

# **Slivers**

for Bogart SE

## **User manual**

## Legal Information

We recommend that you carefully read the information in this manual, in order to avoid operator errors.

We have taken great care in developing and testing this program.

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Any implied guarantee is excluded, including guarantee of suitability of the software or operating instructions for a particular purpose.

For this reason, you should make a backup of your video footage before you start using the device. We recommend that you do not delete the video footage and that you create a backup copy beforehand.

Since it is possible that changes were made to the software after the manual was prepared, the functions shown and described in this manual might differ from the software.

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## 1. General information

### 1.1 Welcome

Thank you very much for purchasing Slivers.

We are grateful for your confidence and we hope that this product will live up to your expectations.

Slivers will give you the opportunity to use your Casablanca video editing system even more intensively than before.

Please do not hesitate to contact us if you have any further questions or suggestions for improving the product.

Whenever you contact us, please have your customer number or the serial number of your device at hand so that we can help you more quickly.

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Up-to-date information on MacroSystem products can be found on the Internet: [www.macrosystem.de](http://www.macrosystem.de)

If you have specific technical queries, please contact our technical support. Please do not forget to mention the serial number of your device or your customer number each time you contact us, if you know them.

#### Support Hotline, Germany

Phone: +49 (0) 9261-997080  
Monday through Thursday between 10:00 am and 5:00 pm  
Friday between 10:00 am and 4:00 pm

You can also visit our **support forum** on the Internet: [www.macrosystem.de/forum](http://www.macrosystem.de/forum). In the forum, you will be able to find assistance, step-by-step directions, and tips and tricks for MacroSystem hardware and software products.

### 1.2 What is Slivers?

Slivers is a completely new program that makes it possible to display several scenes simultaneously in a single video image. A large selection of templates for partitioning the video image makes it possible to arrange your scenes in many different ways. The different scenes can be delimited using individually configurable dividing lines (bars) with variable thickness and colors or patterns.

Slivers allows you to display up to 9 scenes simultaneously on your video screen, giving you completely new design possibilities for your video.

## 2. Installation

To install Slivers, you must have installed at least Bogart SE 4.0 on your system. It is, however, not important whether you have activated Bogart 1.13, 2.10, 3.5 or 4.0.

Which version of the system has been installed, can be found in the information field of the (System) Settings menu (bottom left).

Leave your system switched on and click the “Install product” button in the (System) Settings menu to open the corresponding window. Insert the installation medium.

Some moments later, the Slivers software will be listed in the window. Select it in the list and click on Activate.

A numerical keypad will appear. You can use it to enter the activation code you received from your dealer.

If you wish to install this program as a demo version, you should select it from the list and click on Activate, followed by clicking on Cancel in the numerical code window. You will notice that the word Demo has appeared after the program name. Slivers is now installed as a demo version.

**Note:** *Slivers can be used in SD/HD/AVCHD projects and can also be used in two-monitor mode.*

*Slivers supports the Power Key Option. There is no separate manual with respect to keyboard navigation of the program - in order to see the available shortcut keys, please press the F2 key.*

*For more information, please refer to Chapter 3.3 “Information on the Power Key option”.*

### 2.1 Demo mode

If you are using Slivers in demo mode, the Demo logo will be integrated each time you calculate a scene.

Once you have installed Slivers, you will see it appear in the alphabetical list under Special in the Edit menu. After clicking on Slivers, the panel on the right will display the “Start Slivers” button. Slivers can be started by clicking on this button. Slivers will always work on the activated scene from the scene bin.

When you have called up and started the program, a toolbar will be displayed. In the background you will see the first frame of your video scene.

### 2.2 Starting the program

Once you have installed Slivers, you will see it appear in the alphabetical list under Special in the Edit menu. After clicking on Slivers, the panel on the right (Effect options) will display the “Start Slivers” button.

Click on “Start Slivers” to start the program.

## 3. Operation

This chapter will first describe the general functions.

### 3.1 Control elements

The toolbar of the main menu is subdivided into five panels. Each panel contains several buttons and functions:

#### 3.1.1 General buttons



The Info button opens a window containing the version number of the program.



This button minimizes the toolbar in the way you already know from the Casablanca.



This button moves the toolbar to the opposite side of the screen.

#### 3.1.2 Parts

##### Parts preview



The “Parts preview” displays the currently selected setting for the parts. The currently active part is highlighted with a light gray color. When a part contains a white

rectangle, this indicates that the part has already been assigned a scene. Red markings around the rectangle symbolise that the dimensions of the chosen scene do not completely fill the part. An incomplete rectangle symbolizes that the selected scene has a shorter duration than the background scene.

##### Type

Click on Type to open the selection window with all available templates for parts. There is a selection of 38 different templates with 2 through 9 parts.

##### Part

Click on this slider to activate the Part selector. Move the slider to its desired position and confirm your choice by clicking on the left trackball button or cancel your selection by clicking on the right trackball button. The currently active part is highlighted with a bright gray color in the parts preview, while currently inactive parts are dark gray.

You can also switch between parts by clicking on the corresponding part in the video scene or on the corresponding part in the small preview image.

##### Scene

Clicking this button will bring you to the scene selector of your main program, offering you the opportunity to select a corresponding scene for the active part.

##### X button

Click on the X button to delete a previously inserted scene from an active part. It will then be replaced by the scene that was active at the time Slivers was started.

#### 3.1.3 Bars

##### Size

This is activated by clicking on the Size slider. The thickness of the bar between the parts can be set to a value within the range of 0 through 100. The 0 value stands for no bar at all while 100 stands for a very large bar.

##### Color

Click on this button to open the Palette window. Slivers features an extended palette that includes a color selection tool, a pattern selection tool and a color bleed (gradient) tool.

The selected color or pattern is displayed in the palette button. Please refer to subchapter “3.4.1 Palette” for more information.

#### 3.1.4 Edit

##### Scale

This is activated by clicking on the Scale slider. The size of the scene in the active part can be changed to a value within the range of 10 through 200%. 100% corresponds to the original size. Scenes can be reduced to up to 10% or enlarged to up to 200%.

##### Alpha

Click on the Alpha slider to activate it. The alpha value (transparency) of the scene in the active part can be set to a value between 0 and 100%. 100% corresponds to no transparency at all. At 0%, the active scene is not visible.

##### Anchorpoint

Click on this button to set the scene’s anchorpoint in any active part. You may choose between 9 different, automatic positions. The centre position is the default value. This means that the centre of the scene is located in the centre of the part. The automatic anchorpoints can, for example, also set an alignment of the top left corner of the scene with the top left corner of the part through a single click.

##### X and Y sliders

Using the X and Y sliders, the position of the scene inside the active part can be corrected. The values can change between -50 and +50 and are always relative to the current anchorpoint. Instead of using the X and Y sliders, the position of the scene can also be changed by moving the trackball pointer in the active part. As soon as you reach the active part, the trackball pointer changes into a hand symbol. After clicking the left trackball button, you will be able to use the trackball to move the active scene in the active part. Another click on the

left trackball button confirms the new position. Clicking on the right trackball button on the other hand, will cancel the operation of moving the scene and return the scene to its last position.

### Optimal

When you set the Optimal checkmark, the size of the active scene will automatically be adjusted to the optimal size for the active part.

## 3.1.5 General information

### Preview

Use this to call up a preview at any time, without having to leave the program.

### Archive

The settings you have made can be archived and reused later on, even for other scenes.

### Menu symbol



This is used to exit Slivers and return to the Edit menu of your MacroSystem video editing system. Slivers saves all settings. This allows you to continue your work later on.

## 3.2 Tips for working with Slivers on lower resolution monitors

If you use Slivers on a monitor with a resolution of less than 1280 pixels wide, you will have to use the menu bar toggle switch to switch between the Parts, Bars and Edit menu bars.

## 3.3 Information on the Power Key option

Slivers provides support for the Power Key option. Press the F2 key to display the available keyboard shortcuts.

## 3.4 Individual buttons / functions

### 3.4.1 Palette

Click on the Palette button to open the Palette window. It contains the panels Solid, Pattern and Bleed.

You can switch between these functions by clicking on the appropriate button. The active button will become brighter. Switching is automatic when the corresponding control element has been selected.

The preview window in the top left corner displays the result of the current settings.

**Note:** When you have just installed Slivers, a pattern has never been chosen. When you click in the Palette window on the Pattern button for the first time, the imagepool will be opened immediately to give you the opportunity to select a pattern. Once you have selected a pattern for the first time, the Pattern button will switch the preview window to the last pattern that has been selected. You can now use the "Select Pattern" button to call up the imagepool.

### Solid

First, you can select here one of the six predefined "color boxes". This makes it possible to switch quickly between colors that are often needed. Use the "Change color" button to open the color box and define a new color. If you click on OK in the color window, the color of the current color box will be replaced by the one that has just been selected.

### Pattern

Use the "Select Pattern" button to open the familiar imagepool in which you can select a pattern.

Use the Scale or Double button to indicate that the pattern should be scaled or tiled.

### Bleed

A color bleed can be set here, similar to what can be done in the imagepool. It is also possible to set the direction of the bleed to a value between 0° and 360° by clicking and moving the "Bleed direction" slider.

## 4. Application example

To familiarize yourself in the best possible way with how Slivers works, we recommend you work through the following application example.

The exercise and tips do not, of course, make use of all the functions included in the program. However, they do provide you with a good starting point, and -with a little practice- they should enable you to use the other functions with ease.

The example has been specifically developed with newcomers to the program in mind and it therefore introduces you slowly to the various controls. We recommend you try out your own ideas afterwards.

### 4.1 Example

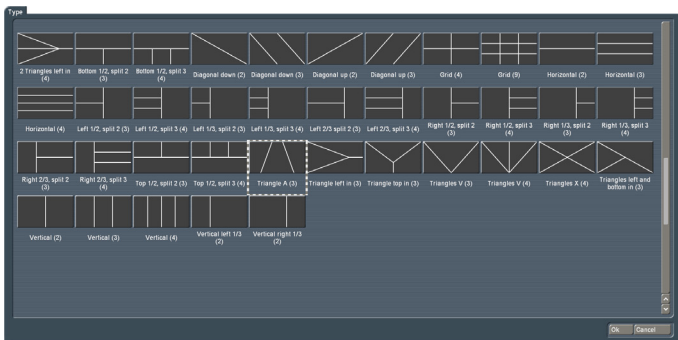
This exercise will help you with your first steps in Slivers.

Activate the scene in the scene bin that you want to use as the background scene in Slivers, and start Slivers in the Special menu.

In the lower third of the screen, you will see the toolbar. In the background, the first frame of your video scene is displayed in combination with the default part type (Diagonal down).



Click on the Type button. This opens a selection window in which you should select the “Triangle A (3)” part type by clicking on it.



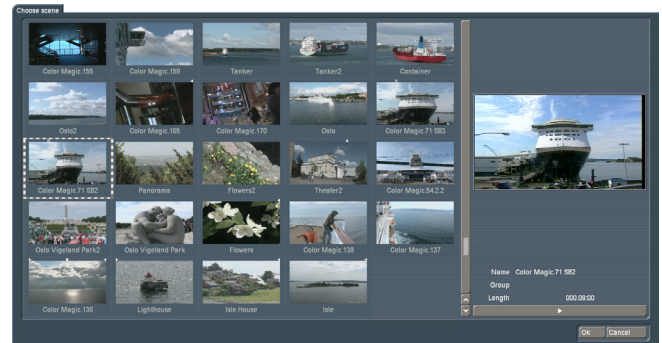
You should then close the Type window by clicking on OK.



You should now activate the middle part by clicking on the middle window in the part preview. The color of the middle preview window now changes from dark gray to light gray. You can also select the window by sliding the Part slider to 2 and confirming with a click.



You should then click on Scene to open the scene bin and select the scene you want to insert in the middle part.



Confirm the selection with OK. The selected scene will now be displayed in the middle part. It will be centered. To indicate that a scene has now been inserted, a small white rectangle will be displayed in the part preview window.

If the rectangle is incomplete, the scene you inserted has a shorter duration than the background scene. This means that during the rendering process, when the scene is finished, it will be replaced by frames from the background scene.



You may now change the size of the scene you just inserted by clicking on the Scale slider in the Edit menu. By moving the slider you can size the scene as desired. Confirm the size you selected with a click. For the test, please select 150%.



You should now click on the Anchorpoint button and select “Anchor scene bottom, center“. The active scene in the middle part will now align itself in the middle and flush with the bottom edge of the part.



You should now move the trackball pointer to the middle part. The pointer changes into a hand symbol.

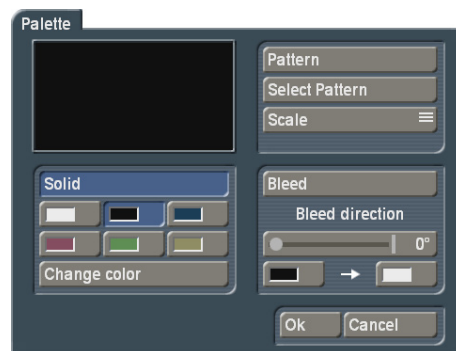


Activate the scene by clicking. This will enable you to move the scene and to position it as you wish. You should then save the position by clicking again.

You should now click on the Size slider in the Bars panel and set the thickness of the dividing lines by moving the slider. Confirm your selection by clicking.



Now, click on the color box in the Bars menu and select the Solid menu option by clicking on the black color button.



Confirm your selection with OK.



The other parts can now also be filled with scenes that may be positioned as you desire, by following similar procedures as for the middle part.





