

Gorilla™ 4.5/4.6/4.7 Series Bug Fixes and Feature Changes

Bugs in 4.7.0 (Fixed in 4.7.1)

1. [BUG] The Add New Prep/Shoot/Wrap Line Item in the Budgeting Module did not allow Fringes to be attached to these items
2. [CHANGE] The Gorilla application name used to have the version number after it (i.e.: Gorilla 4.7.0) which sometimes caused launch problems on the Mac OS. The version number has now been removed from the application name.

Features in 4.7.

3. [FEATURE] Allows import of 2009/2010 Ratebook, which now includes Commercials.
4. [FEATURE] People are now attached to projects. Gorilla 4.6 and below displayed all actors, crew, vendors and other contacts in the People module for all projects. Gorilla 4.7 only displays actors, crew, vendors and other contacts for the current project.
5. [FEATURE] The save structure for Gorilla 4.7 Scheduling File has been changed. Now all people that are attached to the project, whether they are attached to the schedule or not, are saved in the save file. To compare, in 4.6 and below, if an actor was created and not attached (or cast to a project), they were not saved in the Schedule save file (.grs file). In 4.7, all people (actors, crew, vendors, and other contacts that are created for that project are also saved with the schedule file.
6. [FEATURE] Ability to attach pictures to Index Cards.
7. [FEATURE] New Index Card Picture Report.
8. [FEATURE] Shot List/Storyboard module easier to use and navigate through. Other minor improvements to this module have been made.
9. [FEATURE] New Boneyard Report: Print report that shows strips that are in the boneyard.
10. [FEATURE] Preference added to show either Name and Crew Title in Crew Navigator window or just Name to consolidate space.
11. [FEATURE] Insert Daybreak (Stripboard module) will now insert a new daybreak at the end of the stripboard with a new shoot day, if another shoot day has not yet been created. In other words, you can create shoot days directly from the stripboard. You do not have to go to the Shoot Days screen, create a new shoot day and then come back to the Stripboard to insert that day break onto the

Stripboard. Also, if you do not have any Shoot Days created at all, it will insert the first shoot day with Today's Date. You can always modify the shoot day date in the Shoot Days screen.

12. [FEATURE] The One-Line Schedule Report now displays banners that were inserted into the Stripboard. So you can specify lunch breaks, company moves, meetings as banners into the Stripboard and they will print on the One-Line Schedule report.
13. [FEATURE] Auto-enter Crew Call Time as 6:00 AM. Every shoot day must have a crew call time. You cannot attach crew to a shoot day unless it has a crew call time.

Bugs in 4.6.1 (Fixed in 4.6.2)

14. [BUG] Importing a screenplay did not attach characters to breakdown sheets.
15. [BUG] Atmosphere and Stand-ins did not print on Scene/Cast Call Sheets.
16. [BUG] Fringe Lines were not updating globally.

Bugs in 4.6.0 (Fixed in 4.6.1)

1. [FEATURE] Windows Vista Compatible.
2. [FEATURE] Windows 7 Compatible.
3. [CHANGE] Screenplay import screen consolidated and simpler.

Bugs in 4.5.5 (Fixed in 4.6.0)

1. [FEATURE] Ability to add notes to a breakdown sheet on an Index Card and then print out Index Cards in a report format.
2. [FEATURE] Ability to import a StoryO export file.
3. [BUG] Removed fields to the right of Accounts/Transaction Register, add account.
4. [BUG] Updating Fringes Globally sometimes did not update all fringes. This has been fixed.
5. [BUG] Combine Characters bug fixed.
6. [BUG] Accounting module: The Account field now shows up in the list.
7. [CHANGE] Demo limited to 30 launches or 15 days, whichever comes first.

8. [CHANGE] When saving if save error occurs will automatically go into Quick Save.

Bugs in 4.5.4 (Fixed in 4.5.5)

1. [BUG] Day Out of Day Report. Elements appeared which were not supposed to be in the report when there were empty/null breakdown sheets.
2. [BUG] Variance Report:Fixed.
3. [BUG] Subgroups in the budget were not saved in the budget (.grb file).

Bugs in 4.5.3 (Fixed in 4.5.4)

1. [BUG] Compare budget did not work. It has been fixed and will work with two budgets with similar category ID's.
2. [BUG] Elements by Category Detail did not work in Windows.
3. [BUG] Deleting an Account line item with related Detail line items had a bug which could delete other detail line items that were not supposed to be deleted.
4. [BUG] Fringes still had some problems disappearing after attaching them to detail line items.
5. [FEATURE] Now supports 2008/2009 Ratebook (must be purchased separately).

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.

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 4.5.0 (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.