Toon Boom Harmony 11.1
Preferences Guide (Paint)

Legal Notices

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Chapter 1: Interface Preferences

Adjusting preferences to suit your work style allows you to work more efficiently. Harmony has a series of preferences you can adjust to customize your personal workflow.
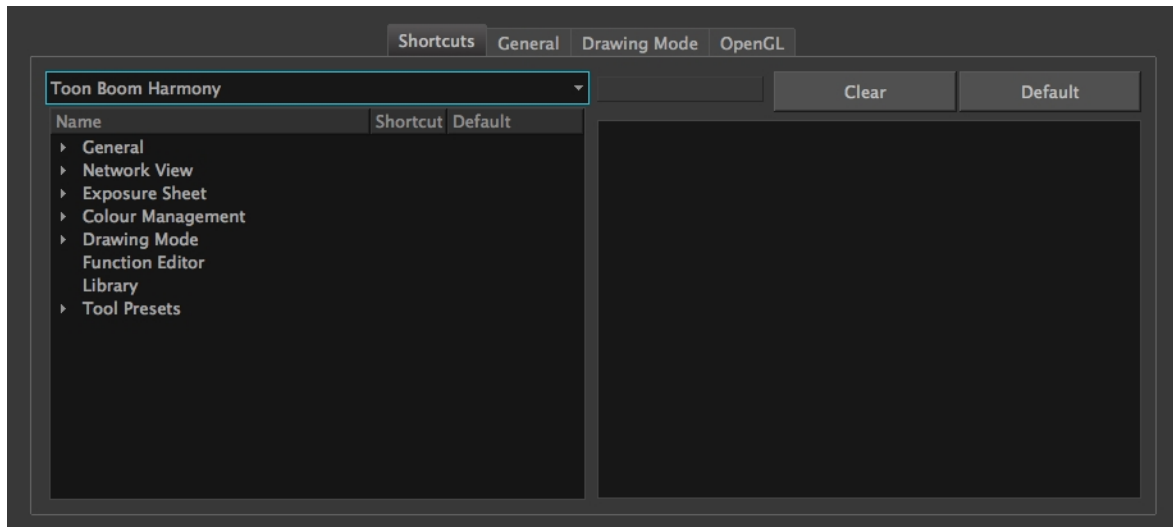
The Preferences dialog box is divided into the following tabs:

- Shortcuts
- General
- Drawing Mode
- OpenGL

Some preferences require you to exit and restart the application or to close a view and reopen it.

How to access the Preferences dialog box

Do one of the following:

‣ From the top menu, select **Edit > Preferences** (Windows/Linux) or **Stage > Preferences** (Mac OS X).

‣ Press Ctrl + U (Windows/Linux) or ⌘ + U (Mac OS X).

Chapter 2: Shortcut Preferences

To speed up your work, all of the keyboard shortcuts can be customized. You can even choose other software keyboard shortcut sets.

In Toon Boom Harmony, you can choose a set of default keyboard shortcuts you are familiar with. You can choose between the following:

• Adobe Flash

• Toon Boom Harmony

• Toon Boom Studio

You can also customize most of the shortcuts.

How to switch keyboard shortcut sets

1. Do one of the following:
   ‣ Windows: Select **Edit > Preferences**
   ‣ Mac OS X: Select **Stage> Preferences**.
   ‣ Press Ctrl + U (Windows/Linux) or ⌘ + U (Mac OS X).

2. In the Preferences dialog box, select the **Shortcuts** tab.

3. From the Shortcut Set list, select the desired set.

How to set a keyboard shortcut

1. Do one of the following:
   ‣ Windows: Select **Edit > Preferences**
   ‣ Mac OS X: Select **Stage> Preferences**.
   ‣ Press Ctrl + U (Windows/Linux) or ⌘ + U (Mac OS X).

2. In the Preferences dialog box, select the **Shortcuts** tab.

3. In the left pane, select a category and then select a command to modify.

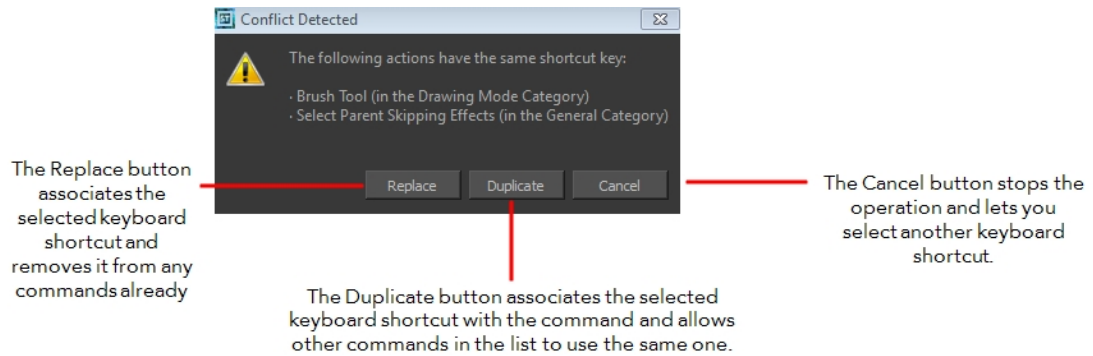4. Click on the shortcut rectangle (above the right pane).
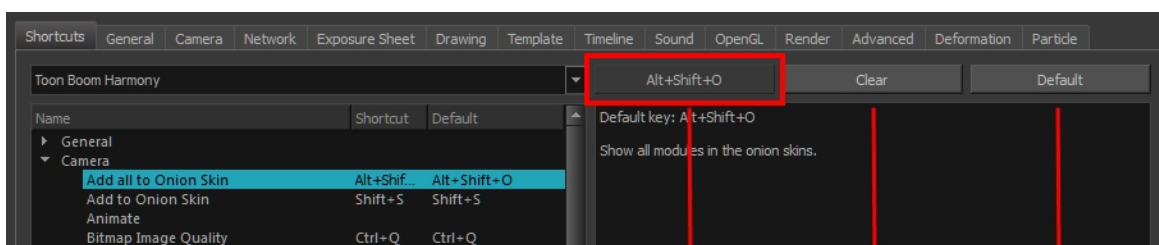
Current keyboard shortcut

Clears the current keyboard shortcut

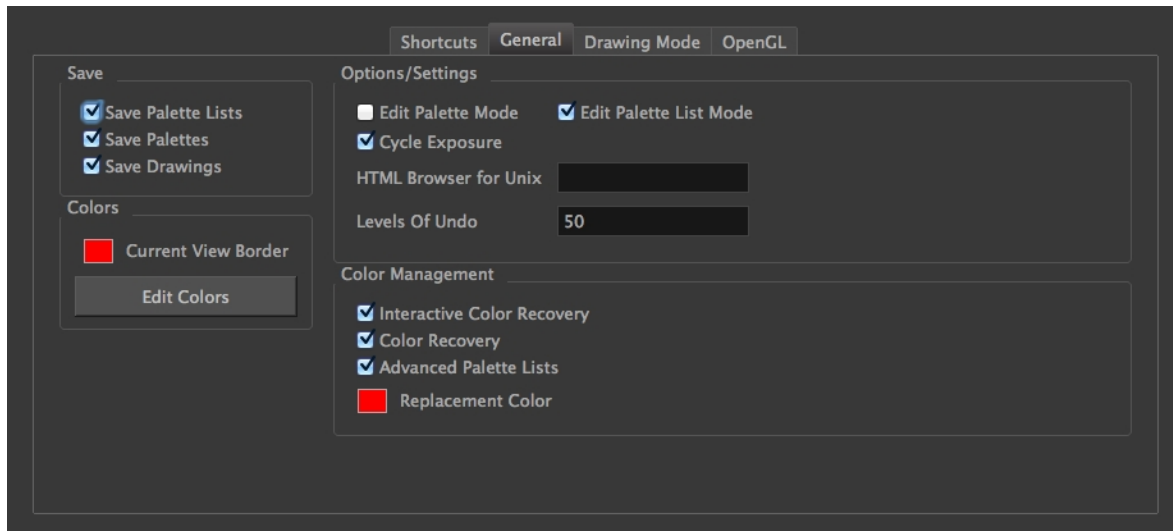Resets the keyboard shortcut to its default value

5. On your keyboard, click the desired shortcut.

  ‣ To remove any keyboard shortcut associated to a command, click **Clear**.

  ‣ To reset a command's default keyboard shortcut, click **Default**.

6. Click **OK**.

  If a keyboard shortcut is already in use, the Conflict Detected dialog box will appear notifying you of the command to which it is already associated. You can continue to associate the shortcut or cancel the operation and choose another command.

The Replace button associates the selected keyboard shortcut and removes it from any commands already

Conflict Detected

The following actions have the same shortcut key:

· Brush Tool (in the Drawing Mode Category)
· Select Parent Skipping Effects (in the General Category)

Replace   Duplicate   Cancel

The Cancel button stops the operation and lets you select another keyboard shortcut.

The Duplicate button associates the selected keyboard shortcut with the command and allows other commands in the list to use the same one.

Chapter 3: General Preferences

To customize your interface, you will use some of the preferences located in the General tab as well as the Camera tab.

Parameter	Description
Open in Read Only mode if plugin syntax errors are detected	Opens scenes that contain plugin module errors in read-only mode to prevent you from losing plugin information on subsequent saves.
Automatically Save Workspace	This option is enabled by default. Every time you add a view to your workspace, remove a toolbar or change a view's width, these modifications are saved when you quit the application. If you do not want the system to save these modifications, disable the preference. This preference does not require you to restart the application.
Save	
	Save Palette Lists: When set to "Yes", this preference saves all palette lists you have modified when the Save command is activated. When set to "No", the Save command will not save the palette lists and you will have to use the Save command to save them.
	Save Palettes: When set to "Yes", this preference saves all palette you have modified when the Save command is activated. When set to "No", the Save command will not save the modified palettes and you will have to use the Save command to save them.
	Save Drawings: When set to "Yes", this preference saves all drawings you have modified when the Save command is activated. When set to "No", the Save command will not save the modified drawings and you will have to use the Save command to save them.
Colour Management	
	Interactive Colour Recovery: If a colour palette for your scene is deleted or cannot be found, you will be asked if you want to recover colours from the program's memory. If this option is unchecked, the

program recovers missing colours without displaying a dialog box for your input.
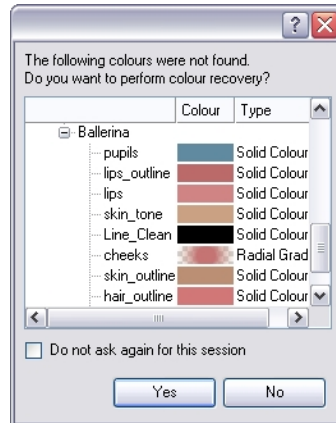
Colour Recovery: If this option is unchecked, colour recovery will not occur.

Replacement Colours: If colours are no longer available for your scene, these colours are automatically replaced with the ones indicated by the Replacement Colour swatch. The default colour is red, as it acts as a missing colour warning device.

Advanced Palette Lists: The Advanced Palette Lists mode is used to create and store palettes in the Scene or Element Palette List.

Colours	
	The Colours preference allows you to modify the colours of the different user interface views and elements. For example, you can change the Camera view's background colour from grey to white.

Altering these preferences requires you to restart the application or to close a view and reopen it for the modifications to be applied.

Current View Border: Sets the colour of the frame around the workspace view you are currently using, also known as focus. By default, the colour is red. Click on the red colour swatch to select a new colour in the Colour Picker window.

Edit Colours Button: Click on the Edit Colours button to open the Colours window. |
| **Options/Settings** | |
| | **Edit Palette Mode**: Default value for Edit Palette Mode.

Edit Palette List Mode: Default value for Edit Palette List Mode.

Cycle Exposure: Make navigation in the Xsheet View wrap-around from the last frame or the last column to the first. |
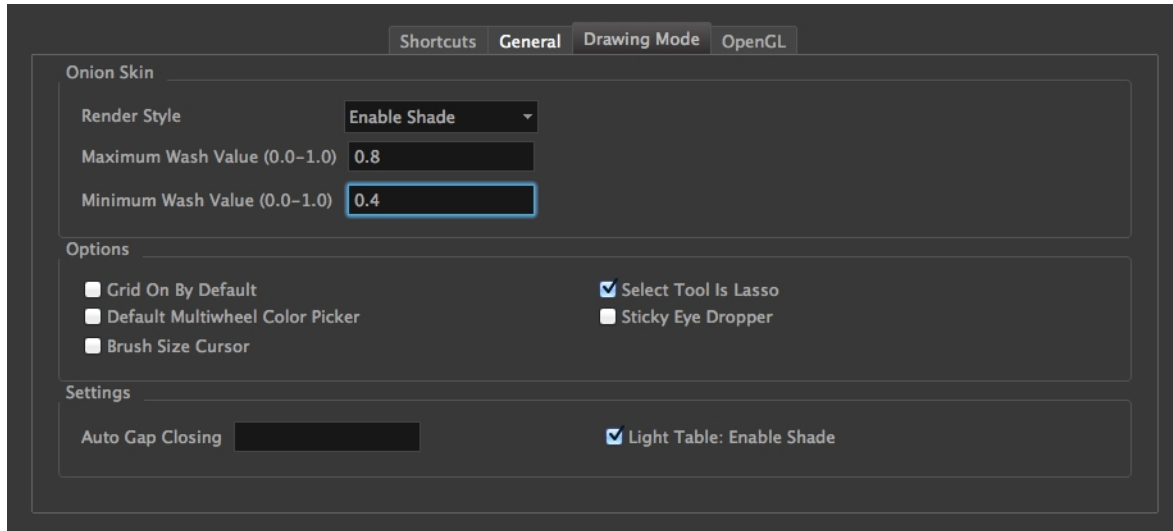
The default Tools toolbar

These arrows denote nested toolsets.

The Flat Tool Toolbar option expands the toolbar so there are no nested toolsets.

Levels of Undo: Determines the number of actions retained by the Undo list. By default, 50 actions are stored in the list. You can alter the number if you want to.

HTML Browser for Unix: This option is used to view the online help on Linux machines. Enter the command to launch the browser, including the path if necessary.

Chapter 4: Drawing Preferences

Adjusting preferences to suit your techniques allows you to paint your drawings more efficiently.

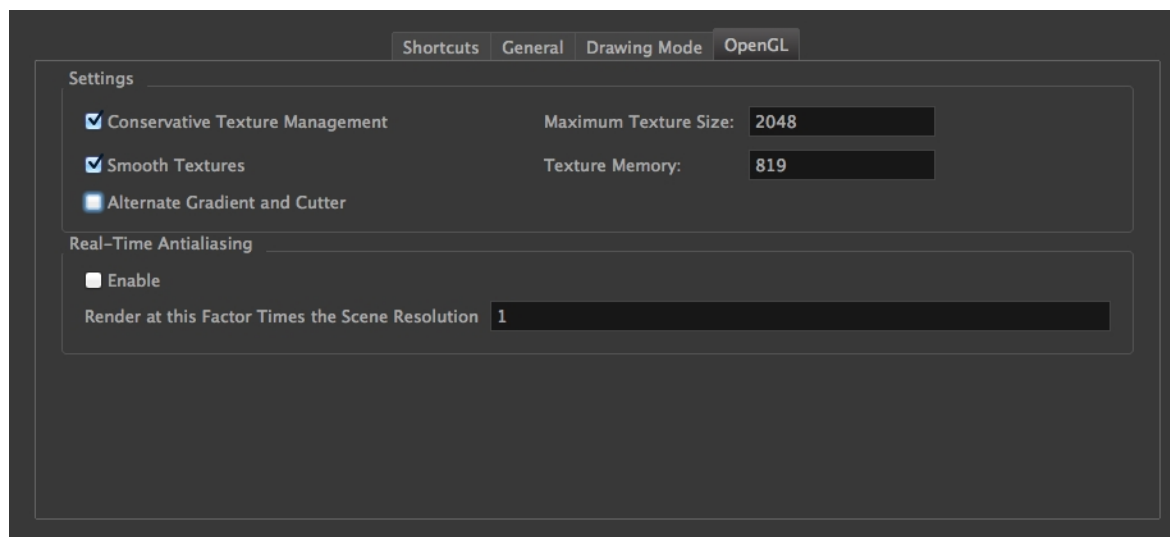In the Preferences panel, you will find the following preferences that are related to adding colours to your project.

Parameter	Description
Onion Skin	
	Render Style:
	Normal: The onion skinned drawings is displayed in washed out colours.
	Enable Shade: The previous onion skinned drawings are displayed in washed out red shades and the next onion skinned drawings are displayed in washed out green shades.
	Outlines Only: The onion skinned drawings are displayed as outlines only.
	Maximum Wash Value (0,0-1,0): The maximum washed-out value for onion skinned drawings.
	Minimum Wash Value (0,0-1,0): The minimum washed-out value for onion skinned drawings.
Options	
	Grid On By Default: When opening the Drawing view, the grid displays automatically.
	Select Tool is Lasso: When this option is enabled, the Select tool behaves as a lasso selector. When this option is disabled, the Select tool behaves as a rectangle selector.
	Brush Size Cursor: When this option is enabled, the brush tool displays the brush size as a circle around the cursor.

	Default Multiwheel Colour Picker: Displays the Mutliwheel Colour Picker window instead of the regular Colour Picker.
	Sticky Eye Dropper: Keeps the Colour Picker's Dropper tool active until it is released by clicking on the Dropper icon again.
Settings	
	Auto Gap Closing: The values for automatic gap closing while painting drawings are: **0** = Disabled, 1=Small, 2=Medium, 3=Big
	Light Table: Enable Shade: When enabled, the drawings appearing in the Light Table are displayed in washed out colours in the Drawing view. When this option is disabled, the drawings appearing in the Light Table are displayed using normal colours. This option is for the Drawing view only.

Chapter 5: OpenGL Preferences

Parameter	Description
Settings	
	Conservative Texture Management: Turns on and off conservative memory management for bitmap texture files. Performance will improve when this is enabled. If disabled, you will have a better on-screen rendering of bitmap files at the expense of slower performance.
	Smooth Textures: Smooths out the pixels of bitmap images when zooming in; this improves bitmap image quality.
	Alternate Gradient and Cutter: This is an alternative way to disable write in the OpenGL Backbuffer, required for some video cards (i.e. GeForce FX5200). Do not enable this option unless you are experiencing problems with gradients and cutters in OpenGL.
	Maximum Texture Size: The size that the bitmap file will be reduced to when using the Conservative Texture Management.
	Texture Memory: The amount of temporary memory used to store bitmap texture files.
Real-Time Antialiasing	
	Enable: Enable real-time softrendering.
	Render at this Factor Times the Scene Resolution: Vector drawing softrender resolution factor. This is a ration of the global scene resolution.