

2024-11-19

Highlights in this release

More naming options when using Auto Create Subtitles and Subtitle filename presets

File Name (required)

presets

(project_id)_(part_label)_(language_code)

You can specify a dynamic filename using the variables below. To see available language codes/names, go to Tools & Data / Language list. Please note that including slashes can have consequences, such as subfolders being created. Also make sure that the variables you are using are actually filled in. For example, selecting (language_iso_code) can result in duplicated or truncated filenames if the language does not have such a code specified.

(project_id) Project id
(title) Project title
(api_id) Project API/Media ID
(part_label) Part name/label
(part_number) Part number
(part_api_id) Part API/Media ID
(language_name) Language name
(language_code) Language code
(language_iso_code) Language ISO code
(language_memsource_code) Language Memsource/Phrase code
(language_internal_name) Internal/alternative language name
(job_id) Job ID

Example: (project_title)_(part_number)_(language_code)
will create filename: **The Greatest Show Name_2_se**

Avoid auto-assigning users with conflicting job types

This brand new feature lets you specify job types which should not be assigned to the same user on the same file/part/language. This will then automatically be applied with **Job tank** and **"Find random matching user"**.

[More information here.](#)

Support for additional audio tracks in Plint Subtitler

You can now upload a file to a project, link it to a part or project and set it to File mode: "Additional audio track". When Plint Subtitler opens, you will be able to switch to this audio track.

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