



Gorilla 4 New Features

Welcome to Gorilla 4. This is an overview of Gorilla 4's new features. For a complete explanation see the Gorilla Guide, or check Gorilla's Online Knowledgebase for answers to hundreds of Gorilla questions.


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ELEMENT LINKING

This feature allows you to select an element (usually a Cast Member, but it can be any element) and link other elements to it. So, for example, let's say you have a Cast Member named: BLIND MAN. You can link other elements such as a WHITE CANE to the BLIND MAN so that every time you attach the BLIND MAN to a breakdown sheet, not only will the BLIND MAN appear on the breakdown sheet, but so will the WHITE CANE.


To link an element to another element, make sure you are in the Elements screen and Linking tab is selected.



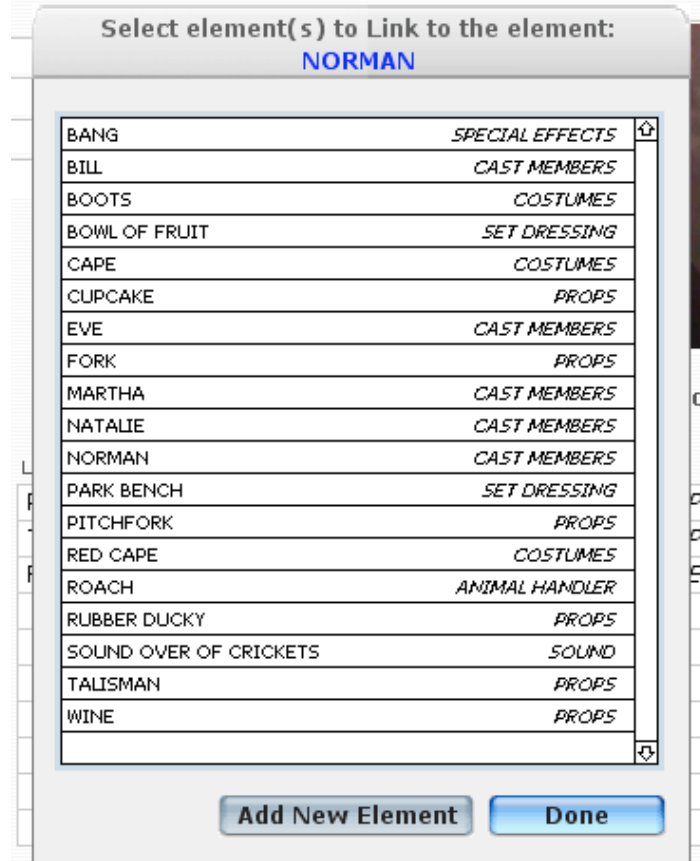
You need to create a group for the linked elements. To create a group, click on the  in the first column, labeled *Link Group Names*. In the example below, two groups are created for the Cast Member NORMAN.


Link Group Names	Status	Link to:	
Norman Devil Outift	<input checked="" type="checkbox"/>	PITCHFORK	PROPS
Norman in Business Attire	<input type="checkbox"/>	TALISMAN	PROPS
		RED CAPE	COSTUMES

You can build multiple groups for any element, allowing you to customize groups for different breakdown sheets.

After you have created a group, click on the  in the right column labeled *Link to:*

A window will appear displaying all your elements. Select a single or multiple elements to link to the primary element. If you need to, you can also create new elements by clicking the *Add New Element* button.



When you return to the breakdown sheets screen, you will see a  next to the Cast Member NORMAN which indicated that this element has other elements linked to it.



When you attach this element to a breakdown sheet, it will also attach all the linked elements to that breakdown sheet.

All Elements for this Breakdown Sheet			
1. NORMAN	<i>Cast Members</i>	◀ :: ▶	⬆ ⬇ ⬆
RED CAPE	<i>Costumes</i>	◀ :: ▶	⬆ ⬇ ⬆
PITCHFORK	<i>Props</i>	◀ :: ▶	⬆ ⬇ ⬆
TALISMAN	<i>Props</i>	◀ :: ▶	⬆ ⬇ ⬆

If it does not move over all the linked elements, go back to the Elements/Linked screen and make sure that the Status field is checked.

Link Group Names	Status	+
Norman Devil Outift	<input checked="" type="checkbox"/>	⬆ ⬇ ⬆
Norman in Business Attire	<input type="checkbox"/>	⬆ ⬇ ⬆

If you wanted to move over the element NORMAN to a breakdown sheet, but not all of its linked elements, then click on the Option key (Macintosh) or the Alt key (Windows) before you select the element to move.

ELEMENT BLACKOUT

This feature allows you to specify blackout dates for any element which indicates that the specified element is not available.



To blackout an element, go to Elements and then select the Blackout tab. Find the element you want to specify blackout dates for.

On the right column you will see shoot dates for the current project. Click on the + in the left column to specify a blackout date for the selected element. The word Conflict will appear if that element has a conflict with a scheduled shoot day.

Dates(s) this element is unavailable:		Shoot Dates for Current Project	
10/1/2006	—	10/1/2006	Principal Photography
10/2/2006	—	10/2/2006	Principal Photography
10/10/2006	—	10/3/2006	Principal Photography
10/3/2006	Conflict	10/4/2006	Principal Photography
		10/5/2006	Principal Photography DAY OFF
		10/6/2006	Principal Photography
		10/7/2006	Principal Photography
		10/8/2006	Principal Photography DAY OFF
		10/9/2006	Principal Photography
		10/10/2006	Principal Photography
		10/11/2006	Principal Photography
		10/12/2006	Principal Photography DAY OFF

When updating the stripboard, Gorilla will alert you if there is a conflict in the schedule.

RK	DAY	0 4/8 pgs.	1, 2
RK	DAY	0 5/8 pgs.	1, 2
RK			
RK			
RK			
RK			
RK			
RK			
<div style="border: 1px solid gray; padding: 10px; width: fit-content; margin: 0 auto;"> <p style="text-align: center; margin: 0;">Message</p> <p style="text-align: center; margin: 5px 0;">There is one or more element conflicts in this schedule.</p> <p style="text-align: center; margin: 0;"> <input type="button" value="Ignore"/> <input type="button" value="Show Me"/> </p> </div>			
-- END OF DAY 2 --			
MAN'S PARENTS' HOUSE	NIGHT	0 2/8 pgs.	1, 3
-- END OF DAY 3 -- Tuesday, October 3, 2006			
MAN'S PARENTS' HOUSE	NIGHT	0 3/8 pgs.	1, 2, 3, 4

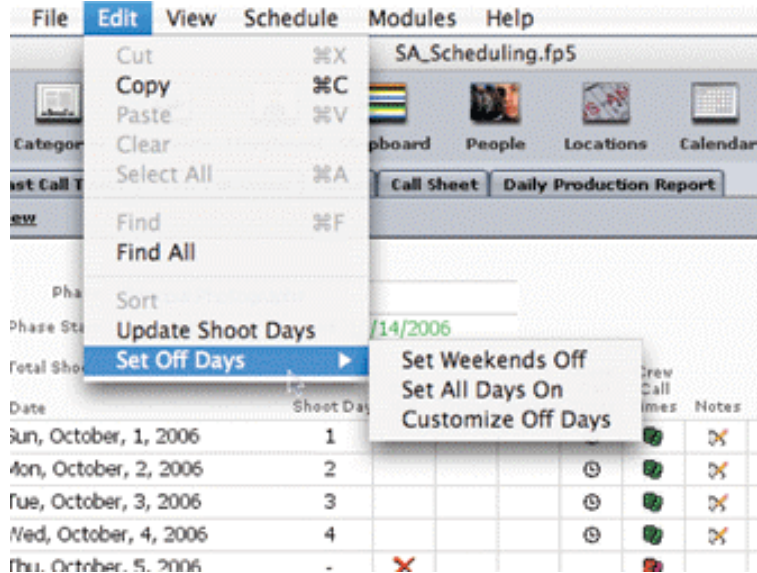
You can then display or print a report with all the conflicts.

CUSTOMIZE DAYS OFF

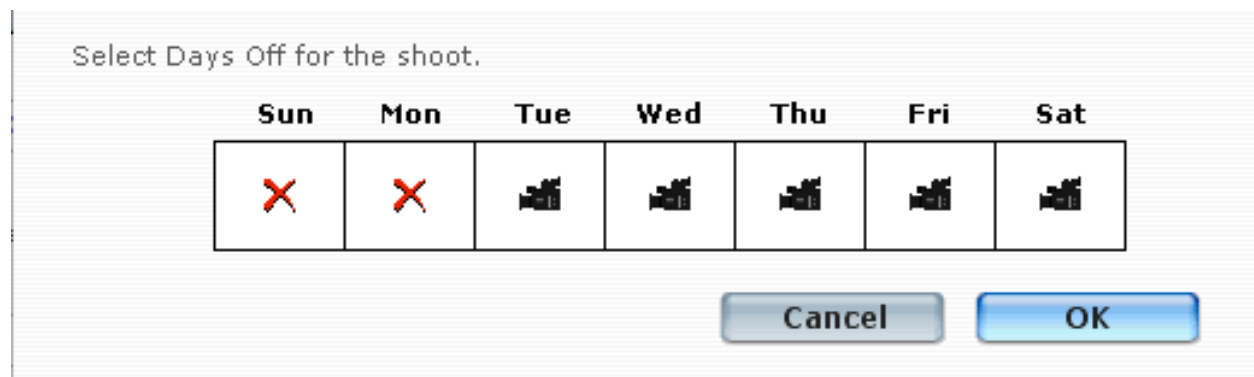
After specifying shoot dates for your project, which is usually a range of dates, you can quickly specify your days off by selecting every Sunday and Monday to be Off Days, for example.

To access the customize off days feature, go to the Shoot Days screen and select *Set Off Days* and then *Customize Off Days* from the Edit menu.

If you only want to set all your weekends off, then select *Set Weekends Off* from this menu.



You can select any single or multiple days during the week that you want to be off days.










After clicking OK, you will be presented with the following dialog box:



If you select *Reset*, then all shoot days will reflect only the newly specified days off. The only reason to select *Add* is if you already have set some off days in the schedule that are not Sunday and Monday (using the example above) and don't want them set back to shoot days.

COPY DETAIL LINE ITEMS

A big feature is the ability to copy multiple detail level line items and paste them into another account. To do this, open a budget and go to the detail level (the third tier), which is the level you enter rates into.

Detail 	Note	Sort	Modify	Copy	Del	Dupe	Union
Salary	▼	1	▼	✓	■		
Salary 2	▼	1	▼	✓	■		
Salary 3	▼	1	▼		■		

Click in the Copy column the detail line items you want to copy to another account. A green checkmark will appear indicating that the item has been copied to the clipboard. You can select multiple items from more than one account.

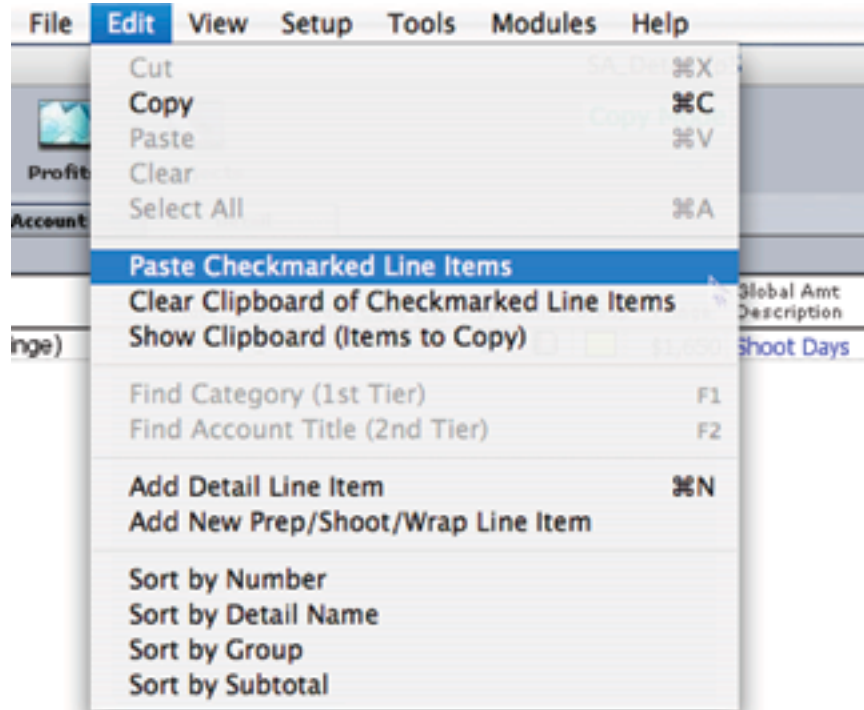
When a single line item is checkmarked, you are in Copy Mode.

Copy Mode

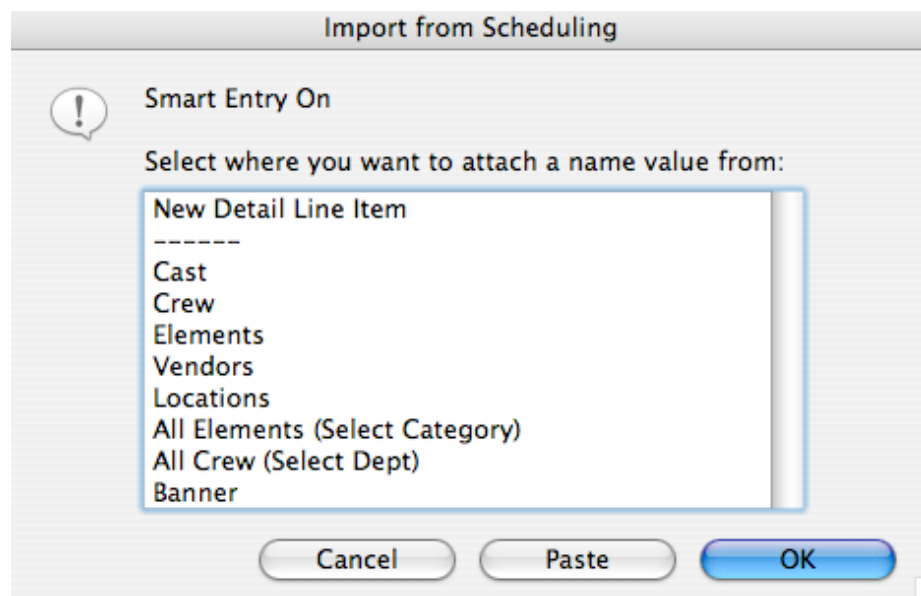
To paste the items in the clipboard to an account, go to the detail level of the account you want to paste the items to, and from the Edit menu, select *Paste Checkmarked Line Items*.

After you paste the items, you have the choice to clear the clipboard or save the clipboard in order to paste the items to another account.

You can always view what is on the clipboard by selecting *Show Clipboard (Items to Copy)* from the Edit menu. Also, to clear the clipboard of all items and get out of Copy Mode, select *Clear Clipboard of Checkmarked Line Items*.



If you go to an account which does not have any detail line items, you can still paste the contents of the clipboard to that account by selecting *Paste* in the Smart Entry dialog box instead of creating a new detail line item.

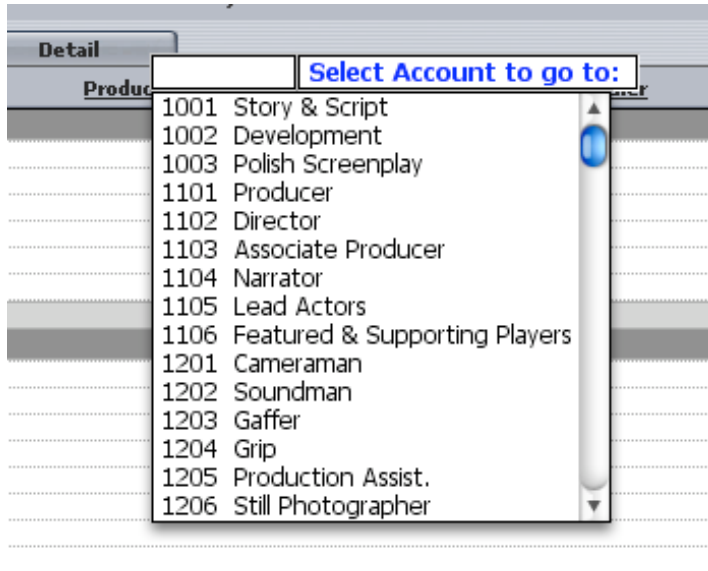


When pasting detail line items groups attached to that detail line item and fringes attached to that detail line item will also be pasted.

JUMP TO DETAIL LEVEL

Typically when working with the budget module, you need to select a Category from the Top Sheet and then an Account from the 2nd level, and then a Detail Line Item (the 3rd level). With the Jump To feature you can now go directly to the detail level of an account from the Top Sheet.

To jump to a detail level, from the Top Sheet, click on the Detail tab. From the available accounts in the pull-down menu, select the account that you want to go to.



If you select an account which does not have any existing detail line items, you will be prompted to create a new detail line item for that account.

ATTACH CAST MEMBERS TO SHOTS

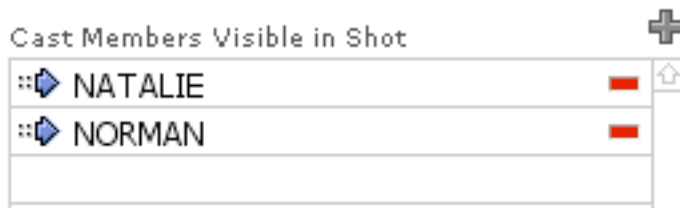
Gorilla's Storyboard module allows you to build shot lists and attach storyboards to each shot. In Gorilla 4, you can now attach the cast members that are going to be in each shot, thereby printing a report showing you which actors are scheduled for which shots.

You attach Cast Members (actors that have been cast to your project and will appear as the character name), and you must have created them manually or imported characters from a screenplay program for them to appear in the list of available cast members.

To do this, go to Storyboard and create a shot. Go to the detail of that shot by clicking on the blue arrow or clicking on the thumbnail of the storyboard. Click on the tab *Cast Members in Shot*.



To attach a cast member to a shot, click on the grey plus button and select a cast member from the list of available cast members. Remember, you cannot create a new character here, to do that you must go to the Elements/Characters screen.



When you are ready to print a report, select Print from the File menu and select the report *Storyboard & Shot List/Cast Members Shot List*.

IMPORT/EXPORT SHOT LISTS & STORYBOARDS

Shot Lists and Storyboards can now be imported and exported. You can export a shot list in text format or export a shot list and storyboard file in FileMaker format to be used in another program. You can also import the same shot list in text format (ideal for sharing shot lists between Gorilla users), or import shot lists and storyboards.

CUSTOMIZE DAY/NIGHT LABELS

You can customize Day/Night labels which appear on breakdown sheets.

Current Colors & Labels for Stripboard:

Set Labels	DAY	NIGHT	MORNING	EVENING	DUSK	AFTERNOON	SUNRISE	SUNSET	MIDNIGHT
INT	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
EXT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
INT/EXT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT CAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

To do this, select *Stripboard Colors* from the View menu in the Breakdown or the Stripboard screens.

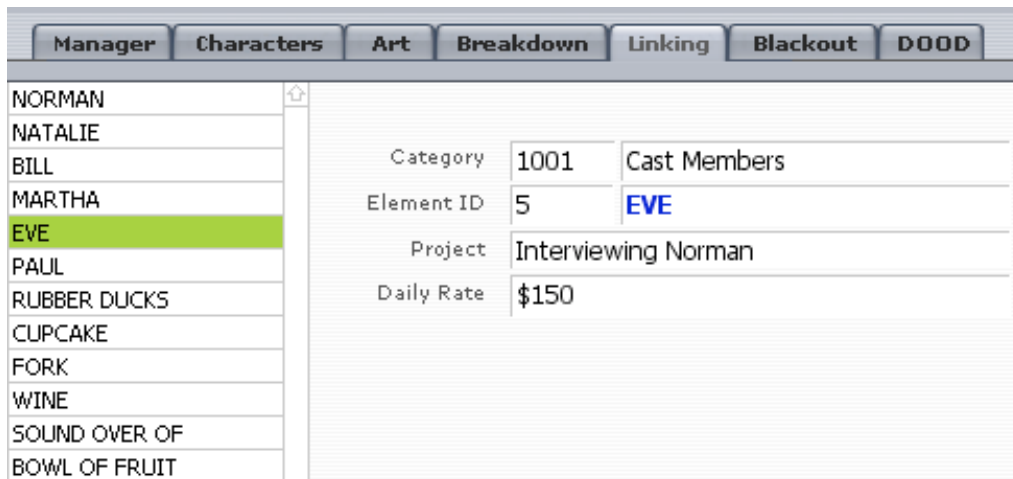
Click on any label (DAY, NIGHT, INT, EXT) and change the name to your preference.

You can also automatically change all labels to English, Spanish, French or German.

PORTAL NAVIGATION

Many of the modules now have a quick and easy way to navigate through records in that screen called *Portal Navigation*.

The example below shows the Elements module. The portal on the left side of the screen allows you to select an element and navigate to that item. You will find Portal Navigation in the Actors, Crew, Vendors, Editing, Film Festivals, Shoot Days, Location and other screens.



The screenshot displays the 'Elements' module interface. At the top, there are several tabs: Manager, Characters, Art, Breakdown, Linking, Blackout, and DOOD. Below the tabs is a list of characters on the left side, with 'EVE' highlighted in green. To the right of the list is a detailed view of the selected character, 'EVE'. The details include:

Category	1001	Cast Members
Element ID	5	EVE
Project	Interviewing Norman	
Daily Rate	\$150	

CHANGE SCHEDULE ID'S

In previous versions of Gorilla you could not modify a Schedule ID for a character unless that ID was unused. You can now modify Schedule ID's for any character even if that ID is used by another character.

To modify a Schedule ID for a character, go to the Characters tab from the Elements screen and click on the Schedule ID.

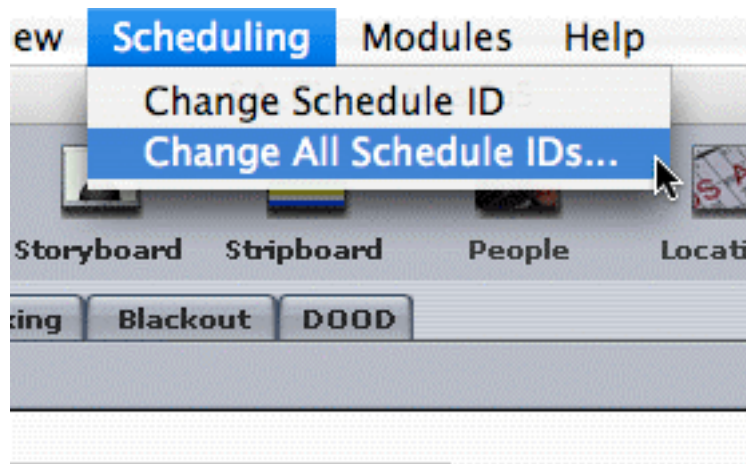
Category	1001	Cast Members
Schedule ID	3	BILL
Project	Interviewing Norman	
Daily Rate	\$125	

You will be taken to another screen where you can modify the Schedule ID for that Character.

CHANGE ALL SCHEDULE ID'S BASED ON INSTANCE

A big feature request is the ability to change all Schedule ID's for all characters based on instance of that character. Gorilla can now modify all Schedule ID's assigning the highest numbers (1, 2, 3, etc.) to characters based on how many occurrences that Cast Member has in the schedule.

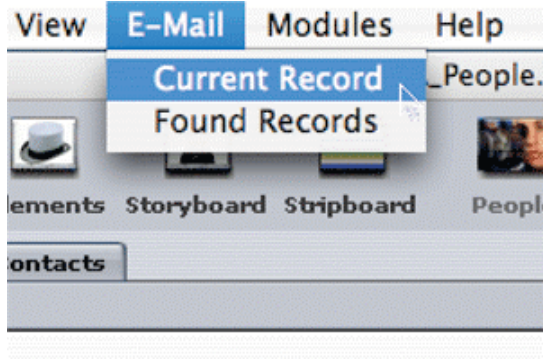
To do this, select *Change All Schedule ID's* from the Scheduling menu while in the Characters tab.



E-MAIL CAST & CREW

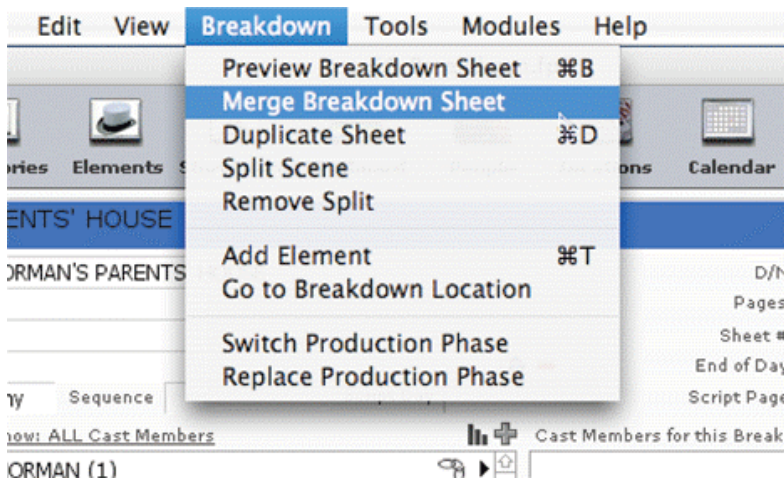
In the People module, you can automatically open up your E-mail application and send an e-mail to any of your cast, crew, vendors or other contacts.

To do this, go to the People module, select either the Actors, Crew, Vendors or Contacts tab, and then select either of the e-mail selections under the E-Mail menu.



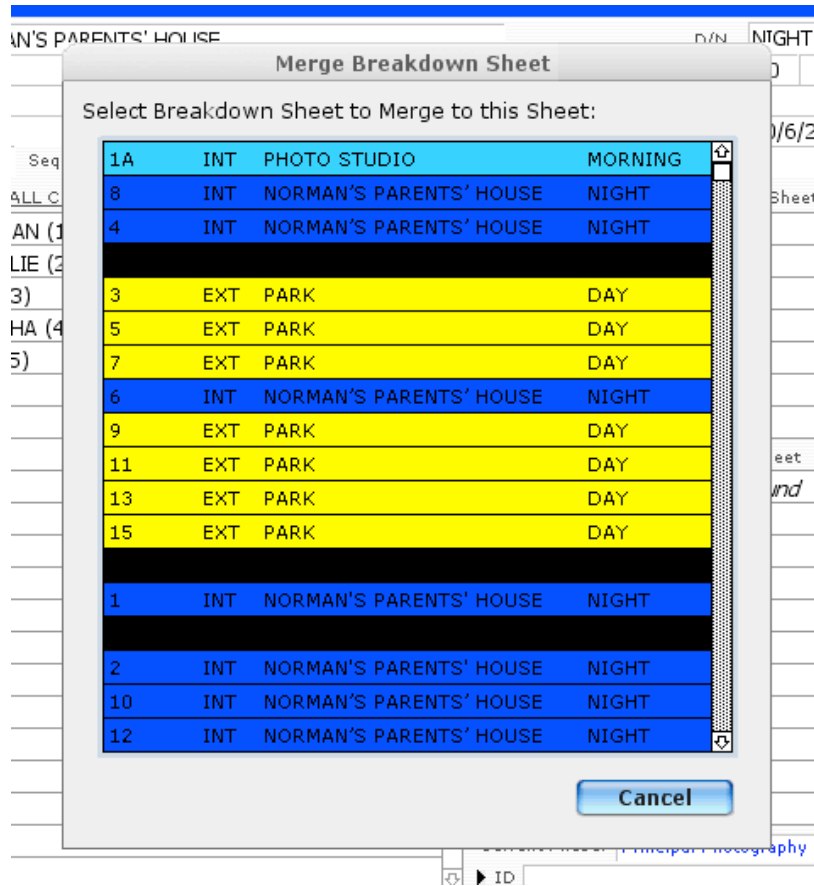
MERGE BREAKDOWN SHEETS

This feature allow you to merge two breakdown sheets together. Often times two breakdown sheets will be combined to create one breakdown sheet. All elements from both breakdown sheets will be merged to one.



To do this, go to the Breakdown Sheets module and select the primary breakdown sheet. From the Breakdown pull-down menu select, *Merge Breakdown Sheet*.

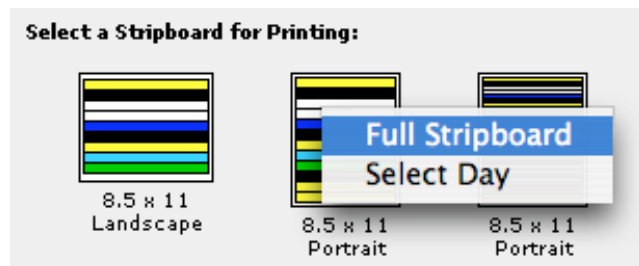
A list of all the available breakdown sheets will pop-up.



Select the breakdown sheet you want to merge to the original breakdown sheet. After all elements are merged to the first breakdown sheet, the selected breakdown sheet will be deleted.

PRINT STRIPBOARDS BY DAY

When printing a stripboard scenario for a project, you now have the option of printing the full stripboard or selecting just one shoot day.



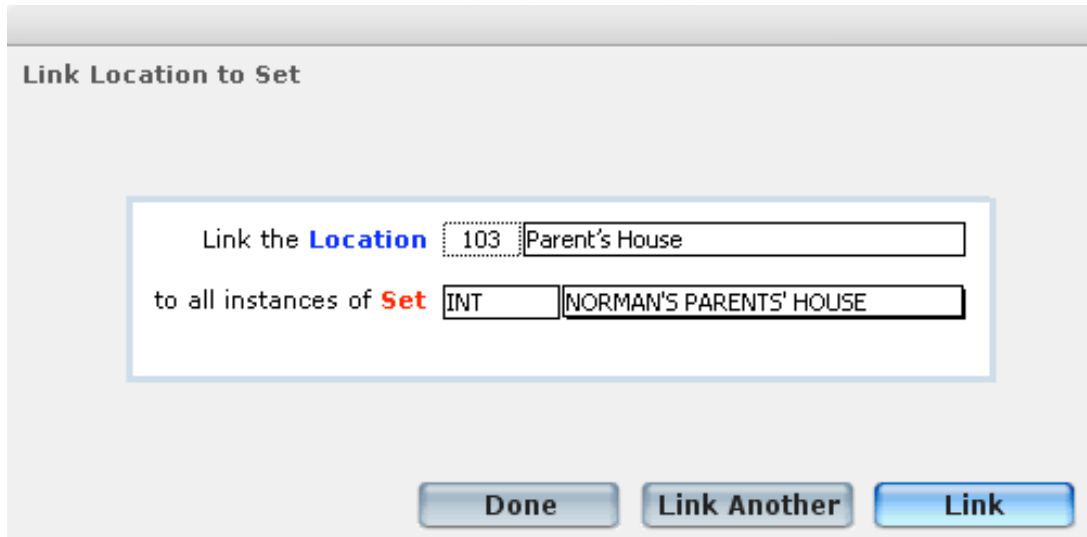
DAILY BUDGET REPORT

A new report that summarizes by shoot day all element costs for that day. This is based on daily budget amounts that are attached to each element in the Scheduling module, not the Budgeting module.

		Principal Photography
<hr/>		
Shoot Date: 10/3/2005		
<hr/>		
Cast Members		
<hr/>		
5. EVE		\$150
4. MARTHA		\$125
2. NATALIE		\$225
1. NORMAN		\$250
<i>Total Cost for Shoot Day</i>		750.00
<hr/>		
Shoot Date: 10/4/2005		
<hr/>		
Cast Members		
<hr/>		
2. NATALIE		\$225
1. NORMAN		\$250
Props		
<hr/>		
RUBBER DUCKY		\$25
Set Dressing		
<hr/>		
PARK BENCH		\$0
<i>Total Cost for Shoot Day</i>		500.00
<hr/>		

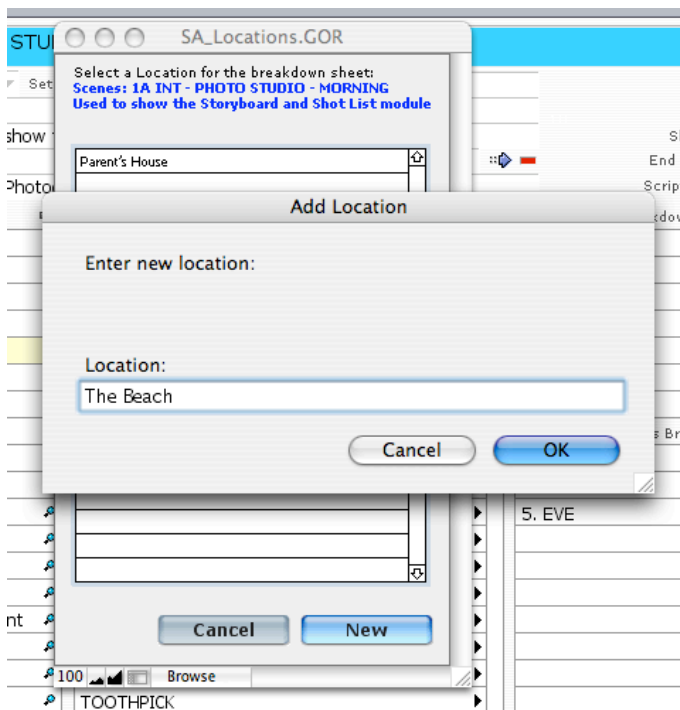
LINK LOCATION TO SET ENHANCED

Version 3 introduced the *Link Location to Set* feature, which allows you to select a SET and then attach that set to a single LOCATION globally throughout your project. Version 4 enhances this feature by allowing you to also choose the INT./EXT. field for the specified set, making for more specific set-location relationships.



NEW LOCATION FROM BREAKDOWN

When attaching locations to breakdown sheets, you can now create a new location without going to the Locations module.



ATTACH LOCATION TO BUDGET DETAIL LEVEL

Attach a location to a detail level of the budget as you would a group. You can then print your budget including or excluding all instances of that location. You can also create locations from the budget detail level that do not exist in the Locations module.

MOVE SHOTS IN STORYBOARD/SHOT LIST

You can now rearrange your shot order by clicking the up arrow or the down arrow in the shot list.



You can also move shots around using the Renumber Shots option under the Edit menu.

SAVE PROFITS MODULE

When saving a budget (.grb) file, the Distribution of Profits data is saved with that file so it can be loaded along with the budget and accounting information.

EXTEND DEMO

The demo period for Gorilla is 15 days from the date of initial launch of the demo. After that 15-day period, Gorilla will not open. The only way to open that copy is to purchase a serial number and unlock it. You can now extend the demo by sending an e-mail to Jungle Software. An extend code will be e-mailed to you which will extend the demo another 5 days. After that, the demo cannot be extended without purchasing a serial number.

Demo Expired

This demo has expired. To purchase a full copy please contact:

Jungle Software
12711 Ventura Blvd., Ste. 345
Studio City, CA 91604
(818) 508-7090
www.junglesoftware.com

Would you like to extend this demo for another 5 days?

To extend this demo, call or e-mail Jungle Software with the following information:

Name: [Aaton Cohen-Sitt](#)
Company: [Jungle Software](#)

You will receive a one-time Extend Key that you can use. You will need to provide Jungle Software with your name, company name and e-mail address. Extend Keys can only be e-mailed, they cannot be given over the phone.

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