

## Bogart 6.1 Release Notes

### PLEASE READ THESE NOTES BEFORE INSTALLING.

The Bogart 6.1 is a universal version for all standalone or Linux based models of Bogart SE (S4000,S4000 Pro, S2000, S4100, S3000, S6000, Karat, & Topaz). Bogart 6 cannot be hidden like prior OS versions. The following list shows the known issues to the Bogart SE software 6.1. In addition to the items listed here are many other minor incorporated patches and fixes. \* Errors and new additions are subject to change without notice. **Our support team always recommends doing a new full install of software if possible to ensure features or patches can be properly put in place. If you do plan to do a full install, be prepared to start fresh on your hard drive and be sure to back up your work.\*\*With Bogart 6.1, you should also update Arabesk 6 to at least version 6.3e. The manual for Bogart SE 6 can be found here: <http://www.macrosystem.info/manuals/Bogart6.pdf>**

### KNOWN ISSUES

- Installation of Bogart SE 6.1 may take a little longer install than prior Bogart SE versions.
- .Jpeg Photos imported through the Record menu screen may cause a freeze or may only import as one frame. It will create a playable scene if the pictures are larger than 4 MB. This is due to file size. It is recommended if this occurs to simply make a still frame using the "Still" frame effect to the desired length.
- The default titler of Title Studio in Bogart 6 may conflict with the Add On program Title Studio if both are active at the same time. If Title Studio 1.2 is listed in the "Install Product" menu area as a prior purchase, you may wish to "Delete" the default Bogart 6 Title Studio 2.0 as Title Studio 1.2 has more expanded features."
- There are some minor spelling and grammar errors in some menus.
- When saving a DV Clip to the Clipboard and up converting to a 1920x1080i project, the last few frames might be cut off.
- Using the .mts method to save or restore an HD Storyboards with a Render Booster (RB) will not work. Without the RB, only the save process will work for the .mts mode. For now, we recommend that you use the HDV mode as the method to save and restore individual HD storyboard projects.
- The Timecode function in the Finish window will only work in HD and not in SD.
- AVCHD clips may import out of order. It does not matter if the clips are selected to be imported as one or as separate. For example a clip of 6 scenes may import to the scene bin as clips 3-6 followed by clips 1 and 2. This problem has come, gone, and returned in some betas. We are still monitoring it. It may depend on the number and duration of clips, and if the clips were from the same day of a shoot. If this occurs, please let our support dept. know and provide as many details as possible.
- For S3000 and S6000 models, audio recordings made from analog inputs could have minor distortion or crackles to them, especially if the audio levels are too low. Try to raise the volume level of the source footage if you can detect this. Overall, we recommend using an AV/DV convertor to go in DV or us a USB

Microphone (see dealer for approved models) if you plan to do a lot of analog recordings with these models. The new Analog Audio Interface and Tascam device may also provide a solution for you this kind of use.

-When recording in via DV on these systems, the video seen in the Recording menu will be a just preview of the information. So it will not be the same as what you will see in the scene bin. It might appear to be a lower quality and have a stutter while monitoring. The recorded clip to the scene bin should be fine.

-There may be some other more minor issues that have been reported or being worked on that are not listed here.

## NOTES

- When you first install Bogart 6.1, the first menu that comes up will indicate that you can choose between "Install, I have the activation code" or "Cancel". Don't worry; clicking on this "Install" button will then take you to the usual options to do either a full installation or just an "Update" from the prior Bogart version. Be patient after clicking once or selecting the Enter button. It does take a few seconds to jump to the next Install menu.

-Like this Bogart 6.1 version, future operating system versions of Bogart SE will be larger than 1 GB in size and need to be on DVD-R discs. You'll notice a little extra time needed during the install process. Additionally, Bogart SE Models that have a front LED panel might show a little white circle with a line through it when you are doing the installation.

-When outputting from the storyboard via firewire for an HDV project, be aware of your Project Settings format. If you are using a "Progressive" format project, some cameras are not capable of capturing this type of signal on an HDV input.

-It is important to match the "Format" button in the "Project Settings" menu with the format you are using on the camera. This is especially important with the various types of HD formats that could be in interlace/progressive. Having the wrong format (4:3 or 16:9) selected could affect transitions. You may want to test a couple of clips out in the project and add transitions to them to make sure you have the right setting. Additionally, if you use a different format setting, then there is additional scaling for your video data that will be needed and this will slow down your import process.

-During HDV Recordings with firewire, the preview display will take a couple of seconds to buffer in order to start displaying. Once the recording starts, be aware that just during this preview process, it will not have audio with it.

- There are a few products that may list in the Install Product menu that are marked that you should not use when they worked prior. Products like Elastic Dreams, Magic Lights 1 and Steady Hand will have an asterisk next to them. These may be marked because of issues. Magic Light users should use Magic Lights 2 with Bogart SE. Elastic Dreams has been marked because some errors have been seen in previews. Steadyhand should not be used. A good replacement program for it would be Deshaker.

-Be aware that after a new full installation, all Bogart versions have the Auto Shutdown default set to 30 minutes. To change this setting, go to "Settings", and choose the "Date, Time, Timer" menu.

-When using long AVCHD import material, it could auto split incorrectly and have a starting frame of the last frame of the prior split scene. If this occurs, use the option in the "Settings" menu called "Record, Playback". There will be sliders to adjust the AVCHD In and Out. You can adjust the in or Out by a different frame lengths. You may try just a couple of frames. In some cases adjusting up to 20 frames might be needed. Then re-import the clip and auto split it again.

## INSTALLATION INSTRUCTIONS

(Side note: Before starting a full installation, it is suggested that a vga monitor be hooked up to your machine, as the process sometimes defaults monitoring to an output other than DVI/HDMI.)

1. When the system is booted on, simply eject the DVD tray and put in the Bogart Operating System CD.
2. Shut the machine down normally with the Off button or a Force Shut Down (if needed).
3. Wait a few seconds, and then reboot the machine. The system will start up and after a minute or so start accessing the burner and reading the disc. A prompt will then come on the screen to indicate the system is being analyzed. Wait until the next install screen comes up.
4. The first menu that comes up will ask you to choose between "Install, I have the activation code" or "Cancel". Don't worry; clicking on this "Install" button will then take you to another screen where you can choose to do either a full installation or just an "Update" from the prior Bogart version. The install or update process will start a few seconds after hitting enter. (The update is just going to reset or add corrections to the software section and leaves the video and audio elements current. If you choose the Installation button, a second message will appear to warn you that all files will be cleared. (If you plan to do a new full installation, be sure you have backed up your projects. This will clear off all data on the drive. We recommend doing a full install of software from time to time if you are able.) Go ahead and accept either Update or Install. This will take some time.
5. When the process is done, the tray will pop out and you can remove the CD. Click on the return key on the keyboard to close the tray door. The system will shut down.
6. Now you can reboot and get to the main menu. If you did the full install, then you will need to enter the code for Bogart 6 SE in the Install Product menu before you can continue on and reactivate other codes or start reloading footage.

**A - If you currently have a system running Pro Pack software, this will now change to the Gold Edition. This is a name change only. Your same license code for Pro Pack will work to activate the Gold Edition. You will then see Gold Edition indicated on your Main Menu just below the Bogart SE logo.**

**B - If you currently have a system not running Pro Pack software, you will need to activate the Silver Edition. You will need a new license code to activate the Silver Edition. To obtain this code, contact your dealer or send an email to [sales@macrosystem.us](mailto:sales@macrosystem.us). Be sure to provide your serial number when making your request.**

The differences between Silver and Gold can be found on our website.

\*After a new installation, the Media Manager side will display a list of some new products in the Install Product menu. The RelaxVision 5 is the only add on program you need to activate.

**If you choose do an update, be aware that the main Settings menu will not immediately reflect this change after the update process. It will still list the prior Bogart version. To complete the Bogart6 update process, go to the main Settings menu and select "Install Product". Then simply "Activate" the Bogart 6.1 version that is in the list with your Bogart 6 license code. The system will reboot and you now have Bogart 6.1 listed in the main Settings menu.**

**\*\*With Bogart 6.1, you MUST also update Arabesk 6 to at least version 6.3e.**