

# BogartSE 14.0 News

## The Highlights:

1. **WINDOWS (Gold):** Selectable time "range" from long scenes can be imported
2. **(Gold)** A look-up table (LUT) can correct/alter video material during import
3. **Lossless scene export+import** for exchange between devices/project environments
4. **AV-Correction special function with extensive image settings and real-time preview**
5. **BogartSE Titler and Vertigo Titler with new features and improvements**

## Settings:

- **WINDOWS:** System / [Save Support Information] now brings a "Success" message and offers to open the folder or file.
- **CASABLANCA-3/DVC:** System / [Analyze hard drive contents] shows whether there are audio / video / photo data or AV data or Sentry backups on the USB medium. Note: Since project environments and backups may also contain audio/video/photo data, these file types may also be displayed. Even if you don't have any "own" files of these types saved on your storage medium.

## Import:

- **WINDOWS (Gold):** The Import "Expert menu" now has a [Choose Range] switch:
  - This allows a selected time range to be imported from a very long video.
  - Of course, this only works for a single, selected scene. If you select additional scenes, they will be imported normally/completely.
  - Pressing [Choose Range] opens a window in which you can use [IN] and [OUT] to narrow down the desired time range.
  - Depending on the compression of the source material, navigation is only done in groups-of-pictures (GOP). An image-accurate selection is therefore not possible and depending on the material (codec), the preview image may not be updated with every GOP-jump. Of course, the trimming in the Scene Bin is then again image-accurate after the import.
  - Keyboard use with image up/down and cursor left/right as well as Shuttle-TT are supported for navigation at [IN] and [OUT].
  - After pressing [OK], the "Start" (position from the beginning) and the "Length" of the section should be specified. If this is not the case, the codec of the file prevents the range selection, and the scene can only be imported completely.
- **WINDOWS:** The import now tries to detect a possible rotation direction of SmartPhone/ActionCam recordings and to rotate the scene automatically. Whether this works, depends on the embedded meta-data of the respective camera.
- The [Import-Settings] functions for [Scene shorten IN] and [Scene shorten OUT] are now separate from new sliders for [Photo lengthen IN] and [Photo lengthen OUT] (these trimmed areas are needed for insert>insert transitions)
- When importing scenes/photos, the progress is additionally displayed (File x / y)
- To the right of "Detail" [select] you can switch between "Aspect" [Original] and [Project]. [Original] then also allows the section of 4:3 in a 16:9 project. Note: Import "Detail" cannot be activated if the "size" of the last area exceeds the dimensions of the newly selected material! For example, if the last set size was 1280x720, the "Detail" function is not possible for a 720x576 scene. When working with your own video material, this will rarely be noticed negatively. However, if you import a section from a huge MegaPixel photo, you have to reduce the "size" again after the import for the next time. The preview image from Import-"Detail" [select] always shows the original image. "Adjust aspect", "Rotate", "Mirror horizontally", "AV corrections" and "Select LUT" changes are ignored when selecting the crop. Only a selected time "Range" is taken into account.

- (Gold) A LUT can now be selected directly during import, which corrects/changes the raw material during the import. This is an enormous time saver, especially for cameras with LOG-recording, as otherwise hundreds of scenes would have to be recalculated in the Scene Bin. Note: The use of LUTs is explained in detail in the BogartSE 12 manual.
- (Gold) The preview image in the "AV correction" is now displayed much larger.
- With Casablanca-3 and Windows' "Extended Search", scenes can be sorted [by date] or [alphabetically].

#### **Edit:**

- Edit / Opt / [Exporting scene] also displays a time estimate when multiple scenes are selected.
- Via [Opt] / "Show": the Scene Bin can be filtered to [All scenes], [Video scenes only] and [Photo scenes only] (high-resolution images with + symbol).
- (Silver+Gold) To delete scenes from the Scene Bin, you can drag and drop them into an empty area outside the Scene Bin.
- The orange position marker in StoryboardPLUS is displayed twice as wide.
- The "Advanced Split" now allows you to archive use/discard intersections in order to transfer them to other scenes (with the same length). This speeds up the manual multi-camera and proxy editing for QuadCam 3, as you may have to split SD- and UHD-raw material identically.
- Opt/ [Export scene (internal format)] can be used to exchange or archive the selected scene losslessly between different Disk-Juggler/Store'n'Share project environments. If you have mistakenly selected several scenes and then use this new function, only the "bordered" (current) scene will automatically be used.
- Opt/ [Import scene (internal format)] returns an exported scene to the scene bin. Since this should be done 1:1 without any loss of quality, "internal" export+import formats are only possible for identical project formats. Note: The Edit/Opt switch can generally only be used if there is at least one scene in the scene bin. If you want to call up the new import function in a completely empty project, you may first have to create a scene with "New".
- In the storyboard area, it is now possible to [Rename] storyboard scenes directly. This allows you to name scenes with chapter markers |- with "beautiful" names for Arabesk and under Windows also for the storyboard export with chapter marks.

#### **Effects:**

- A new special program "AV-Correction" now offers the simultaneous correction of brightness, contrast, color saturation, gamma, R-G-B color correction and volume directly in the Scene Bin. A full-screen comparison is possible via the [Full Size] preview, but the [Settings] cannot be called from there.
- (Gold) The ImagePool ("Select Pattern" menu) of all effects now offers the new function [remove all images] for [Custom] images.
- (Gold) In the transition window "Specify Length" there is now a switch [Maximum], which speeds up the connection of two scenes for Picture-in-Picture, BlueBox World, Double Exposure, Candy Factory, etc.
- The Image Processing+Title Effect windows "Specify Range" now have a [Maximum] toggle. This allows you to quickly span effects across all scenes until the effect ends at a scene with an equivalent effect in the storyboard.
- Effects of other types can now also be deleted by clicking on their red/green/blue time range in the StoryboardPLUS timeline and using [Delete] in the context menu.
- A rarely occurring error in effect rendering, which could cause delayed problems in the AudioMix and endanger the project stability/security, has been fixed.

**Titling (with the title effect inserted in the storyboard!):**

- The "Choose Font" window can now filter by the various groups (A, A+, A-, xA, Cyrillic, Greek, Symbols, ..). This speeds up the search for specific fonts considerably.
- The positioning and resizing of boards can now also be done via the cursor arrows of a keyboard, which allows for much more precise settings to exact values.
- The "minimal box size" function has been improved and now correctly adjusts the box even when combining Thick Margin + Shadow + Blur.
- Vertigo-Titler Update to v1.2 (Displayed under [Enter/edit text] + [ i ]):
  - In the "Box" tab, a new "Move all boxes" switch has been added below [Position]. As long as this is activated, pressing [Position] (or clicking on the upper left corner of the active box) will move all the boxes of the current page together. This means that even complex title+graphic compositions (e.g. the 30 lower thirds from the archive) can be repositioned.
  - The text markup feature got a fix against the occasional "stuck" of highlighted text.
  - WINDOWS: Running Vertigo.exe installs 15 retro styles under "Presets" group [Individual].

**Audio - Recording, Edit**

- The Audio Export feature now supports "Select All" for audio tracks.
- (Silver+Gold) With the function OPT / [Scene->Sample], you can now extract the audio with scene selection directly into the audio editing, without having to switch to the (Storyboard) Edit menu.
- With "Sort" = [original], you can now drag and drop audio clips to a different location in the Audio Bin.
- WINDOWS: The audio export reminds you automatically to select an export destination if it has not already been set.

**Audio - Mix:**

- If an audio clip has corrections to other tracks and/or fade-in/fade-out, [Replace] will ask if you want to apply them to the new audio clip too. Manually set envelope points (which only applied to the previous audio clip) will be deleted.
- In the "Fade" tab, the desired transition effect can be set to the right of "Track 1 Audio Crossfade". For example, a video Circle-Wipe or Crossfade can also be inserted directly. To edit the effect, all you have to do is double-click on its color bar in StoryboardPLUS.
- CASABLANCA-3/DVC: When StoryboardPLUS mode is switched off, the context menu of an audio clip now switches to the effects tab instead of opening an outdated window.
- CASABLANCA-3/DVC: A display error in the envelope curve when moving points has been fixed.
- CASABLANCA-3/DVC: The "rendered" / "unrendered" / "overmodulated" line for some audio effects is now updated correctly.

**Finish - Export:**

- When exporting movies >4GB, a message will be sent if a FAT/FAT32 disk cannot save this file at all. **With Casablanca-3/DVC systems, the export of movies >4 GB is only possible by creating a scene (Edit / Opt / Storyboard->Scene) and exporting it via [Edit / Opt / Export Scene(s)]!**
- (Gold) With "Detail" [select] within the storyboard-export it's possible to limit the video freely (e.g. to remove black borders or for "vertical" videos). The [Position] of the required preview image can be selected in advance, as many films start with "black".
- WINDOWS: In the "Export" menu, you can enter a meaningful title for the storyboard, which will then be displayed instead of the file name (depending on the player/software).
- WINDOWS: The MP4 export format (without hardware acceleration) has been renamed to H.264 (MP4) to be consistent.
- WINDOWS: The export formats are now sorted according to the recommended usage (1. Nvidia, 2. Intel, 3 without acceleration and text)

**Various:**

- In the main menu, the free space in % is displayed at the top right of the hard drive name. Due to rounding differences, the display is not always 100 minus "occupied capacity" (from the "Project" menu).
- If the disk space usage falls below a certain limit during operation, a warning is issued during the effect rendering (instead of effects simply not render anymore).

## Update Notes:

- A **free update** from **BogartSE 5 to BogartSE 11** with the BogartSE v14 DVD **is not possible!**
- The installation can be used as a free update to a BogartSE v12+v13, provided the above-mentioned innovations are omitted.

**Minimum system requirements:**

- Casablanca 3: 2GB RAM
- Casablanca-4 / Bogart Windows: 4 GB RAM, Windows 7 or higher

**Recommendations (Windows):**

- Intel i5/i7-4xxx (or higher) with active Intel HD/UHD graphics and Windows 10/11 (64 bit) recommended.
- Due to changes in INTEL and NVIDIA graphics card drivers, they should be updated to at least 2021 to support all new BogartSE features and avoid errors!  
If possible, the latest, compatible drivers should be used.
- Recommended versions and downloads at: <https://macromotion.info/gpu-en>

## End of support for all outdated BogartSE versions:

Since 2008, many functions have been added to the BogartSE video editing software at the request of users.

- Yes – you can do a lot more now than you could over 15 years ago.
- Yes - there have always been error corrections and adjustments to newer technology.
- No – that doesn't make it any more complicated.
- No - no one has to forego the usual operation just to benefit from error corrections, adjustments to modern technology and optimizations.

Since v12, the BogartSE user interface has allowed the installation of the latest version, whereby each user can then freely decide whether innovations are desired - or whether the usual functionality and interface should be retained. Depending on the license you have purchased so far, an update is available for **a fee (from v1 from 2008 - v11 from 2018)** or **free of charge (from BogartSE 12)**.

- The current versions of BogartSE that are required for support:  
**14.0 / 13.6 / 12.10 / 11.17 / 10.29 / 9.26 / 8.31 / 7.34 / 6.36 / 5.36**

Even older BogartSE 1-4 optically largely correspond to the BogartSE 5 from 2012 and can therefore be updated to v5.36 without relearning. The update to all specified versions is carried out by installing the update with a BogartSE 14 DVD. All projects are retained, although a current data backup should generally always be available in case of emergencies.

Whether you work with V14-v6 after version 14 has been activated using an activation code is entirely up to you.

In any case, the installation is important and recommended due to the error corrections and, for Casablanca4/PCs, adjustments to Windows/driver updates from the last x years!

Using outdated software always carries the risk of stumbling over long-resolved problems and endangering days/weeks/months of work on important projects.