



# Bogart 13

## operation manual

*Addendum to version Bogart 12 for Windows and Casablanca 3*

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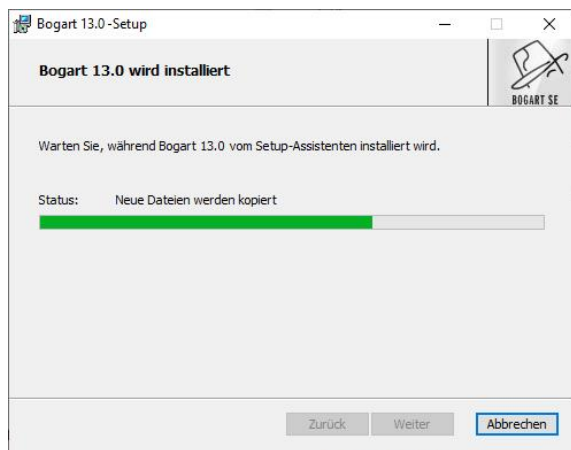
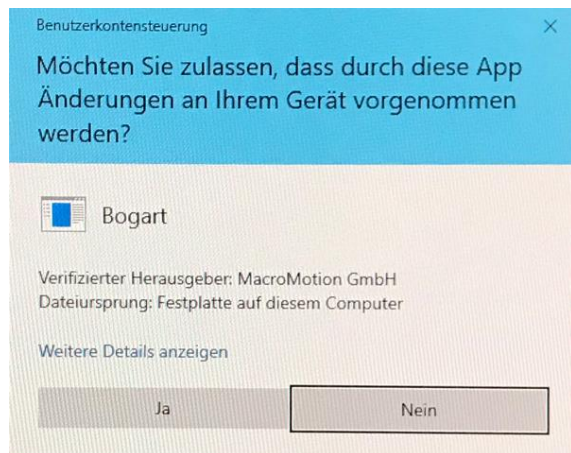
Therefore, please ensure that you back up your video material before using the device. We recommend not to delete the video material or to make a backup copy beforehand.

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# 1 installation

## 1.1 Bogart for Windows



Bogart is constantly being further developed, so check our homepage to see if a more recent version is available before installing it for the first time. The operating system Microsoft Windows 7<sup>®</sup>, Windows 8<sup>®</sup>, Windows 10<sup>®</sup> or Windows 11<sup>®</sup> needed.

The program is generally installed on your boot partition, usually the C: \ hard disk. Your work data as well as video and audio data are also stored on this partition.

You need at least 24 GB of free hard disk space. Bogart always reserves 16 GB of hard disk space at runtime for completing your projects. You cannot completely fill a hard drive with video material through Bogart.

You can define another disk installed in the system at any time as storage space for the video and audio data, to which Bogart then automatically moves the projects that have already been saved.

To install Bogart, please start the installation file "Bogartinstall\_13x.msi". Then follow the instructions that will guide you through the installation. The installation of Bogart should be carried out as an administrator. During the installation you must therefore expressly confirm (see picture on the left) that Bogart can be installed.

After the installation you need an activation code for Bogart 13 (Bronze Edition) and, if necessary, for the Silver Edition or Gold Edition, in order to be able to activate Bogart with a different range of functions. If you do not (yet) have an activation code, you can test the software, including the silver and gold editions, free of charge using the demo functionality (Section 1.5).

**Note:** You do not enter the activation code for an edition during the installation, but after starting Bogart.

After you have completed the installation, you will find a start icon for Bogart on your desktop. Start the Bogart system with a double click.

The Bogart main menu appears after each start. The main menu is, so to speak, the control center from which you can access the individual parts of the video post-processing. If you have reinstalled your software, you must first activate the Bogart software in order to activate it. To do this, you will be directed to the corresponding menu (Section 1.3).

**Note:** If you change the name of the desktop icon "Bogart" to another, an uninstallation of the software or an update will not update this desktop icon. So you will get another desktop icon after an update. You have to delete the previous one manually.

The program is read from the hard disk when it starts. The software version supplied on the DVD may be more recent than the preinstalled version. To check this, first switch on the device using the switch on the front (the operation of the switches is explained in more detail in the hardware manual of your system).

After the welcome message, the main menu appears and you can compare the version number on the DVD with the number given in the "Settings" menu at the bottom left. If there is a current version on your system, you can start commissioning immediately.

If your device does not start immediately, an installation is required in any case.

## 1.2 Bogart Linux - installation from DVD

Bogart Linux is always installed from a DVD. The installation is carried out with the trackball / mouse or the keyboard. The installation is either displayed on a monitor connected via VGA, DVI, HDMI or Scart, depending on the monitor setting you last selected (VGA for a new hard disk). Switching the display from one monitor to the other is usually possible using the "v" key on a USB keyboard or on the screen.

To do this, press the "v" key repeatedly until your monitor shows the menu. At the same time, the installation menu is always displayed on VGA. If you want to reinstall the main software "Bogart SE" or install it as an update, you can do this as follows.

The DVD for installing the Bogart software is a boot / start medium, which means that the installation is not carried out within the system in the "Install product" menu, but the device must be started with the installation medium inserted. The DVD must be inserted into the drive provided for it before the actual boot.

Inserting the DVD for devices without control buttons on the front of the device (Ultra Upgrade, TOPAZ, KARAT):

To be able to insert the DVD, switch on your device. Immediately after the control lamp lights up on your DVD drive, please press the eject button on the drive, insert the DVD and then close it again.

Inserting the DVD for devices with control buttons on the front of the device (S-4000 (PRO), S-2000, S-4100, DVC, ...):

If there is already a system on your hard drive, wait until it has started, open the DVD drawer using a switch in the menu or the front button on the device. If there is no system on your hard drive (e.g. a new hard drive), press the eject button on the front of your device several times immediately after switching on. The drawer will then open and you can insert the installation medium. Then close the drawer. If it opens again automatically, just switch your device off directly. To do this, press the front buttons, if your device has them, OK and ON / OFF simultaneously for 4 seconds or the main switch specified in the hardware manual. Your system will then turn off. Now switch your device on again.

The DVD is now booted and the menu-driven installation appears.

Then follow the installation instructions. To be able to select the options, please click with the trackball (mouse) on the desired function (or the preceding symbol) or press the key shown in front of the option on the keyboard.

Depending on your equipment, the installation can be output on Scart, Video, HDMI or DVI. This setting is only possible in the first menus and only makes sense there. However, if you do not see an installation menu after booting from the installation, even after a long wait, this could be due to the fact that it is currently being output on an unused video output. In such a case, press the "v" key on your connected USB keyboard or select the menu item with the mouse pointer to redirect the video output to another output. Before the installation can be carried out, your hardware will be analyzed and, if necessary, adjustments will be made.

The installation starts with the language selection. The installation can be carried out in English or German here. You can also change the menu display output here and switch between HDMI, DVI and / or Scart.

After the language has been selected, a message appears indicating that you need a valid activation code to activate Bogart so that you can activate the software after installation. If you have the necessary activation code, you can continue with the installation.

If you do not have an activation code, you should cancel the installation.



**Note:** You do not enter the activation code for an edition during the installation; you will be prompted to do so after starting Bogart. If you do not enter an activation code, you will no longer be able to use the system and it will switch itself off automatically.

If you do not have a running Bogart system on your hard drive, you can only reinstall the hard drive. If there is already an operational system on your hard drive, you will automatically be offered the update installation.

If you want to carry out a new installation in any case, you can switch accordingly. During the installation you will see a progress bar and no further entries are possible. After the installation you will receive a message whether this was successful or errors occurred.

In any case, the DVD drawer will open automatically and you will be asked to remove the medium. Press the OK button to close the drive again and finish the installation, whereby the device switches off. Please switch it on again to start Bogart.



**Note:** *If an error occurred during the installation and you want to carry out a new installation, simply leave the installation medium in the drive and finish the installation with "Ok". Then start the device and start a new installation.*

Now that you have restarted your device, it will take a while for all the necessary data to be loaded. Then the main menu of Bogart appears. The main menu is, so to speak, the control center from which you can access the individual areas of the video post-processing. If you have reinstalled your software, you must first activate Bogart. To do this, you will be directed to the corresponding menu (Section 1.3). The start phase is now over and you can start editing the video.

### 1.2.1 Prepare an installation medium

You can install products from either a DVD or a USB stick.

Depending on which installation medium you want to use, you should pay attention to the following notes.

DVD preparation:

If you have received a product DVD from MacroMotion or a dealer, you can use this directly to install the product. However, if you have downloaded products from our homepage or the MacroSystem Forum, you have either received an ISO file or a ZIP file. With the ISO file you can create an installation medium directly with an appropriate burning program.

If you have a ZIP file, you have individual files and directories available for installation. If you want to write the data to a DVD, then open the ZIP file. This usually contains two files and three directories. Please copy this 1: 1 onto your DVD and burn it as a UDF DVD. If the DVD is burned in ISO format, Bogart / RV will not recognize this DVD and the products will not be listed.

USB preparation:

If you want to write the data to a USB stick, then open the ZIP file. This usually contains two files and three directories.

Please copy this 1: 1 to your USB stick in the main directory.

Please insert the USB stick into your device before opening the "Install product" menu. If necessary, you will have to open the installation menu again until the product or products are listed. If you insert the USB stick while you are in the "Install product" menu, the list of products will not be updated.



### 1.3 Activation of the system and additional software

You can significantly expand the range of functions of Bogart SE. Many software extensions (Bogart editions, additional effects, specialized additional programs, etc.) are available for this purpose, which you can purchase from specialist retailers or from our online store.

Some products are already installed with the Bogart software and only need to be activated in this menu.

Otherwise, every additional product is installed under Windows by starting the corresponding installation file (\*.msi). This will install the product on your computer. Only then can you activate the product in Bogart. All products have to be activated - just like the bonus effects supplied (have you already registered?). To do this, start Bogart and go to the "Settings" menu, then to the "System" menu and start "Install product". For the Bronze Edition, select the "Settings" menu, "Product List" and then "Install Product".



A list of installed products is displayed there. The term behind the product provides information about the condition of this installation. If you have already installed a product as a demo, you do not need to install this product again. In this case you can activate it directly with the activation code.

You can also use many of the additional software in a demo mode without activation and thus test it out before purchasing it. During the calculation, demo versions are marked with a lettering. In order to be able to use these effects unrestrictedly, you have the option of informing your specialist dealer of the serial number of your device (eight digits + check digit, to be found in the "System Settings" menu, field at the bottom left) so that they can generate one specifically for your device calls the chargeable activation code.

Once you have received the code, start Bogart, open the system settings and activate the product. You will then be asked to enter the license code.

There are three "states" in which a product installed on the system can be:

- (active): The product, the effects or font packages are activated and can therefore be used without restrictions.
- (Demo): The product, the effects or the font packages are displayed in the lists within the program, but are identified by an orange-red point in the effects list and are calculated as demo effects with "Demo" lettering when used.
- (hidden): This product and the associated effects are not displayed in the Bogart SE software lists. This option can also be used to hide demo versions again so that the products are no longer listed in the effect lists.



Now select the product or the effect or font package and click on "Activate". If the effect has not yet been activated, a menu for entering the code opens. Here you can see the name of the product that you want to activate as well as the serial number of your device. After entering the license code, the product is switched to "active" and you can now use it without restriction. If you do not enter a code, but cancel the process, the software will only be installed as a demo version and can be used as a demo version or "hidden" again. Please note that the license number only works and exclusively for your serial number on one device; you need different activation codes for different hardware.



**Note:** *If you have another user on a Windows system who also has Bogart installed, you will need additional activation codes, as this user receives a different serial number for Bogart. This also applies to the additional products that the other user wants to install.*


#### 1.4 The base, silver and gold edition

Bogart SE is available in three editions: bronze, silver and gold. The editions have some features in common, but Silver and Gold provide many additional options and functions. If you work with the Bronze or Silver Edition, you can purchase an upgrade to the Silver or Gold Edition at any time and benefit from the extended functionality.




The edition currently active in Bogart is displayed in the main menu at the top left below "Bogart SE".

In this manual we describe the functionality of all editions. Functions that are only included in the Silver or Gold Edition are identified by a corresponding note or by the following symbols.

 Silver edition

 Gold Edition

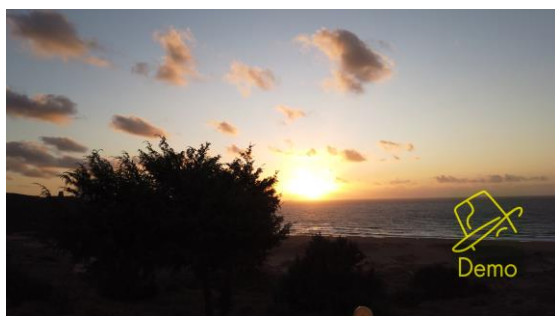
When a  is specified, this also implies that this function is also available in the Gold Edition.

#### 1.5 The demo functionality (Bogart Windows)

The Bogart 13 editing software can be fully tested (including the silver and gold version) as a demo. For this purpose there is a "BogartInstall\_13.x\_Demo\_DE.msi" in addition to the Bogart full version. If you want to test Bogart 13, please install this file. After the installation you will see in the top left of the main menu that you are in the demo version.



**Note on testing and licensing:** *The Bogart demo version can be used as long as you like. A demo lettering is stamped in during export or DVD / BD generation. You can cut with the demo version as with the full version, but the results have the demo symbol (Bogart hat with demo).*



In order to activate Bogart 13, the installation of the full version is required. This then generates an individual serial number which is assigned to the PC + user account. An activation code can only be ordered with this serial number. The demo version does not have a serial number and can therefore not be activated.

On the other hand, this means that projects that were cut with the demo version cannot be used or finished afterwards. The demo version runs completely separately and parallel to the full version.

Advantage: The demo version can also run parallel to an older Bogart Edition installed and tested. This has no influence on ongoing projects. If you have installed the Bogart software and possibly other additional products, it may be necessary to delete them again.



## 1.6 Deletion of software and products

If you have installed the Bogart software and possibly other additional products, it may be necessary to delete them again.

### **Bogart Windows**

Deletion from the software takes place via the product's own deinstallation. You can select this via the Windows menu start bar or via the Windows program menu. Please note, however, that if you delete an additional product, the corresponding effect is no longer available in Bogart. If you have used such an effect in your storyboard and it has not yet been calculated, it can no longer be used after deinstallation.

### **Bogart Linux**

Additional products can be deleted under Bogart Linux or on a Casablanca3 system, in contrast to Bogart for Windows, directly in the "Install product" department. If you select a product and then select the "delete" option, the product in question will be deleted after a security query.

If you need this product again, you will need to reinstall it from a DVD or USB stick.

## 2 Welcome to Bogart 13

Thank you for choosing Bogart 13!

We thank you for your trust and hope that we will meet your expectations. If you have not yet carried out video post-processing, you will understand Bogart SE easily and will soon be able to enjoy new dimensions in video editing. If you have already gained experience with other systems, for example with linear (analog) editing consoles or with digital computer systems, you may have to adapt a little - but given the ease of use and the numerous possibilities at Bogart SE, this conversion will work out for you worth it. This manual will be by your side when using the Bogart SE software. We believe that video editing with Bogart will be a lot of fun!

This part of the manual is an addendum to version Bogart 12. If you are starting from scratch with version 13 with digital video editing, you first need the manual for version 10, the "basic" manual, so to speak, depending on the device the Linux (Casablanca3) or Windows (Casablanca4) variant. And you need the operating instructions for Bogart 11 + 12.

The manuals for the Bogart editing software have become so extensive that we have decided to create this additional manual, as the new features of the respective software versions otherwise run the risk of being overlooked or "drowning". The new features of version 13 are described here in words and pictures.

### 2.1 What's new in Bogart 13?

Here is a brief overview of the news, followed by further explanations.

#### Settings:

- Personal settings made in Bogart can now be saved. This means that these are restored at the push of a button when switching to new devices or in the case of a complete new installation.
- With "Reset" the personal settings of BogartSE can be reset to the factory defaults. "Adjusted" systems can be corrected at the push of a button.
- WINDOWS: When the program starts, the system automatically searches for available updates once a day, provided there is an online connection. This can also be switched off under Settings.
- WINDOWS: With a completely new BogartSE installation, the control unit is automatically set to "Trackball" in order to facilitate the changeover for Casablanca-3 users. In addition, "audio scrubbing with endless playback" is "off" as standard. Both settings can then be adjusted to personal requirements under "Operation".

#### Project:

- In "Project / Selection", entries can now be removed from the list in the "Recently used projects" area. This means that Store'n'Share / Disk-Juggler projects that are no longer accessible and that are no longer required on the device can be removed. Changing this list will not affect the actual projects.
- "Delete all projects" removes all 30 projects in the current project environment at the push of a button. You will then be offered to delete any existing MediaPool as well.

#### Import:

- With "Import / Image / Sound Correction", the preview display can now be switched to the modes familiar from the single image preview. This makes it easier to adapt to other scenes / cameras during import.
- Scenes from selfie cameras can now be read in correctly when importing with "Flip horizontally".
- The import setting functions "Shorten scenes IN" and "Shorten scenes OUT" are now used to automatically trim scenes and (automatically extended) photo scenes. Especially when using the insert function, scenes at the IN need a trimmed area if transition effects are to be used with it. This can now be done automatically.
- When importing USB / CD / DVD, you can filter to "All", "Photos" or "Videos" for the import. Cameras that also generate a preview image on the memory card for each scene no longer lead to photo / video "double imports". The setting made also applies to a subsequent "advanced search" in Windows.
- While the import is running, the estimated duration for the import is now estimated and displayed.
- WINDOWS: Scenes with multiple mono audio tracks are now automatically imported correctly.
- WINDOWS: Files can now also be imported from tablet / smartphone / ActionCam etc. that only connect to Windows as an MTP device. The data is temporarily stored before the import, which takes some time.

### To edit:

- An insert is now inserted directly at the orange position marker. It is no longer necessary to insert at the beginning and then move it appropriately, which considerably speeds up the workflow with insert cuts.
- A double click on the scene in the middle now sets the orange position marker exactly at its beginning, which makes insert editing and playback in the small window much easier.
- In the special menu, the switches for preview, single image and extended preview (ring symbol) are usually automatically blocked if the effects do not support the respective function. The "prohibition sign" when calling such functions is no longer necessary and the use becomes clearer. (Older effects do not always support this function)
- In the "Opt" edit you can now switch between "JPG" and "PNG" photo format before exporting an image. PNG scores with lossless compression.
- With "extended division" of scenes during playback, the query as to whether existing points should be deleted only appears if there are actually points in front of the playback position.
- The new features mentioned under Finish / Export also apply to "Edit / Opt / Export scene".
- When playing back scenes and storyboards, there is an additional period display in front of the level display. This also makes it easier to see where you are in the film / scene.

### Effects:

- The long-term / special effect "Zoom" no longer has any length restrictions for IN / OUT zoom movements.
- The long-term / special effect "rectangle" now has an adjustable fade time.
- "Tilting" offers a new long-term / special effect, turning by 1 / - 90 ° and 180 °. You can set whether the aspect ratio is adjusted using "black borders", "cut borders", "center" or "distort".
- As a new long-term / special effect, "Sharpness Correction" has the option of either blurring scenes with a slider or increasing the sharpness. By "inverting" this effect, a scene can also begin and / or end with the blur set, while the middle part is displayed normally.

### Titling:

- The "Bogart Titler" and the "Vertigo Titler" now show the number of elements used in the tab labels for "Panel (s)" and "Page (s)". This means that you can see pages and boards that have been created by mistake at first glance.
- The "Bogart Titler" and the "Vertigo Titler" have a yellow switch [> 0 <], which can reset all settings in all tabs to the factory defaults. "Adjusted" title documents are now a thing of the past.

### Audio editing:

- The export of sound pieces now has a "mode" switch for the audio export as "MP3" or "WAV". When exporting as a WAV container, the uncompressed PCM audio codec with 1536 kBit / s and 48 kHz is used.
- In the case of "extended splitting" of audio pieces during playback, the query as to whether existing points should be deleted only appears if there are actually points in front of the playback position.
- CASABLANCA-3 / DVC: The import of .WAV files (for Zoom audio recorders and Co.) is now supported.

### Audio dubbing:

- When crossing the timeline / scrubbing, Alt +/- and Shuttle-TT, all audio tracks are now played. With this and the following points, the hard cut-to-measure with underlying music in BogartSE can be revolutionized.
- The function "Split the current sample at the position marker" (scissors symbol) can now also be used in audio track 1 (original sound). This cuts the image and sound of the respective storyboard scene into two parts (as in the Edit menu).
- In the first tab "Insert / replace audio samples", the "Delete" button [x] can now also be used to delete audio samples in track 1 (original sound). The affected scene is removed from the storyboard accordingly. Particularly useful after dividing up scenes for editing according to the music beat and removing "excess" parts of the scene.
- In the third tab "Fade", the transition effect "Audio Fade" can be inserted in the storyboard with the new button [Track 1 Audio Fade]. The "maximum length" can be set from 1-5 seconds. The actual time depends on the material available. If this is not long enough, the audio fade will be shortened automatically. An inserted audio fade can be undone via "UnDo" or, since it is actually a "transition effect", the transition effects can be changed or deleted at any time later.

The effect also enables two different ways of working:

- If a sample was selected in track 1, the audio fade is set from this scene to the following scene.
- If no sample was active in track 1, the audio fade is set from the scene centered / selected above to the next scene.



- Below the audio tracks there is now a "Search" button, which jumps to the currently selected sample in the storyboard in the list of the "Insert / replace audio samples" tab.
- With the "Search" button it is also possible to separate a selected original sound in track 1 as a separate piece of sound in the audio bin. If you have cut in the storyboard and this part does not exist as a separate scene in the scene bin, this considerably shortens the creation of a scene and special / scene-> sample.

### Finish / Export:

- In order to improve the playback of exported scenes on older / weaker media players, a quality level "HD-TV" has been added. And for sending videos via WhatsApp & Co., the "web video" quality level further reduces the memory consumption of exported scenes / storyboards. Also perfect for slow tablets & smartphones.
- Below the quality setting, the export menu now shows an estimate of the expected file size when exporting individual scenes or the storyboard. Actual size may vary depending on movement in scenes / image noise / image details / etc. differ from this estimate.
- When exporting a single scene or the storyboard in a certain format, the time required is now estimated.
- The scene / storyboard export can now also be carried out as a losslessly compressed PNG single image sequence. Since the best possible quality is always used, there is no adjustable quality for JPEG and PNG sequences.
- WINDOWS: For the export of "vertical" video recordings, you can now set whether "Rotate" information is embedded in the video file for later display (not supported by all formats). This means that (with restrictions) it is also possible to cut vertical video scenes (e.g. from a smartphone or tablet).
- WINDOWS: Depending on the project format and hardware, "Intel" hardware-accelerated formats are now also available. Systems with Intel processors from the 6th generation and an active Intel UHD graphics card are about 43-53x faster with H.265 / HEVC export. If an export of one hour of UHD material previously took 108 hours, it is now completed in 2 hours.

### Various:

- The multiple selection in areas with list windows (eg import file selection) has been improved in order to comply with the PC standard. If you put a tick and then a second at any point while holding down the capitalization (Shift / Shift) key on the keyboard, all scenes in this area are marked.
- In the ImagePool (accessible via the "Select pattern" window) for the product "Bogart SE / Pictures / Frame", the three graphics of "Rectangle Thick / Medium / Thin" have been revised to include "Pattern 2 and 3" can also be used to fill the screen.
- WINDOWS: The recording functions for DV / HDV and the USB-to-analog converter now both have a "Mode" switch. As before, "Normal" continues until it stops or the signal is lost. "Time" allows a selectable range of 1-180 minutes. In order to minimize errors from old tapes, recording times of up to 15 minutes are still recommended.

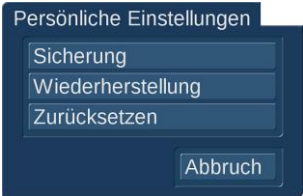
If a function is only possible or available with the Bogart 13 Linux or the Bogart 13 Windows, it will be marked accordingly (Linux) or  (Windows). 

### 3 settings

#### 3.1 personal settings



In the “Settings” menu you have the option of backing up, restoring or “personal settings” reset.



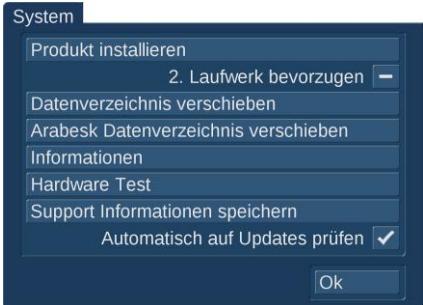
The backup takes place under Bogart for Windows on a storage medium or one of the hard disks, under Bogart Linux an external hard disk, a memory card or a USB stick must be connected. The personal backup data is not large, the settings made with regard to screen resolution, font and preview image sizes, one and two-monitor operation and the like are saved here, tailored to personal needs and the hardware environment Settings. If you want to switch to a new device or do a new installation, the familiar environment is back at the push of a button. If you have completely "cranked" your device by mistake, you can click "reset" to bring everything back to normal with one click.

#### 3.2 Automatic update search



If the Casablanca4 system or your own PC with Bogart for Windows is connected to the Internet, an automatic search for any existing updates of the Bogart program is carried out once a day. If an update is found, the installation of the same will be offered.

If you want to forego the automatic search, it can also be switched off (see picture on the right) in the "System" settings under "Check for updates automatically".

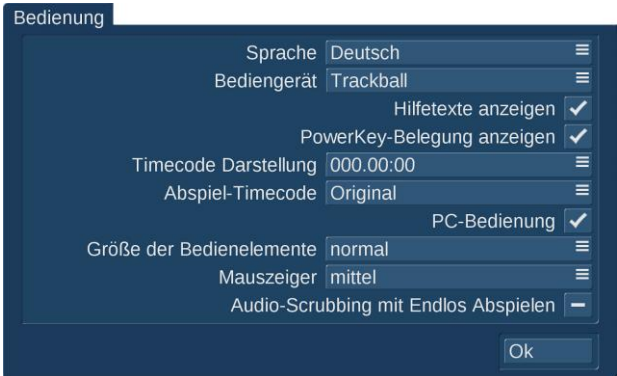


#### 3.3 Automatic settings



In the case of a completely new installation under Windows, the control unit is automatically set to "Trackball" in order to facilitate the changeover for Casablanca-3 users. The result is the usual trackball operation, especially when trimming, even if a mouse is connected.

In addition, "audio scrubbing with endless playback" is "off" as standard. Both settings can then be adjusted to personal requirements under "Operation".



## 4th Project

### 4.1 Clean up project lists

In the "Project settings" in the "Recently used projects" area, entries can now be removed from the list.

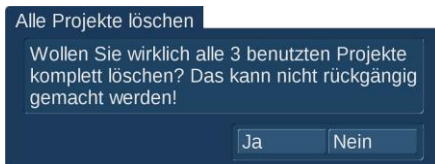
This means that Store'n'Share or Disk-Juggler projects that are no longer accessible, that are no longer required on the device and that were previously not "accessible" can be removed.

The change to this list has no effect on the actual projects, but the accumulation of unnecessary references - especially when using many external hard drives - can be avoided with this function.

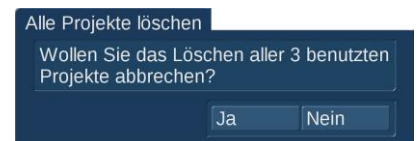


### 4.2 Delete all projects

The button "Delete all projects" does just that. That way you can get a Project environment with few actions clean up completely.



The complete deletion of all projects takes place only after a double one Security question, the second part of which you really have to think about. So will ensure that nobody accidentally "cleans the record".



If a media pool has been created, it is also offered to delete it.

## 5 import

### 5.1 Import preview



With the "Picture / Sound Correction" in the import menu with the expert setting active, the preview display can now be switched to the "Original", "Correction", "Original + Correction" and "Comparison" modes that are familiar from the single image preview. be switched.

With "Original + Correction" you can see - so to speak "live and in color" - on one half of the image what the corrections of brightness, contrast, color, gamma or the red, green and blue components of the scene do. In the picture on the right we see the original on the left and the corrected version on the right.



The "Comparison" option, in which an already imported scene is shown halfway as a comparison object to the scene to be imported, facilitates the adaptation to other scenes or cameras directly during the import.

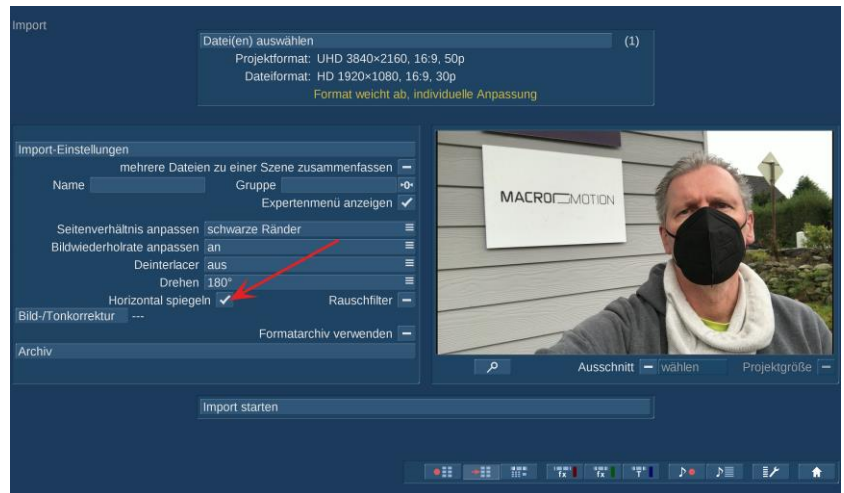
## 5.2 Mirror scenes horizontally



Some selfie cameras produce a mirror image when taking pictures of themselves.

This often doesn't matter, but it is important for fonts, texts or logos that have been included.

The "mirror horizontally" function has now been integrated into the expert menu of the Bogart13 import and allows this correction to be made when the scene or photo is taken.



## 5.3 Import settings

Since the "shorten" function in the import settings is no longer really needed these days due to the advanced camera technology, the functionalities have been changed here.

With "Shorten scenes IN" and "Shorten scenes OUT" we can now automatically trim scenes in and out by a certain time during import. Especially when using the insert function, scenes at the IN need a trimmed area if transition effects are to be used when inserting.

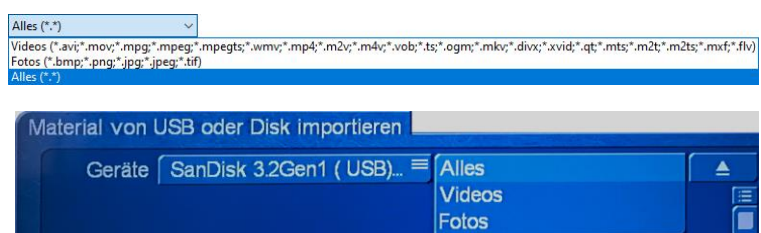
These settings are also effective when importing photo scenes or photos that are converted into scenes by the import. In our example on the right, we get a photo scene with a visible length of 7 seconds and a trim reserve of 3 seconds each.



So you should pay attention to what you have set here or deliberately create a "trim reserve" for scenes and / or photos when importing. The default setting for the values for "Shorten scenes IN" and "Shorten scenes OUT" is 000.00: 00.

## 5.4 Import filter

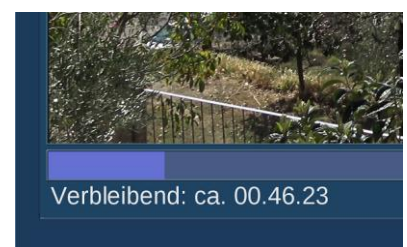
When importing from USB / CD / DVD, you can filter to "All", "Photos" or "Videos" for the import. Cameras that also generate a preview image on the memory card for each scene no longer lead to photo / video "double imports". The setting made in Windows also applies to a subsequent "advanced search".



## 5.5 Display of the estimated duration of the import

While the import is running, the expected duration of the import of all selected scenes is estimated and displayed. This estimate is continuously checked and adjusted. Experience has shown that the display is still relatively imprecise at the beginning, especially when there are many selected scenes and any additional adjustments to the sizes and frame rates that may be required, and the remaining time makes relatively large jumps. In the course of the import, the display of the remaining time is estimated more and more precisely, after about a quarter of the entire operation the time is already quite accurate.

In this way, especially with large quantities or long scenes, you can estimate relatively accurately after a short time how long you can let the device work on its own can .... if you don't want to watch the import to get a rough overview.





## 5.6 Import specifics



So far, only one original sound track from cameras recording 2 or 4 mono tracks was taken into account during the import. Bogart13 automatically recognizes the 2 or 4 PCM mono tracks, records them and adds them to an internal stereo sound. Tracks 1 + 3 are placed on the right and tracks 2 + 4 on the left stereo channel. In this way it is now possible to work with unusual audio recording formats.

Files can now also be imported from tablets / smartphones / ActionCams etc. that only connect to Windows as an MTP device. The data is temporarily stored before the import, which takes some time.

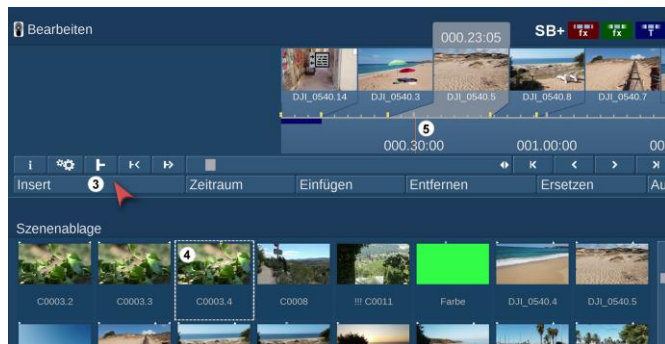
## 6th To edit

### 6.1 Insert

An insert is now inserted directly at the orange position marker. The previously usual insertion of the insert at the beginning of the background scene and the subsequent shifting is no longer necessary, which considerably speeds up the workflow with insert cuts.

The procedure is very simple: When "Storyboard Plus" is active, we move the mouse or the trackball over the timeline (1) and have the preview (2) in view in real time.

When the right position or the opening picture for our insert is reached, a mouse click is enough and the orange playback marker jumps to this position.



Then the "Insert" function (3) is selected and the scene (4) selected as an insert jumps to the position of the orange position marker (5) and is located as an insert on the background scene (see below).

It can of course be shifted or trimmed using the period function, just like any insert scene used so far, according to taste and fine-tuning needs.

In terms of speed, the insertion of the insert scenes at the orange position marker is probably by far the fastest variant, which in most cases should produce perfect results even without subsequent pushing or trimming.



A double click on the scene in the middle places the orange position marker exactly at its beginning, which also makes insert editing and working with the small preview window easier.

### 6.2 Switch revision



So far, the selection of the "Preview" menu was also possible for effects that actually did not allow it. "Single image" and "extended preview" possible, what was acknowledged with the prohibition sign after selection (see top left). In

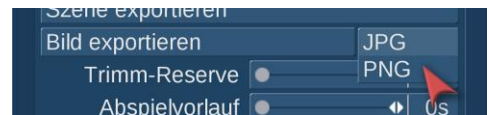


Bogart13, these switches (see top right) are "grayed out" from the start, i.e. blocked. This avoids unnecessary clicks and makes it clearer and easier to use. Older effects do not always support this function.

### 6.3 New image export format



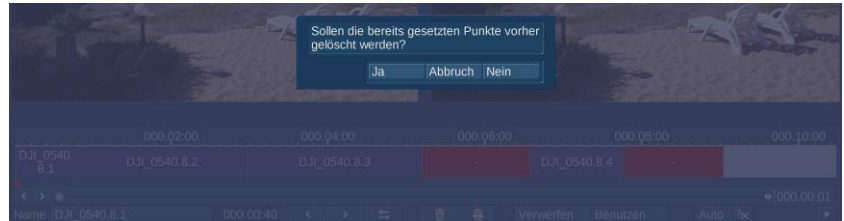
In the edit menu under "Opt" you can now switch between "JPG" and "PNG" photo format before exporting an image. The PNG format is characterized by lossless compression, the - so far only possible - JPG format is the more universal of the two.



### 6.4 Query for extended splitting

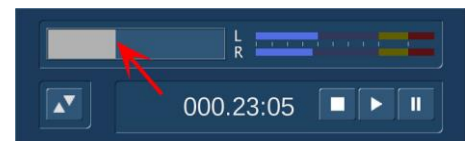


In the case of "extended splitting" of scenes "on the fly", ie during the running playback via the "Insert" button, the query as to whether splitting marks that have already been set should only be deleted if there are really points in front of the playback position.



### 6.5 Period display during playback

When playing back scenes or the storyboard, there is now an additional time period display to the left of the level display. The progress of the game is displayed here as a slowly growing bar. This way you have a good orientation about where you are within the scene or the storyboard.



## 7th Effects

### 7.1 Long-term / special effect "Zoom"

The long-term or special "Zoom" effect no longer has a length restriction for zooming - or a very "generous one". The zoom movement "In" the image and then out again "Out" now has a maximum length of one minute each.

That should be enough to be able to calmly carry out every journey leading deep into the scene.



The zoom-in and zoom-out lengths can be set completely independently of the length of the scene to which this zoom drive is applied. The "zoom-in" always has first priority. It is zoomed in until the set length of the zoom-in is reached. If you define more time here than the whole scene allows, you only produce a zoom-in. The zoom-out time is then completely ignored.

If the zoom-in is set shorter than the scene length, the zoom-out time is also taken into account.

The remaining scene time, which is not brought in and out of the scene with the zoom, our virtual camera stands still on the scene or image excerpt defined with "Position".

Normally we do not need to deal with these extreme values and unusual in and out times. Mostly the users define a zoom-in and zoom-out of maybe 2 to 3 seconds. Then you need, at least with normal scene lengths, not to worry about such things.

If you set the zoom in and zoom out times to 0, the virtual camera immediately jumps to the position and size values defined under "Position".

### 7.2 Long-term / special effect "rectangle"

The long-term and special effect "Rectangle" now has a setting "Fade", with which the fade-in and fade-out of the rectangle defined in "Position" and "Color" is set.

Here too, as with "Zoom", the overlay "Right of way". The set time is displayed and then hidden again. If the fade time is longer than the scene, the rectangle only fades in. If the time is shorter than the scene, the rest of the time is used for fading out.

If the fade time x 2 is shorter than the scene, the rectangle remains in the middle part of the scene. Of course, you can also do without panels here and place the rectangle as usual.

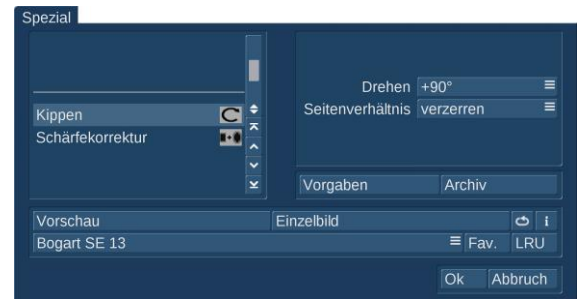


### 7.3 Long-term / special effect "tilting"

The long-term and special "tilting" effect has long been on users' wish lists. During or before the import, it has been possible for some time now to adapt portrait, landscape or other out of the ordinary photos and scenes to the project format. This is still possible after the recording.

aus  
+90°  
-90°  
180°

The scene or photo is reversed under "Rotate"  
Rotated + 90, -90 or 180 degrees.



If you have rotated the picture appropriately, you can or should define what should happen to the edges, which will practically always be present. Below is an illustration of what happens to the original (left) after the correct rotation in the individual settings.

schwarze Ränder  
Ränder abschneid...  
zentrieren  
verzerren

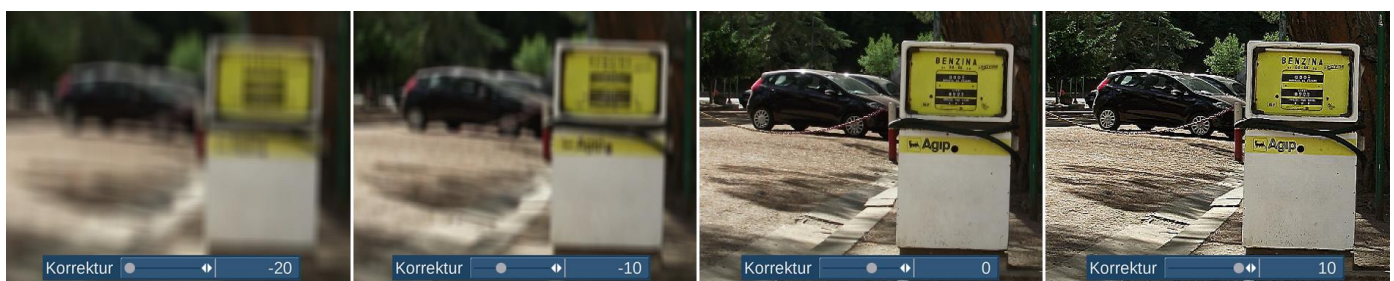
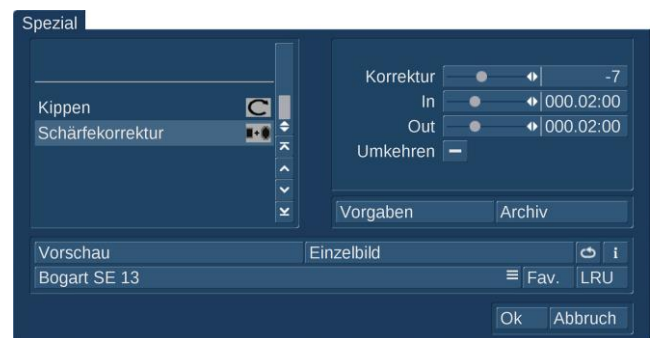


Since photos or scenes that do not fit into the video format are likely to have to be treated differently, you can now import them with the Bogart 13 "in one go" ... knowing full well that you can now adjust the individual scenes as required can rotate and crop. If edges are still annoying, either the "zoom" effect or the optional "aspect" can help.

### 7.4 Special and long-term effect "sharpness correction"

Another new long-term and special effect is the "sharpness correction", with which scenes can be blurred or sharpened if necessary.

With "Correction" you set the blurring (-1 to -20) or the "Excessive sharpness" (1 to 10). We show this below with a picture section of an old Italian gas station, the correction level "0" is the uncorrected picture. The set value is the target to which the "In" time is faded. With the "Out" time, the normal scene is then cross-faded again.



In our example here, with a correction of -10, the normal image or the scene would be blurred in 2 seconds, it would remain there until 2 seconds before the end of the scene and would then be sharp again. With "Reverse" you can swap the values with one click while maintaining the same timing, so you start out blurred, then get sharp and end up blurred again.

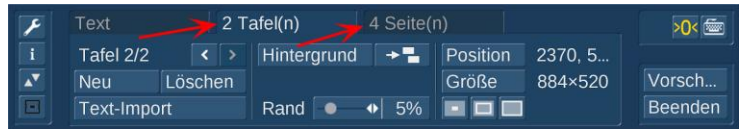
Since the effect does not only appear under "Special", the long-term effect can also be used to run a blur over several scenes, which results in completely new stylistic devices that previously could only be implemented with considerable effort and effort.



## 8th Titling

### 8.1 Board and page numbering

In both the "Bogart Titler" and the "Vertigo Titler", when using several tables or pages, the number of elements is displayed directly in the header of the relevant tab. In this way you have a direct overview of the number of panels and pages that have been created.



Incorrectly created boards and pages are by far the most common cause of stress and anger in the Titler.

An incredible number of calls and support requests revolve around topics such as "My title only runs half as long as I wanted", "Only at the very end does the title flick through the picture incredibly quickly" or "First I don't see anything, then the title pops up a hit on the screen ". The cause: mostly by mistake and with a careless click - boards or pages were "tinkered with", which of course then changed the timing of the entire title.

That can still happen, of course, but you can now see - "Hello, I only wanted one page and not four!" - at a glance that something is wrong and you can correct it accordingly.

### 8.2 Reset to factory settings

The "Bogart Titler" and the "Vertigo Titler" have a yellow "Reset" switch, which resets all settings in all tabs to the factory settings. With the Vertigo-Titler in particular, it often happened that users got "lost" in the endless setting options and suddenly no longer had much control over the title because, for example, backgrounds or text lines had been defined as transparent or suddenly the holes in the title the zigzag pattern 4 unfavorably superimposed ;-))

#### Warnung

Sind Sie sicher, alle Einstellungen zurückzusetzen?

Ja

Nein

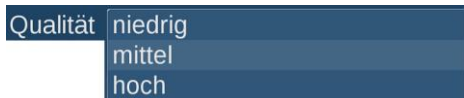
In such cases, a click on the yellow button will help and you will find yourself on the screen after a brief security query with a blackboard, a page and a standard white font. Clarity at one click.

## 9 Audio editing

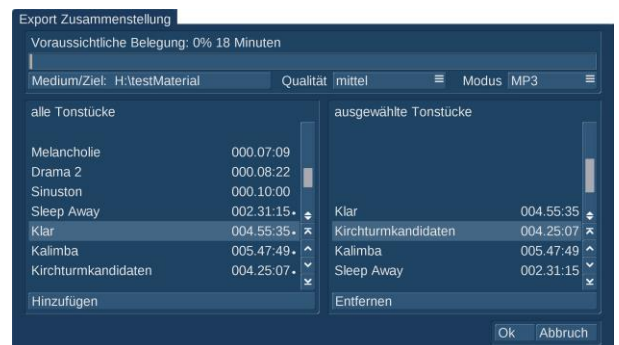
### 9.1 Mode toggle switch

A lot has also changed when exporting sound pieces.

In addition to the export quality, which can be defined in three levels,



There is now a "mode" switch in Bogart 13 for the audio export as "MP3" or "WAV".



When exporting as a WAV container, the uncompressed PCM audio codec with 1536 kBit / s and 48 kHz is used.

### 9.2 Extended splitting



With "extended splitting" of audio pieces during playback, the query as to whether existing points should be deleted (similar to the query for video splitting, Section 6.4) only occurs if points are actually present in front of the playback position.

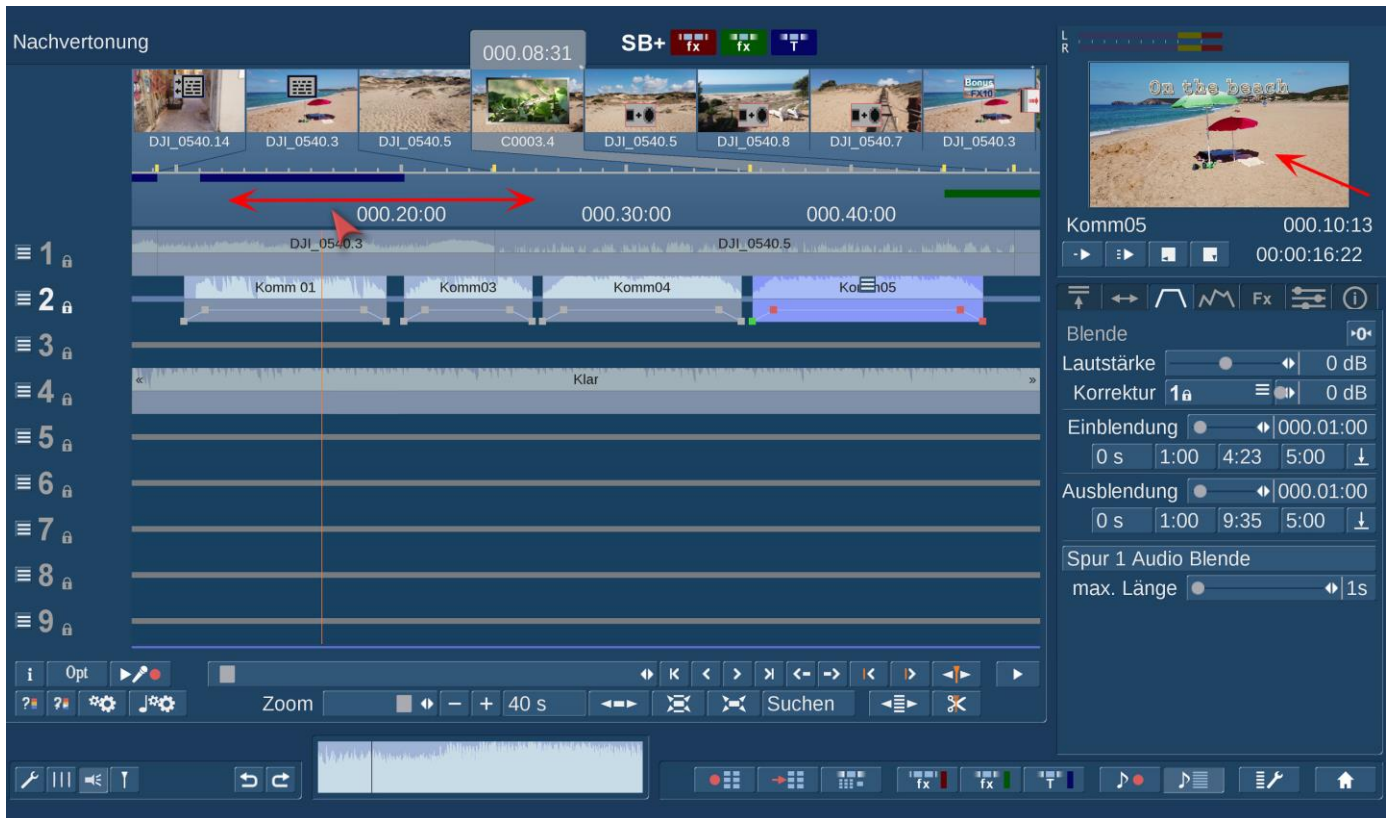
### 9.3 wav import



The import of .WAV files (for Zoom audio recorders etc.) is now supported on Casablanca3 devices and DVCs.

# 10 Audio dubbing

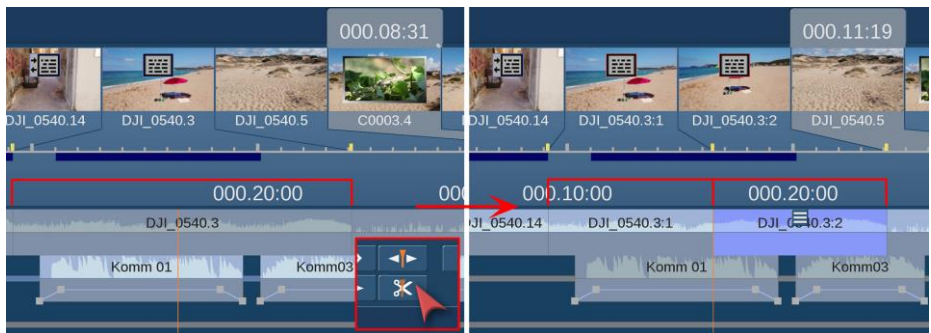
## 10.1 Complete audio playback when scrubbing



When crossing the timeline or when "scrubbing", with Alt +/- and Shuttle-TT (see red double arrow), all audio tracks are now played back - parallel to the display in the preview window at the top right. With this and the following points, the hard cut-to-measure with underlying music in BogartSE can be revolutionized.

### 10.2 Split the original sound (track 1)

The function "Split the current sample at the position marker" (scissors symbol, picture on the left) can now also be used in audio track 1 (original sound). This cuts the image and sound of the respective storyboard scene into two parts (as in the Edit menu).



### 10.3 Delete original sound (track 1)

In the first tab "Insert / replace audio samples", the "Delete" button [x] can now also be used to delete audio samples in track 1 (original sound). The affected scene is removed from the storyboard accordingly. Particularly useful after dividing scenes for editing according to music beat and removing "Excess" parts of the scene.



## 10.4 Set audio fade (track 1)

In the third tab "Fade", the transition effect "Audio Fade" can be inserted in the storyboard with the new button [Track 1 Audio Fade]. The "maximum length" can be set from 1-5 seconds. The actual time depends on the material available. If this is not long enough, the audio fade will be shortened automatically. An inserted audio fade can be over



"Undo" can be undone or, since it is actually a "transition effect", the transition effects can be changed or deleted at any time later.

The effect also enables two different ways of working:

- If a sample was selected in track 1, the audio fade is set from this scene to the following scene.
- If no sample was active in track 1, the audio fade is set from the scene centered / selected above to the next scene.

## 10.5 Search clay pieces

Below the audio tracks there is now a "Search" button, which jumps to the currently selected sample in the storyboard in the list of the "Insert / replace audio samples" tab. This is particularly useful for complex settings with hundreds of comments, where it can happen that you can no longer find the comment that is only standardized with "A 359".



## 10.6 Restore or create new pieces of clay

With the "Search" button it is also possible to insert a selected original sound in track 1 as an independent copy of the sound sample in the audio bin. If you have cut in the storyboard (see chapter 10.2) and there is consequently a scene with an audio part not as a separate scene in the scene bin, this "search" with restoring the audio sample shortens the creation of a scene and the separation of the sound via "special "/" Scene-> Sample "decreases considerably.



# 11th Finish / Export

## 11.1 New levels of quality

In order to improve the playback of exported scenes on older / weaker media players, a quality level "HD-TV" has been added. And for sending videos via WhatsApp & Co., the "web video" quality level further reduces the memory consumption of exported scenes / storyboards. Also perfect for slow tablets & smartphones.

Qualität	Web-Video
	HD-TV
	Niedrig
	Mittel
	Hoch
	Sehr hoch



### 11.2 Specification of the expected file size



Below the quality setting, the export menu now shows an estimate of the expected file size when exporting individual scenes or the storyboard. Actual size may vary depending on movement in scenes / image noise / image details / etc. differ from this estimate. We have listed here on the right an example of how big the differences in size can actually be. Our film was available in UHD (3840 x 2160 pixels, 16: 9 and 50p) and was almost 7 minutes and 20 seconds long.

In this case, the highest quality resulted in a file that was approx. 75 times as large as the smallest possible variant.

When choosing the export quality, a compromise is always made between the duration of the export (the higher, the longer), the file size and the visual result. It can be seen to some extent in the printing of image details: The lowest quality "web" has clear artifacts and blurring, which is not a big surprise in view of the incredibly low data rate. The difference between "low" and "high" is not really clear, however.

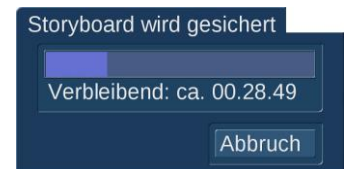
Länge des Storyboards	007.18:06
Bereich wählen	komplett
Modus	MP4
Qualität	Web-Video
Dateigröße ca.:	178 MByte
Qualität	HD-TV
Dateigröße ca.:	452 MByte
Qualität	Niedrig
Dateigröße ca.:	3.4 GByte
Qualität	Mittel
Dateigröße ca.:	5.1 GByte
Qualität	Hoch
Dateigröße ca.:	7.3 GByte
Qualität	Sehr hoch
Dateigröße ca.:	13.2 GByte



In this respect, the motto "Always everything to the maximum, the higher the better" does not necessarily bring you Quality gain, but often only larger files with higher data rates, which the players or televisions of the valued audience can sometimes push to their limits.

### 11.3 Indication of the expected export time

When exporting a single scene or the storyboard in a certain format, the time required is now estimated. Please note that this is a rough estimate that levels off to realistic values in the course of the export. At the beginning the program knows how many minutes in which format are to be exported. Bogart admits about the image content, which is decisive for the speed (the white wall can be compressed much faster than a pan across the cornfield)



Nothing starts yet and will therefore still jump relatively wildly within the first quarter to third of the export. However, the estimate does give some clues as to whether you can have a quick cup of coffee or go to sleep during the export. ;-))

### 11.4 New single image export format

The scene / storyboard export can now also be carried out as a losslessly compressed PNG single image sequence. Since the best possible quality is always used, there is no adjustable quality for JPEG and PNG sequences.

### 11.5 "Vertical" video cut



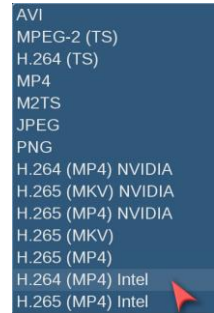
For the export of "vertical" video recordings, you can now set whether "rotate" information is embedded in the video file for later display (not supported by all formats). This means that (with restrictions) it is also possible to cut vertical video scenes (e.g. from a smartphone or tablet).





### 11.6 New accelerated export formats

Depending on the project format and hardware, "Intel" hardware-accelerated formats are now also available. Systems with Intel processors from the 6th generation and an active Intel UHD graphics card are about 43-53x faster with H.265 / HEVC export. If an export of one hour of UHD material previously took 108 hours, it is now completed in 2 hours.

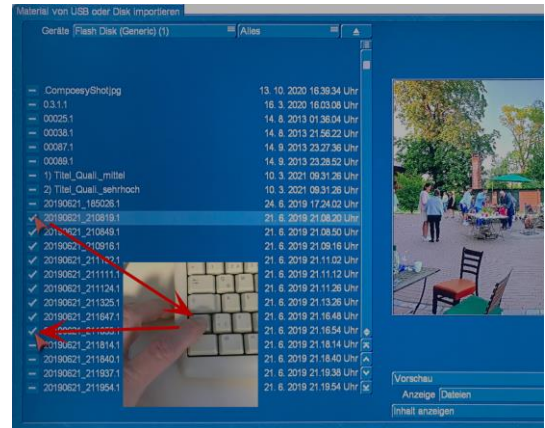


## 12th various

### 12.1 Multiple choice

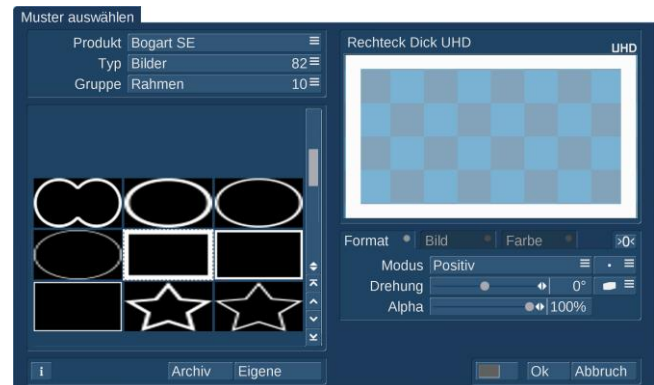


The multiple selection in areas with list windows (eg import file selection) has been improved in order to comply with the PC standard. If you put a tick and then a second at any point while holding down the capitalization (Shift / Shift) key on the keyboard, all scenes in this area are marked.



### 12.2 Image pool graphics

In the ImagePool (accessible via the "Select pattern" window) the three graphics of "Rectangle Thick / Medium / Thin" have been revised for the product "Bogart SE / Pictures / Frame" in order to add special / long-term effect to "Pattern 2 and 3". Can also be used to fill the screen.



### 12.3 Recording "mode"



The recording functions for DV / HDV and the USB-to-analog converter now both have a "Mode" switch. As before, "Normal" continues until it stops or the signal is lost. "Time" allows a selectable range of 1-180 minutes. In order to minimize errors from old tapes, recording times of up to 15 minutes are still recommended.



## 13th Preliminary closing words

We hope that with this manual we have clearly explained the new features of the Bogart 13 version.

If we didn't succeed, if you miss something in this manual or if you have any other suggestions on how we can improve our manuals - and also our software - please let us know!

While you are reading this manual, we are working as usual on the next steps and developments in all of our video editing software. Soon then with



But first of all have fun and enjoy working with



