

- Be sure you are using the 4 button Trackball that came with the system if you plan to use Media Manager. The inner right click button on a 4-button trackball will always take you to the main menu on the Media Manager side if you happen to get lost. The inner left button will give you additional help screens in many menus.
- You will need a keyboard connected to properly update or install the new Bogart 1.3c/2.0c version. Commands to choose “Update” or “Install” no longer reference the front panel buttons.
- In the System Settings menu, you will find a new button to check called “Display during HDV recording”. If this is checked on, it will now show some scene images skips from the recorded signal without audio during an HDV input. This is normal in the current version of software. If it is checked off, you will not see any signal, but the counter will roll.
- Make sure the HD Video Edit and the Pro Pack are activated on the machine. Without the HD Video edit, there is no HD format choice. Also be sure to have Arabesk 4.1e activated if you are using Bogart 1.3/2.0 or higher. Older Arabesk versions may not function after a full install of this new version.
- The Ethernet port used for working with the Media Manager is specific. You must use the ethernet port located about the USB ports. The two other ports won’t communicate.
- For machines running a previous Bogart OS version, a system update is possible when going from version 1.2 to 1.3c/2.0c. To reduce any chance or unconfirmed problems that may carry over from doing just an update, our Support department currently recommends doing a full installation. Remember if you do a full install, all files and programs will be cleared out. You will need your code sheet to re-activate your add on programs.
- You will now find the Ksebara function in the Edit menu under “New” on Bogart 1.3c/2.0c or higher.
- When importing footage into Media Manager, be sure to use the Universal Import menu. Going directly into “Import” might not allow you to see your source disc or files. For example, in Video Archives, click on “Opt” as opposed to going right into the “import” menu. In “Opt”, you will see option “#6 Universal player/import”. Click on this option before loading in your import source. Please note: Due to the large number of format types, it is impossible to guarantee full playback compatibility with all file types. There may be unusual format variants that are not suitable for import or playback with the Universal Player.
- The Media Manager will be using a different format to store your SD clips than you use in Bogart SE. SD footage will always be re-compressed when you export it over to Media Manager. Some differences in the clips may be seen if you export SD clips to Media Manager and re-import them back to Bogart. So, don’t use Media Manager to archive SD projects if you plan to re-edit them. In that case, save and restore the project data in Bogart with the DV-backup modes so you will have a much better quality.

BOGART V2.0 ISSUES

- After a full install of the Bogart 1.3c, the VGA Screen mode may appear to only have the 1024x768 resolution. In order to get the hi-res VGA option back, go ahead and switch into the 1024x768 mode. Once the system reboots into this VGA resolution setting, the hi-res 1280x1024 option should then re-appear.
- Exporting an HDV clip into Media Manager and then re-importing right back into Bogart may affect the sync or connection of the audio of the re-imported clip.
- Using the new Effect Stack option with some effects (e.g. current Filter Pack version) software may result in a corrupt scene.
- DVD Arabesk 4 won’t allow for more than one line (Alt + Return) of menu texts.
- There is no sound in Audio/Record Edit menu when the input is set for DV.

Bogart V2 Release Notes

- When using the Audio envelope feature, there will not be a playback from an area near highlighted keypoints. You can only play from the beginning a created envelope sample.
- When working with Countdown, the option for the Shadow Blur in "Style" is not working.
- When using the single analog monitor mode display, the new clipboard menu fills up so much of the screen that you can't click on the "OK" button to close it. (All needed modes are inside the Clipboard now. Once you import a scene to the scene bin, clicking OK is no longer needed. Just right click out of the clipboard after you check mark and import your selected scenes.)
- Photo Mode in the Record menu does not function in an HDV project
- During Single VGA monitor mode, there is no video signal visible when using analog input for video recordings.
- Time code display appears to stutter during playback. (When playing a clip back in the Edit Menu with the time code setting turned on, the counter may appear to skip. Time code is not available during Trimming or Splitting.)
- When importing via CD with the new Font Import option, make sure that files from the PC (font .ttf files or graphic ".png" files), then these files are burned to the CD in the UDF file system format.
- The new Time Line display can be only be when using a single or dual VGA mode of 1024x768 or higher. You will not be able to use it in a video mode.
- When using the new Countdown options, you will need to lower the "Alpha" slider in the "Background" button in order to blend or see any images chosen in the "Background-Scene" button.

Media Manager Pre-Release

- The new Premium Pack program unlocks more features on the Media Manager side of the system. Be sure to activate this pack when you are ready to explore the new Media Manager. Here are the steps to unlock it:
 1. The disc containing Bogart 2 will actually first update a machine from Bogart 1.2 to Bogart 1.3c. This is the core program that contains the Media Manager and the new Archives main menus. Simply choose to do an update or full install with this disc during the boot up like usual. Make sure you have a keyboard connected to the machine as you boot up with this disc. The update/install commands are now chosen on the keyboard.
 2. Once the update or the install is complete, reboot the machine to come back up to the main Bogart menu. Then go to the "System Settings" menu. Click on "Install Product". There you will see Bogart 1.3c active, but there will also be a Bogart 2.0c there listed as "hidden". Highlight the Bogart 2, then click on "Activate" and enter your 12 digit code. The program should then be "active". Both Bogart 1.3c and Bogart 2.0c need to read as active in this menu, or you won't have full Bogart functionality. (Note: If you have chosen to do a full install, you will need to activate your add on programs again with the assistance of your code sheet. Be sure to activate programs like HD Video Edit, Pro Pack, etc. You will also want to be running the new Arabesk 4.1e update which is available on the updated Add On software CD.)
 3. Next, to activate the Premium Package you must go into the new Media Manager menu. You will find this button on the main menu of the Bogart OS. (Note: Be sure to be running in an analog video mode or DVI monitor mode to be able to work on the Media Manager side. If you are working in one of the VGA modes, you will need to switch your Screen setting in the System Settings menu.)
 4. Next, click on the Media Manager button (you will see it in basic form the first time you open it).
 5. Click on the little wrench icon which represents the main "Settings" menu
 6. Click on "Basics"
 7. Click on "Install product".
 8. Scroll down to "Premium Package V 1.0" then click 'activate'
 9. Enter license code and enter previously sent code and click 'Ok' . The fully featured Media Manager software should now be activate. The inner right click button on a 4-button trackball will always take you to the main menu on the Media Manager side if you happen to get lost. Please be sure to go over the manual before beginning with this Media Manager program. It will be like learning a whole new operating system.
To exit back to Bogart, you can hit "0" on the keyboard or simply click on the icon for Bogart SE.

Bogart V2 Release Notes

Media Manager Issues

Please note, this is an early view of the Media Manager, our testing division is still collecting notes and data for this program. Items listed here are issues we've come across. Please be sure to review the written manual before working with the program. Also, be aware that our tech support staff may only be able to offer limited support on some sections like the Network option at this time.

- The system may freeze up or menu trackball controls will act incorrectly in the saving and naming of a video, audio, or photo playlist.
- "Bogart Optimized" might not be switched on for a default after an installation. This option may be important to have active before importing footage. The "Bogart Optimized" will help the import quality to Media Manager. Keep in mind, with this feature active, the file-size will be larger and it will require more storage capacity. We recommend to have this switch is turned on before you start importing clips.
 1. In Video Archives, click on "Op"
 2. Click on "Universal player/Import"
 3. Click on "Import" which opens the CD/DVD Import menu
 4. Click on "Opt"
 5. Under Quality, turn "Bogart Optimized" switch on.
- In some cases, there may be conflicts with some export formats and the reading device. If this occurs you may wish to try a different export format or confirm your reading device (eg. PC, Xbox 360, etc.) is able to recognize the file format you are using with its current settings.
- When opening a playlist some scroll options like "P+" or "P" may not respond to trackball commands.
- The keyboard keys are swapped when using the "z" and "y" keys with the internet.
- The trackball cursor may seem to flicker a bit when you try to use it in the Audio Split function in the Audio Archives menu.
- There are some export formats and submenus that still need English spelling or language changes.
- The Video DVD-menu editing section on Media Manager is missing. Please use Arabesk 4.1e on the Bogart side to make your DVD's. The Video DVD section on Media Manager is not complete yet.
- After a new full install, the User Interface is the only one that actually defaults to English when first going to the Country/Language menu. Make sure to switch all language menus to "English" in the main settings menu.
- When you export a Storyboard to Media Manager, it always is listed as Bogart Storyboard, despite the Project has a name. You can rename it in Media Manager.
- In some rare cases, the trackball may suddenly disappear when working in Media Manager. Simply reboot and it should return.