

Bogart v1.5/2.2 Release Notes

-Please review all notes in this list before operating your S2000/S4000/or S4000 Pro with the Bogart 1.5/2.2 system version. Especially be aware of the key items below in the Known Issues list.

KNOWN ISSUES

PLEASE NOTE: Analog video recorded into the "S" units via RCA or SVHS cables may not be seen or play back properly. This is a known issue, which will be fixed as soon as possible. For now, please use a DV camera or deck to convert the signal to DV and import the video via the S-2000's or S4000's DV input. Most DV cameras and decks have the ability to convert the analog signal and export it via firewire. (For example, using the Sony TRV-22 camera, you can connect analog cables from the analog source deck to the analog jacks on the camera. Connect the firewire from the camera to the S-2000/S4000. Then in the menu, set the camera to "AV->DV OUT". With the camera in VCR mode, the analog source deck will feed the signal through the camera and into the DV port of the S-2000/S4000.)

-The Add On Program Quadcam may experience stutters or drop frames during some standard definition DV projects.

-There are a few add on software programs left that are still being modified and are not yet available for use on the S2000/S4000/S4000 Pro. Others like the Card Drive software program are not needed. For updates to the Add On program status and other S2000/S4000/S4000 Pro information, please visit our website www.macrosystem.us

-There is a known problem with direct firewire transfers communicating with other Casablanca models and PC's. For now, you may wish to use the export options in Media Manager, the Back Up Storyboard features, or Disk Transfer to move clips between the S2000/S4000/S4000 Pro and other Casablancas or PC's.

-Analog output to some video monitors or DVD recorders (e.g. Sony PVM models) may show a lower brightness signal or a black and white signal when using YC. We recommend switching to a different monitor or TV.

-The front USB jack will not currently respond to USB devices with AVCHD. Please use the rear USB plugs.

-HDV Recordings will cut off the last frames or seconds of a clip.

-There is no DVD playback or virtual previews currently in Arabesk 4.

-When titling in HDV, on a single DVI monitor, the title preview menu is in a 4:3 display on the 16:9 monitor. It goes back to the normal correct size in a Full Size preview.

-HDV recordings need to finalize on each recording.

IMPORTANT NOTES:

-DO NOT THROW AWAY YOUR CODE SHEETS! Keep these in a safe place.

-All machines are installed and checked as operational before they leave our door. The "S" series units will arrive to you with the output signal defaulting to s-video output. If you wish to use a different monitor, use the "Screen" menu in "System Settings" to change the way you'd like to display the output.

-The DVI connection on the rear is what is used to see the interface in a high definition display. You will need to use a separate DVI-HDMI or DVI-DVI cable to see the display on a high definition monitor and you will need to have the DVI setup switched on in the "Screen" menu found in the main "System Settings". Remember the DVI port will not carry the audio signal. Please use the audio outputs on the rear of the machine to monitor audio when using a DVI display mode. If you use a DVI-HDMI cable to your high definition monitor or HDTV, be sure to consult your monitor's owner's manual. Some setups may require a particular HDMI port or audio menu setting in order to properly hear the audio from your analog outputs and see the video from the DVI port. There are two types of DVI output on the S2000. The white DVI port is used for the high definition display. The Blue DVI port on the back of the S2000 is used to monitor a VGA display. A separate adapter or cable (DVI-I to VGA) will be needed if you plan to edit using a VGA display setup.

-Not all the hardware ports and buttons on the S2000/S4000/S4000 Pro will be in use with the machine at this time. Please consult the included hardware manual.

-When booting, leave any USB card reader with video footage on it disconnected. A connected active reader may cause the system to lock and not boot until its disconnected.

-Try not to remove the USB trackball from the unit while it is powered on. This could lock up it up.

-Make sure the machine does not have a CD/DVD in its tray when you boot up. It could cause a jam on the boot process.

-For firewire use in the rear of the machine, use 6-pin firewire jack that is grouped with the rear USB jacks.

-If you put the unit on a shelf, be careful with the large heat sync on the back if you plan to reach around behind the machine. It's sharp. Also, don't place any equipment on top of the machine covering the vents.

-Make sure the HD Video Edit and the Pro Pack are activated on the machine. Without the HD Video edit, there is no HD format choice in your Project Settings menu.

-If any situation arises where the system won't shut down properly, try using the three-button keyboard command Control-Alt-Delete. This should reboot the machine in a safe way. If this doesn't work, you can use a trick to force a power-off routine. Just press and hold the "ok" button together with the power button for 5 seconds. The system will shut down then. Wait a few seconds, and then try re-booting. Use this method for any odd system freezes. Otherwise be sure to use the normal methods of shut down from the on screen menu or the front power button.

-Do not remove the rear power plug while the system is on or still appears to be getting power.

-During HDV recordings, the image in the record screen will no longer be blank like in previous Smart Edit versions. It will now show some scene images skips from the recorded signal without audio. This is normal in the current version of software.

-The rear microphone jack on the S2000/S4000/S4000 Pro comes off of a type of PC motherboard. This input is designed to support microphones with higher impedance. For example, microphones with an impedance of 2200 Ohms may work better with this connection. These are the type of microphones you might use on PC system, however they won't deliver a high quality. If you really want a high quality analog audio recording, we recommend using the rear RCA inputs with a small mixing desk. This is closer to studio quality.

-If you ever update or re-install the Bogart System Software disc, remember to check the System Settings menu in "Install Product" and be sure that both Bogart 1.x and Bogart 2.x are active. Use the your Bogart codes for either version 1 or 2 to active those programs. Otherwise you could have missing functions.

-Be sure to regularly back up your projects.

BLU-RAY NOTES:

- Burning the HDV projects to Blu-Ray will actually be done in the Project Settings menu. The current Arabesk program still strictly uses the SD to burn to DVD. So, you will be using the storyboard back up feature right now to do this. When using an HD project, then the Backup storyboard Mode button will give you two choices: MTS or HDV.

If you chose MTS, a H.264 file in HD will be created and saved to disc/USB. This cannot be played by most of the stand-alone players. At least none so far that we've worked with so far. MTS is best for outputting to a USB reader and then reading back into the Recording menu with the USB record option (HD projects). Please note that MTS creations will have long rendering times.

If you chose HDV mode, a MPEG2 HD file will be created and saved to disc/USB. This would be used to play back the footage in devices like the Playstation3 or Windows Media Player 11. If you plan to re-edit your footage, the best choice would be to save your project to your HDV camera (tape).

We write the HD content to a disc as a data-disc. No authoring with menus is possible for Blu-rays at this time. This means playback of these discs in Blu-Ray standalone decks may not be currently possible. We hope to see more improvements to our Blu-Ray capabilities in the future. For now, we recommend using devices like the PlayStation 3 to play back the HDV burned Blu-Ray discs.