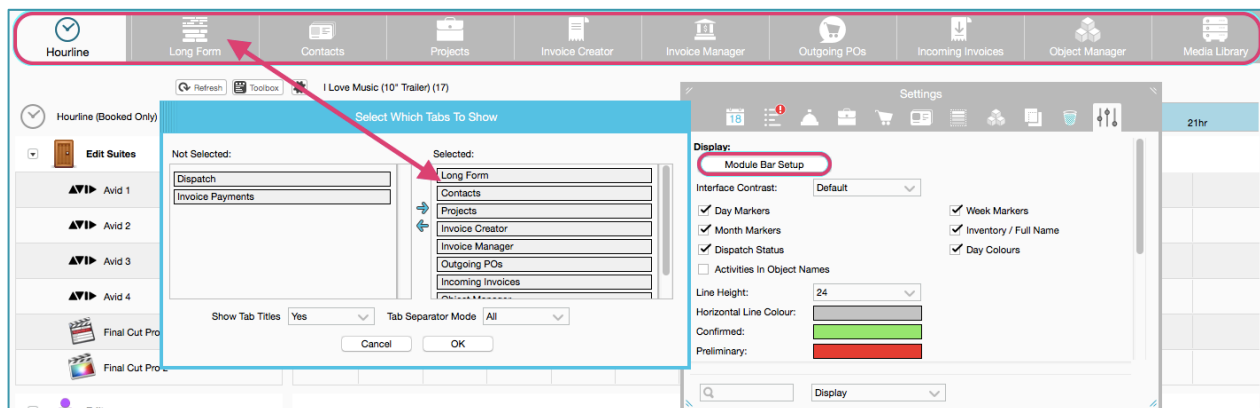


farmerswife v6.2 is focused on improvements to the object structure and its setup. It also contains lots of smaller new features (14 Hot Features and 31 Features) aimed at improving your daily work. We've also fixed more than 38 Bugs and implemented 10 Other important changes.

Check out some of the hot stuff here and take a look at the [Release Notes](#) for a full list of the logged changes.

Change your view

With the new Display Settings for the Module Bar you can now decide which Tabs you'd like to see at the top of the Desktop Application. We've also integrated the Purchase Order and Incoming Invoice Module Tabs into this view, so you now also have a bigger window available for both.



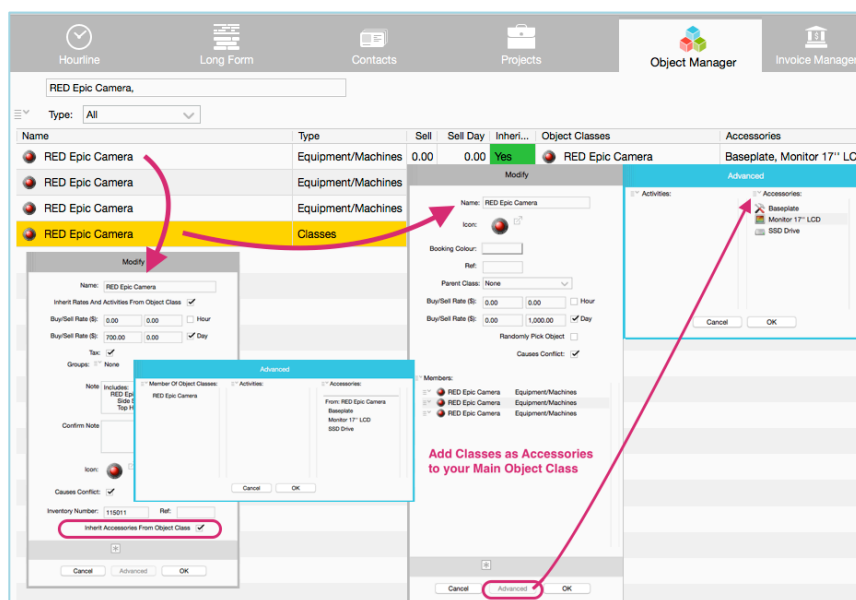
Equipment Managers and Lovers - watch out!

Mainly used by rental companies but also by universities and other production companies with a lot of in-house equipment or props, the Equipment Management and Tracking module has received a big round of improvements, especially when it comes to the **Object setup** in farmerswife.

Class Accessories

Along with **Object Classes** now supporting "**Accessories**" (only Object Classes are allowed as Accessories), we've added more levels on booking Objects with Accessories and a validation check to prevent "Circular Reference Errors" when adding Groups or Classes as Accessories to other Objects and Classes.

Before this change, only the "first level" of Accessories was automatically populated when creating a Booking. Therefore in some scenarios, using the "Allocate Objects For Classes" option, you would sometimes run into the need of more Object "levels" to be allocated. This is now possible.

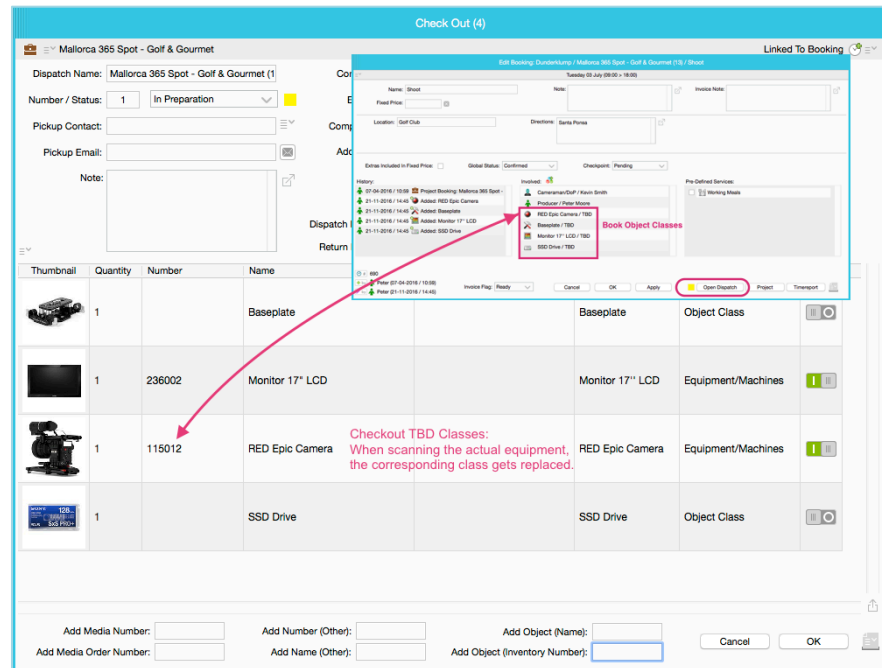


For more details please contact support@farmerswife.com.

Check-Out Object Classes

Now, you can not only book “pure” Object Classes but also Dispatch and later swap them with the actual equipment during the preparation of the kit.

This is very handy when you don't want to book the exact equipment during the booking stage, but later, when it's time to check out the equipment.

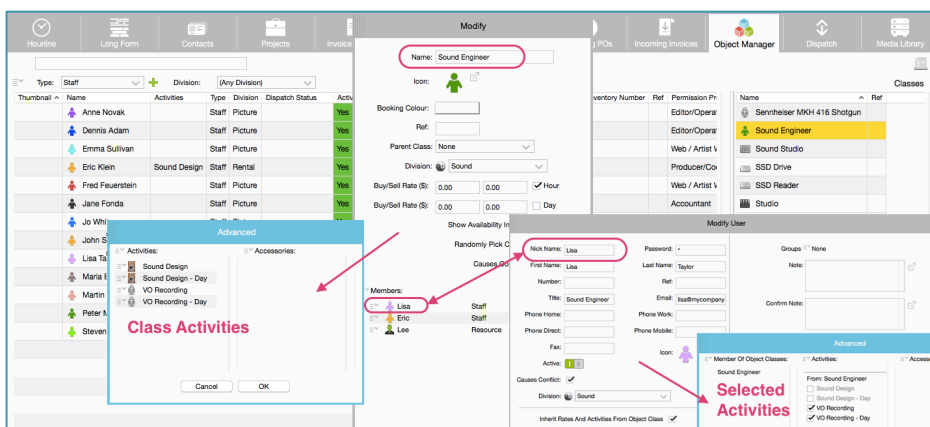


Check your supply of consumables at a glance

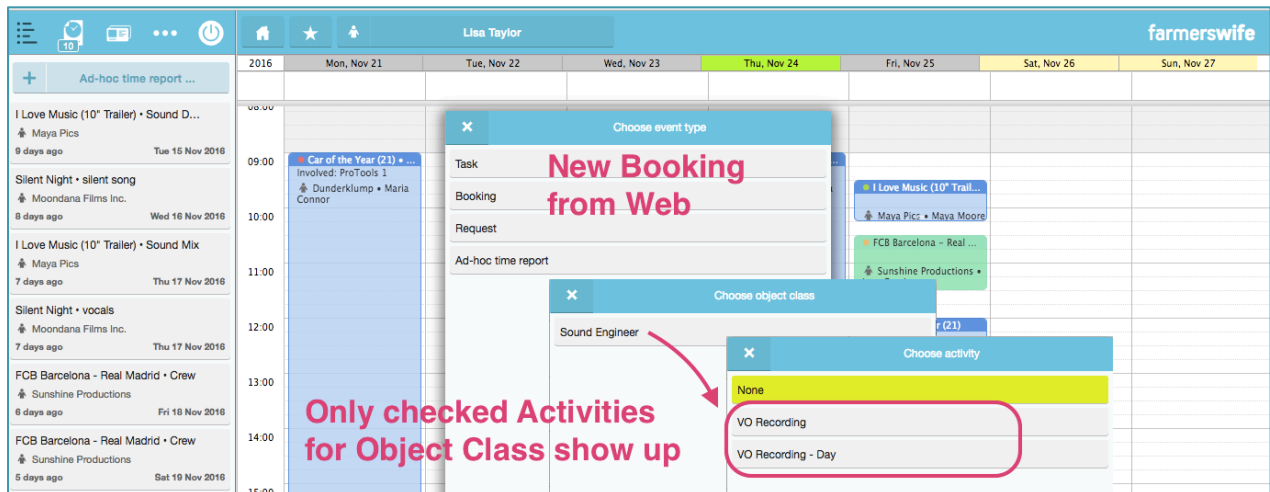
Now you can track the availability of Virtual Objects, commonly used to setup consumables through the “Classes (Availability)” tree, as it considers the settings “Allow Multiple Check Outs (Virtual Object)” and “Is Expected To Be Returned When Checking Out”. This is only available if the “Equipment Management and Tracking” (EMT) module is licensed.

Working with a lot of multi-talents?

Since 6.1 it was possible to assign Objects to multiple Classes, which carry Activities, but then only “inherit” certain Activities from these classes. That would be of use where you had for example a class “Sound Editor” with Activities “Sound Design”, “Sound Mix”, “VO Recording” etc. Your Sound Engineers, however, maybe don't all perform the same tasks, therefore you would individually check the corresponding Activity that they can perform but still keep the Classes-Activities setup intact. However this wasn't yet supported for all platforms, hence in a Time Report all Activities would wrongly show up.



But now, when Time reporting/Booking the User and selecting the Object Class to be booked, only the marked Activities will appear as options to choose from in a drop-down menu.

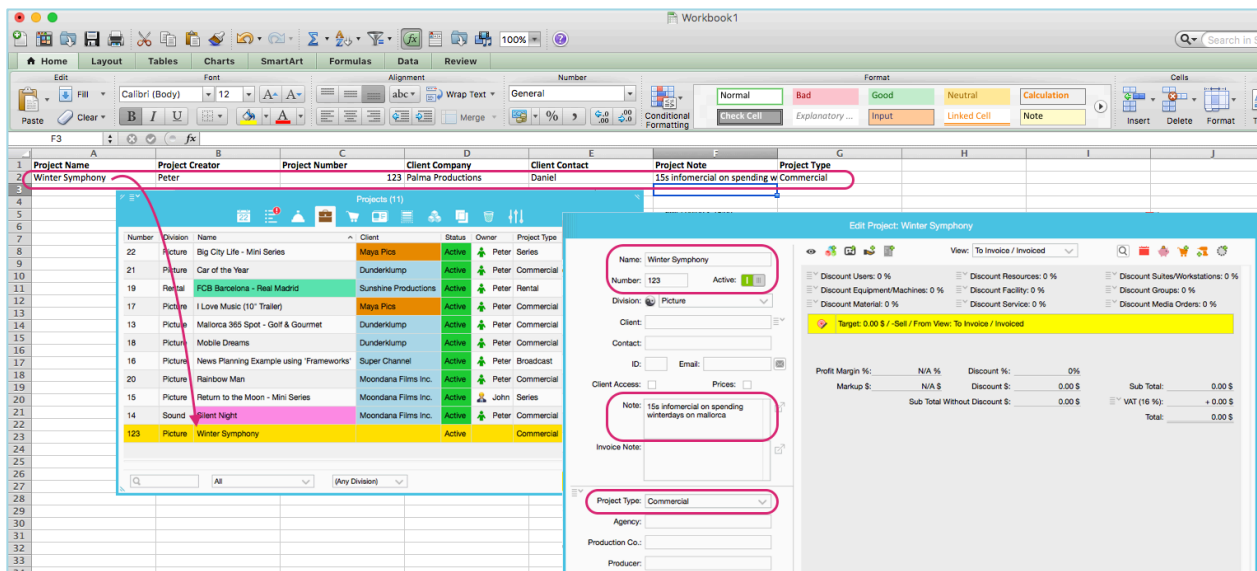


Want to clean up your system? Implemented “Batch Close” for “active” Projects and “Batch Activate” for “closed” Projects.

For a while, some of you have been asking for this new feature. Although the “closing” and finalizing of a Project should ideally be part of your workflow, it might happen that at some point you end up with a lot of active but OLD projects. That's why it is now possible to “**Batch-Close** active Projects” and “**Batch-Activate** closed Projects” from the Toolbox > Projects and Advanced Project Search; both these actions are separately logged. Happy cleaning 😊

Now let's add some projects again!

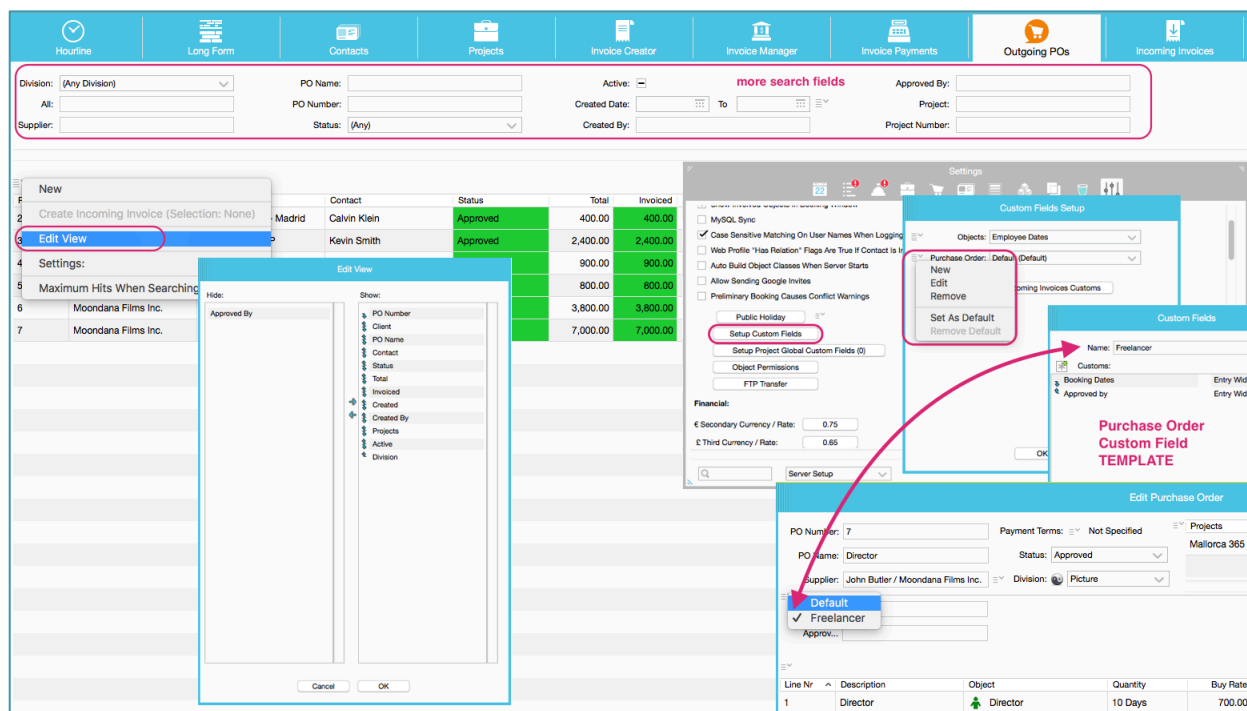
In 6.2 we've implemented a first version for a farmerswife Server-side “Project Import from CSV”. To use this functionality, go to fw Server > Setup > Projects, click on the new button “Import Projects” and choose the CSV file to import. Usually this is most useful when starting with a new database, but it can also be used in other scenarios.



Making heavy use of Purchase Orders and Incoming Invoices?

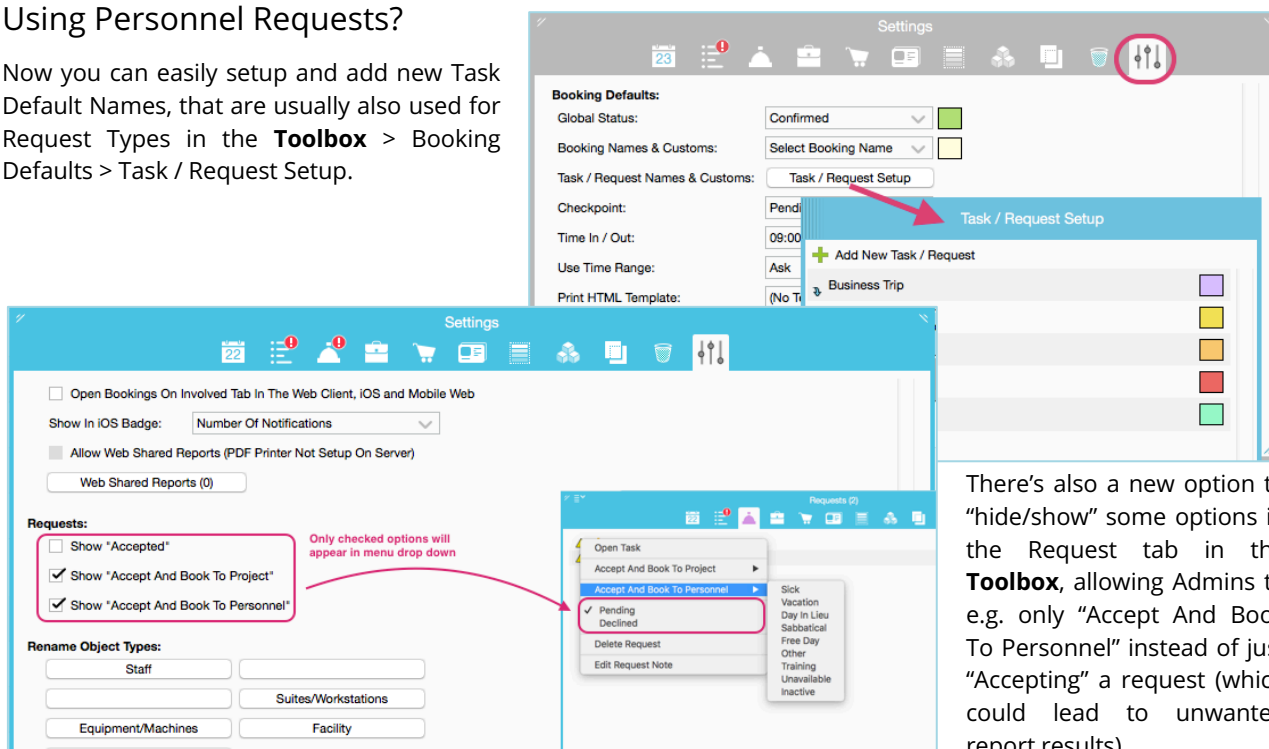
Both modules are now integrated into the Module Bar, therefore the windows are bigger and easier to access. Additionally, more search fields and an "Edit View" option for the search results have been added. Also, as you access these windows, the current month will be auto-inserted and limited search results are returned, therefore improving performance.

Custom Fields for Purchase Orders and Incoming Invoices are now configured within the Client application: in Object Manager > menu > Setup Custom Fields, and also in Toolbox > Settings > Server Setup > Setup Custom Fields.



Using Personnel Requests?

Now you can easily setup and add new Task Default Names, that are usually also used for Request Types in the **Toolbox** > Booking Defaults > Task / Request Setup.



There's also a new option to "hide/show" some options in the Request tab in the **Toolbox**, allowing Admins to e.g. only "Accept And Book To Personnel" instead of just "Accepting" a request (which could lead to unwanted report results).