Bogart **V2**

Installation Casablanca S4000 or S4000PRO

Bogart V2 installation is always started from a CD on boot up. This process is now controlled using a keyboard and not the front panel buttons.

There are two methods of installing Bogart SE, either as a full installation or as an update.

Follow these steps to install:

- Power up the editor to the main menu
- Open the CD/ DVD tray using the eject button on the front panel of the editor
- Insert the Bogart 1.3c/2.0c CD; then close the tray door and shut the machine down.

Now restart your machine. The editor will `boot´ from the CD/DVD and you will be prompted to follow the on-screen instructions. This may take a couple of minutes. Without a prior installed Bogart SE system software, only a full installation is possible.

With a previous Bogart SE installation already on the hard-drive, the installation will automatically offer to proceed with an update or an install.

If you wish to go ahead with a full installation instead, use the keyboard to make the change.   Remember an update will keep all your video and audio files on the machine. A full install will clear off all project data.

Once you have decided on the installation type, the installation will begin.

When done, you will be informed if the installation was successful. The DVD tray will open automatically and you will be asked to remove the medium. Press the OK key to close the tray and end the installation.

The installation is now complete. Restart the device to begin working with Bogart V2.

Note: This current disc will first update or install you to Bogart version 1.3c. Afterward, the Bogart SE 2 will need to be activated in the System Settings menu in "Install Product" with your license code. In this menu, make sure both Bogart 1.3c and Bogart 2.0c list as "active" to have all the current Bogart functions.

Club Casablanca Bogart V2

Quick Start Guide

New in System Settings

Expanded Screen Colors

Enter the System Settings from the main menu, then go to Screen and Change interface colors. Here, you will now find the familiar archives option for loading, saving and deleting archive entries. Any color combination schemes can be saved here any time and reloaded at a later stage. The archives already contain a few standard color schemes to get you going.

Additional Settings

Select System Settings, the press "Additional Settings" to enter a menu that allows you to make some basic set up changes. The following new setting options have been added in Bogart V2:

`Volume

This allows you to set the volume level for your connected monitor. This is particularly useful for notebook models. In many cases, notebooks also offer a volume control slider or knob for setting the headphone volume level.

`Sound after creation

This setting is used for choosing the sound that is played whenever the system is done with rendering.

In addition, you can set the minimum rendering time for playing the sound. This function is useful if you wish to use longer rendering times for doing other things and do not want to miss the end of the rendering process.

`Show often used effects

Place a tick in this box if you wish to see the last ten effects used at the top of the effect list. This is a kind of `favorites´ list. The list will not be shown if you remove the box mark

Import Your Favorite Font

In all menus which allow you to select a font type, you can now also import your favorite TrueType fonts from an external medium such as a CD.

Press `Import font(s)´ in the Titling menu and select the medium containing the fonts that you wish to import.

Confirm the selection and now choose from the available fonts themselves.

This will result in a preview. Use the multi select function to choose more than one font for importing. You can import up to 100 fonts.

Once all required fonts have been marked with a tick, click on OK and the import will begin. Once finished, the fonts will be added to your font list, carrying the font name.

The symbol for such fonts is an `A´ with a superscripted `x´ in front. If you want to delete any of these fonts, click onto `Delete font(s)´, then mark the fonts in the menu and the confirm with 'OK.'

Batch Render in the Edit Menu

In the Edit menu, to the right of the `i´ button beneath the Storyboard, you'll find a new button for starting the Storyboard render process. This renders all Storyboard effects as well as the audio.

This gives you the ability to play the Storyboard during editing without seeing any unrendered parts.

Stack Your Favorite Effects

Effect Stacking

This new feature allows you to bundle as many image processing effects in a single rendering process and apply them all at once. Open the setting menu for this effect. In the top left of the menu, you will find a list of the effects. There are also the following menu points:

Add effect

Select an effect from the list of image processing effects.
This effect is then added to the effect stack.

Remove effect

Removes an effect from the effect stack.

Move effect up

This moves the currently selected effect within the stack list to the top.

Move effect down

This moves the currently selected effect within the stack list to the bottom.

The effects are applied from the top to the bottom to the final rendered effect. It is important in which order the effect list is assembled. Moving effects up and down therefore has an effect on the result.
Every effect is influenced by the previous effect. The moving preview is shown on the right menu side, giving you an indication of your arrangement.

New Clipboard Features

Select the `Clipboard´ to enter a selection menu that allows you to place and recover scenes from and into your current project.

The top part of this menu contains a list of all available scenes in the clipboard.

When you enter this menu the very first time, the list will be empty.

The menu contains the following options:

Add actual scene

Add the currently selected scene in the scene bin to the clipboard.

Add other scene

Add another scene (other than the selected one) to the clipboard.

Add scene from different project

You can add any scene from any other project to the Storyboard. First, select the project and then the scene from the scene bin of the project.

Remove scene(s)

This option is only active if you have marked at least one scene in the list. All scenes marked with a check are then deleted.

Import scene(s)

This option is only active if you have marked at least one scene in the list. All scenes marked with a tick are then imported into your project.

Options

Here, you can set if the trimmed parts of a scene are also affected. In addition, there is an option for importing scenes in a different format.

The clipboard for audio is used in the same fashion.

Add a Graphic or Logo

The lower part of the `Finish´ menu has been redesigned and now offers the ability to add further overlays to your film. For example, if you wish to add a logo to your film, or the recording date. These options are always set up for the current project.

Applying the overlay to a part of the film only is not possible. This is only possible in DV projects, not HD projects. You can import and position a graphic (a still image, no animation), or one of the available time formats.

Use the following settings:

`Use graphic´:
Activate this function (place a tick) to render an image into your film. The function uses the last imported image until you import a new one. If there is no image available, you will be asked to select one.

`Import graphic´:
If you wish to use an image (format: png –True Color) on a medium (e.g. CD, DVD, USB stick), connect or insert the medium first. Then, press the button to import the image. The selection menu allows you to choose from all of the recognized mediums.
Select the storage medium and press OK. After this, you will see the contents of the medium so that you can select the image and import it.

`Place graphic´:
The last imported image can also be freely positioned in the film. You can also alter the size of the image and optimize the position. It is not possible to save multiple images on your system. You must import an image from an external medium.

Add Your Own Graphic or Timecode

`Casablanca timecode´:
This displays the time code of the film. The format used (mmm:ss:ff or hh:mm:ss:ff) depends on the `Timecode display´ chose in System Settings > Additional Settings.

`Original timecode´:
The time code (recording time) of each single scene is shown.
The set `Timecode display´ is taken into consideration.

`Date and time´:
This shows the date and time from the Timecode of the orginal scenes.
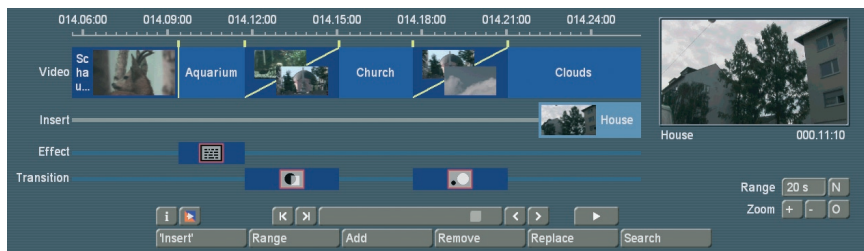
`Select font´:
This allows you to choose a font type and size.
You can import your own fonts for this purpose and use it for the display.

`Place timecode´:
The chose time format can be positioned.
The size of the display depends on the font you have selected.

You can now make use of the Timeline display as opposed to the Storyboard method. This is often preferred by many professional video editors. In the Storyboard, all added scenes are shown as a sequence of pictures, each representing a specific scene. Effects, inserts and titles are also shown as pictures in the Storyboard. This allows for a very clean and uncluttered display of the sequence of scenes and effects used.

Setting up the Timeline
In order to display the Storyboard as a Timeline, the system requires a VGA or DVI resolution of at least 1024x768. A video monitor can not display the Timeline. Before activating the Timeline display, it is important that you first select a suitable screen resolution.

Go to the System Settings > Storyboard options > to find the following options:

Storyboard – mode:
This is used to switch the display between the Storyboard and Timeline mode. The Timeline gives you two further options: Either `Timeline´ for displaying the Timeline in all menus or `Timeline (Mix only)´ for displaying the Timeline only in the audio mixing screen.

Storyboard – video:
You can apply a text onto the video track which will be the name of the scene. Alternatively, you can apply an image at the start and end of the scene. In this case, you can change the size of the image from small, medium and large. The images have an advantage over the text: Very short scenes may not show the full text.

Storyboard – insert:
You can apply the same settings to the insert track as the video track. In addition, you can completely deactivate the insert track if you do not require it.

Storyboard – Change colors:
This button activates an alternative scene dispaly for the scenes in the video track. If you activate this, scenes will be shown in altering blue colors, in addition to the yellow separators.

Important information such as the length of the scene in relation to the entire Storyboard can not be seen right away however. When viewing the project as a Timeline, you instead see scenes and effects as bars positioned on a time axis. The length of the bars is shown in proportion to the length of the entire project. In addition, you can compare scene lengths directly with each other.

Effects and inserts are also shown as bars in the Timeline. In order to improve the overview, they are shown as separate bars – or tracks as we'll call them. Apart from the video track, there's a track for the insert, image processing effects, titles and transitions.

Above the tracks, there is a time scale to help you keep track of the time position for the scenes and effects. The Timeline is the central element for your video editing work. You can activate the Timeline via System Settings > Storyboard options > Mode. Depending on the settings you make, the system switches between the Storyboard and Timeline display mode.

The Timeline is shown in the same way in the Edit, as well as the effect menus. The audio menu additionally shows the audio tracks. The top part of the screen shows the Timline, which is divided into different parts. The view depends on the settings you have made for the Timeline. The top of the screens holds the time scale for reading the time and position of scenes in the project.

You can change the time display type via System Settings >Additional Settings > Timecode display.

Beneath the time scale, you'll find the video track. All scenesare shown as a sequence of bars or tracks, which can be zoomed at varying factors.

One option is to zoom so that the first and last frame of a scene is seen on the ends of the bar. The scene name is shown in the middle. If the bar is too short to show all elements, only the start frame is shown. If you zoom out even further, only the scene name will be displayed.

Each scene is separated by a vertical line, representing the beginning of a new scene. The active scene is highlighted by a different color – and is not, unlike the Storyboard mode, positioned in the middle of the screen. In addition, the active scene (or the active insert part) sports a bright line at the bottom.

If you position an insert over a scene, you'll find the insert scene in the insert track, just below the video track. It is positioned correctly beneath the background scene. The elements found in this track can also display frame pictures or just text, depending on your settings.

You'll also find that the effects are positioned exactly at the right time position. Effects are shown, just like the scenes, as bars with the respective effects.

The lowest track is used to position transitions. The display method is the same as used for image processing effects. As soon as you insert a transition, the video track display will change. Two consecutive scenes will be placed `over each other´.

The overlapping area will be shown as having its own field, at the same length as the transition. The field contains a a diagonal yellow line. In addition, depending on the setup, two smaller images representing the first and last frame of the area may be shown.

To the right of the Timeline, you can see a larger version of first frame of the currently used scene. Directly beneath the image, the scene name and the scene length. Underneath, there are various settings for `Range´and `Zoom´ to help you define the best possible overview for the Timeline part you are working on.

`Zoom +´:

Zoom into the Timeline display to improve visibility of short clips and effects. Each click doubles the zoom area. The time scale carries information about the currently displayed area in seconds (s) or minutes (m).

`Zoom -´:

Zoom out of the Timeline to improve the overall overview of the project. If you are using long scenes, a smaller Timeline view may be more appropriate. Each click makes the view half as small.

`0´:

This button switches the view to 20 scenes wide, but at a maximum of 10 minutes length of your project. The current scene is shown in the middle.

`N´:

This normalizes the view and the current scene uses up about 25% of the video track space.

`Range´:

This function is used to set an area length for displaying the Timeline in seconds or minutes. The time scale then switches to the value you are using. To set the value, click into the number field for `Range´ and use the keyboard to enter a number:

- s for an area in seconds (1-60)
- m for an area in minutes (only complete minutes).

If you enter a number without a letter, the number default to show seconds.

The effect menus are also shown in the same fashion using the Timeline. The audio mix screen allows you to see the audio tracks in addition to the video tracks at the bottom. The Timeline offers a very fast method for switching over to an effect menu. If you want to change or delete an effect in the Timeline, click onto it directly in the Timeline itself. You will then be transported to the respective effect menu with the options for the effect you have selected.

Activating an effect in the Timeline also activates the corresponding scene. It will be highlighted – and in addition, marked using a bright line, pointing out the connection between effect and scene. This is particularly useful when working with inserts. If you are working with an insert in the Storyboard and wish to apply a transition to it, the line will help you to see if the effect will be positioned at the beginning of the insert (Storyboard scene during insert sports a low line) or at the end (the scene has a line).

If this part of the scene shows a bright low line, the transition will be placed between the marked and subsequent scene.

Using the Timeline to Edit Audio
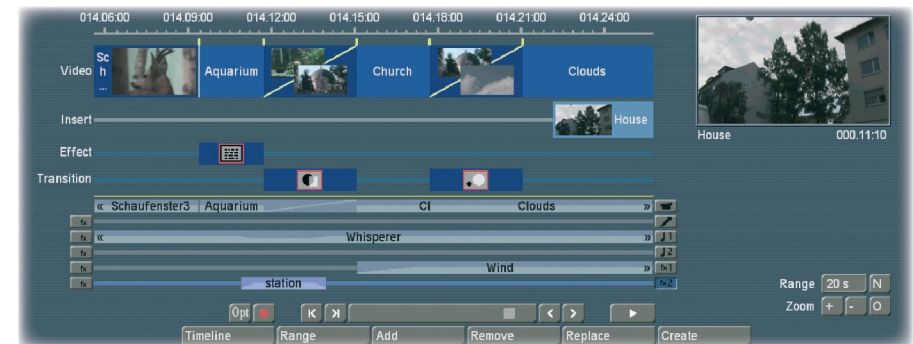
In the audio mix menu, the Timeline works very much the same. In addition, the audio tracks are shown. The top audio track is the original sound belonging to the scene seen above it.

If there is a transition between two scenes, the fade between the two scenes' original sound is shown by a diagonally divided area.

Generally, positioning and arranging audio in the Timeline works pretty much just like using the Storyboard mode. Across the entire area, the audio tracks show status bars, giving you information (via its color) about the audio below.

If the audio is rendered, and the volume levels are adjusted correctly, it will be shown in blue. If the audio is overmodulated, it is red. Finally, unrendered audio is shown in yellow.

New in the AUDIO screen
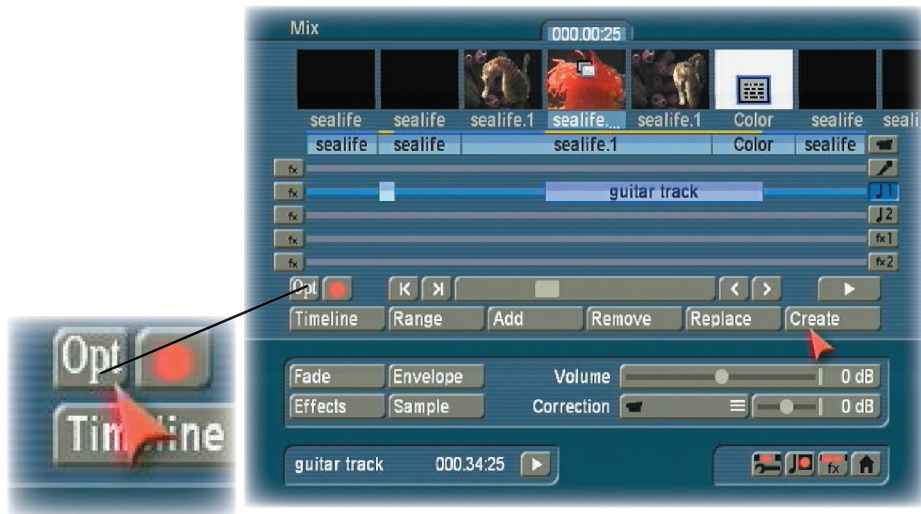
Audio Merge

You can combine multiple audio tracks to once single audio piece. This is helpful to create space if all audio tracks are in use and you wish to use another audio clip in the project.

Use the Opt button (the audio mix menu) to combine audio tracks.
The result is a new sample that is added to the selected audio track.
The combined audio tracks are deleted.

The new sample can also be saved in the audio clipboard as a backup.

The menu for `Merge tracks´ has the following options:

Replace in Storyboard
Check here and the resulting sample is added to the selected audio track automatically.

Insert to
This allows you to set up in which audio track the new sample is to be placed.

Create sample
Activate this button (place tick) to add the sample to the audio list and name it `Mix´. From here, you can continue editing it.

Sorting & Marking Scenes

In the Scene Bin, the buttons`Mark´ and `Action´ allow you to easily sort the scenes in your edit bin. To do this, you can mark certain scenes in your edit bin and copy or move them to another place. This makes it possible to put scenes that belong together next to each other.

The `Mark´ button marks the selected scene in the edit bin. When marked, a scene displays a filled square symbol above the scene icon. if you want to mark another scene, select the scene and press the `Mark´ button. You can speed up the process by pressing the left trackball button. In this case, you do not have to specifically select the scene first. Place the pointer over the desired scene and press the left small trackball button to mark the scene. You can also use the Power Key (optional product) to mark the scenes faster.

The `Action´ button reveals a menu for creating an action for the selected scene. You can also open this menu using the right small trackball button. Depending on the number of marked scenes, there are various actions that can be put into effect:

Swap scenes: This function swaps two scenes around and is available when you activate exactly two scenes.
Move here: All marked scenes are positioned behind the currently selected scene. The previous positions of these scenes are removed.
Copy here: All marked scenes are copied to a position after the currently selected scene. A duplicate is created and copied to the new position. The original scenes does not move.
Mark Storyboard: With this function, you can mark a scene in the Storyboard/Timeline.
Mark scene bin: This marks all scenes in the scene bin. This is useful for selecting a large number of scenes. Simply activate all scenes first, then deactivate single scenes.
Remove all marks: This removes all marked scenes without processing an action.
Cancel: This cancels and closes the menu without processing any action. The marked scenes remain marked.

If you mark multiple scenes in the scene bin and wish to add them to the Storyboard, select the scene in the Storyboard after which the scenes are to be positioned. Now click on the "add" button and choose `all marked´. The scenes will be copied to the Storyboard in the exact same order and placed behind the active Storyboard scene.

You can also delete the marked scenes by pressing `Delete´. You will be asked if you wish to delete merely the current scene or all marked scenes.

Press `All marked´ to delete all marked scenes. Use the `Undo´button to restore the deleted scenes. Please note that you can only restore the last 10 deleted scenes with this function. If you deleted more scenes than 10, the remaining scenes will be lost.
You can also mark scenes in the Storyboard, not just the scene bin. You can do this in exact the same way as with the scene bin. The actions are themselves are done in the same fashion too.

Note that no scene should be activated when you want to process an action in the Story-board – otherwise the action menu will remain inactive. Marked scenes remain marked as long as you remain in the edit menu. If you exit the edit menu, the marked scenes will be unmarked.

Expanded Countdown

This function creates a countdown effect. For each second, it shows a number counting backwards. You can change the font and style used and even present a background picture.

If you want to show a background picture instead of a color or pattern, set the alpha channel value to 0%. This makes the selection translucent and allows you to select a background picture. The current project's scene bin will be shown, allowing you to select a suitable image from the available scenes.

If the background scene is shorter than the countdown, the scene will repeat. If it is longer, only the necessary part will be shown.

Scene Info Markers

> = The scene is trimmed in the IN area
< = The scene is trimmed in the OUT area
x = The scene is rendered, is an empty scene, has been imported or contains rendered parts
^ = The scene is also used in the Storyboard
□ = The scene is marked
▣ = This is the current scene

In addition to the functions described previously, there are more improvements to be found in Bogart V2.

- The Image Pool now stores up to 60 images.

- The Image Pool can now be used to trim a selected scene when saving – and thus use any single frame as the image. Due to this, the scene does not have to be trimmed beforehand.

- The Image Pool has an improved preview display: The translucent area is now shown as a chequered pattern background, making it easier to see.

- The menu `Edit´ > `New´ and `Audio´ > `New sample´ now contains 4 new buttons: 1s, 3s, 10s or 30s to quickly choose a basic length.

- Power Key (optional product) has been treated to many other expansions, such as a repeat function to place scenes in the clip board.

- Finish - DVD Arabesk can be started directly from the main menu, Ksebara using the function "Edit - New".

- Scenes added to the Storyboard are marked with a small triangle in the top right corner. This triangle replaces the small dot used previously for this purpose. In addition to the triangle, a scene in the scene bin can sport several different icons:

- Every effect list is now divided into different parts: The top part is the `favorites list´, separated with the division line. These are the effects that have been used the most recently. The list contains the 10 most used effects. It allows you to select the most frequent effects faster. Underneath the line, you can find the regular effect list, with all the effects installed.

  You can deactivatethe effect favorites if you like. To do this, enter System Settings > Additional Settings, deactivate the check `Show oftenused effects´. Place the check again to activate the function.