ftrack connect publisher widget

Release Unknown version

unknown

Oct 06, 2022

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ftrack connect publisher widget

CHAPTER

ONE

INSTALLING

Installation is simple with pip:

```
pip install ftrack-connect-publisher-widget
```

1.1 Building from source

You can also build manually from the source for more control. First obtain a copy of the source by either downloading the zipball or cloning the public repository:

```
git clone git@bitbucket.org:ftrack/ftrack-connect-publisher-widget.git
```

Then you can build and install the package into your current Python site-packages folder:

```
python setup.py build_plugin
```

1.1.1 Building documentation from source

To build the documentation from source:

```
python setup.py build_sphinx
```

Then view in your browser:

```
file:///path/to/ftrack-connect-publisher-widget/build/doc/html/index.html
```

1.1.2 Running tests against the source

With a copy of the source it is also possible to run the unit tests:

```
python setup.py test
```

1.2 Dependencies

- Python >= 2.7, < 3

1.2.1 Additional For building

- Sphinx >= 1.2.2, < 2
- sphinx_rtd_theme >= 0.1.6, < 1
- Lowdown >= 0.1.0, < 2

1.2.2 Additional For testing

- Pytest >= 2.3.5

CHAPTER

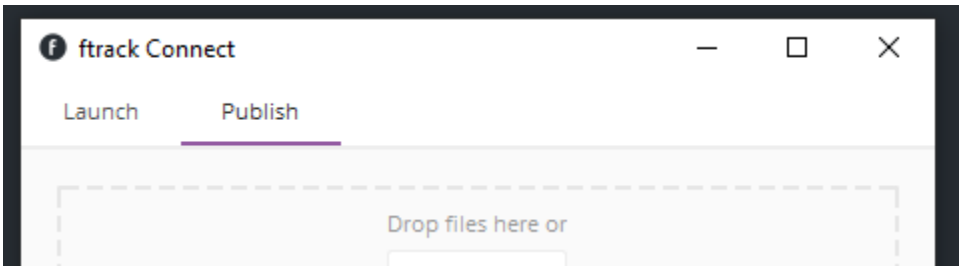
TWO

USING

2.1 Publishing

Connect provides a simple publisher application to support publishing files directly from your computer without the need to open another application (though publishing from within many applications, including from the ftrack web interface, is also supported).

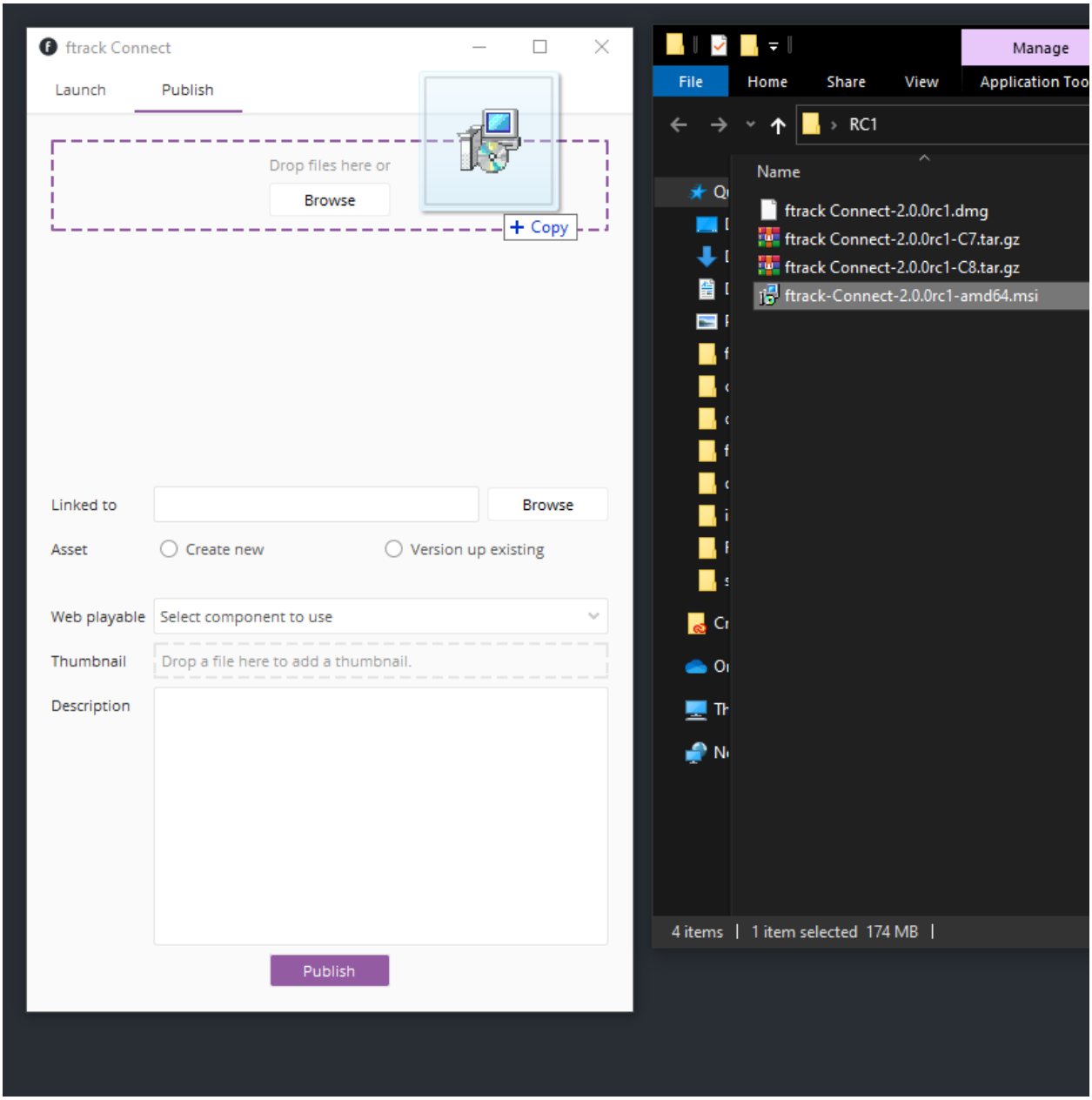
To publish, ensure you have the interface open by selecting *Open* from the service context menu and then selecting the *Publish* tab.



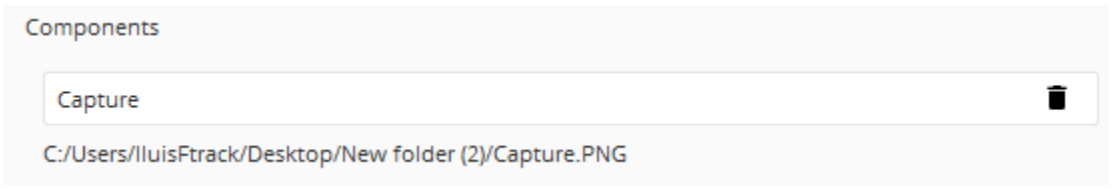
2.1.1 Add components

Drag and drop files from your computer onto the publisher (or use the *Browse* button to browse and select files).

Note: Sequences of files will be automatically detected and added as one entry.



Each file will be added as a component with a name based on the filename of the file. You can manually edit the name if desired by clicking in the name of the component and typing a new name.

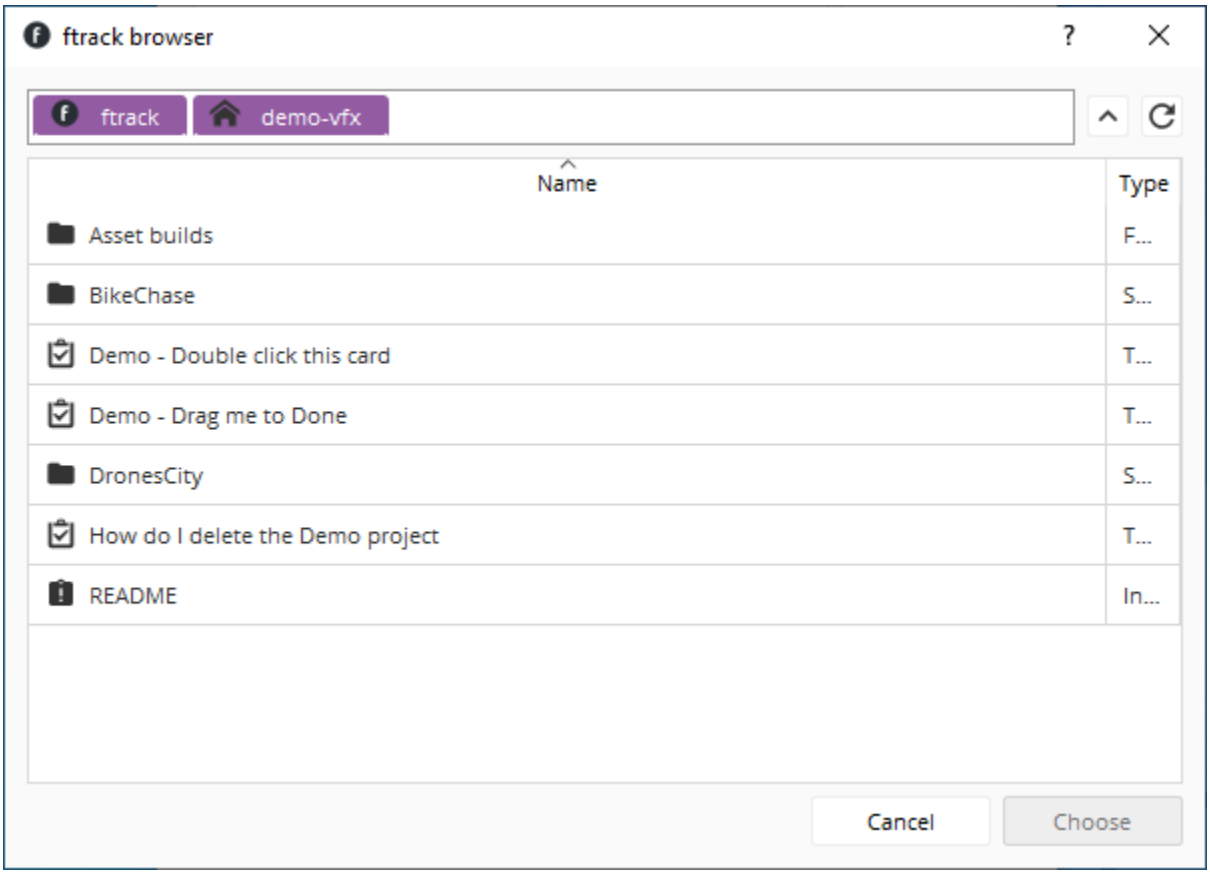


Components can be removed by clicking the *Remove* icon next to each entry.

2.1.2 Select a linked entity

To change the entity that the publish will be linked to, click the *Browse* button next to the *Linked Entity* field.

A browser, similar to the file browser, will appear, but it allows browsing ftrack rather than the filesystem.



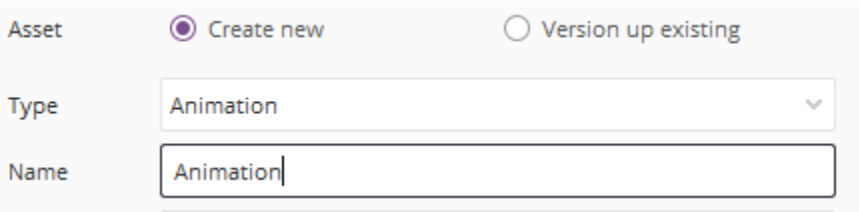
You can navigate through a project structure by double clicking on items in the list. A navigation bar at the top will show you where you are and you can also click an item in the navigation bar to jump back up the hierarchy. Alternatively, use the neighbouring *Navigate Up* tool button to move up a level at a time.

Note: If an item you expect to see in the list is not appearing, try clicking the *Reload* tool button to refresh the list from the server.

To select the entity to link against, select an item in the list and then click the *Choose* button. Alternatively, to cancel making any changes click the *Cancel* button.

2.1.3 Choose or create asset

You can now choose if you like to publish a new version of an previously published asset or if you like to publish the first version of a new asset.

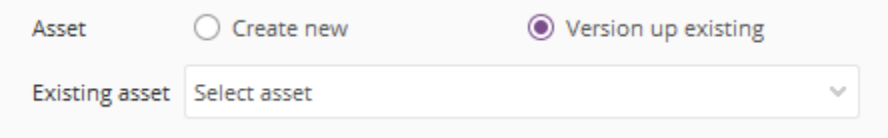


To create a new asset, select *Create new* and fill in the following options.

Type
: The type of asset to publish. Choose from a list retrieved from the connected ftrack server.

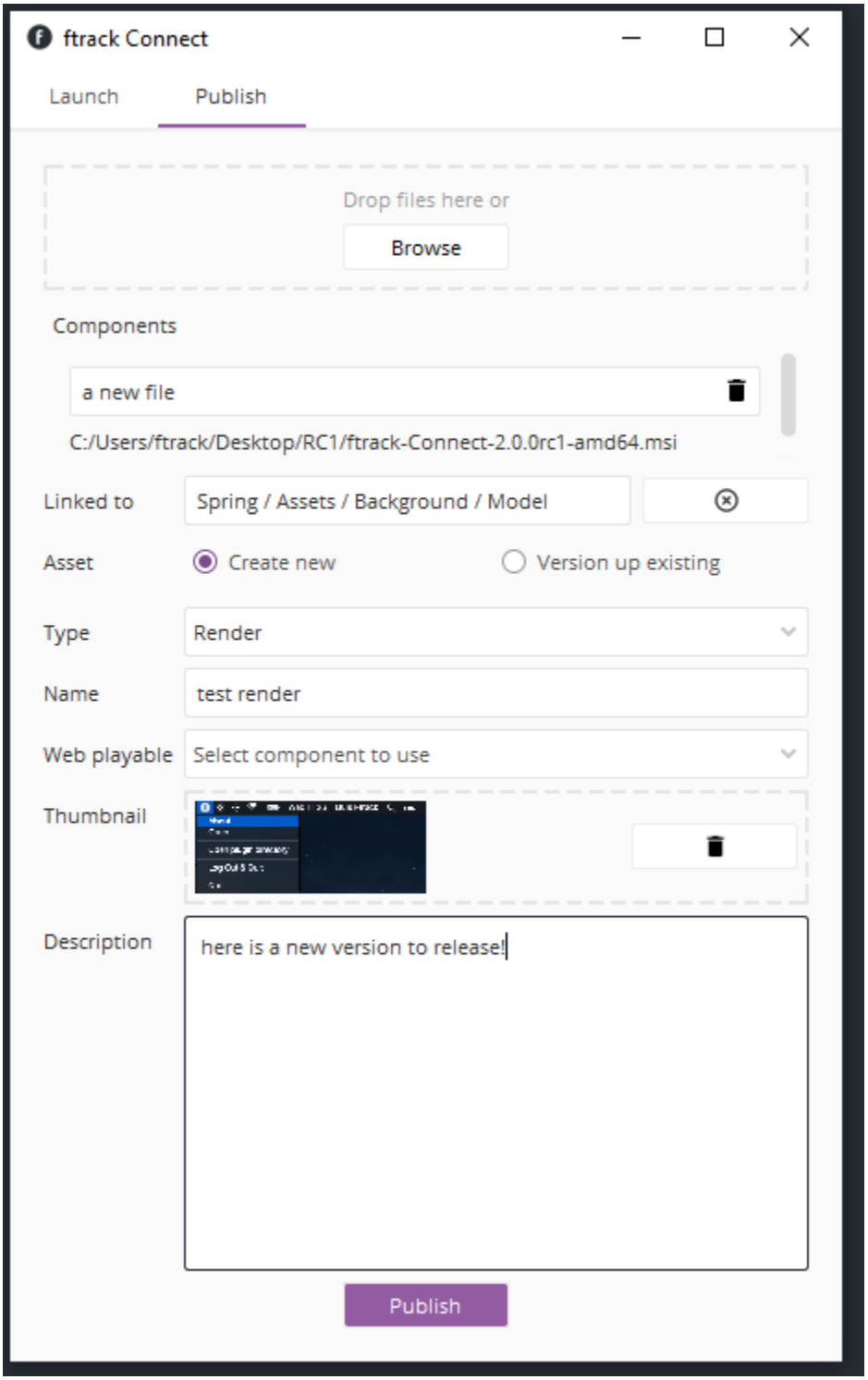
Name
: The name of asset to publish. The name and type must be unique when creating new assets.

To publish a new version of an existing asset, select *Version up existing* instead. In the list which is shown below the radio buttons, select the asset you wish to use.



2.1.4 Fill out remaining fields

Fill out the remaining fields in the publisher.



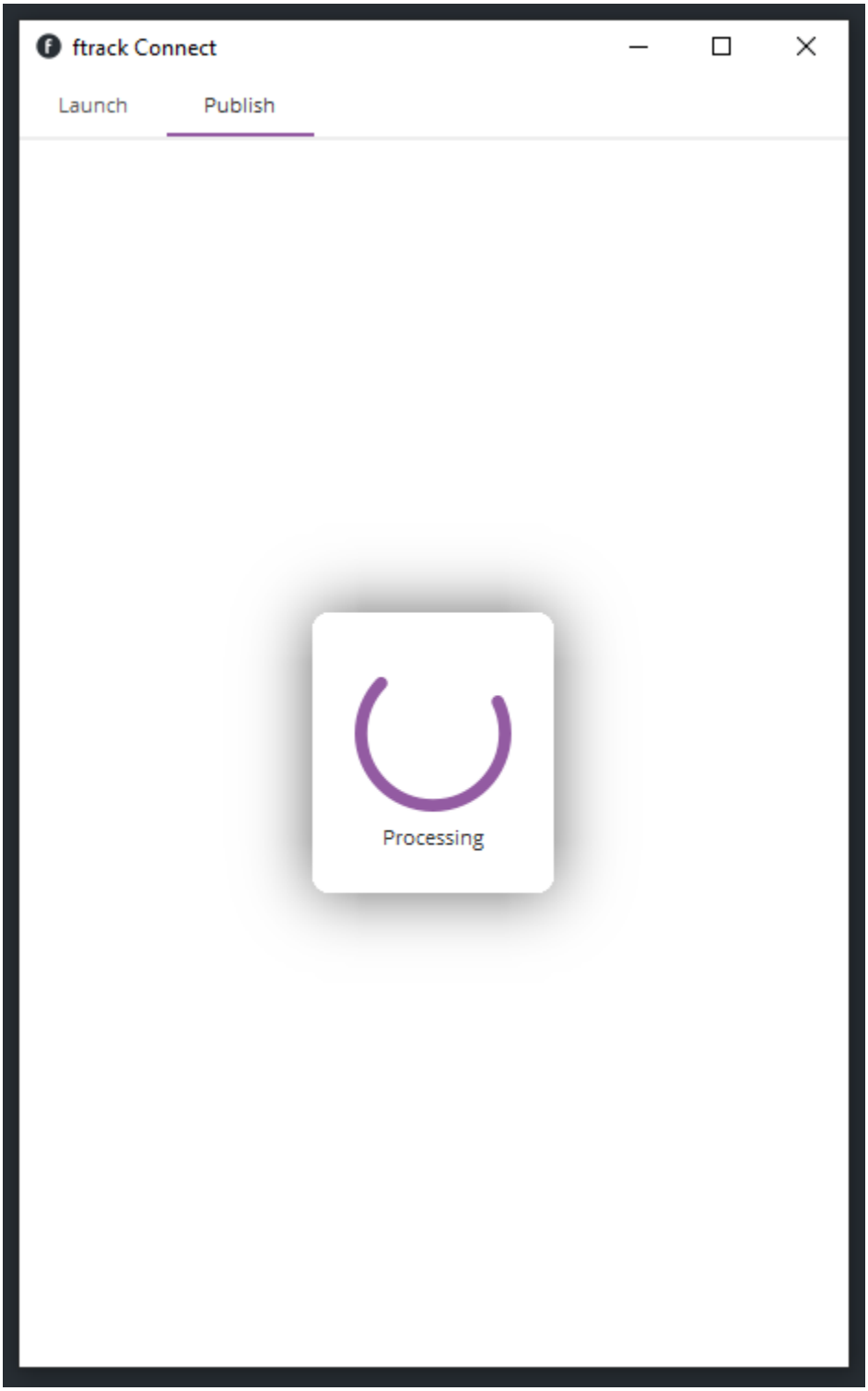
Web playable
: If you want one of the components to be encoded for playing on the web select it in this field from the list of components added.

Thumbnail
: Drag and drop a small thumbnail of the asset onto this field to give others a better indication of what the asset is before opening.

Description
A brief description of the published asset or the changes made since the last published version.

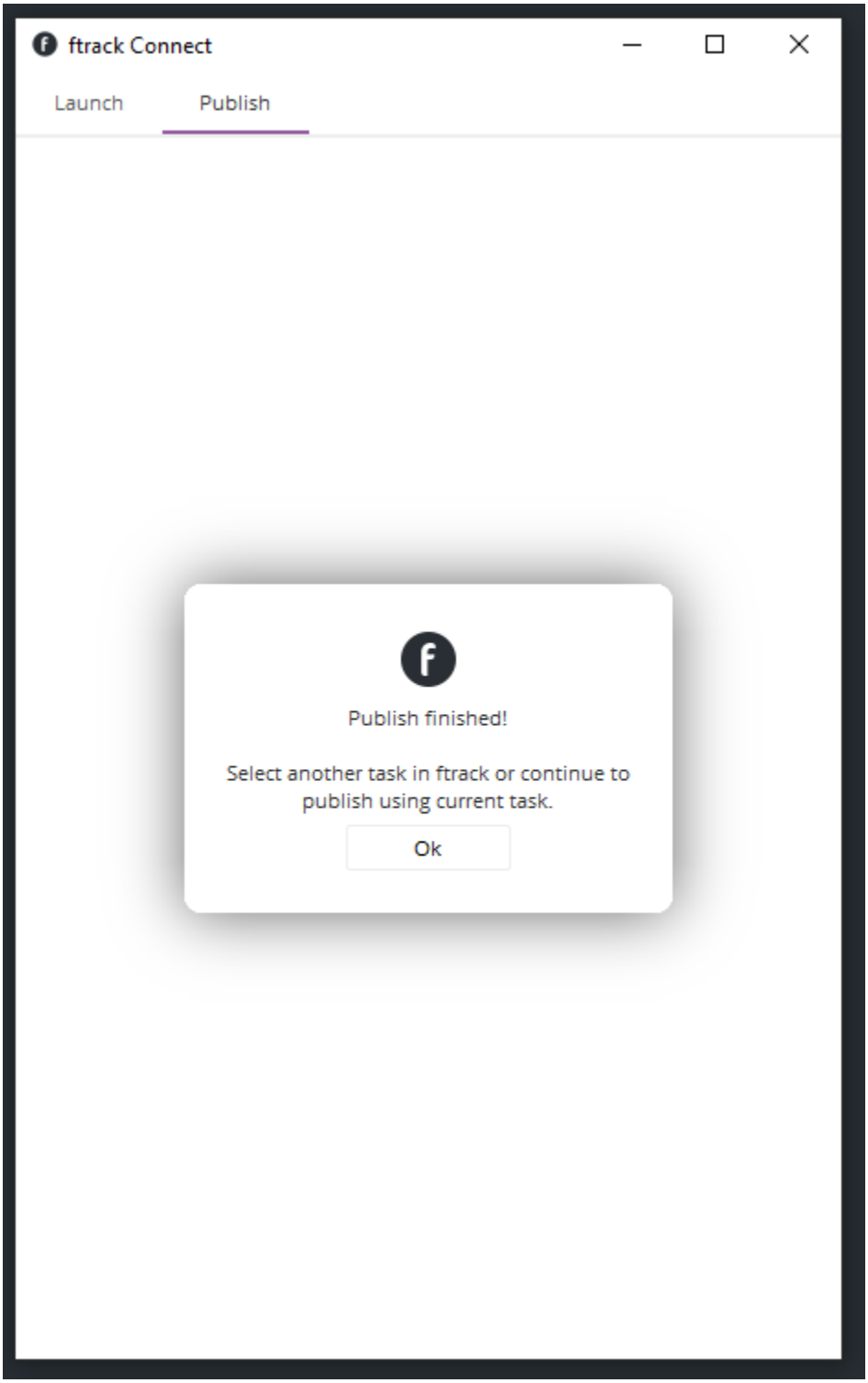
2.1.5 Publish

When ready, press *Publish* to start the publish. During this time you will see a progress indicator.



Important: Do not quit the service whilst the publish is in progress.

Once completed, the indicator will change to a notification.


ftrack Connect
Launch
Publish
Publish finished!
Select another task in ftrack or continue to publish using current task.
Ok

CHAPTER

THREE

API REFERENCE

3.1 ftrack_connect_publisher_widget

CHAPTER

FOUR

RELEASE AND MIGRATION NOTES

Find out information about what has changed between versions and any important migration notes to be aware of when switching to a new version.

4.1 Release Notes

4.1.1 0.1.1

18 May 2022

- changed Move launcher base class from connect to widget.

4.1.2 0.1.0

14 April 2022

- changed Localise publisher code in separate connect plugin widget.

4.2 Migration notes

No migration notes required at this time.

CHAPTER

FIVE

GLOSSARY

CHAPTER

SIX

INDICES AND TABLES

- genindex
- modindex
- search

CHAPTER

SEVEN

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