1.6.1.2

GIT v1.6.1.2 Release Notes ==========

Fixes since v1.6.1.1 ----------

- The logic for rename detection in internal diff used by commands like "git diff" and "git blame" has been optimized to avoid loading the same blob repeatedly.
- We did not allow writing out a blob that is larger than 2GB for no good reason.
- "git format-patch -o $dir", when $dir is a relative directory, used it as relative to the root of the work tree, not relative to the current directory.
- v1.6.1 introduced an optimization for "git push" into a repository (A) that borrows its objects from another repository (B) to avoid sending objects that are available in repository B, when they are not yet used by repository A. However the code on the "git push" sender side was buggy and did not work when repository B had new objects that are not known by the sender. This caused pushing into a "forked" repository served by v1.6.1 software using "git push" from v1.6.1 sometimes did not work. The bug was purely on the "git push" sender side, and has been corrected.
- "git status -v" did not paint its diff output in colour even when color.ui configuration was set.
- "git ls-tree" learned --full-tree option to help Porcelain scripts that want to always see the full path regardless of the current working directory.
- "git grep" incorrectly searched in work tree paths even when they are marked as assume-unchanged. It now searches in the index entries.
- "git gc" with no grace period needlessly ejected packed but unreachable objects in their loose form, only to delete them right away.

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