

2025-08-11

Bug fix: Conflicting jobs conflict too much

Turns out there were some cases where our clever functionality for preventing some jobs from being assigned to the same person (think "QCing your own translation") didn't work as intended. For example, getting "conflicting jobs" in different languages on the same part was prevented. This has now been addressed.

Bug fix: editProject mutation changes mediaRuntimeUpdate

Using the *editProject* mutation without specifying a value for *mediaRuntimeUpdate* had the unintended consequence of setting this value to its default state. Now fixed.

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