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bogart 13

operation manual

Addendum to version Bogart 12 for Windows and Casablanca 3

MACROSYSTEM

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Therefore, please ensure that you back up your video material before using the device. We recommend not deleting the video material or making a backup copy beforehand.

Table of Contents

1 INSTALLATION 4

1.1 Bogart for Windows.....4
1.2 Bogart Linux - Installation from DVD 5
1.2.1 Preparing an installation medium 6
1.3 Activation of the system and additional software 7
1.4 The Base, Silver and Gold Edition 8th
1.5 The demo functionality (Bogart Windows) 8th
1.6 Deleting Software and Products 9

2 WELCOME TO BOGART 13.....10

2.1 What's new in Bogart 13? 10

3 IDEAS 13

3.1 Personal settings 13
3.2 Automatic update search.....13
3.3 Automatic settings 13

4 PROJECT.....14

4.1 Clean up project lists 14
4.2 Deleting all projects.....14

5 IMPORT.....14

5.1 Import preview.....14
5.2 Flip Scenes Horizontally 15
5.3 Import settings 15
5.4 Import filter.....15
5.5 Display of the expected import duration.....15
5.6 Import specifics..... 16

6 TO EDIT 16

6.1 inserts 16
6.2 Switch Revision 16
6.3 New image export format.....17
6.4 Query during advanced splitting.....17
6.5 Period display during playback.....17

7th EFFECTS 17

7.1 Long-term/special effect "Zoom" 17
7.2 Long-term/special effect "Square".....17
7.3 Long-term/special effect “Flip” 18
7.4 Special and long-term effect "sharpness correction".....18

8th TITLING.....19

8.1 Plate and page numbering 19
8.2 Reset to factory defaults.....19

9 AUDIO EDITING 19

9.1 Mode switcher 19
9.2 Advanced Splitting 19
9.3 wav import 19

10 AUDIO DUBBING 20

10.1 Complete Audio Playback While Scrubbing.....20
10.2 Split original sound (track 1) 20
10.3 Delete original sound (track 1).....20
10.4 Set audio fade (track 1) 21
10.5 Search audio samples 21
10.6 Restoring or recreating sound samples.....21

11 FINISH / EXPORT 21

11.1 New quality levels.....21
11.2 Specification of the expected file size 22
11.3 Specification of the expected export time.....22
11.4 New single image export format.....22
11.5 “Vertical” video editing 22
11.6 New accelerated export formats.....23

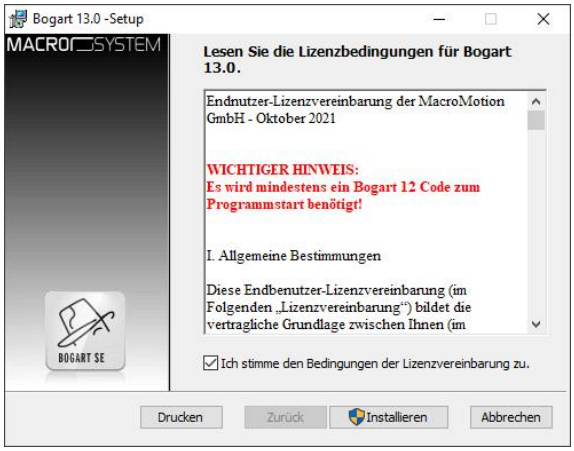
12 VARIOUS.....23

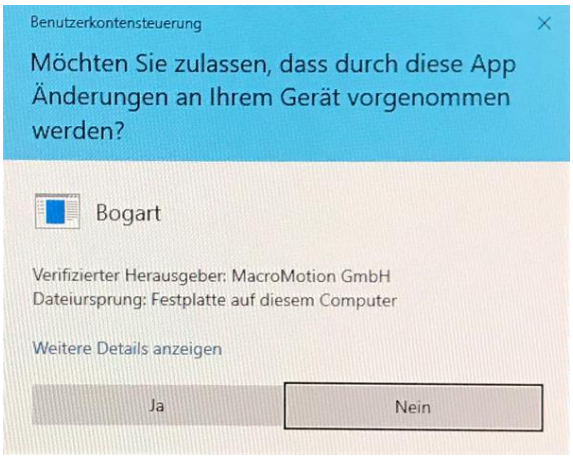
12.1 Multiple selection 23
12.2 Image pool graphics 23
12.3 Recording "mode" 23

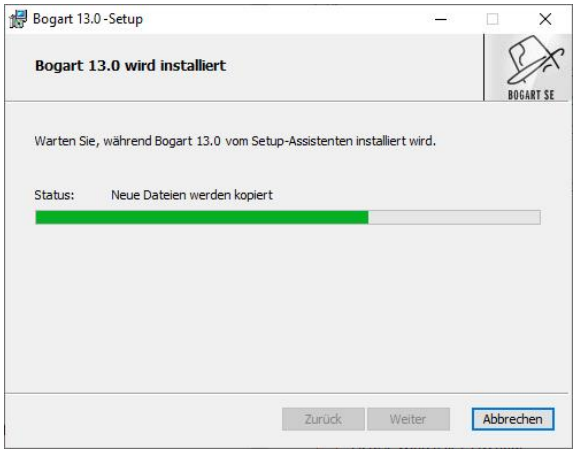
13 PRELIMINARY FINAL WORDS.....23

1 installation

1.1 Bogart for Windows







Bogart is constantly being further developed, so before installing it for the first time, check our homepage to see whether a more recent version is available. The operating system used for installing the Bogart software is Microsoft Windows 7©, Windows8©, Windows 10© or Windows 11© needed.
The program is generally installed on your boot partition, usually the C:\ hard disk. Your work data as well as video and audio data are also stored on this partition.
You need at least 24 GB of free hard disk space. At runtime, Bogart always reserves 16 GB of hard disk space for completing your projects. You cannot fill a hard drive completely with video material using Bogart.

At any time, you can define another disk installed in the system as storage space for the video and audio data, to which Bogart will then automatically move the projects that have already been saved.

To install Bogart, please start the installation file "Bogartinstall_13x.msi". Then follow the instructions that will guide you through the installation. The Bogart installation should be run as an administrator. In the course of the installation you must therefore also expressly confirm (see image on the left) that Bogart may be installed.

After installation, you need an activation code for Bogart 13 (Bronze Edition) and, if necessary, for the Silver Edition or Gold Edition in order to be able to activate Bogart with different functional scopes. If you do not (yet) have an activation code, you can test the software, including the silver and gold editions, free of charge using the demo function (chapter 1.5).

Notice: *You do not enter the activation code of an edition during the installation, but after starting Bogart.*

After completing the installation, you will find a launch icon for Bogart on your desktop. Double-click on it to start the Bogart system.

After every start the main menu of Bogart appears. The main menu is the control center, so to speak, from which you can access the individual parts of the video post-processing. If you have reinstalled your software, you must first unlock the Bogart software in order to activate it. To do this, you will be taken to the corresponding menu (Chapter 1.3).

Notice: *If you change the name of the desktop icon, "Bogart", to something else, uninstalling the software or updating will not update that desktop icon. You will then get another desktop icon after an update. You have to delete the previous one manually.*

The program is read from the hard disk when it starts. The software version supplied on the DVD may be more up-to-date than the pre-installed version. To check this, first switch on the device using the switch on the front (the operation of the switches is explained in more detail in the hardware manual for your system).
After the welcome message, the main menu will appear and you can compare the version number on the DVD with the number given in the settings menu at the bottom left. If there is a current version on your system, you can start using it straight away.

If your device does not start immediately, an installation is required in any case.

1.2 **Bogart Linux - Installation from DVD**

Bogart Linux is always installed from a DVD. The installation is carried out with the trackball/mouse or the keyboard. The installation is either displayed on a monitor connected via VGA, DVI, HDMI or Scart, depending on the monitor setting you last selected (VGA for a new hard disk). It is usually possible to switch the display from one monitor to the other using the "v" key on a USB keyboard or on the screen.

To do this, press the "v" key repeatedly until your monitor displays the menu. At the same time, the installation menu is always displayed on VGA. If you want to install the main software "Bogart SE" again or as an update, you can do this as follows.

The DVD for installing the Bogart software is a boot/start medium, which means that the installation is not done within the system in the "Install product" menu, but the device must be started with the installation medium inserted. The DVD must be inserted in the drive provided for this purpose before the actual booting.

Inserting the DVD in devices without control buttons on the front of the device (Ultra Upgrade, TOPAZ, KARAT):
To be able to insert the DVD, switch on your device. Immediately after the indicator lamp lights up on your DVD drive, please press the eject button on the drive and insert the DVD and close it again.

Inserting the DVD in devices with control buttons on the front of the device (S-4000(PRO), S-2000, S-4100, DVC, ...):
If there is already a system on your hard drive, wait until it has started, open the DVD drawer using a button in the menu or the front button on the device. If there is no system on your hard drive (eg with a new hard drive), press the eject button on the front of your device several times immediately after switching it on. The drawer will then open and you can insert the installation medium. Then close the drawer. If it opens again automatically, simply switch off your device directly. To do this, press the front buttons, if your device has them, OK and ON/OFF simultaneously for 4 seconds or the main switch specified in the hardware manual. Your system will then turn off. Now turn on your device again.

It is now booted from the DVD and the menu-driven installation appears.

Then follow the installation instructions. In order to be able to select the options, please use the trackball (mouse) to click on the desired function (or the preceding symbol) or press the key on the keyboard shown in front of the option.

Depending on your device equipment, the installation can be output to scart, video, HDMI or DVI. This setting is only possible in the first menus and only makes sense there. However, if you do not see an installation menu after booting from the installation, even after waiting a long time, this could be because it is currently being output on an unused video output. In such a case, press the "v" key on your connected USB keyboard or select the menu item with the mouse pointer to redirect the video output to another output. Before the installation can be carried out, your hardware will be analyzed and adjustments made if necessary.

The installation starts with the language selection. Here you have the option of carrying out the installation in English or German. You can also change the output of the menu display here and switch between HDMI, DVI and/or Scart.

After selecting the language, a message will appear indicating that you need a valid activation code to activate Bogart in order to be able to activate the software after installation. If you have the necessary activation code, you can continue with the installation.
If you do not have an activation code, you should cancel the installation.

Notice: *You do not enter the activation code of an edition during the installation, but you will be prompted to do so after starting Bogart. If you do not enter an activation code, you can no longer use the system and it will switch off automatically.*

If you do not yet have an executable Bogart system on your hard drive, you can only reinstall the hard drive. If there is already an executable system on your hard disk, the update installation will be offered to you automatically.

If you want to carry out a new installation in any case, you can switch accordingly. During the installation you will see a progress bar and no further entries are possible. After the installation you will receive a message whether it was successful or whether errors occurred.

In any case, the DVD tray will open automatically and you will be asked to remove the medium. Press the OK button to close the drive again and complete the installation, with the device turning off. Now please turn it on again to start Bogart.

Notice: *If an error occurred during the installation and you want to carry out a new installation, simply leave the installation medium in the drive and end the installation with "Ok". Then start the device and start a new installation.*

Now that you have restarted your device, it will take a while for all the necessary data to be loaded. Then the main menu of Bogart appears. The main menu is the control center, so to speak, from which you can access the individual areas of video post-processing. If you have reinstalled your software, you must first activate Bogart. To do this, you will be taken to the corresponding menu (Chapter 1.3). The start-up phase is now over and you can start with the video post-processing.

1.2.1 **Prepare an installation medium**

You can install products either from a DVD or from a USB stick.
Depending on which installation medium you want to use, you should note the following information.

DVD preparation:
If you received a product DVD from MacroMotion or a retailer, you can use it directly to install the product. However, if you have downloaded products from our homepage or the MacroSystem Forum, you have received either an ISO file or a ZIP file. With the ISO file you can create an installation medium directly with a suitable burning program.

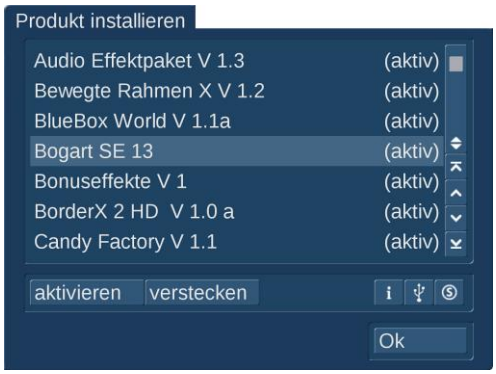
If you have a ZIP file, you have individual files and directories available for the installation. If you want to write the data to a DVD, then open the ZIP file. It usually contains two files and three directories. Please copy this 1:1 onto your DVD and burn it as a UDF DVD. If the DVD is burned in ISO format, Bogart/RV does not recognize this DVD and the products are not listed.

USB preparation:
If you want to write the data to a USB stick, then open the ZIP file. It usually contains two files and three directories. Please copy this 1:1 to your USB stick in the main directory.
Please insert the USB stick into your device before opening the "Install product" menu. If necessary, you must reopen the installation menu until the product or products are listed. If you insert the USB stick while you are in the "Install Product" menu, the listing of the products will not be updated.

1.3 **Activation of the system and additional software**

You can significantly expand the functionality of Bogart SE. Many software extensions (Bogart Editions, additional effects, specialized add-on programs, etc.) are available for this purpose, which you can purchase from specialist dealers or from our online store.
Some products are already installed with the Bogart software and only need to be activated in this menu.

Every other product is installed under Windows by starting the corresponding installation file (*.msi). This will install the product on your computer. Only then can you activate the product in Bogart. You have to activate all products – just like the included bonus effects (have you already registered?). To do this, start Bogart and go to the "Settings" menu, then to the "System" menu and start "Install product". For the Bronze Edition, select the "Settings" menu, "Product List" and then "Install Product".



A list of installed products is displayed there. The term behind the product provides information about the condition of this installation. If you have already installed a product as a demo, you do not need to reinstall this product. In this case you can activate it directly with the activation code.

You can also use a lot of the additional software in a demo mode without activation and thus test it out before purchasing it. During the calculation, demo versions are marked with a letter. In order to be able to use these effects without restrictions, you have the option of telling your retailer the serial number of your device (eight digits + check digit, to be found in the "System settings" menu, field at the bottom left) so that they can generate one specifically for your device paid activation code.

Once you have received the code, start Bogart, open the system settings and activate the product. You will then be prompted for the license code.
There are three "states" that a product installed on the system can be in:

- (active): The product, the effects or the font packages are unlocked and can therefore be used without restrictions.
- (Demo): The product, the effects or the font packs are displayed in the lists within the program, but are identified by an orange-red dot in the effects list and are calculated as demo effects with "Demo" lettering when used.
- (hidden): This product and its effects are not displayed in the Bogart SE software lists. This option can also be used to hide demo versions again so that the products are no longer listed in the effect lists.

Now select the product or the effect or font package and click on "activate". If the effect has not yet been activated, a menu for entering the code will open. Here you can see the name of the product that you want to activate and the serial number of your device. After entering the license code, the product is activated and you can now use it without restrictions. If you do not enter a code, but cancel the process, the software will only be installed as a demo version and can be used as a demo version or "hidden" again. Please note that the license number works only and exclusively for your serial number on one device, under different hardware you need different unlock codes.

Notice: *If you have another user on a Windows system who also has Bogart installed, you need extra activation codes because this user gets a different serial number for Bogart. This also applies to the additional products that the other user wants to install.*

1.4 **The Base, Silver and Gold Edition**

Bogart SE is available in three editions: Bronze, Silver and Gold. The editions share some features, but Silver and Gold provide many additional options and features. If you work with the Bronze or Silver Edition, you can purchase an upgrade to the Silver or Gold Edition at any time and thus benefit from the extended functionality.

The edition currently active in Bogart is displayed in the main menu at the top left below "Bogart SE".

In this manual we describe the functionality of all editions. Functions that are only included in the Silver or Gold Edition are identified by a corresponding note or by the following symbols.

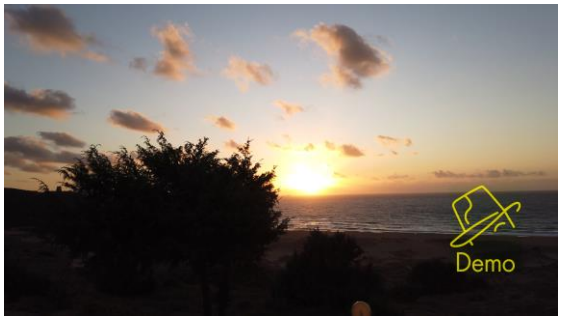
S Silver edition
G gold edition

When a S is specified, this also implies that this function is also available in the Gold Edition.

1.5 **The demo functionality (Bogart Windows)**

The Bogart 13 editing software can be tested in its entirety (including the silver and gold versions) as a demo. For this purpose there is a "BogartInstall_13.x_Demo_DE.msi" in addition to the Bogart full version. If you want to test Bogart 13, please install this file. After the installation you will see in the top left of the main menu that you are in the demo version.

Note on testing and licensing: *The Bogart demo version can be used as long as you like. A demo lettering is stamped during export or DVD/BD creation. So you can cut with the demo version as with the full version, but the results will have the demo sign (Bogart hat with demo).*



In order to be able to activate Bogart 13, the installation of the full version is required. This then generates an individual serial number, which is assigned to the PC+user account. An activation code can only be ordered with this serial number. The demo version has no serial number and therefore cannot be activated.
Conversely, this means that projects that were edited with the demo version cannot be used or finished afterwards. The demo version runs completely separately and parallel to the full version.

Advantage: The demo version can also run parallel to an older Bogart Edition to be installed and tested. This has no impact on ongoing projects. If you have installed the Bogart software and possibly other additional products, it may sometimes be necessary to delete them again.

1.6 **Deletion of Software and Products**

If you have installed the Bogart software and possibly other additional products, it may sometimes be necessary to delete them again.

Bogart Windows

The software is deleted via the product's own uninstallation. You can select this via the Windows menu start bar or via the Windows program menu. Please note, however, that if you delete an additional product, the corresponding effect will no longer be available in Bogart. If you have used such an effect in your storyboard and it has not yet been calculated, it can no longer be used after uninstallation.

Bogart Linux

On Bogart Linux or on a Casablanca3 system, in contrast to Bogart for Windows, add-on products can be deleted directly in the "Install Product" section. If you mark a product and then select the "delete" option, the product in question will be deleted after a security query.
If you need this product again, you will need to reinstall it from a DVD or USB stick.

2 **Welcome to Bogart 13**

Thank you for choosing Bogart 13!

Thank you for your trust and we hope that we will live up to your expectations. If you have not done video post-processing before, you will easily understand Bogart SE and soon you will enjoy new dimensions of video editing. If you already have experience with other systems, for example with linear (analogue) editing consoles or with digital computer systems, you may have to adapt a little - but in view of the simple operation and the numerous possibilities with Bogart SE, this conversion will be easy for you worth. This manual will assist you in using the Bogart SE software. We are confident that you will have a lot of fun editing videos with Bogart!

This part of the manual is an addendum to version Bogart 12. If you are brand new to digital video editing with version 13, you first need the manual for version 10, the "basic" manual, so to speak, depending on the device, the Linux(Casablanca3) or Windows(Casablanca4) variant. And you need the Bogart 11 + 12 instruction manual.

The manuals for the Bogart editing software have meanwhile become so extensive that we have decided to create this additional manual, since the innovations in the respective software versions otherwise run the risk of being overlooked or "lost". The new features of version 13 are described here in words and pictures.

2.1 **What's new in Bogart 13?**

Here is a brief overview of the news, followed by more detailed explanations.

Ideas:

- Personal settings made in Bogart can now be saved. This restores them at the push of a button when switching to new devices or in the case of a complete new installation.
- With "Reset" the personal settings of BogartSE can be reset to the factory defaults. "Distorted" systems can be corrected at the push of a button.
- WINDOWS: When the program starts, available updates are automatically searched for once a day, provided there is an online connection. This can also be switched off under settings.
- WINDOWS: With a completely new BogartSE installation, the operating device is automatically set to "Trackball" to make the transition easier for Casablanca-3 users. In addition, "audio scrubbing with endless playback" is "off" by default. Both settings can then be adjusted to personal preferences under “Operation”.

Project:

- Entries can now be removed from the list in "Project/Selection" in the "Recently used projects" area. This means that Store'n'Share/Disk-Juggler projects that are no longer accessible and that are no longer required on the device can now also be removed The change to this list will not affect the actual projects.
- "Delete all projects" removes all 30 projects of the current project environment at the touch of a button. After that, you will be offered to delete any existing MediaPool as well.

Import:

- With "Import/Image/Sound Correction", the preview display can now be switched to the modes you are used to from the single image preview. This makes it easier to adapt to other scenes/cameras directly during import.
- Scenes from selfie cameras can now be imported correctly with "Flip horizontally".
- The import settings functions "Trim scenes IN" and "Trim scenes OUT" are now used for automatic trimming of scenes and (automatically lengthened) photo scenes. Especially when using the insert function, scenes need a trimmed area at the IN if transition effects are to be used with it. This can now be done automatically.

- Import from USB/CD/DVD can be filtered to "All", "Photos" or "Videos" for import. Cameras that also generate a preview image on the memory card for each scene no longer lead to photo/video "double imports". The setting made in Windows also applies to a subsequent "extended search".
- The expected duration for the import is now estimated and displayed while the import is running.
- WINDOWS: Scenes with multiple mono audio tracks are now automatically imported correctly.
- WINDOWS: Files can now also be imported from tablets/smartphones/ActionCam etc. that only connect to Windows as an MTP device. The data is temporarily cached before the import, which takes some time.

To edit:

- An insert is now inserted directly at the orange position marker. It is no longer necessary to insert at the beginning and only then move it appropriately, which significantly speeds up the workflow with insert cuts.
- Double-clicking on the scene in the middle now sets the orange position marker exactly at the beginning, which makes insert editing and playback in the small window much easier.
- In the special menu, the buttons for preview, single image and extended preview (ring symbol) are usually locked automatically if the effects do not support the respective function. The "prohibition sign" when calling such functions is no longer necessary and the use becomes clearer. (Older effects don't always support this feature)
- In Edit "Opt" it is now possible to switch between "JPG" and "PNG" photo format before exporting an image. PNG scores with lossless compression.
- With "extended splitting" of scenes during playback, the query as to whether existing points should be deleted only occurs if there are actually points in front of the playback position.
- The innovations mentioned under Finish / Export also apply to "Edit / Opt / Export scene".
- When playing back scenes and storyboard, there is an additional period indicator before the level meter. This also makes it easier to visually see where you are in the film/scene.

Effects:

- The long-term/special effect "Zoom" no longer has a length limit for IN/OUT zoom movements.
- The long-term/special effect "Rectangle" now has an adjustable fade time.
- As a new long-term/special effect, "Flip" offers turning by 1/- 90° and by 180°. Whether the aspect ratio is adjusted by "black edges", "cut edges", "center" or "distort" can be adjusted.
- As a new long-term/special effect, "Sharpness correction" has the option of using a slider to either blur scenes or increase sharpness. By setting this effect to "Reverse" a scene can also start and/or end with the blur set, while the central part is displayed normally.

titling:

- The "Bogart Titler" and the "Vertigo Titler" now directly show the number of elements used in the tab labeling of "Table(s)" and "Page(s)". This allows you to notice erroneously created pages and panels at first glance.
- The "Bogart Titler" and the "Vertigo Titler" have received a yellow button [>0<], which can reset all settings in all tabs to the factory defaults. "Distorted" title documents are now a thing of the past.

Audio editing:

- The audio snippet export now has a "mode" toggle for audio export as "MP3" or "WAV". When exporting as a WAV container, the uncompressed PCM audio codec with 1536 kBit/s and 48 kHz is used.
- With the "extended division" of audio samples during playback, the query whether existing points should be deleted only occurs if there are actually points in front of the playback position.
- CASABLANCA-3/DVC: The import of .WAV files (for Zoom audio recorders and co.) is now supported.

Audio Dubbing:

- All audio tracks are now played when hovering over the timeline/scrubbing, with Alt +/- and shuttle TT. With this and the following points, the hard cut-to-beat with underlying music can be revolutionized in BogartSE.
- The function "Split current audio sample at the position marker" (scissors icon) can now also be used in audio track 1 (original sound). This cuts into two parts according to the image and sound of the respective storyboard scene (as in the Edit menu).
- In the first tab "Insert/replace sound samples" the "Delete" button [x] can now also be used to delete sound samples in track 1 (original sound). The affected scene is removed from the storyboard accordingly. Particularly useful after dividing scenes for editing according to the beat of the music and removing "excess" parts of the scene.

- In the third tab "Fade" the transition effect "Audio Fade" can be inserted in the storyboard with the new button [Track 1 Audio Fade]. The "maximum length" can be set from 1-5 seconds. The actual time depends on the available material. If this is not long enough, the audio fade is automatically shortened. An inserted audio fade can be undone with "UnDo" or, since it is actually a "transition effect", it can be changed or deleted later at any time in the transition effects.

  The effect also allows two different ways of working:

  - If a piece of audio was selected in track 1, the audio fade is set from this scene to the following scene.
  - If no audio sample was active in track 1, the audio fade is set from the centered/selected scene above to the next scene.

- Below the audio tracks there is now a "Search" button, which jumps to the currently selected audio sample in the list of the "Insert/replace audio samples" tab in the storyboard.
- With the "Search" button it is also possible to separate a selected original sound in track 1 as an independent sound piece in the audio tray. If you have edited in the storyboard and this part does not exist as a separate scene in the scene bin, this considerably shortens the creation of a scene and Special/Scene->Template.

Finish / Export:

- To improve the playback of exported scenes on older/weaker media players, an "HD TV" quality level has been added. And for sending videos via WhatsApp & Co., the "Web video" quality level further reduces the memory consumption of exported scenes/storyboards. Also perfect for slow tablets & smartphones.
- Below the quality setting, the export menu now shows an estimate of the expected file size when exporting individual scenes or the storyboard. Actual size may vary depending on movement in scenes/image noise/image details/etc. deviate from this estimate.
- When exporting a single scene or the storyboard in a specific format, the time required is now estimated.
- The scene/storyboard export can now also take place as a lossless compressed PNG frame sequence. Since the best possible quality is always used here, there is no adjustable quality for JPEG and PNG sequences.
- WINDOWS: For the export of "vertical" video recordings, you can now set whether "rotate" information is embedded in the video file for later display (not supported by all formats). This also allows (with restrictions) the editing of vertical video scenes (e.g. from a smartphone or tablet).
- WINDOWS: Depending on the project format and hardware, "Intel" hardware-accelerated formats are now also available. Systems with Intel processors from the 6th generation and active Intel UHD graphics card are about 43-53x faster with H.265/HEVC export. An export of one hour of UHD material used to take 108 hours, but now it takes 2 hours.

Various:

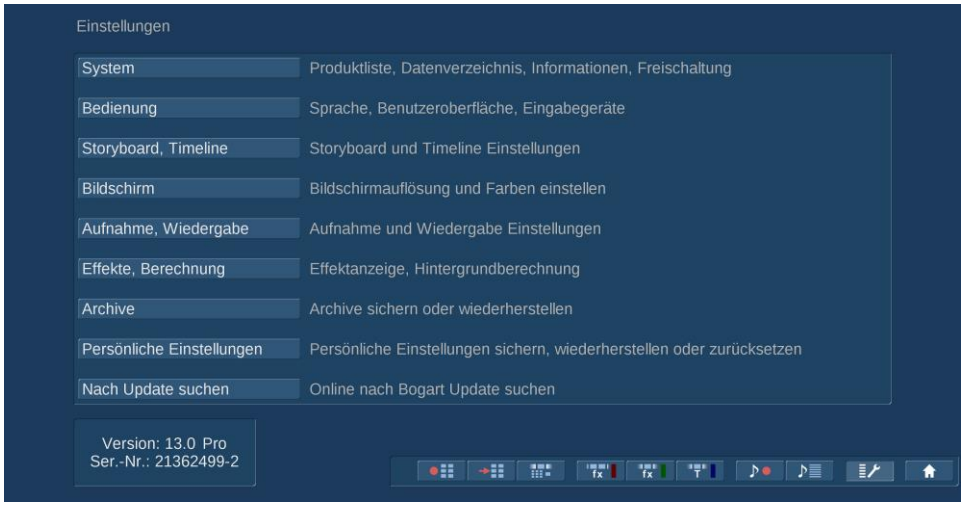
- Improved multiple selection in areas with list windows (eg import file selection) to correspond to the PC standard. If you set a checkmark and then a second one anywhere while holding down the uppercase (Shift) key on the keyboard, all scenes in this area will be marked.
- In the ImagePool (accessible via the "Select Pattern" window) the three graphics of "Rectangle Thick / Medium / Thin" have been revised for the product "Bogart SE / Pictures / Frames" in order to use the special/long-term effect "Pattern 2 and 3" can also be used to fill the screen.
- WINDOWS: The DV/HDV recording functions and the USB to analog converter now both have a "mode" switch. "Normal" records as before until it stops or the signal is lost. "Time" allows a selectable range of 1-180 minutes. To minimize errors from old tapes, recording times of up to 15 minutes are still recommended.

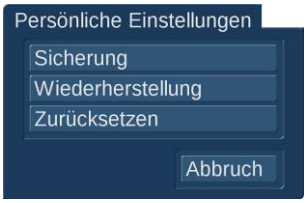
If a function is only possible or available with the Bogart 13 Linux or the Bogart 13 Windows, this is marked accordingly (Linux) or (Windows).

3 ideas

3.1 **personal settings**

In the "Settings" menu you have the option to backup, restore or delete "Personal settings". reset.



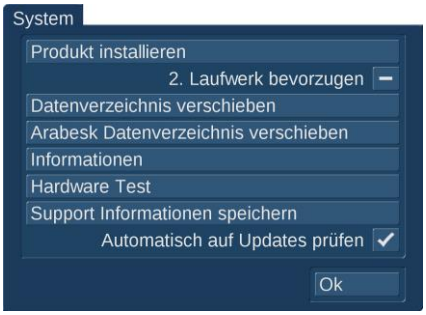


The backup takes place under Bogart for Windows on a storage medium or one of the hard drives, under Bogart Linux an external hard drive, a memory card or a USB stick must be connected. The personal backup data is not large, the settings made regarding the screen resolution, font and preview image sizes, one and two monitor operation and the like are saved here, tailored to personal needs and the hardware environment Ideas. If you switch to a new device or want to carry out a new installation, the familiar environment is there again at the touch of a button. If you have accidentally "cranked" your device completely, you can reset everything to normal with just one click.

3.2 **Automatic update search**

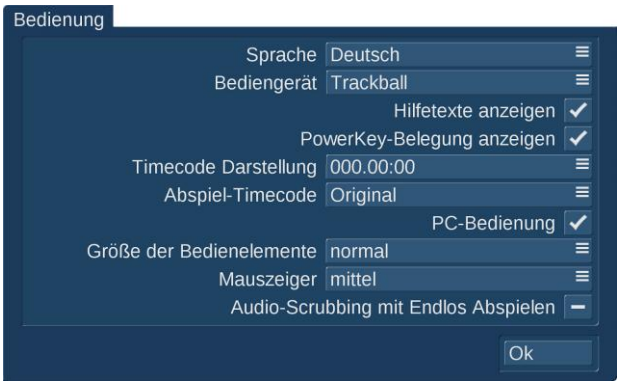
If the Casablanca4 system or your own PC with Bogart for Windows is connected to the Internet, it will automatically search for any existing updates of the Bogart program once a day. If an update is found, the installation of the same is offered.

If you want to do without the automatic search, it can also be switched off (see image on the right) in the “System” settings under “Automatically check for updates”.



3.3 **Automatic settings**

In the case of a completely new installation under Windows, the operator panel is automatically set to "trackball" in order to make the changeover easier for Casablanca-3 users. The result is the usual trackball operation, especially when trimming, even if a mouse is connected.
In addition, "audio scrubbing with endless playback" is "off" by default. Both settings can then be adjusted to personal preferences under “Operation”.



4 Project

4.1 Clean up project lists

Entries can now be removed from the list in the "Project settings" area in the "Recently used projects" area.

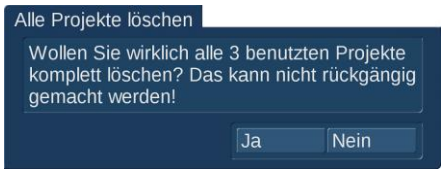
This means that Store'n'Share or Disk Juggler projects that are no longer accessible can now be removed, which are no longer required on the device and which were previously not "accessible".

The change to this list has no effect on the actual projects, but the accumulation of unnecessary references can be avoided with this function, especially when using many external hard drives.

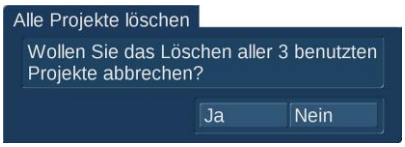
4.2 Delete all projects

The Delete All Projects button does just that. This way you can

project environment with few actions clean up completely.



However, the complete deletion of all projects only takes place after a double Security question, the second part of which you really have to think about. So will ensures that nobody accidentally "cleans the record".



If a media pool has been created, its deletion is also offered.

5 import

5.1 Import preview

With the "Picture/sound correction" in the import menu with the expert setting active, the preview display can now be switched to the "Original", "Correction", "Original + Correction" and "Comparison" modes familiar from the single image preview. be switched.

With "Original + Correction" you can see - so to speak "live and in color" - on one half of the image what the corrections of brightness, contrast, color, gamma or the red, green and blue components of the scene cause . In the picture on the right we see the original on the left and the corrected version on the right.

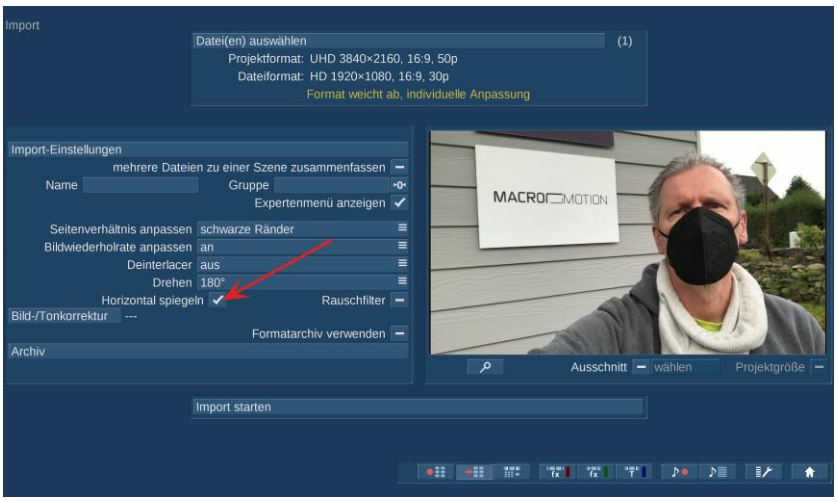
The "Comparison" option, in which a scene that has already been imported is displayed half as a comparison object to the scene to be imported, makes it easier to adapt to other scenes or cameras directly during import.

5.2 **Flip scenes horizontally**

Some selfie cameras produce a mirror-inverted image when taking selfies.

This often doesn't matter, but it is important for fonts, texts or logos that have been included.

The "Flip horizontally" function has now been integrated into the expert menu of the Bogart13 import and allows this correction to be made when the scene or photo is taken.

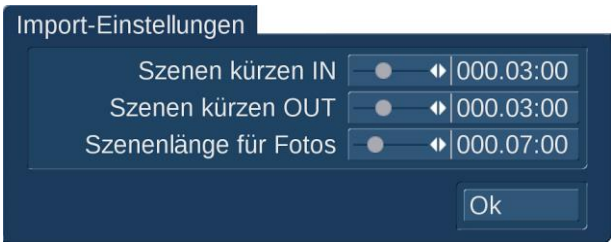


5.3 **Import Settings**

Since the "shorten" function in the import settings is no longer really needed today due to advanced camera technology, the functionalities have changed here.

With "Trim scenes IN" and "Trim scenes OUT" we can now automatically trim scenes in and out by a certain time during import. Especially when using the insert function, scenes at the IN need a trimmed area if transition effects are to be used when inserting.

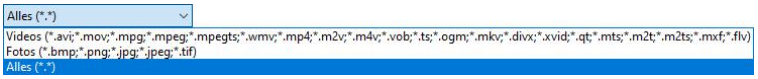
These settings are also effective when importing photo scenes or photos that are converted into scenes by the import.
In our example on the right, we get a photo scene with a visible length of 7 seconds and a trimming reserve of 3 seconds each.



So you should pay attention to what you have set here or consciously create a “trimming reserve” for scenes and/or photos when importing. The default values for Trim Scenes IN and Trim Scenes OUT are 000.00:00.

5.4 **import filter**

When importing from USB/CD/DVD, "All", "Photos" or "Videos" can be filtered for import. Cameras that also generate a preview image on the memory card for each scene no longer lead to photo/video "double imports". The setting made in Windows also applies to a subsequent "extended search".



5.5 **Display of the estimated import time**

While the import is running, the probable duration of the import of all selected scenes is estimated and displayed. This estimate is continually reviewed and adjusted. Experience has shown that the display is relatively imprecise at the beginning, especially with many selected scenes and any additional adjustments to the sizes and refresh rates, and the remaining time makes relatively large jumps.
In the course of the import, however, the display of the remaining time is estimated more and more precisely, after about a quarter of the whole operation the time is already quite accurate.

In this way, you can estimate relatively accurately after a short time, especially with large quantities or long scenes, how long you can let the device work on its own can .... if you don't want to watch the import to get a rough overview.

5.6 **Import specifics**

So far, only one original sound track from cameras that record 2 or 4 mono tracks was taken into account when importing. Bogart13 automatically recognizes the 2 or 4 PCM mono tracks, records them and combines them into an internal stereo sound. Tracks 1+3 are placed on the right and tracks 2+4 on the left stereo channel. In this way, you can now also work with unusual audio recording formats.

Files can now also be imported from tablets/smartphones/ActionCams etc. that only connect to Windows as an MTP device. The data is temporarily cached before the import, which takes some time.

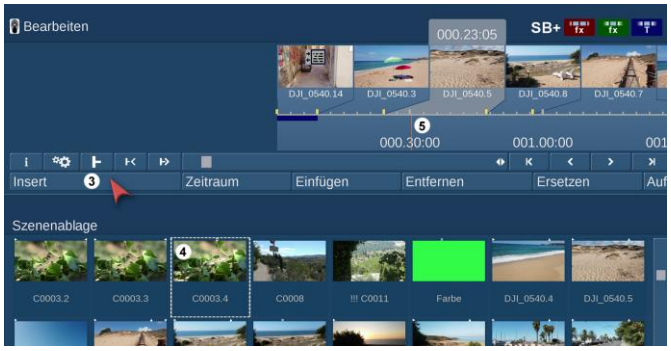
6 **To edit**

6.1 **Insert**

An insert is now inserted directly at the orange position marker. The hitherto customary insertion of the insert at the beginning of the background scene and the subsequent shifting is no longer necessary, which considerably speeds up the work flow with insert cuts.

The procedure is very simple: With "Storyboard Plus" active, we move the mouse or the trackball over the timeline (1) and have the preview (2) in view in real time.

When the appropriate position or the entry image for our insert is reached, a mouse click is enough and the orange playback marker jumps to this position.



Then the “Insert” function (3) is selected and the scene (4) intended as an insert jumps to the position of the orange position marker (5) and lies as an insert on the background scene (see below).

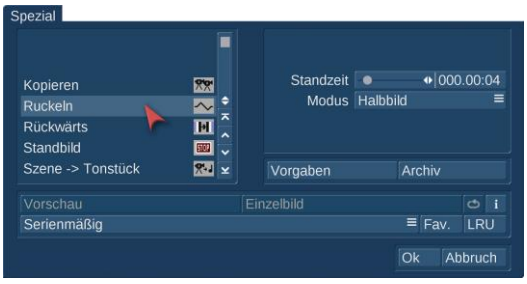
Of course, like any previously used insert scene, it can then be moved or trimmed using the time period function, depending on taste and fine-tuning needs.
In terms of speed, inserting the insert scenes at the orange position marker is probably by far the fastest option, which in most cases should produce perfect results even without subsequent shifting or trimming.

Double-clicking on the scene in the middle places the orange position marker exactly at the beginning, which also makes insert editing and working with the small preview window easier.

6.2 **Switch revamp**

Up to now it was also possible to select the menus "Preview",

"Single image" and "extended preview" possible, what was acknowledged with the prohibition sign after selection (see top left). In



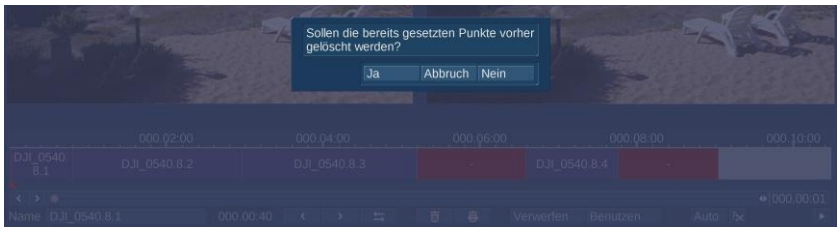
Bogart13, these switches (see top right) are "greyed out" from the start, i.e. blocked. This eliminates unnecessary clicks and makes operation clearer and easier. Older effects don't always support this feature.

6.3 **New image export format**

In the Edit menu under "Opt" you can now switch between "JPG" and "PNG" photo format before exporting an image. The PNG format is characterized by a lossless compression, the - so far only possible - JPG format is the more universal of the two.

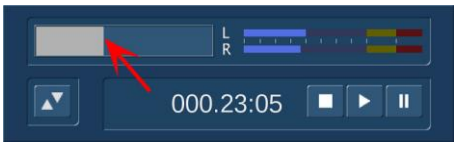
6.4 **Query on advanced splitting**

In the case of "extended splitting" of scenes "on the fly", i.e. during ongoing playback via the "Insert" button, the query as to whether splitting markers that have already been set should be deleted only occurs if there are actually points in front of the playback position .



6.5 **Period display during playback**

When playing back scenes or the storyboard, there is now an additional time period display to the left of the level display. The playback progress is displayed here as a slowly growing bar. This gives you a good sense of where you are in the scene or storyboard.

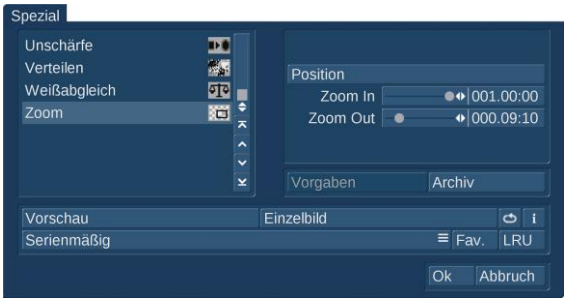


7th **Effects**

7.1 **Long Term/Special Effect "Zoom"**

The long-term or special effect "Zoom" no longer has a length limit for the zoom movements - or a very "generous" one. Zooming in and out of the image now has a maximum length of one minute each.

That should be enough to be able to calmly carry out every drive, no matter how deep into the scene.

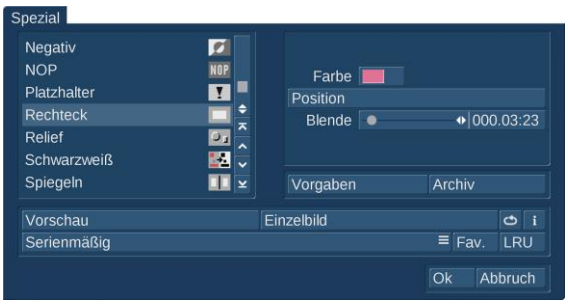


The zoom in and zoom out lengths can be adjusted completely independently of the length of the scene to which this zoom movement is applied. In any case, the "zoom-in" has top priority. It is therefore zoomed in until the set length of the zoom-in is reached. If you define more time here than the whole scene allows, you only produce a zoom-in. The zoom-out time is then completely ignored.

If the zoom-in is set shorter than the scene length, the zoom-out time is also taken into account.
The remaining scene time, which is not spent zooming in and out of the scene, our virtual camera stands still on the scene or image section defined with "Position".
Normally we don't need to concern ourselves with these extreme values and unusual in and out times. Most users define a zoom in and zoom out of maybe 2 to 3 seconds. Then you need, at least with normal scene lengths, not to worry about such things.
If you set the zoom in and zoom out times to 0, the virtual camera immediately jumps to the position and size defined under "Position".

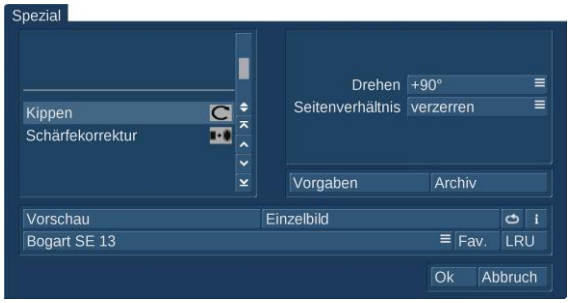
7.2 **Long-term/special effect "Rectangle"**

The long-term and special effect "Rectangle" now has an "Aperture" setting, which is used to set the fade-in and fade-out of the rectangle defined in "Position" and "Color".
Here too, as with “Zoom”, the overlay has “priority”. The set time is displayed and then hidden again. If the shutter time is longer than the scene, the rectangle only fades in. If the time is shorter than the scene, the rest of the time is used for blanking.

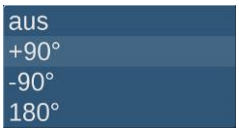


If the fade time x 2 is shorter than the scene, the rectangle will stop in the center part of the scene. Of course you can also do without screens here and place the rectangle as usual.

7.3 **Long-term / special effect "tilt"**

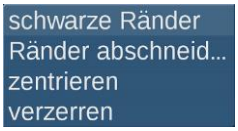


The long-term and special effect "tipping" has long been on the wish list of users. During or before the import, it has been possible for some time to adapt portrait format, landscape shot or other unusual photos and scenes to the project format. This is still possible after the recording.



Rotate rotates the scene or photo
Rotated + 90, -90 or 180 degrees.

Once you have rotated the image appropriately, you can or should define what should happen to the edges, which will practically always be present. Below is an illustration of what happens to the original (left) after the correct rotation for each shot.

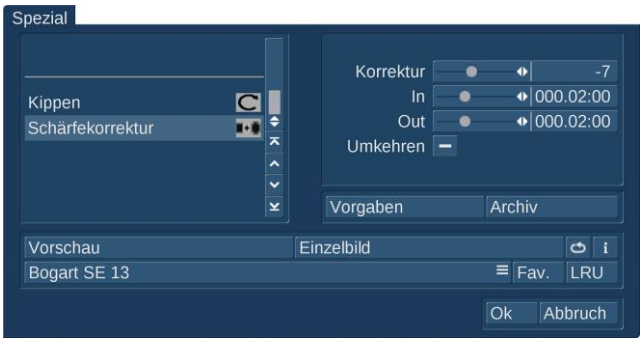


Since photos or scenes that don't fit into the video format are probably always to be treated differently, you can now confidently import them "in one go" with the Bogart 13 ... knowing full well that you can also use the individual scenes afterwards rotate and crop. If borders are still annoying, either the “Zoom” effect or the optional “Aspector” will help.

7.4 **Special and long-term effect "sharpness correction"**

Another new long-term and special effect is the "sharpness correction", with which scenes can be blurred or sharpened if necessary.

With "Correction" you set the blur (-1 to -20) or the "over-sharpness" (1 to 10). We show this below with a cropped image of an old Italian gas station, correction level "0" is the uncorrected image. The value set is the target to fade to in the "In" time. With the "out" time, the normal scene is then faded over again.

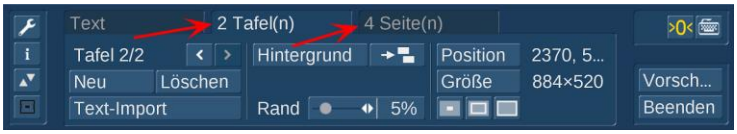


In our example here, with a correction of -10, the normal image or scene would be blurred in 2 seconds, it would remain there until 2 seconds before the end of the scene, and then it would become sharp again. With "Reverse" you can swap the values with one click with the same timing, so you start out blurred, then become sharp and end up blurred again.

Since the effect does not only appear under "Special", you can also use the long-term effect to run a blur over several scenes, resulting in completely new stylistic devices that previously could only be realized with considerable effort and effort.

8th **titling**

8.1 **Plate and page numbering**



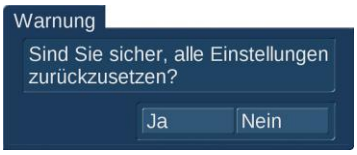
Both in the "Bogart Titler" and in the "Vertigo Titler" when using several panels or pages, the number of elements is displayed directly in the header of the relevant tab. In this way you have a direct overview of the number of tables and pages created.

Erroneously created panels and pages are by far the most common cause of stress and annoyance in Titler.

An incredible number of calls and support requests revolve around topics such as "My title only runs half as long as I wanted", "It's only at the very end that the title flashes incredibly quickly through the screen" or "First I don't see anything, then the title jumps up a smack on the screen". The cause: Panels or pages were added - usually by mistake and with a thoughtless click - which of course then changed the timing of the entire title.

Of course, that can still happen, but now you can see - "Hello, I only wanted one page and not four!" - at a glance that something is wrong and you can correct it accordingly.

8.2 **Reset to factory defaults**

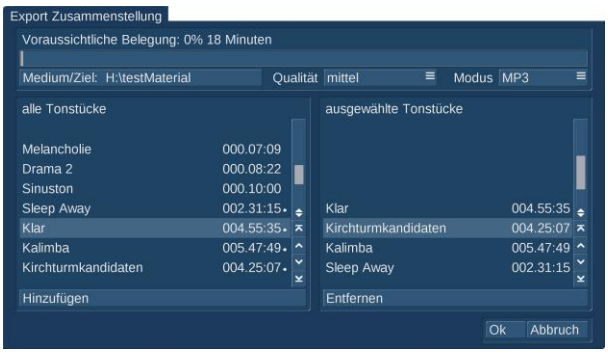


The "Bogart Titler" and the "Vertigo Titler" have received a yellow "Reset" button, which resets all settings in all tabs to factory defaults. With the Vertigo titler in particular, it often happened that users "got lost" in the endless setting options and suddenly no longer had much control over the titles, for example because backgrounds or text lines had been defined as transparent or suddenly the holes in the title the jagged pattern 4 unfavorably superimposed ;-))

In such cases, a click on the yellow button now helps and, after a brief security query, you will find yourself with a board, a page and white standard font on the screen. Clarity at a click.

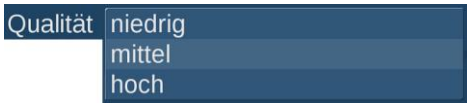
9 **audio editing**

9.1 **mode switcher**



A few things have also changed when exporting audio samples.

In addition to the export quality, which can be defined in three stages,



In Bogart 13 there is now a "mode" switch for audio export as "MP3" or "WAV".

When exporting as a WAV container, the uncompressed PCM audio codec with 1536 kBit/s and 48 kHz is used.

9.2 **Advanced splitting**

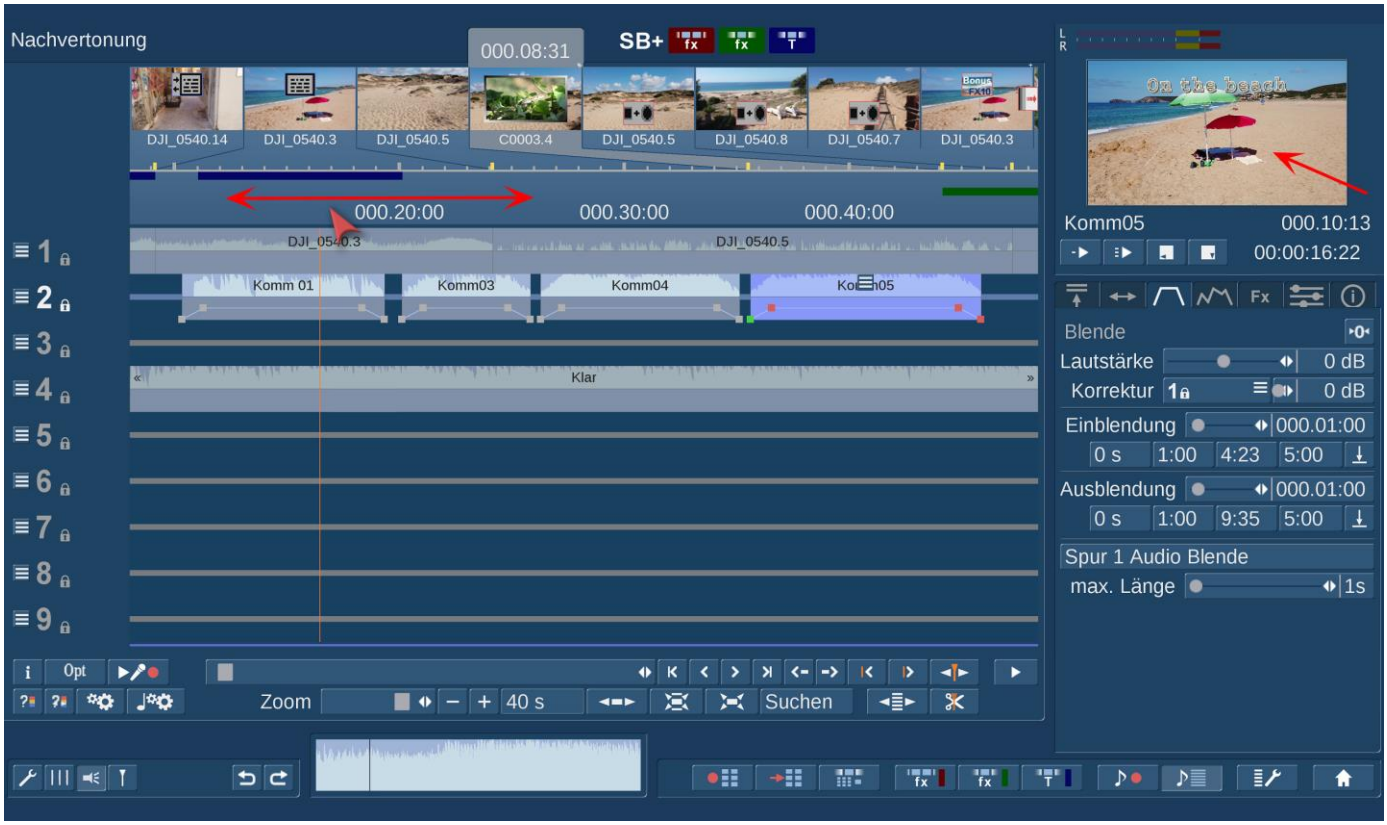
With "extended splitting" of sound samples during playback, the query as to whether existing points should be deleted (similar to the query for video splitting, Chapter 6.4) only occurs if there are actually points in front of the playback position.

9.3 **wav import**

The import of .WAV files (for Zoom audio recorders and Co.) is now supported on Casablanca3 devices and DVCs.

10 **audio dubbing**

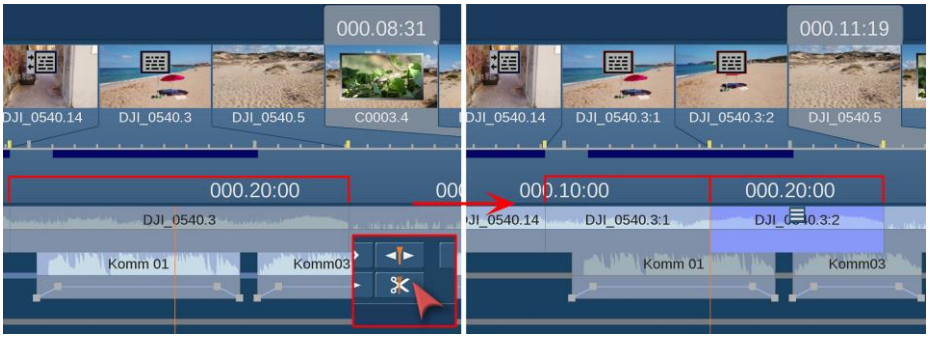
10.1 **Full audio playback while scrubbing**



When moving over the timeline or "scrubbing", with Alt +/- and Shuttle-TT (see red double arrow), all audio tracks are now played back - parallel to the display in the preview window at the top right. With this and the following points, the hard cut-to-beat with underlying music can be revolutionized in BogartSE.

10.2 **Split original sound (track 1).**

The "Split current audio sample at the position marker" function (scissors icon, left image) can now also be used in audio track 1 (original sound). This cuts into two parts according to the image and sound of the respective storyboard scene (as in the Edit menu).



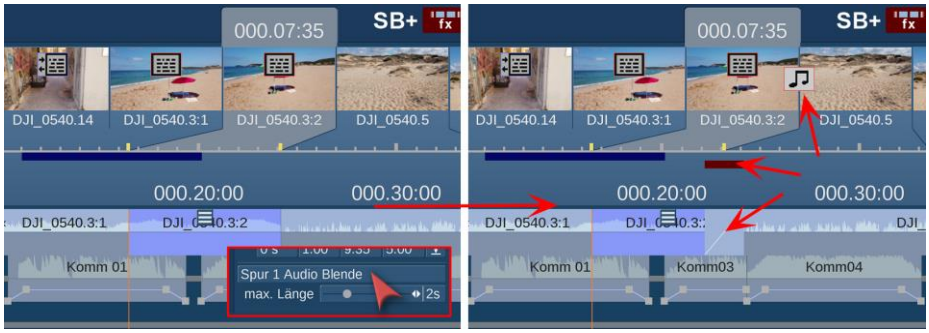
10.3 **Delete original sound (track 1).**

In the first tab "Insert/replace sound samples", the "Delete" button [x] can now also be used to delete sound samples in track 1 (original sound). The affected scene is removed from the storyboard accordingly. Especially useful after splitting scenes to cut by music beat and remove

"excess" parts of the scene.

10.4 **Set Audio Fade (Track1)**

In the third tab "Fade" the transition effect "Audio Fade" can be inserted in the storyboard with the new button [Track 1 Audio Fade]. The "maximum length" can be set from 1-5 seconds. The actual time depends on the available material. If this is not long enough, the audio fade is automatically shortened. An inserted audio fade can be over



"UnDo" can be undone or, since it is actually a "transition effect", it can be changed or deleted later at any time with the transition effects.

The effect also allows two different ways of working:

- If a sample was selected in track 1, the audio fade is set from this scene to the following scene.
- If no audio sample was active in track 1, the audio fade is set from the centered/selected scene above to the next scene.

10.5 **looking for pieces of music**

Below the audio tracks there is now a "Search" button, which jumps to the currently selected audio sample in the storyboard in the list of the "Insert/ replace audio samples" tab. This is particularly useful for complex settings with hundreds of comments, where it can happen that you can no longer find the comment simply named “A 359”.

10.6 **Restore or recreate audio samples**

With the "Search" button it is also possible to insert a selected original sound in track 1 as an independent sample copy in the audio tray. If you have edited in the storyboard (see Chapter 10.2) and a scene with an audio part is therefore not available as a separate scene in the scene bin, this "search" with restoring the sound sample shortens the creation of a scene and the separating of the sound via "Special "/ "Scene->Audio sample" significantly.

11 **Finish / Export**

11.1 **New quality levels**

To improve the playback of exported scenes on older/weaker media players, an "HD TV" quality level has been added. And for sending videos via WhatsApp & Co., the "Web video" quality level further reduces the memory consumption of exported scenes/storyboards. Also perfect for slow tablets & smartphones.

11.2 **Indication of the expected file size**

Below the quality setting, the export menu now shows an estimate of the expected file size when exporting individual scenes or the storyboard. Actual size may vary depending on movement in scenes/image noise/image details/etc. deviate from this estimate. On the right, we have listed an example of how large the differences in size can actually be. Our film was available in UHD (3840x2160 pixels, 16:9 and 50p) and was almost 7 minutes and 20 seconds long.

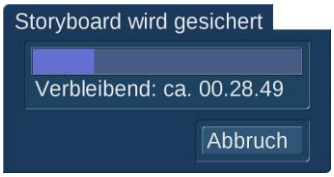
In this case, the highest quality resulted in a file that was about 75 times larger than the smallest possible variant.

When choosing the export quality, there is always a compromise between the duration of the export (the higher, the longer), the file size and the visual result. It can be seen to some extent in the print of image sections: The lowest quality "web" shows clear artefacts and blurring, which is not a big surprise in view of the incredibly low data rate. However, the difference between "low" and "high" is not really clear to see.

In this respect, the motto "always at maximum, the higher the better" does not necessarily bring one
Quality gain, but often only larger files with higher data rates, which can sometimes push the players or televisions of the valued audience to their limits.

11.3 **Specification of the expected export time**

The time required is now estimated when exporting a single scene or the storyboard in a specific format. Please note that this is a rough estimate that will settle down to realistic values in the course of the export. At the beginning the program knows how many minutes are to be exported in which format. Bogart knows about the image content, which is decisive for the speed (the white wall can be compressed incredibly much faster than a pan across the cornfield).



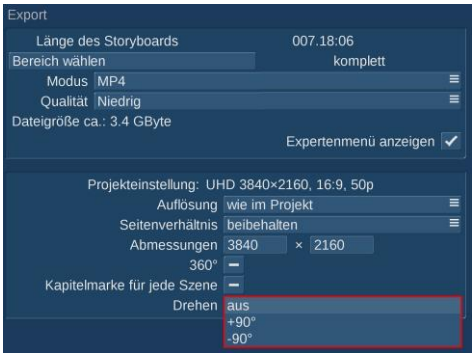
Don't start anything yet and will therefore jump relatively wildly within the first quarter to third of export. However, the estimate does give an indication of whether it is possible to make a quick cup of coffee or go to sleep during the export. ;-))

11.4 **New single image export format**

The scene/storyboard export can now also be done as a lossless compressed PNG single image sequence. Since the best possible quality is always used here, there is no adjustable quality for JPEG and PNG sequences.

11.5 **""Vertical" video editing**

For the export of "vertical" video recordings, you can now set whether "rotate" information is embedded in the video file for later display (not supported by all formats). This also allows (with restrictions) the editing of vertical video scenes (e.g. from a smartphone or tablet).



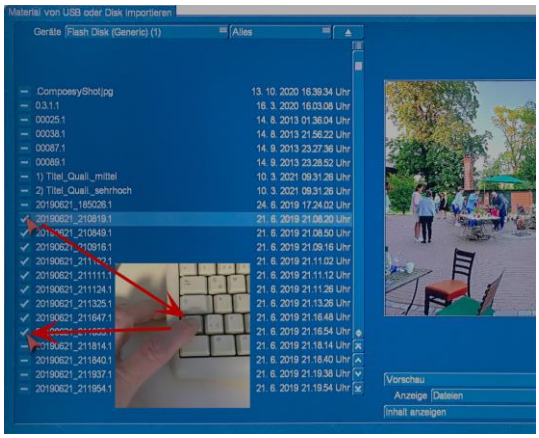
11.6 **New accelerated export formats**

Depending on the project format and hardware, "Intel" hardware-accelerated formats are now also available. Systems with Intel processors from the 6th generation and active Intel UHD graphics card are about 43-53x faster with H.265/HEVC export. An export of one hour of UHD material used to take 108 hours, but now it takes 2 hours.

12 **various**

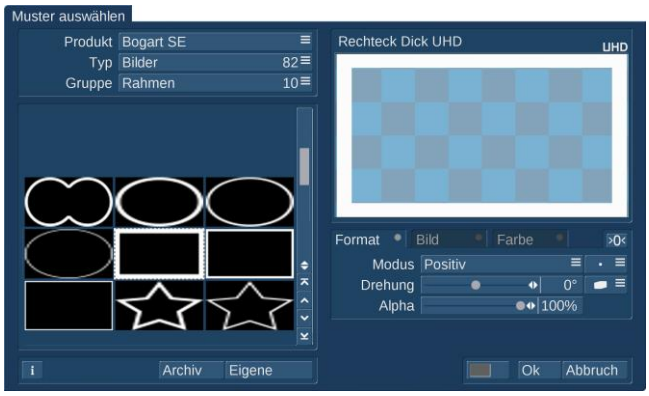
12.1 **multiple selection**

Multiple selection in areas with list windows (eg import file selection) has been improved to correspond to the PC standard. If you set a checkmark and then a second one anywhere while holding down the uppercase (Shift) key on the keyboard, all scenes in this area will be marked.



12.2 **Image pool graphics**

In the ImagePool (accessible via the "Select Pattern" window), the three graphics of "Rectangle Thick / Medium / Thin" have been revised for the product "Bogart SE / Pictures / Frames" in order to use the special/long-term effect "Pattern 2 and 3 " can also be used to fill the screen.



12.3**Recording "Mode"**

The DV/HDV recording functions and the USB to analog converter now both have a "mode" switch. "Normal" records as before until it stops or the signal is lost. "Time" allows a selectable range of 1-180 minutes. To minimize errors from old tapes, recording times of up to 15 minutes are still recommended.

13th**Preliminary conclusion**

We hope that this manual has explained the new features of the Bogart 13 version in an understandable way.
If we didn't succeed, you miss something in this manual or have any other suggestions on how we can improve our manuals - and our software - please let us know!
As usual, while you are reading this manual, we are already working on the next steps and developments for all of our video editing software. Soon then with

But first of all, have fun and enjoy working with me !!!

MacroMotion GmbH
www.macromotion.info

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Win/Linux - 11/2021