Getting started
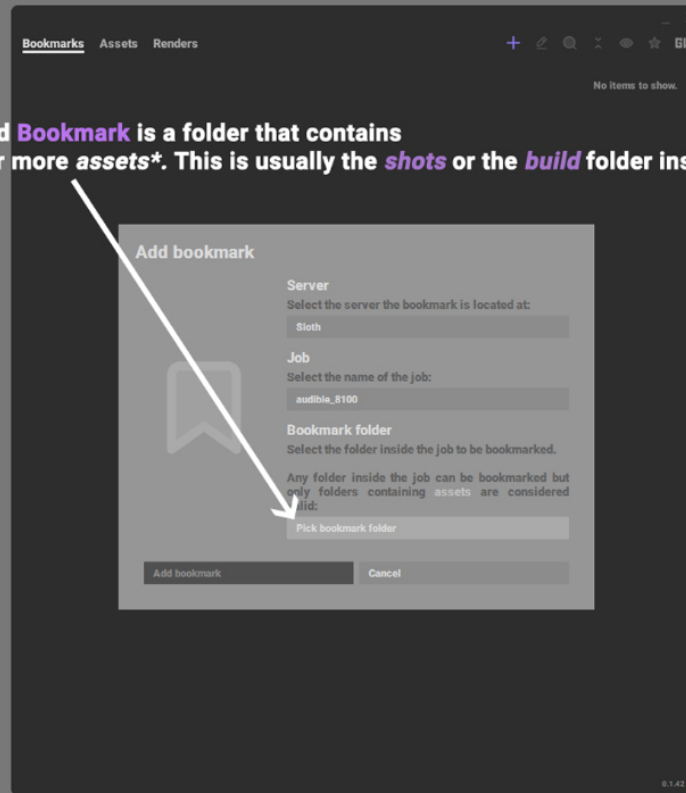
Click to add your first bookmark

A valid Bookmark is a folder that contains one or more *assets**. This is usually the *shots* or the *build* folder inside the job.

* Any folder containing a "workspace.mel" file is considered an asset. Eg:

```
./bookmarkfolder/
└── asset1/
    ├── workspace.mel
    ├── scenes/
    ├── renders/
    └── textures/
└── asset2/
    ├── workspace.mel
    ├── scenes/
    ├── renders/
    └── textures/
└── fonts/
    ├── workspace.mel
    ├── scenes/
    ├── renders/
    └── textures/
```

Bookmarks   Assets   Renders

No items to show.

Add bookmark

Server
Select the server the bookmark is located at:

Sloth

Job
Select the name of the job:

audible_8100

Bookmark folder
Select the folder inside the job to be bookmarked.

Any folder inside the job can be bookmarked but only folders containing assets are considered valid:

Pick bookmark folder

Add bookmark   Cancel

0.1.42

Bookmarks loaded!

1 Each item inside GWBrowser can be assigned a custom thumbnail, description.

2 Bookmarks, Assets and Files can be annotated with todos (files don't support todos) / comments

3 Each item has a quick 'Reveal in file-system' button.

4 You can filter, favourite and archive items but be mindful when archiving,
items will be archived for everyone on the network.
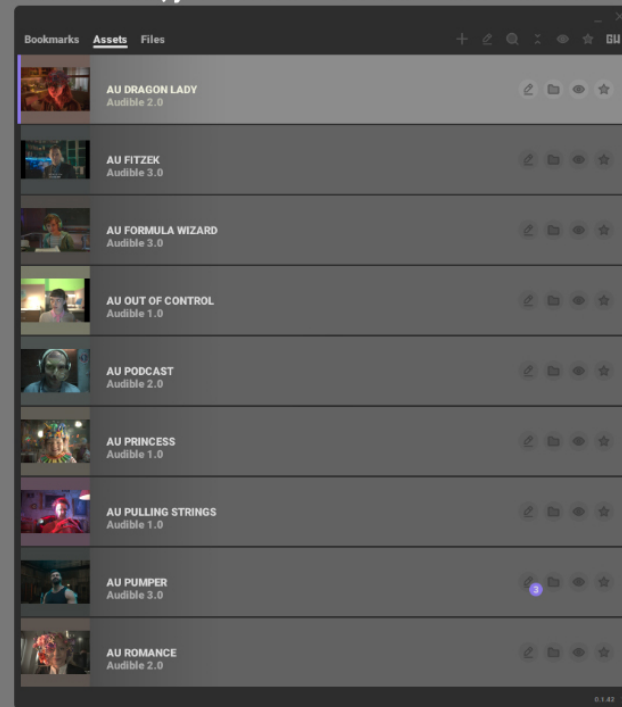Favourites on the other hand are local to your workstation.
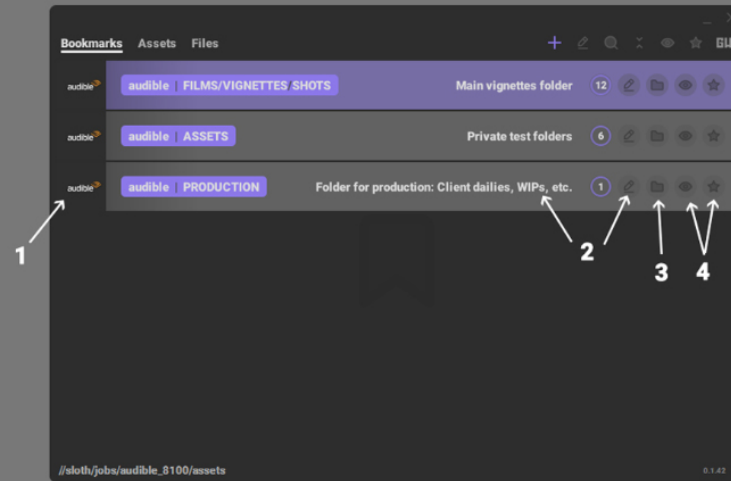
Activate....
To active a Bookmark double-click it or press enter when selected.
Active items will be highlighted with a purple background...
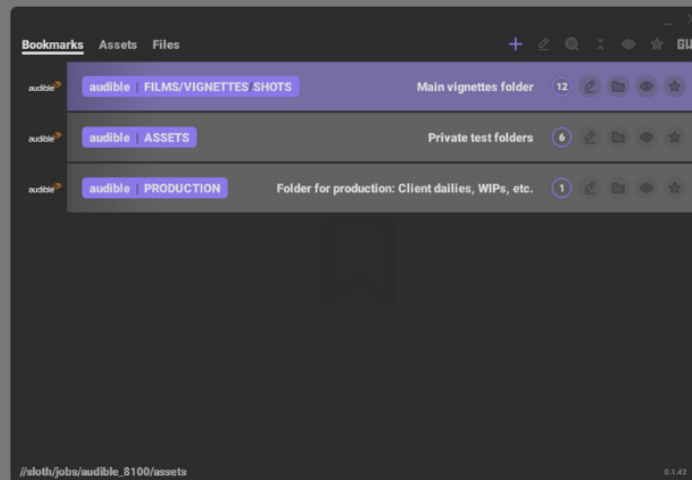
Assets

Assets can be activated by double-clicking or pressing enter.
Once activated, you'll see the files associated with the asset.

Bookmarks **Assets** Files

AU DRAGON LADY
Audible 2.0

AU FITZEK
Audible 3.0

AU FORMULA WIZARD
Audible 3.0

AU OUT OF CONTROL
Audible 1.0

AU PODCAST
Audible 2.0

AU PRINCESS
Audible 1.0

AU PULLING STRINGS
Audible 1.0

AU PUMPER
Audible 3.0

AU ROMANCE
Audible 2.0

0.1.41

Notes and Tasks

GWBrowser provides a simple editor to add notes, feedback or a link to that elusive google docs slideshow you keep misplacing...
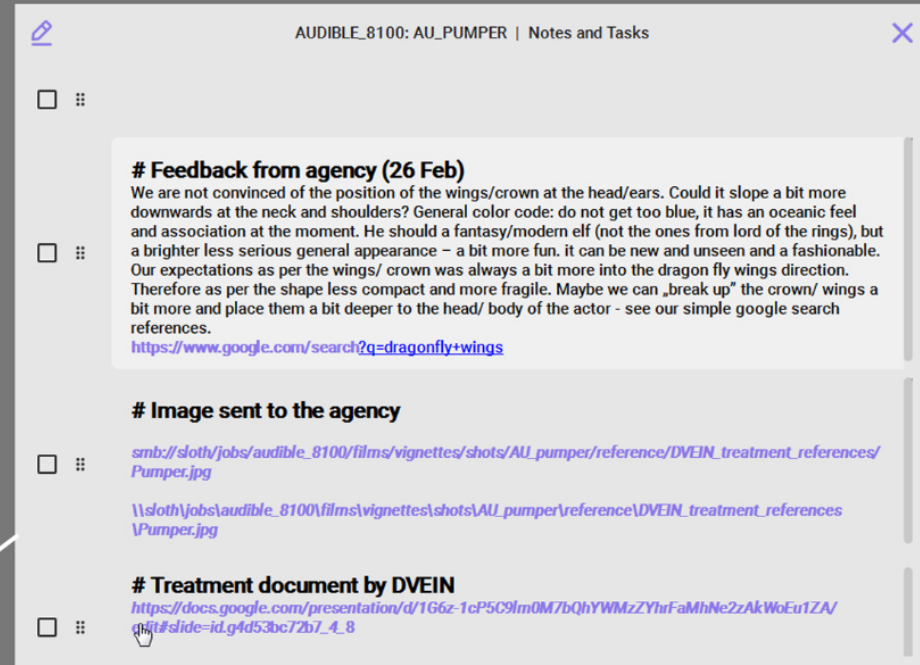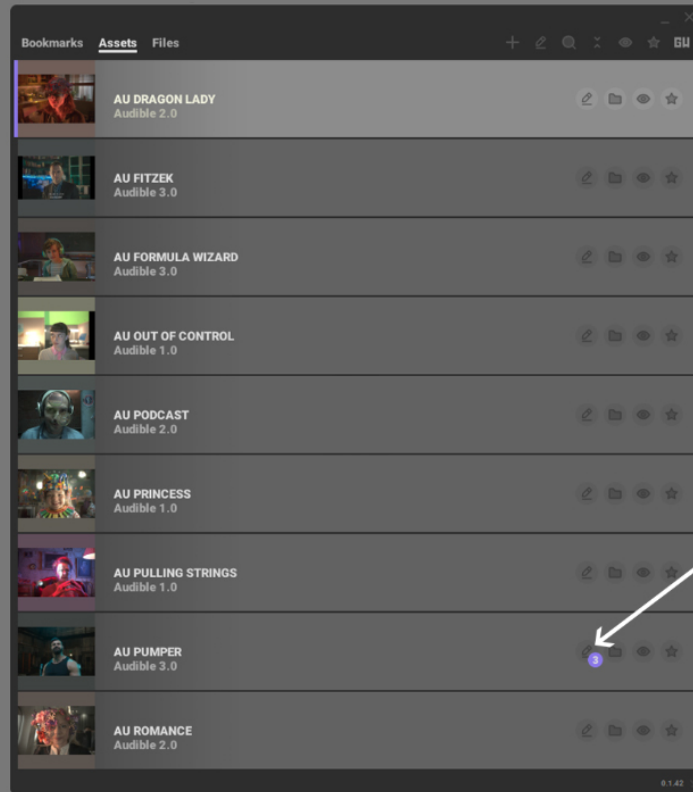
Files

To select the mode you want to browse, click the Files-button.
You'll be presented with a list of all available folders (and a file-count for your reference).
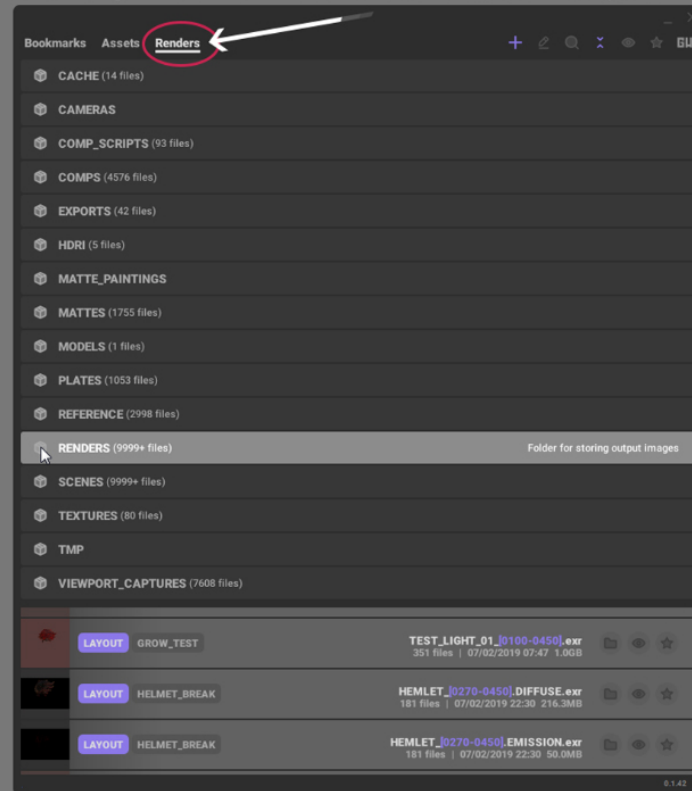
GWBrowser will querry the given folder once and return ALL files in the subfolders (this might take while so be patient). To refresh, do right-click 'Refresh'.

The resulting list will give you a good overview of all available files inside the asset but you will want to filter it to narrow the list down to items relevant to you...

For instance, if we're only interested in the 'Brain' render elements of 'v017' we can type 'brain v017'...
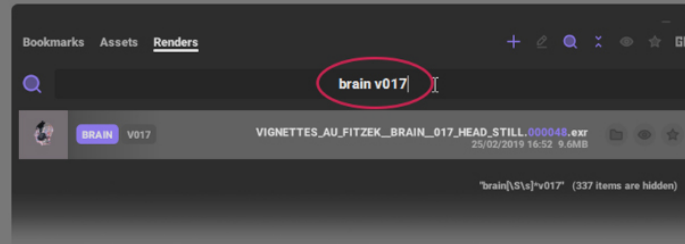

..resulting in this list:
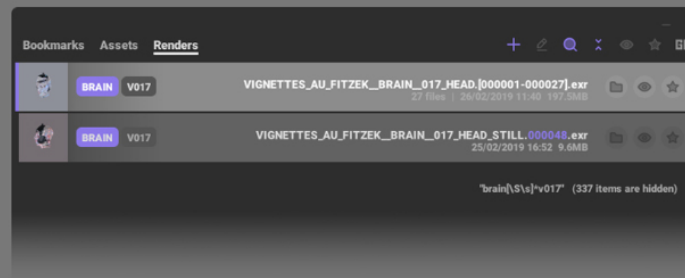
The filters are PERSISTENT across session and are associated with the currently selected folder. In short, once a filter has been set it will be in place until you remove it!

Example: Comparing render versions

To compare render-versions we would type 'brain quartz 288'.
This will list all quartz renders inside the brain folder.
(Make sure to turn off the little pointing arrow icon - this collapses sequences into
a single item hiding individual frames):
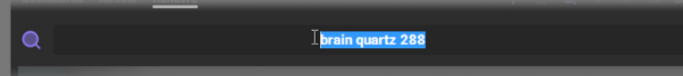
You'll see this list - listing frame 000288 of *all* appropiate versions. Click one of the
items and press the space-bar on your keyboard. This will show a full-screen preview.
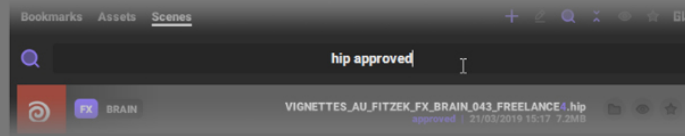Use the up and down keys to advance the images.
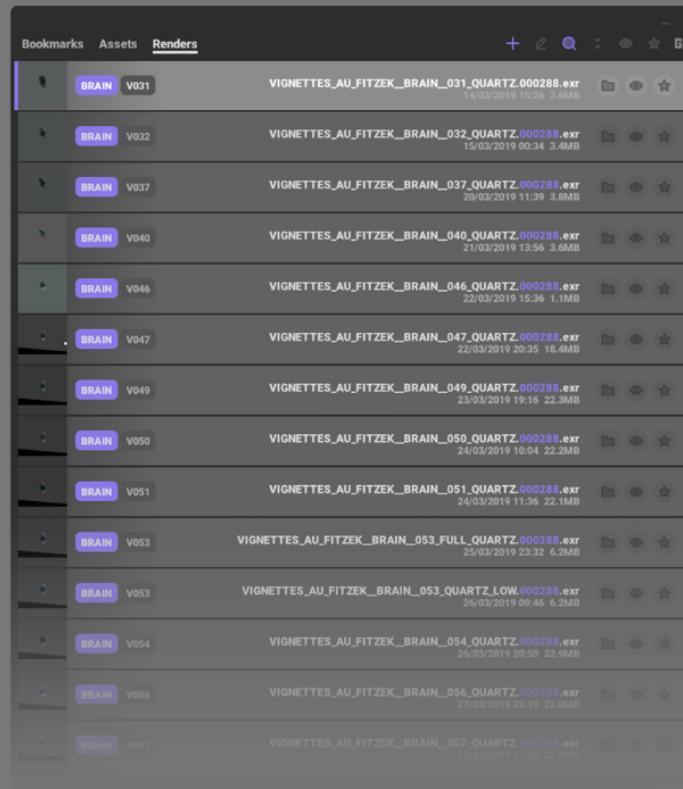
Example: Tagging files
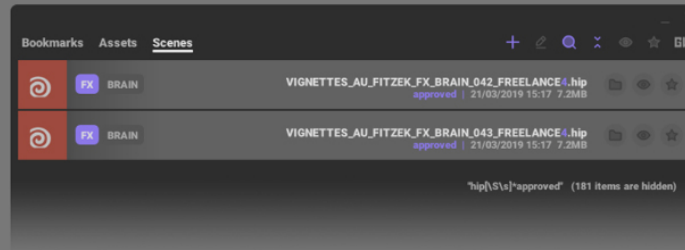We can add a description or a tag to a file and use it for filtering.
To do so, double-click the item where the description appears or press the "tab" key:
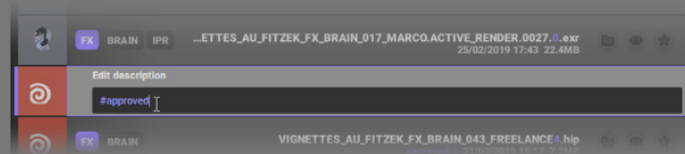
Assuming some of the Houdini project files have been tagged with #approved, we can now type "hip #approved" in the filter editor:

This will yeild the following list:

Thank you!