

# New Features and Enhancements in UltimateS Pro 4

The following is a list of new features and enhancements in UltimateS Pro 4.0:

## General

- New:** Ultimate S is now a Custom Command. This means that you can perform multiple tasks without the GUI going away because it is always available as a floating docking window. This streamlines your workflow possibilities because you can now interact with Ultimate S and the timeline at the same time.
- New:** Command Tabs – Allows you to tear off any tab from Ultimate S and float it or dock it in a window. Arrange the tabs any way you like and have as many or as few tabs open as you need always available.
- New:** Tool Tips have been added to all of the function to give you guidance on how to use each tool. With 15 tabs chock full of tools, this is a welcome enhancement to the user experience.
- Error handling has been enhanced. If an unexpected error is found, a new error dialog will pop up that will give customers the option to email the error message to [ultimatesupport at VASST](mailto:ultimatesupport@VASST). This will help customers in reporting problems and allow VASST to find and fix them more quickly.

## Photo Montage

- New:** Rotate has been added to Pan/Scan controls. You can independently control the left and right rotation when panning in or out with options to always rotate left, always rotate right, randomly rotate in both directions, and of course to not rotate at all.
- New:** Image preview has been added to the filesystem edit list so that you can see the pictures as you move, add, or delete them.

## MotoFoto

- New:** Added the ability for images to Zoom In and Out in addition to horizontal and vertical motion. You can now move pictures from back to front and front to back in the left, right, or center position.
- Enhanced movement of all motion to include Center in addition to Left and Right placement.
- Enhanced the presets to save the start offset and border as part of the preset (these were global before) This allows you to save all of the options as a preset with the exception of Start at Cursor and Reduce Interlace Flicker which are still set globally.

## Editing

- Adjust Transition Length now works for all selected events on all tracks (it previously only worked on a single track)
- New:** Added Create Transition Length to create transitions between events without any other modifications. This will close the gap between events and create a transition of the specified length.
- New:** Added *Close Selected Event Gaps* which operates similar to Close Track Gaps except that it only works on selected events. It will not move the first selected event so that you can use it in the middle of the timeline. It closes

the gap between any selected event and the previous event regardless of whether the previous event is selected (i.e., it will not cross over events)

## Markers

- New:** Added Create from Imbedded Markers. Just select an event and it will extract the imbedded media markers and regions to the timeline for the duration of the event.

## Film Looks

- New:** Added the ability to only make selected events widescreen
- Improved error processing: Renders as many files as it can then reports errors instead of stopping at the first error.
- New:** Added the ability to add a Film Look to just a Looped Selection. Make a timeline selection and all of the video events on any track that fall within the selection will have the Film Look applied to it.

## Audio Tools

- Enhanced the Duck Music function to add the ability to duck before the beginning and after the end of vocal event, center between the event or after the start and before the end of the vocal event. This makes Duck Music a lot more versatile.
- Fixed a problem with Duck Music for vocal events that are touching or even cross fading. Previous version did not create the envelope correctly under these conditions.
- Added *Split Stereo to Mono* for convenience. This is also in the QuadCAM tab so it is not a new feature but just more conveniently placed for each access.
- New:** Added *Normalize Selected Audio Events* which will turn Normalize on for every audio event that is selected.

## Lower Thirds

- New:** You can now Pre-Render the Lower Thirds to Quicktime Animation with Alpha Channel. This gives an enormous boost in performance over using veg files. A new Pre-render GrafPaks button will take you to a dialog that allows you to select any of the GraPak files that you have installed and it will batch render them in the format that you select (NTSC, NTSC Widescreen, PAL, PAL Widescreen, HD 720p, HD 1080i). Once a GrafPak has been pre-rendered, the Lower Thirds tab will use the MOV file instead of the VEG file.
- New:** Add the option to Replace the existing lower third as a Take. Just select an existing Lower Third and it will add the new one as a Take to the old one. You can now toggle through the takes and decide which one you want to use or delete the takes you don't want.

## QuadCAM

- New:** Camera Pad Control (Vegas Pro 8.0 only). Allows you to switch between cameras by pressing the camera number buttons which are arranged in a matrix just like the PIP.

## DVD Tab

- New:** Add the ability to generate a DVD Architect Chapter file from the markers in a project. These .stl files will be read by DVD Architect and can be generated after the final MPG is created. This is especially useful if you need to change chapter points and want to do it in Vegas or if you forget to render the MPG file with imbedded markers.

## Render (New Tab)

- New:** *Batch Render* will process any number of external files to multiple formats. Options to render into the same folder or into a separate folder which could be located on another hard drive.
- New:** *Project render* allows you to render your project in multiple formats. Prepare projects for distribution in any number of formats with one step.
- New:** *Media Swapper* can swap any media for any other media by file extension. Swap mt2 for avi and back, swap jpg for png, swap anything you want. Multiple targets can be define for a single swap (i.e., swap all m2t, m2ts, & mxf, to avi in one swap)

## Audit Tab

- New:** Check Opacity Level, Audit Gaps and Overlaps, and Audit Events now work at the Selected Track level as well as the Project level. This gives you more control over just auditing certain tracks.

## Setup Tab

- New:** *MediaBin Setup* allows you to store presets of media bin structures to automatically populate the media pool with the bins you need and also optionally create them on the filesystem so you are ready to start your project with media bins and file system. This saves an enormous amount of time creating MediaBins to start your projects.

## Project Tab

- New:** *Load MediaBins from Filesystem* will load your project media bins with the folder and media in those folders from the Windows filesystem. It automatically creates a MediaBin structure that mirrors your folders and imports any media that has video or audio streams. This is great way to organize your project from files that you already have captured and organized on your filesystem.