Arabesk 6.0a
Release Notes

The following notes are to go with the new Arabesk 6.0a version. Arabesk 6.0a requires Bogart 5.5c or higher. Arabesk 6 cannot be used in a "Demo" mode.

TOP NEW FEATURES

The main feature is the complete modernization of the user interface. The workflow has been greatly optimized and the surface much more clearly designed. A "check mark" system prevents premature burning of projects. A set of various symbols will show if items are missing, incorrect, or ready to burn.

Also new is the option of equipping Blu-rays with moving main and chapter menu backgrounds.

You may now switch between Blu-ray and DVD without having to intervene again in the design of the menus.

With Arabesk 6, you have the possibility to work on up to 10 disc projects in parallel and independently from each other. However, this is only for users of the Bogart SE Gold Edition. The 10 "Disc Projects" function like the separate projects in Bogart

Arabesk 6 now supports two drives. In addition to the internal drive, an external USB burner is also supported. This can be used for directly copying a disc, or to write to both drives simultaneously, which accelerates the creation of a larger "edition" of discs.

You now also have the option to export a completed disk as an "ISO" file. Thus DVD / BD productions can be stored on external hard drives, and later re-imported for lossless copies. (No changes possible with ISO imports).

There are several other additions and changes in Arabesk 6, please see your Arabesk 6 manual for more details and information.

KNOWN ISSUES

-Chapter menus will display the last frame of the preceding stamp. When using a Render Booster (RB), the preceding chapter appears with a few more frames. This has been reported to development to be corrected.

-Custom saved menu templates are not always saving properly despite getting the message that they were saved successfully. An archived template could have the titles adjusted differently when it is restored. For tips, hints, and current behaviors on the templates, please see the Arabesk 6 manual on page 15.

-There had been a couple of reports of random failures during the Phase 1 of BD burns. The DVD drive might not spin up with the BD-R. Afterwards an error could appear that says, "Hint -There was an error during burning". If this happens, go to the Arabesk 6 "Settings" menu and use the "Reset to Factory Defaults" button, then re-boot.

-There may be some display issues on the burned media when viewed on 120 Hz monitors. Animated images could be fuzzy and distorted.

-There are some other minor issues and a few remaining spelling/translations still being corrected. For instance one, in the Chapter menu, the first chapter page displays two arrows on the left and right. When the left arrow is highlighted, a German word in the user interface menu: "PFIEL." This simply means "arrow".

NOTES

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

-It's important to note one key change is that the Media type and project format now reside in two different places. This could cause a problem if you forget to set one of them. It might be useful to get in the habit of determining what project format you plan to work in (SD or HD) first. Then choose your media type you plan to burn to. For instance, under the "Environment" section, click on "Disc-Projects", then "Target Format". Now Select "Video DVD(SD)" or "BluRay(HD)" and then close the window. This is not your burn medium. This is your project format. The upper right hand corner of Arabesk will highlight which mode you are using. Now you will set the quality of this format. Go to the "Quality" menu. Under the Data Rate option select one of 5 quality modes. And under Calc (Calculation) choose from (Fast, Normal, Intense). The next thing to select is your burn medium. On the bottom right of this "Quality" menu, click on the small square which has a small letter "b" within a circle. Checkmark the media type you wish to use for your Target Format. Note: The various Data rate/Calc settings can give different visual results. You may wish to try using High/Normal for most Non-RB down converts. For Blu-ray, try Max/ Intensive or High/Intensive. If you are using a Render Booster, try High/Intense.

-Similar to Arabesk 5, using the main Arabesk 6 "Preview" menu to view the final disc menu behaviors is only possible with SD projects. When previewing HD projects, you can only preview the film itself.

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

-If you are looking for the "Erase CD/DVD RW" button, it's moved into the "Misc" menu of Arabesk 6. For more information, see page 12 of the Arabesk 6 manual.

-When troubleshooting any issues while using a RB, we recommend unplugging all other USB devices. Make sure the RB is directly plugged into mainboard (rear USB port) without a USB extension cable. Make sure the RB gets air for cooling. If you run into any issues, try using the "Reset to Factory Defaults" in Arabesk 6. We've been advised that the RB could have an issue if the data rate used in Arabesk 6 is much higher than the data rate the HD camcorder has recorded. If this could be the case, try using a lower quality setting in Arabesk 6. Finally, attempt to build and burn the project without the RB.

- A fantastic new feature added to Arabesk 6 is the ability to archive an Arabesk project in an .iso file. This function can be found under the Finish section of Arabesk 6 called "Export Disc". Click on "Destination" and then choose your media type, i.e. Disc or USB. You can then name it and export. To read the .iso back in, go to "Disc Projects" and click on "Read Disc". Choose what media you want to read from and then "Start Reading". This will produce an exact replication of the Arabesk 6 prior saved project.   Please note: you cannot adjust the project with the software. This will only replicate the prior menu and material. The process will be pretty quick and using a RB will not make any difference. Also, use a USB drive formatted to NTFS if saving more than 4GB of material.

-Currently when using a RB in Arabesk 6, AC3 audio will be used in AVCHD projects and MPEG 2 audio for SD projects. Without the RenderBooster, it is still AC3 audio in AVCHD mode. SD projects will have the choice between "MP2" (MPEG2) and "uncompressed" (PCM) audio. You can find the Audio option in the "Quality" menu. PCM audio may be used in SD mode with the RB in the future.

-With the Blu-ray mode, you may want to experiment at first with some of the Data rate/Calc settings in the "Quality" menu with your Blu-ray player. Some Blu-ray players may respond a little differently to the burned media based on those settings. The "High"(24 MBit/s) looks slightly better, but may have more shimmers in some cases. (For example, we've found that the Playstation 3 might not handle the "Max" (32 MBit/s) setting. It will either stutter badly or simply won,t play the disc in this case.)

-The Arabesk 6 does use a lot of internal memory. After intensive rendering in a long project, it might be useful to shut the system down and then re-boot before doing all of your Arabesk work. The Arabesk 6 manual recommends 2 GB of RAM. With a Ram upgrade from 1GB to 2 GB you will not notice any increase in speed or more features/functions in Bogart. Older systems with 1 GB might not be able to render really high data rates and intensive calculations. The additional RAM would help with that by providing a little better performance. If you are interested in upgrading the RAM in your system, please contact MSUS.