples of the mixing tracks.

The table below contains a description of the functions.

Function	Description
Move free	The sound sample is represented by an icon. Move the sample freely within a track, move it to another track or to another time point.
Trim/move (with panel)	Opens the big menu for trimming and moving sound samples in the sound track where it is located.
Volume	Opens a volume control to change the sound volume of the entire sound sample.
Correction	Opens a menu with which you can modify the sound volume of other tracks in function of this sound sample.
Fade	Opens the menu for fading the sample in or out.
Envelope	Bigger menu and envelope display with extended functionality.
Effects	Sound effects can be applied to the sample.
Create sample	You can create a new sound piece out of the sound sample and the sound tracks around it.
Remove	This enables you to remove the sound sample from the audio-mix track.
Play sample only	Only plays the active sound sample, without mixing it with the other sound tracks.
Remove active point	The green dot of the envelope is deleted.
Context-Action (mainly for users with a two-button trackball/mouse)	When context action is activated, the mouse pointer changes and you will now be able to use the left mouse button to activate the context menu for individual points in the envelope. Clicking on the right trackball button will stop this context action.

Envelope

The envelope can be changed directly in each displayed sample.

While in the timeline mode, the envelope can now be edited directly in the audio-mix. However, this function is not available for the lowest screen resolutions (such as Scart).

Should you wish to insert a point while in this view, you could:

• Click with the large left trackball button on the line of the envelope, or
• Click on the small left button. This will activate a context menu in which you should select „Insert point". (Please refer to „context actions" below).

A red square will be inserted in this spot. It serves as a set point. Should you want to move such a point, you should move the mouse pointer to the icon and then click on the left trackball button. This selects the red square and its color is subsequently changed to green.


In order to move, you should click on the green point. It will now become blue to indicate that you can move it.

Should clipping occur, this will be indicated in red. W While editing the envelope, the red color changes of the volume line will indicate where clipping occurs. Of course, this information is only about the sound sample, not about the overall relationship with the other tracks.

Context actions

If you place the mouse pointer over the envelope, you can click on the small left trackball button to call up a context menu.

Note: If you have a trackball with only two buttons, you should click in the sound sample menu above and then select „Context-Action". The mouse pointer will change and you can then use it to click the left trackball button inside the envelope to activate the context menu for the envelope.
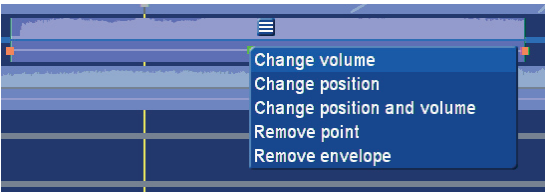

The table below shows the functions that apply to the envelope and when they are available.
If you want to delete a point, simply select it and then click on the small left trackball button to open the context menu. There, you can select „Remove point".

A point that has already been colored green can also be deleted via the sample menu. Click on the large left trackball button and select „Remove active point". The green colored point in the envelope will then be deleted. If you are using a two-button trackball, this may be more convenient.

Envelope window

Open the sound sample menu by selecting it with the big, left trackball button. You can then select Envelope in the sound sample menu.

Function	Available at…	Description
Change volume	An existing point	Move the point up or down to adjust the volume. The volume is displayed in the info box. The position remains unchanged.
Change position	An existing point	Move the point left or right to change the position in the sound sample. The position is displayed in the info box. The volume remains unchanged.
Change position and volume	An existing point	Move the point in order to modify volume and position at the same time. It is also possible by clicking directly with the big left trackball button.
Remove point	An existing point	Deletes a highlighted point.
Remove envelope	An existing point, any spot on the envelope	Deletes all points (except the start and end points) of the envelope. This also deletes all settings for the envelope.
Insert point	Any spot on the envelope	Inserts a point on the envelope at the location of the mouse pointer. It is also possible by clicking directly with the big left trackball button.
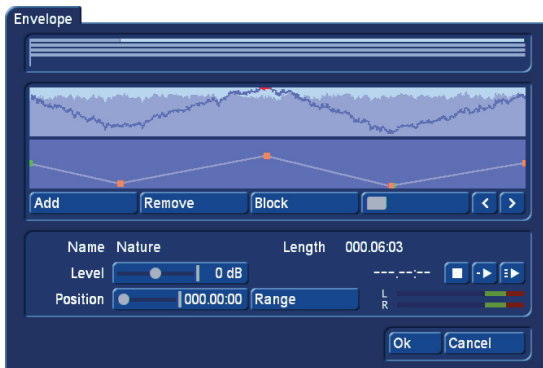
You already know this window for editing the envelope from earlier Bogart versions. It has been explained in the corresponding manual. In Bogart 3, the window has gained new buttons to play sound samples. You have now two buttons at your disposal:

- The left play button plays only the sample you are presently editing, i.e. the one displayed in the envelope
- The right play button plays also all the other sound tracks. This way, you can check the overall sound of all sound tracks.

Creating samples

This function is available in both the storyboard and timeline views. If you want to create a new sound sample from a part of the audio-mix, you should select this option. You will then get a menu with the following options:

- **Range:** Choose the range that should be combined into a new sound sample.
- **Active sample:** The current sample is used as the range.
- **Active scene:** The current scene is used as range and may therefore start/end in the middle of a partly underlying sound sample.
- **Active sample + scenes:** The entire length of the active sample is used. Should the scenes that are connected to it go further, this range of the scene will also be added to create the sample.
- **Freely selectable:** You can freely choose the range you want to include. After confirming, you end up in the trimming menu where you can enter the range.
- **Use video sound:** Should the original sound of the scene be included in the calculation? If yes, you should put a checkmark in this selection otherwise, a dash should be visible here. All other tracks will always be combined.
- **Replace sample(s) in track:** Should the samples in this range be replaced by this new sample? If this is what you want, you should put a checkmark in the box. Your samples will then be combined into one. This will free up space in this location to add new sound samples.
- **Insert in track:** This option is activated when „Replace sample(s) in track" is checked. This is where you indicate in which track the new sample should be located. Track 1 is not indicated since nothing can be added to the video sound track.

- **Insert sample in bin:** Do you wish to make this new sample also available in the audio bin? You should then put the checkmark here. The new sample will be inserted behind the then-current sound sample in the bin.
- **New name:** This is where you enter the name of the new sound sample.
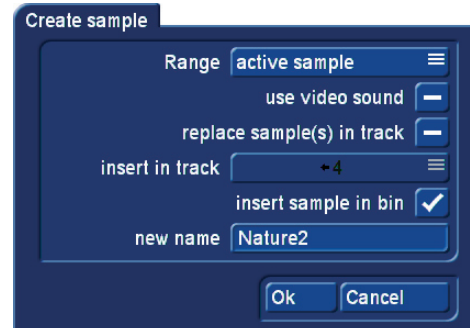
Tips:
- When you want to create a new sound sample, you should either replace the sample in the track, or insert it in the bin. If you did not select one of these two possibilities, a new sample will not be created.
- Since you are able to hide individual sound tracks in the timeline view to get a clearer view, you should consider this when you are creating a new sample. You could insert the new sound sample in a hidden sound track and then find it difficult to recognize the results. It is also possible that a hidden sound track contains samples that will naturally also be included in the newly created sound sample.

Pre-mixing audio

Audio pre-mixing is a possible alternative way to edit sound.

When pre-mixing audio you can, if the storyboard contains at least one scene, insert a sound sample in the audio-mix screen, and then continue to build the rest of the storyboard in a way that fits your sample.

If the Storyboard contains at least one scene, you can, for example, insert a song below it. The song will automatically be shortened to make it fit the scene. You should set he track you use for this to „free" in the audio settings menu, in case you happen to have chosen a locked track. Pre-mixing is only possible for free sound tracks.

In the audio-mix, you will now see the Storyboard scene and the sound sample that has automatically been shortened at the end in the sound track that you have selected previously.

When scenes are added to the Storyboard, your sound sample will automatically lengthen with the storyboard. This means

that, in our example, you could insert scenes, and the song that was previously shortened will automatically be made longer again, until the end of the song is eventually reached. Should the storyboard now be shortened, the song will once again automatically be shortened at the end.

This way, you can add pre-mixed sound to a storyboard and then modify the storyboard as you see fit. You can insert and remove transition effects, or modify their duration. You can replace scenes by longer or shorter scenes. The pre-mixed sound will always remain.

This makes it very easy to change scenes, with or without transition effects, following the rhythm of the music.

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