

Bugs/Features (Fixed in 4.5.1/4.5.2/4.5.3)

Bugs in 4.5.0 (Fixed in 4.5.1)

1. [BUG] Cast Call Times portal on left sometimes displays more than one highlighted date, although only one should be highlighted.
2. [BUG] Update Schedule ID's after converting a schedule on the stripboard.
3. [BUG] Element Manager: Sometimes characters show for a different project.
4. [FEATURE] Cast Call Times portal now sorts by Schedule ID.
5. [FEATURE] Scene Cast Call Sheet: Advanced Schedule now displays banners.
6. [BUG] Preferences for Reports: The Show Element ID on Breakdown Sheet checkbox did not work.
7. [BUG] Clicking project on Logo and Save/Load tab did not switch project.
8. [BUG] In the Detail Budget Report the Account Title displayed a "1" in the column.
9. [BUG] When converting a schedule ID in Characters, the stripboard display of characters got all messed up.
10. [BUG] When deleting a Fringe Category and all associated fringe line items it did not replace the Fringe Category ID to "0" in the Detail Level making it appear that a detail line item still had fringes attached when it didn't.
11. [BUG] When deleting a Fringe Line Item from a Fringe Category the related fringe line items were not deleted from the Fringe Join table.

Bugs in 4.5.1 (Fixed in 4.5.2)

1. [BUG] Reports: Could not print the last 5 reports in the Contacts module because the list was cut off to select those reports.
2. [BUG] When going to the Location module the location portal on the left hand side was not automatically selected.
3. [BUG] When in Elements, selecting Value Lists would take you to create a new category. This is no longer needed in 4.5.
4. [BUG] The Day Schedule Report did not cue up all shoot days specified in a date range to print. It stopped printing when a Day Off or Holiday approached.

5. [FEATURE] Crew Call Sheet Report: An option in Preferences was added to not print crew phone numbers on the Crew Call Sheet.
6. [FEATURE] Delete all actors in system (all projects) added.
7. [FEATURE] Delete all crew in system (all projects) added.

Bugs in 4.5.2 (Fixed in 4.5.3)

1. [BUG] Could not add a fringe line item to an existing fringe category just for a specific detail line item.
2. [BUG] If fringes were modified in a Fringe Category, they did not always update all detail line items with the modified or added fringe.
3. [BUG] Changing a Character name in Elements did not change the name of the character on the characters tab.
4. [BUG] When merging breakdown sheets sometimes an error would appear displaying that the breakdown sheet could not be found.
5. [BUG] Strips moved to the boneyard would still sum in the total page count for the displayed end of day break strip.
6. [BUG] Deleting an element did not work properly.
7. [BUG] On Breakdown sheets, sorting the elements attached to a scene did not work when the "Sort by Category" option was selected.
8. [BUG] The Subgroup Exclude feature would not reflect properly in the Account Level report.
9. [BUG] In preferences when the "More Room on Stripboard" option was selected, the banners would not print on the stripboard even though "Print Banners on Stripboard" option was selected.
10. [BUG] On the Breakdown Sheets screen, clicking on the Link button in the Elements column would not go to the related element record.
11. [BUG] 11 reports still had "Licensee Name" in the footer of the report. This has been removed.
12. [BUG] Advanced Schedule on the Scene/Cast Call Sheet sometimes did not print correct schedule for 3rd day.
13. [BUG] Advanced Schedule would still print scenes that were placed in the Boneyard.
14. Other minor interface issues.

