



**Toon Boom Harmony 11.1  
Preferences Guide (Xsheet)**

## Legal Notices

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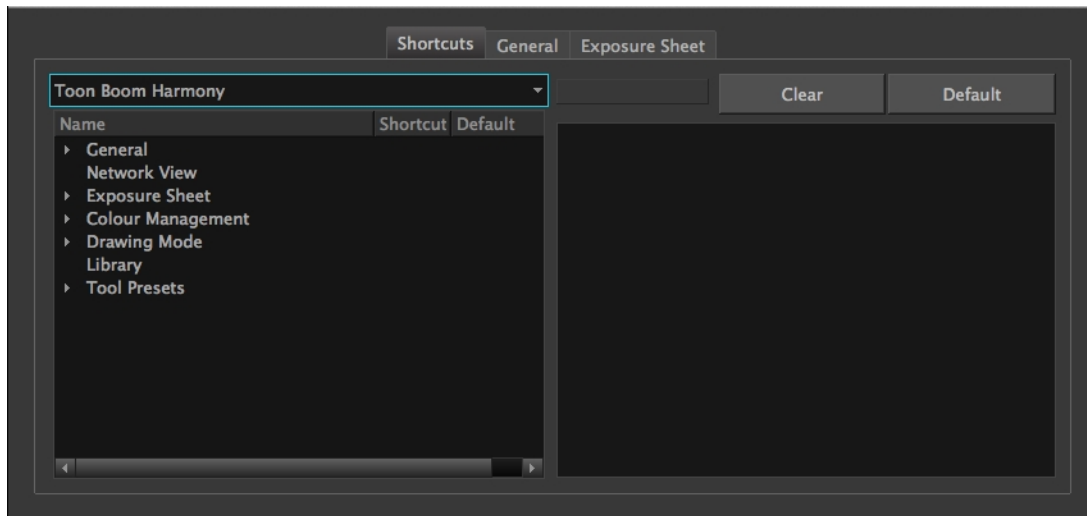
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# Chapter 1: Interface Preferences

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
- Exposure Sheet

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

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## 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.

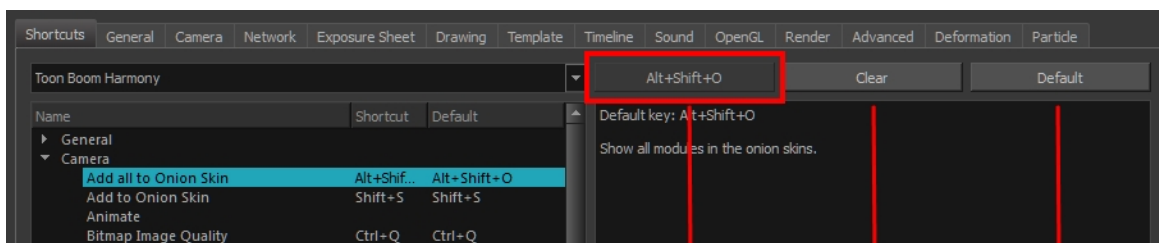
### How to switch keyboard shortcut sets

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).



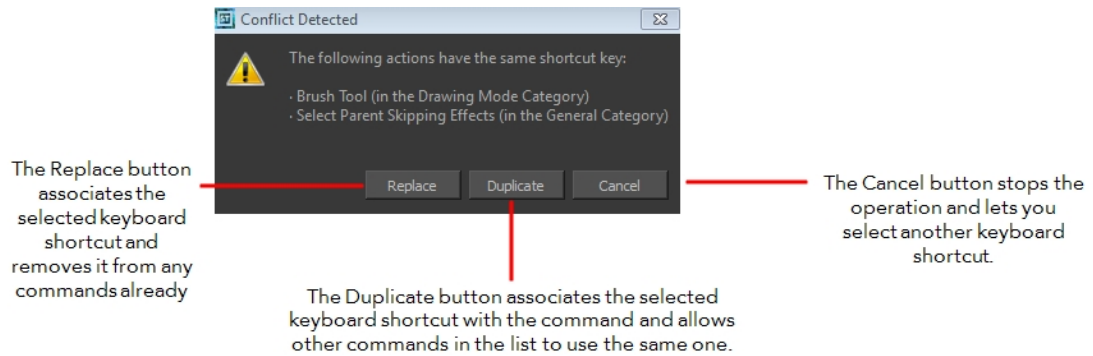
Current  
keyboard  
shortcut

Clears the  
current  
keyboard  
shortcut

Resets the keyboard  
shortcut to its default  
value

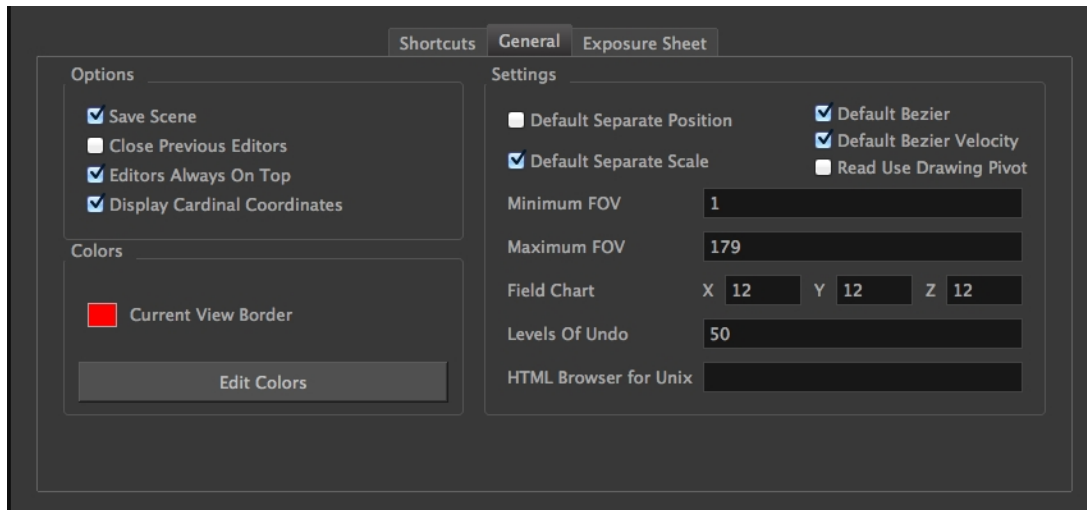
5. On your keyboard, click the desired shortcut.
  - To remove any keyboard shortcut associated to a command, click **Clear**.
  - To reset a command's default keyboard shortcut, click **Default**.
6. Click **OK**.

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.







## 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.

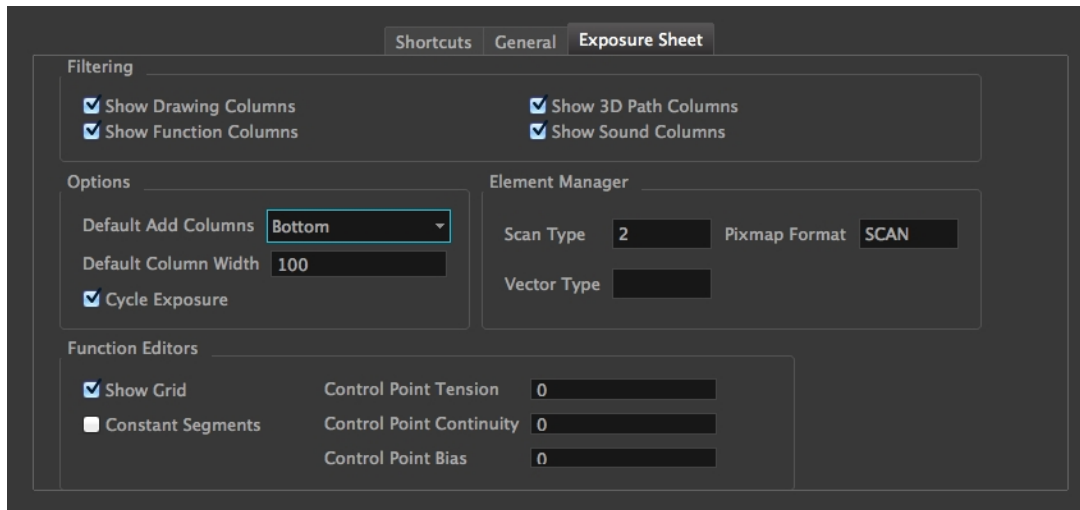
Parameter	Description
<b>Colours</b>	
	<p>The Colours preference allows you to modify the colours of the different user interface views and elements. For example, you can change the Camera view's background colour from grey to white.</p> <p>Altering these preferences requires you to restart the application or to close a view and reopen it for the modifications to be applied.</p> <p><b>Current View Border:</b> 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.</p> <p><b>Edit Colours Button:</b> Click on the Edit Colours button to open the Colours window.</p>
<b>Options</b>	
	<p><b>Editors Always on Top:</b> When enabled, the Layers and Function Editors are on top of the main window.</p> <p><b>Close Previous Editors:</b> Closes previously opened editors.</p> <p><b>Display Cardinal Coordinates:</b> Display coordinates through application either scalar (ex: +1 -1) or cardinal (1N1S).</p>

	<p>The default Tools toolbar</p>  <p>These arrows denote nested toolsets.</p>  <p>The Flat Tool Toolbar option expands the toolbar so there are no nested toolsets.</p> <p><b>Save Scene:</b> When set to "yes", this preference saves the scene data when the Save command is activated. When set to "No", the Save command will not save the scene data and you will have to use the Save command to save the scene data.</p> <p><b>Close Previous Editors:</b> If set, it will close any opened module editor before opening a new one. Notice also that if you set it to TRUE, pressing ALT while opening a module editor will keep the previous editor(s) opened anyway.</p>
<b>Settings</b>	
	<p><b>Default Separate Position:</b> New instances of pegs use separate mode for position if this is set.</p> <p><b>Default Separate Scale:</b> New instances of pegs use separate mode for scale if this is set.</p> <p><b>Default Bezier:</b> New functions curves are created as Bezier Curves.</p> <p><b>Default Bezier Velocity:</b> New velocity curves are created as Bezier Curves.</p> <p><b>Read Use Drawing Pivot:</b> Read using drawing pivot.</p> <p><b>Minimum FOV:</b> This is the minimum field-of-view value of the camera.</p> <p><b>Maximum FOV:</b> This is the maximum field-of-view value of the camera.</p> <p><b>Field Chart:</b></p> <p><b>X:</b> Default value for the number of units in the X axis (east-west) of the field chart used for new scenes. This value should be half the total number of units in the X axis of the field chart. This value will appear by default in the Alignment dialog box.</p> <p><b>Y:</b> Default value for the number of units in the Y axis (north-south) of the field chart used for new scenes. This value should be half the total number of units in the Y axis of the field chart. This value will appear by default in the Alignment dialog box.</p> <p><b>Z:</b> Default value for the number of units in the Z axis (front-back) of the field chart used for new scenes. This value will appear by default in the Alignment dialog box.</p>

	<p><b>Levels of Undo:</b> 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.</p> <p><b>HTML Browser for Unix:</b> This option is used to view the online help on Linux machines. Enter the command to launch the browser, including the path if necessary.</p>
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## Chapter 4: Exposure Sheet Preferences



Parameter	Description
<b>Filtering</b>	
	<p>These preferences are used to display or hide certain layer types in the Xsheet view.</p> <p><b>Show Drawing Columns:</b> Displays the Drawing layers in the Xsheet view.</p> <p><b>Show Sound Columns:</b> Displays the Sound columns in the Xsheet view.</p> <p><b>Show 3D Path Columns:</b> Displays the 3D Path columns in the Xsheet view.</p> <p><b>Show Function Columns:</b> Displays the Function columns layers in the Xsheet view.</p>
<b>Options</b>	
	<p><b>Default Add Columns:</b> The default position where the new column will be added.</p> <p><b>Default Column Width:</b> The default width value for the new column being created.</p> <p><b>Cycle Exposure:</b> Make navigation in the X-sheet view wrap-around from last frame or last column to the first.</p>
<b>Element Manager</b>	
	<p><b>Scan Type:</b> By default, the Scan Type is set to 2 which equals vector import. This means that the imported bitmap images will be placed into a Drawing layer. Scan type 1 is bitmap import.</p> <p><b>Bitmap Format:</b> By default, when you create a new empty</p>

	<p>bitmap column, it will use the file format indicated in the field as the new column format. The default value is SCAN, which means that it is set for scanned-in drawings.</p> <p><b>Vector Type:</b> By default, the Vector Type is set to 2 which indicates that the element is a TVG vector drawing. This function returns the vector type for the given element. In theory, there is support for multiple types of vector drawing. In practice, only TVG has been implemented. The value 0: indicates that the element is NOT a vector drawing. It is an IMAGE type.</p>
<b>Function Editors</b>	
	<p><b>Show Grid:</b> When selected, the grid is displayed by default when opening the Function Editor.</p> <p><b>Constant Segments:</b> Enabling this will create constant segment keyframes.</p> <p><b>Control Point Tension:</b> Default tension value for control points. Values should be from -1.0 to 1.0.</p> <p><b>Control Point Continuity:</b> Default continuity value for control points. Values should be from -1.0 to 1.0.</p> <p><b>Control Point Bias:</b> Default bias value for control points. Values should be from -1.0 to 1.0.</p>
	<p><b>From Left to Right:</b> When clicking the <b>Apply/Next</b> button in the Xsheet view Column Properties, the next column to be displayed in the Column Properties will be the one on the right.</p> <p><b>From Right to Left:</b> When clicking the <b>Apply/Next</b> button in the Xsheet view Column Properties, the next column to be displayed in the Column Properties will be the one on the left.</p>
<b>New Element</b>	
	<p><b>Bitmap Format:</b> By default, when you create a new empty bitmap column, it will use the file format indicated in the field as the new column format. The default value is SCAN, which means that it is set for scanned-in drawings.</p>