2018/12/20 - Asset Manager Update ... Holy Molly!

It's a lot of work, especially when I have to learn how to interface with the Blender Python API. It's a lot of visits to the API documentation, and looking at existing add-ons to understand how they did things. Not to mention a lot of trial and error... But I'm getting there.

I'll have it done by Christmas 2018... It'll be my Christmas gift for myself! And for whoever wants an asset manager.

I decided what to call it...

YAAM: Yet Another Asset Manager

I think it's kinda clever... yet not completely original :) It's a spin off YAML: Yet Another Markup Language.