



Harmony
Essentials

Toon Boom Harmony Essentials V15.0 Preferences Guide



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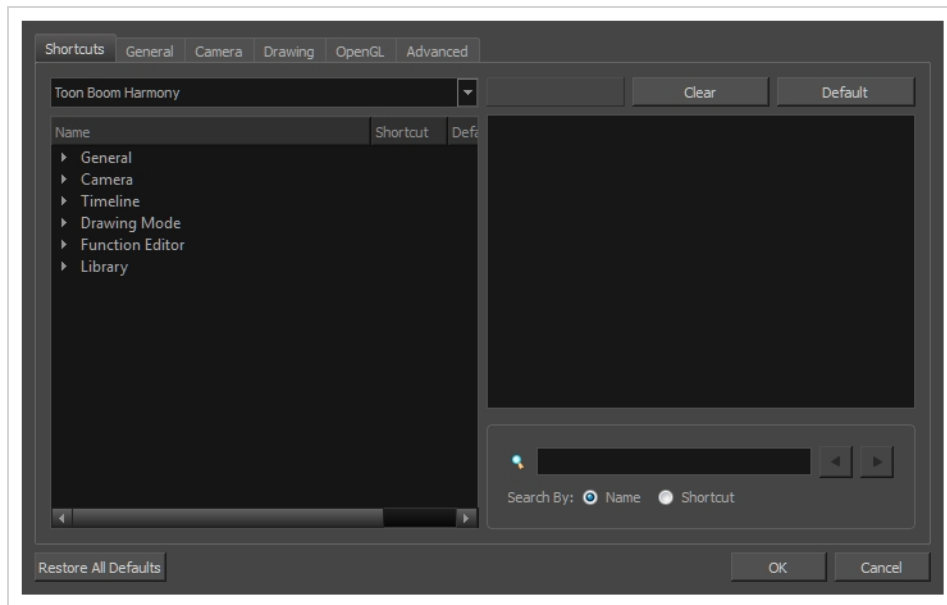
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Preferences

The Preferences dialog box lets you adjust preferences to suit your work style, allowing you to work more efficiently.



NOTE

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

How to access the Preferences dialog box

Do one of the following:

- Select **Edit > Preferences** (Windows/Linux) or **Harmony Essentials > Preferences** (macOS).
- Press **Ctrl + U** (Windows/Linux) or **⌘ + U** (macOS).

Chapter 1: Preferences File Location

T-HFND-002-002

When you change any of the options in the Preferences dialog box, they are stored in a folder called Toon Boom Harmony. You can copy this folder if you want to use the same preferences on a different computer.

- **Windows:** C:\Users\[user_name]\AppData\Roaming\Toon Boom Animation\Toon Boom [Harmony Essentials\full-1500-pref

**NOTE**

On Windows, the AppData folder is hidden. To display it in Explorer, in the top menu, open the **View** pane and check the **Hidden Items** checkbox.

- **macOS:** /Users/[user_name]/Library/Preferences/Toon Boom Animation/Toon Boom [Harmony Essentials/full-1500-pref

**NOTE**

On macOS, the Library folder is hidden. To display it in Finder, hold down the Alt key.

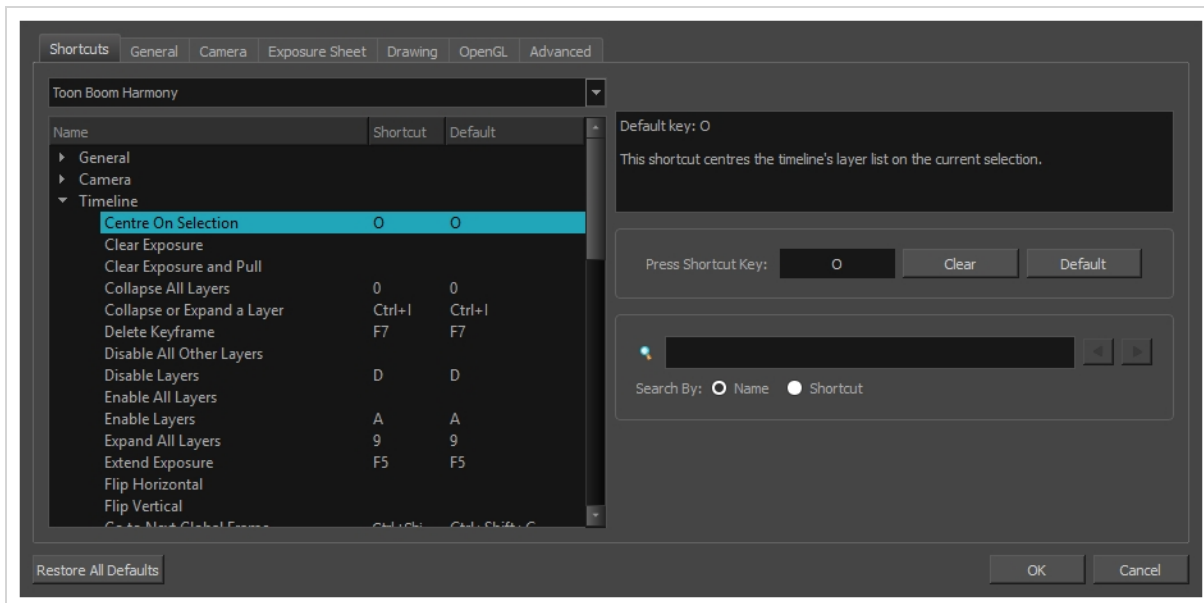
Chapter 2: Shortcuts Preferences

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:

- Toon Boom Harmony
- Adobe Flash
- Toon Boom Studio

Some tools or commands do not have default keyboard shortcuts assigned to them. You can add them if you find it helpful. If you want to customize an existing keyboard shortcut, you can perform a search by name or its shortcut.



Switching Keyboard Shortcut Sets

If you are accustomed to a certain set of keyboard shortcuts, you can change the shortcuts set to something more familiar.

How to switch keyboard shortcut sets

1. Do one of the following:
 - Windows: Select **Edit > Preferences**
 - macOS: Select **Harmony Essentials > Preferences**.
 - Press **Ctrl + U** (Windows/Linux) or **⌘ + U** (macOS).
2. In the Preferences dialog box, select the **Shortcuts** tab.
3. From the Shortcut Set list, select the desired set.

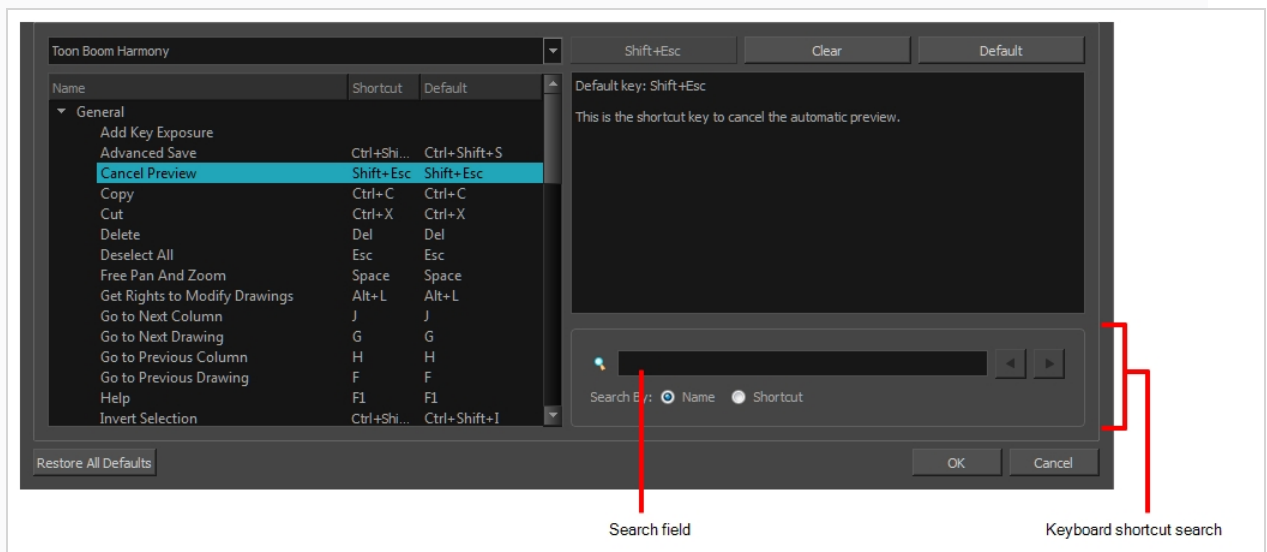


Searching for Keyboard Shortcuts

If you are unsure of what the keyboard shortcut is for a certain tool or function, or even what category it would be located under, you can use the search engine in the Shortcuts Preferences tab to find it. You can also use the search engine to determine if a keyboard shortcut (character or combination of characters) is already assigned to a tool or command in the software.

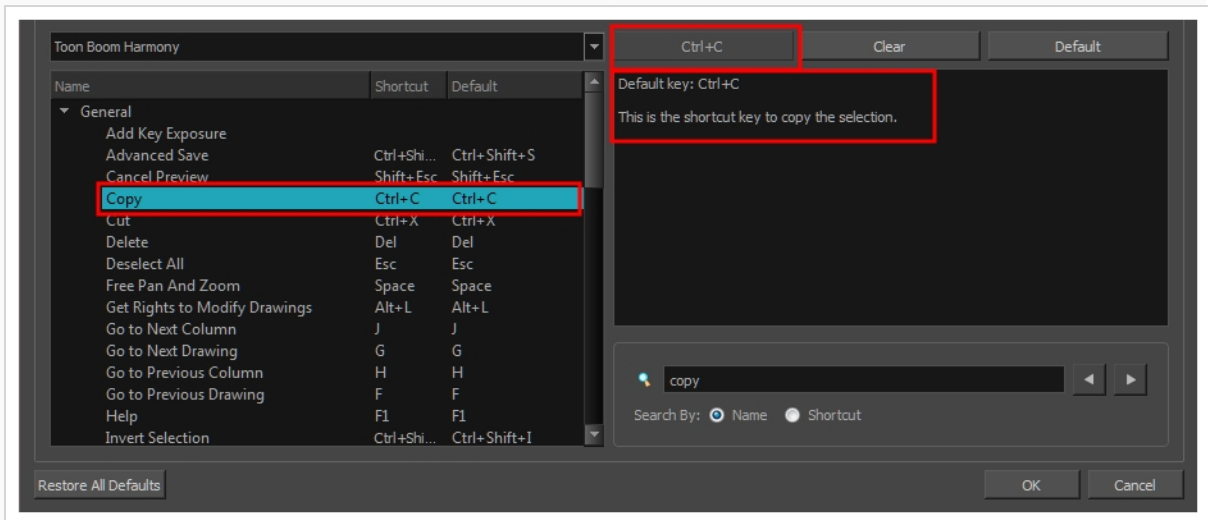
How to search for a keyboard shortcut

1. In the Preferences dialog box, select the **Shortcuts** tab.
2. In the keyboard shortcut search section, select an option:
 - **Name** to search for a keyboard shortcut by its name.
 - **Shortcut** to search for a keyboard shortcut by its actual keys that activate the shortcut.



3. In the Search field, enter the name of a keyboard shortcut or its shortcut keys.

The keyboard shortcut is highlighted in the left pane. Its shortcuts is displayed on the right pane.



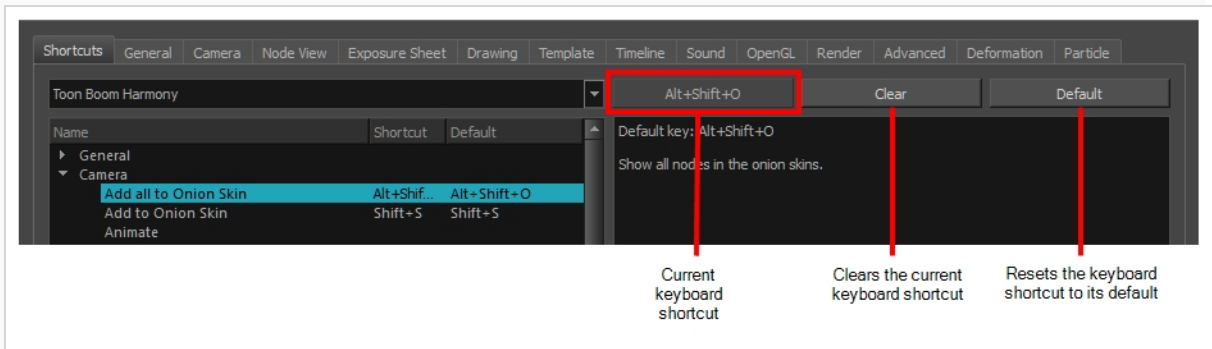
4. If desired, set a different keyboard shortcut.
5. Click **OK**.

Customizing Keyboard Shortcuts

You can create your own keyboard shortcut for a tool or command, by assigning it to a certain key or combination of keys.

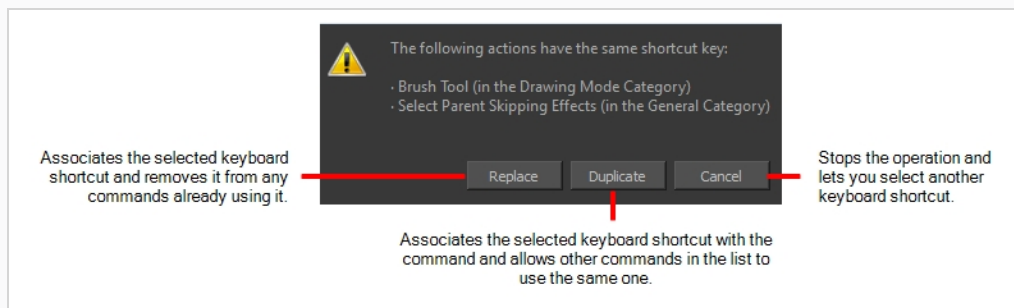
How to customize a keyboard shortcut

1. In the Preferences dialog box, select the **Shortcuts** tab.
2. In the left pane, select a category and then select a command to modify.
3. In the right pane, click the keyboard shortcut.

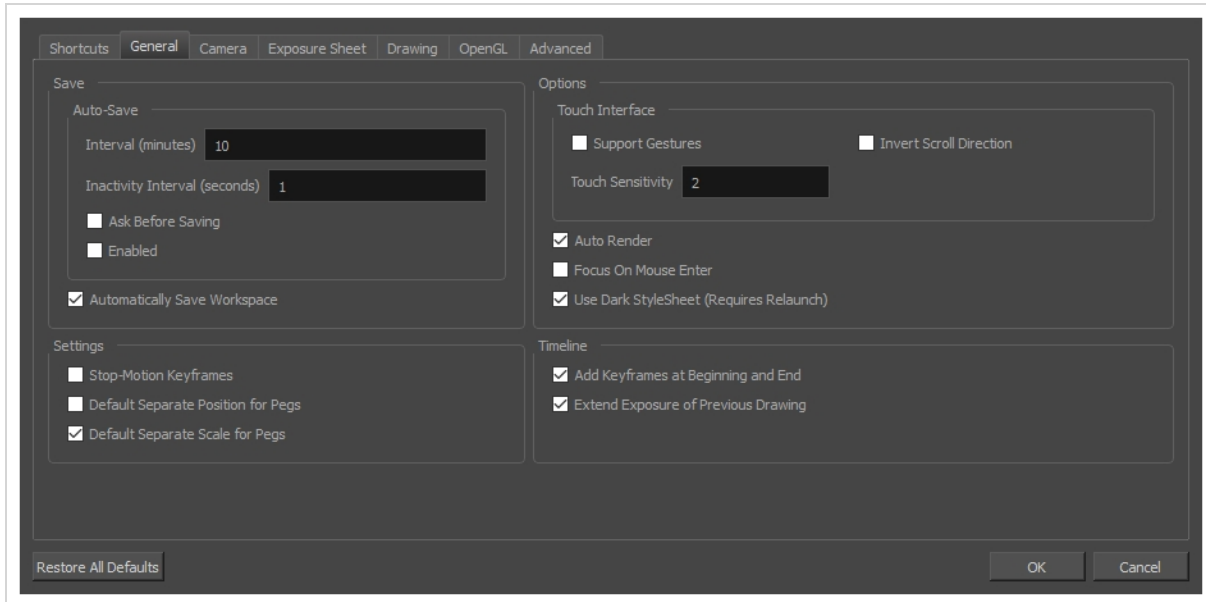


4. Use the keyboard to set a new shortcut.
 - To remove a command's current keyboard shortcut, click **Clear**.
 - To return a command's keyboard shortcut to its default, click **Default**.
5. Click **OK**.

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.





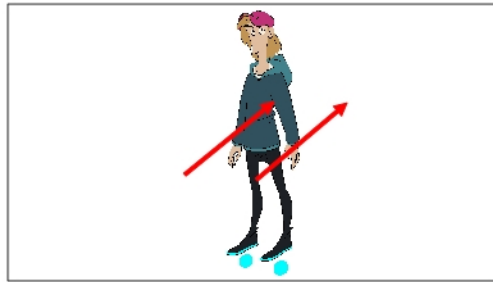
Chapter 3: General Preferences



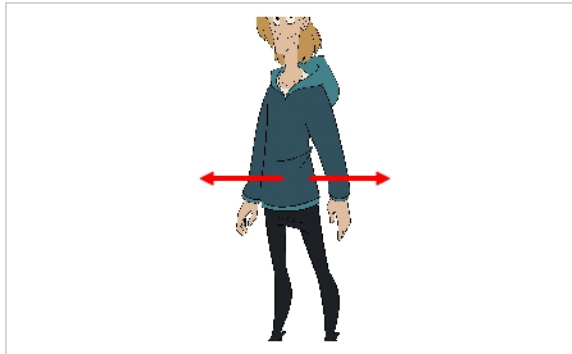
To customize your interface, you will use some of the preferences located in the General tab as well as the Camera tab.

Parameter	Description
Save	<p>In Harmony Server, you can decide which kinds of assets are saved when you use the Save command. This can be useful if you need specific users to only be able to make changes to certain aspects of the scene they're working on, or if you want to prevent yourself from accidentally making undesired changes to important assets. Unchecking any of the following options will prevent you from saving their corresponding type of assets:</p> <ul style="list-style-type: none"> • Save Scene: Save changes to the list of layers, elements, animation, timing, layout, effects, scene properties, etc. • Save Palette Lists: Save changes to the list of palettes associated to the scene or to individual elements. • Save Palettes: Save changes to the colours and textures contained in palettes. • Save Drawings: Save changes to existing drawings as well as newly created drawings.

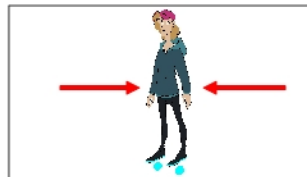
	<div data-bbox="623 191 1430 464" style="border: 1px solid #add8e6; padding: 10px; margin-bottom: 10px;">  <p>TIP</p> <p>If you want to save changes made to a type of asset that for which saving was disabled, you can do so by selecting File > Advanced Save from the top menu. In the Advanced Save dialog, assets for which saving is disabled will be unchecked, so you must manually check the assets you want to save.</p> </div> <div data-bbox="623 489 1430 659" style="border: 1px solid #f08080; padding: 10px; margin-bottom: 10px;">  <p>IMPORTANT</p> <p>When you close a scene, Harmony will not ask for confirmation to discard changes made to assets for which saving is disabled.</p> </div> <p>Auto-Save:</p> <ul style="list-style-type: none"> • Interval (minutes): This is the frequency at which the auto-save takes place. • Inactivity Interval (seconds): When Auto-save is about to take place, it verifies if you are drawing or doing anything in the application. If so, Auto-save waits this number of seconds before attempting another save. • Ask Before Saving: Before performing an auto-save, the system will prompt you with a message to confirm if you want to save or not. You can choose to turn off this option. • Enabled: This enables the Auto-save feature. If you do not want the system to automatically save your work, deselect this option. The auto-save is off by default. <p>Automatically Save Workspace: Changes to your workspace, such as how views and toolbars are laid out, are automatically saved, making sure your workspace remains the same after you close and re-launch Harmony or if you switch between different workspaces. If this option is disabled, you must manually save changes to your workspace by selecting Windows > Workspace > Save Workspace from the top menu.</p>
Options	<p>Support Gestures: Enables manipulating views such as the Camera and Drawing views using the following gestures:</p> <ul style="list-style-type: none"> • To pan the view, drag your two fingers in any direction, keeping both fingers at the same distance from each other.



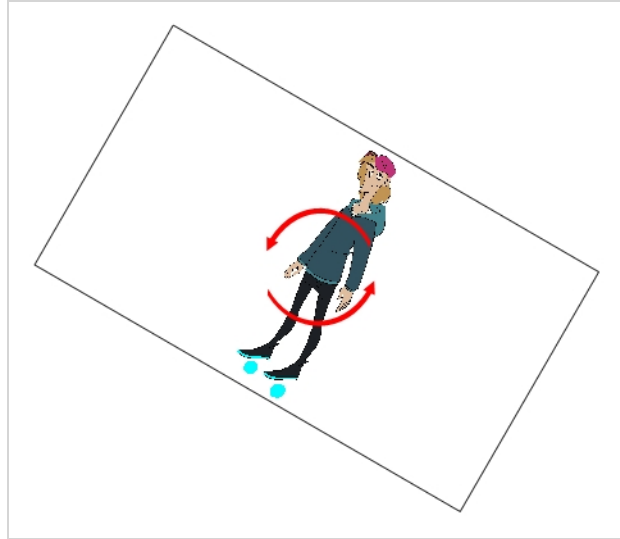
- To zoom in, drag your two fingers away from each other.



- To zoom out, drag your two fingers closer to each other.



- To rotate, drag your two fingers in a curve so that they revolve in the same direction.






Invert Scroll Direction: When panning a view by dragging it with your fingers in one direction, this makes the view pan in the opposite direction.

Touch Sensitivity: Control touch sensitivity. On macOS, higher numbers give a slower response to pans. On Windows, higher numbers favour scale/rotates over pans.

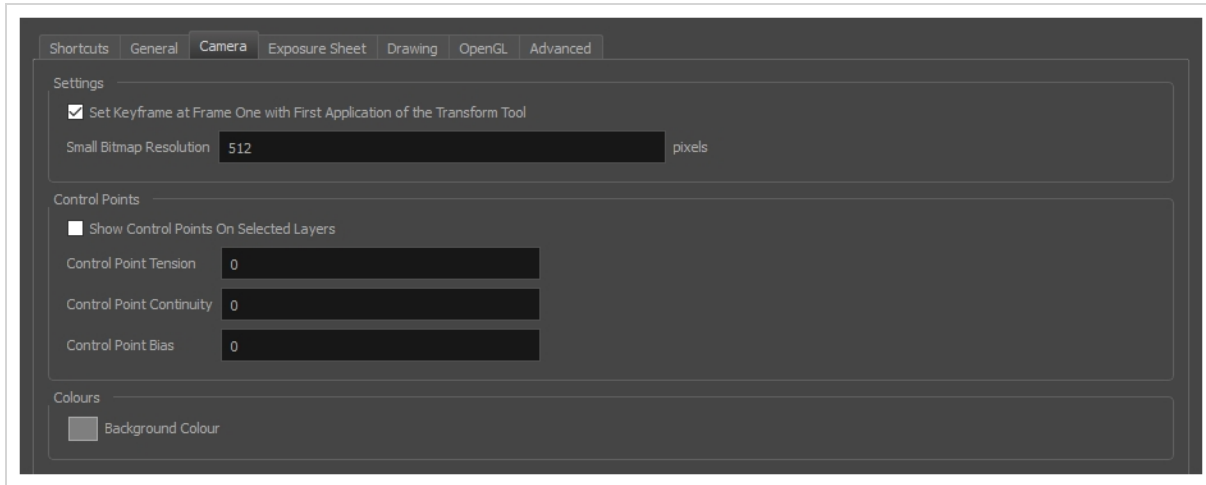
Auto Render: Controls whether the Camera view's Auto Render option is enabled or disabled when launching Harmony. When Auto Render is disabled, if any change is made to the scene while the Camera view is in Render Preview mode, it will switch to OpenGL Preview mode. When enabled, it will merely refresh the render preview.

Focus on Mouse Enter: In Harmony, some keyboard shortcuts, menus or toolbar buttons are intended for specific views in your workspace. To use keyboard shortcuts or other functionalities on a specific view, this view must be focused on. For example, the Centre on Selection shortcut will find the selected element in the Timeline or Camera view, depending on which one is focused on. Harmony draws a red rectangle around the currently focused on view.

By default, to set the focus on a view, you must click on its tab or on anything inside the view itself. The Focus on Mouse Enter preference will make Harmony automatically focus on the view the mouse cursor is over, making it switch the focus on a view and use keyboard shortcuts on it.

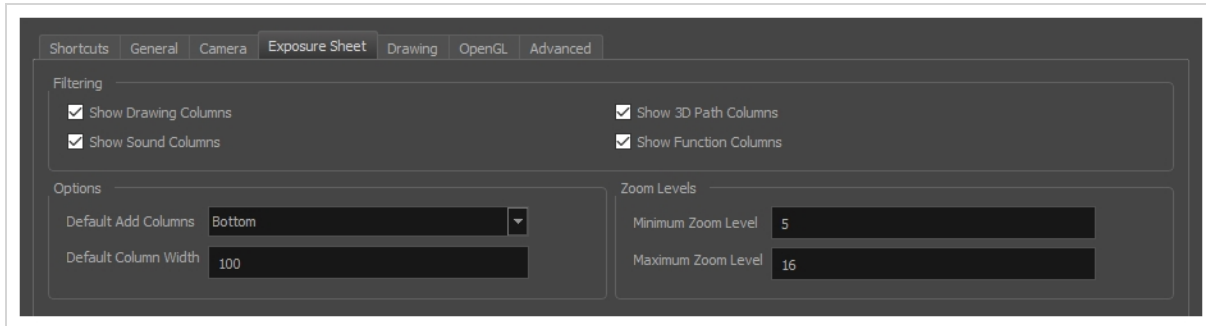
	<div data-bbox="625 191 1430 525" style="border: 1px solid green; padding: 10px;">  <p>NOTE</p> <p>Some items in the top menu also have functionalities that are specific to the focused on view, but moving the mouse cursor to the top menu might leave the wrong view focused on. To circumvent this problem, it might be necessary to become familiar with keyboard shortcuts, contextual (right-click) menus and the view menus available via the menu  button at the top-left corner of some views.</p> </div> <div data-bbox="625 552 1430 785" style="border: 1px solid red; padding: 10px; margin-top: 10px;">  <p>IMPORTANT</p> <p>Because not all tools can be displayed simultaneously in a single column, some tools will be hidden from the Tools toolbar by default. You can customize which tools appear in the Tools toolbar by right-clicking on it and selecting Customize.</p> </div> <p>Use Dark StyleSheet (Requires Relaunch): Application loads a dark skin for the User Interface.</p>
Settings	<p>Stop-Motion Keyframes: New keyframes are created as stop-motion keyframes.</p> <p>Default Separate Position for Pegs: New pegs are created with separate position functions.</p> <p>Default Separate Scale for Pegs: New pegs are created with separate scale functions.</p>
Timeline	<p>Add Keyframe at Beginning and End: Add keyframes at beginning and end: Select this option to copy and paste a set of frames that includes an interpolated sequence between two keyframes, but only extracts a partial section. Under normal circumstances, cutting and pasting a function without either the start or end keyframe would render the function null. This option caps the partial function with a new keyframe when you perform the paste.</p> <p>Extend Exposure of Previous Drawing: When drawing on a blank frame, a new drawing is created and the timing is extended from the previous exposed drawing.</p>


Chapter 4: Camera Preferences



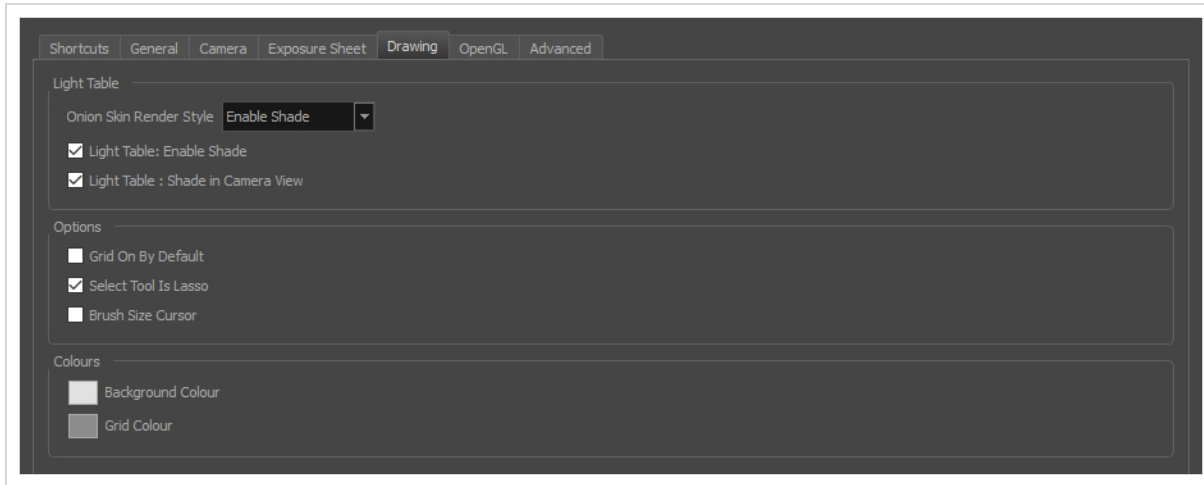
Parameter	Description
Settings	<p>Set Keyframe At Frame One With First Application of the Transform Tool: When this option is selected, wherever you set a keyframe on a layer, a keyframe is added on your frame 1. If this options is deselected, a keyframe is only added to the current frame. If later on, you add a keyframe on your frame 1, it may modify the first keyframe you added.</p> <p>Small Bitmap Resolution: The size, in pixels, of the smaller bitmap version of your image. When you import a bitmap image into a scene, a smaller version of it is created in order to accelerate the compositing and playback processes.</p>
Control Points	<p>Show Control Points On Selected Layers: By default, when you select an element with the Transform tool, the motion path related to the object is displayed.</p> <p>Control Point Tension: The default Tension value for new keyframes and control points.</p> <p>Control Point Continuity: The default Continuity value for new keyframes and control points.</p> <p>Control Point Bias: The default Bias value for new keyframes and control points.</p>
Colours	<p>Background Colour: Lets you change the background colour.</p>

Chapter 5: Exposure Sheet Preferences



Parameter	Description
Filtering	<p>These preferences are used to display or hide certain layer types in the Xsheet view.</p> <p>Show Drawing Columns: Displays the Drawing layers in the Xsheet view.</p> <p>Show Sound Columns: Displays the Sound columns in the Xsheet view.</p> <p>Show 3D Path Columns: Displays the 3D Path columns in the Xsheet view.</p> <p>Show Function Columns: Displays the Function columns layers in the Xsheet view.</p>
Options	<p>Default Add Columns: The default position where the new column will be added.</p> <p>Default Column Width: The default width value for the new column being created.</p>
Zoom Levels	<p>You can set the minimum and maximum zoom levels to view the Xsheet, depending on the number of columns and rows in the project. Once you set a level, close and reopen the Xsheet so the new values take effect.</p> <p>Minimum Zoom Level: Lets you set the lowest level of zoom. Choose a value between 1 and 6.</p> <p>Maximum Zoom Level: Lets you set the highest level of zoom. Choose a value between 14 and 20.</p> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> NOTE You can set a keyboard shortcut to view the entire Xsheet.</p> </div>

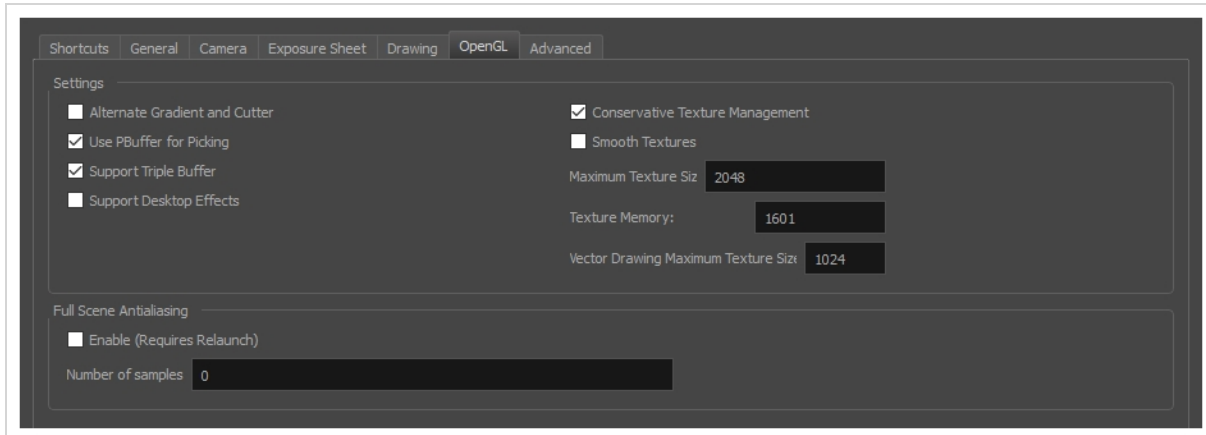
Chapter 6: Drawing Preferences






Parameter	Description
Light Table	<p>Onion Skin Render Style:</p> <ul style="list-style-type: none"> • Normal: The onion skinned drawings are 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. <p>Light Table: Enable Shade: When enabled, the drawings appearing on 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.</p> <p>Light Table: Shade in Camera View: When enabled, the drawings appearing on other layers are displayed in washed-out colours in the Camera view. When this option is disabled, the drawings appearing on other layers are displayed using normal colours. This option is for the Camera view only.</p>
Options	<p>Grid On By Default: When opening the Drawing view, the grid displays automatically.</p> <p>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.</p> <p>Brush Size Cursor: When this option is enabled, the brush tool displays the brush size as a circle around the cursor.</p> <p>Auto Gap Closing in Pixel Units: Disabling this option will cause your gap to be</p>

	<p>zoom dependent. Zoom dependent means that the more you zoom in, the smaller the gap you can close with the Close Gap tools. By enabling this option, you choose to make the gap display available in pixel units, which is not zoom dependent.</p> <p>Auto Gap Closing on Startup: The values for automatic gap closing while painting drawings are: 0 = Disabled, 1=Small, 2=Medium, 3=Big.</p> <p>Pencil Lines Opacity (%): Lets you set the default transparency of your pencil lines.</p>
Colours	<p>Background Colour: Lets you change the background colour.</p> <p>Grid Colour: Lets you change the colour of the grid.</p>
Zoom	<p>Enable Paper Zoom: Enabling this option allows you to set the 100% Zoom level onscreen, in order to physically match the measurements of your paper drawing.</p> <p>Number of Pixels per Inch: Enter the PPI for your monitor. To obtain the PPI of your screen, divide the height or width of your monitor's resolution setting by the corresponding physical height or width of your monitor screen (resolution height divided by physical height, or resolution width divided by physical width) in inches.</p> <p>Quick Close Up Zoom Factor: Sets the zoom level for the Quick Close up Zoom keyboard shortcut.</p> <p>Maximum Zoom Factor: Sets the maximum zoom level for the paper zoom.</p>

Chapter 7: OpenGL Preferences

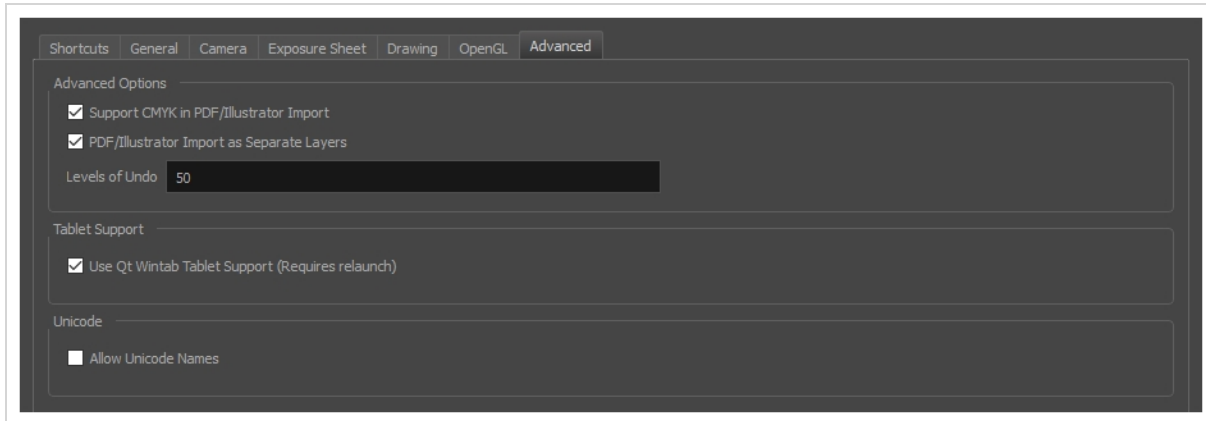


Parameter	Description
Settings	<p>Conservative Texture Management: Turns on and off conservative memory management for bitmap texture files. Performance will improve when this is enabled. If disabled, you will have a better on-screen rendering of bitmap files at the expense of slower performance.</p> <p>Smooth Textures: Smooths out the pixels of bitmap images when zooming in; this improves bitmap image quality.</p> <p>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.</p> <p>Support Triple Buffer: Enable this option for a better compatibility with Windows Vista if your video card driver does not allow to disable the triple buffering option. Not enabling this option may result in a dashing line when drawing a brush stroke.</p> <p>Support Desktop Effects: Enable this option for better compatibility with Windows 7, Windows Vista and Mac OS X desktop effects. This will prevent graphic compositing problems from happening when the full-scene anti-aliasing option is enabled.</p> <p>Maximum Texture Size: The size that the bitmap file will be reduced to when using the Conservative Texture Management.</p> <p>Texture Memory: The amount of temporary memory used to store bitmap texture files.</p> <p>Vector Drawing Maximum Texture Size: This is the size that the .tvg file will be reduced to for better performance when in OpenGL render mode.</p>

<p>Full Scene Antialiasing</p>	<p>The following options allow you to configure the way drawings are previewed in Harmony.</p> <p>Enable (Requires Relaunch) : By default, drawings displayed in Harmony, such as in the Camera or Drawing view, have no antialiasing and display hard pixels at the edge of strokes and lines. If this preference is enabled, antialiasing will be done through the graphic card to enhance the quality of drawings and make a preview that resemble the final render more closely. This may impact application performance negatively.</p> <p>Number of samples: The amount of times the OpenGL preview is scaled up before processing it for antialiasing. The higher this value is, the better the antialiasing quality will be but the heavier it will be on the machine's resources.</p> <div data-bbox="565 646 1430 814" style="border: 1px solid #90EE90; padding: 5px;"> <p> NOTE It may be necessary to restart the application to see the effects after changing either of these settings.</p> </div> <div data-bbox="565 842 1430 1104" style="border: 1px solid #90EE90; padding: 5px;"> <p> NOTE These settings may be overridden by the 3D antialiasing settings of the driver for your graphics card. If changing these settings and restarting the application seems to have no effect, make sure your graphics card supports antialiasing, that antialiasing is enabled and that it is configured to let applications control their antialiasing.</p> </div> <div data-bbox="565 1134 1430 1335" style="border: 1px solid #90EE90; padding: 5px;"> <p> NOTE These settings only affect the way drawings are previewed in OpenGL. They have no effect on the final rendered image, or on the way the image looks when setting the Camera view in Render Preview mode.</p> </div>
<p>Rendering Caching</p>	<p>Enable Rendering Caching of CacheLock Nodes: Controls whether OpenGL Cache Lock nodes are used to generate the OpenGL preview. Disabling this preference has the same effect as disabling all OpenGL Cache Lock nodes in the scene.</p> <p>Cache Capacity of CacheLock Nodes (in Mb): The maximum amount of cache available to store preview images cached by OpenGL Cache Lock nodes. This cache is stored in the graphic card's video memory. If your machine has a lot of video memory, increasing this setting could enhance the performance of Harmony when working with heavy scenes.</p> <p>Enable Rendering Caching of Composite Nodes: Controls whether non-passthrough Composite nodes cache their composited image when Harmony generates an OpenGL preview. This is useful when the image generated by a composite is used several times in a scene, for example because a composite's</p>

	<p>output port is connected to several other nodes. If this preference is disabled, the composite will regenerate the preview for its node system for each of its outgoing connections. When enabled, the composite will generate the preview for its node system once, cache it, and output the cached image to its other outgoing connections.</p> <p>Cache Capacity of Composite Nodes (in Mb): The maximum amount of cache available to store images cached by Composite nodes. This cache is stored in the graphic card's video memory. If your machine has a lot of video memory, increasing this setting could enhance the performance of Harmony when working with heavy scenes.</p>
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Chapter 8: Advanced Preferences



Parameter	Description
Advanced Options	<p>Support CMYK in PDF/Illustrator Import: Lets you import .pdf and .ai files that were created or exported in CMYK mode. The colours of the resulting imported image may still not look 100% faithful to its CMYK original due to the RGB conversion. It is recommended that you convert these files to RGB images before importing them into Toon Boom Harmony. Disabling this option will cause all the colours of the imported image to be displayed as red to indicate that the file was not converted to RBG before import.</p> <p>PDF/Illustrator Import as Separate Layers: Imports the different groups/elements of the .pdf or .ai file as separate layers. For Illustrator files, the import will use the top level group as separate layer names. Deselect this option to import pdf or .ai files as a single layer.</p>
Tablet Support	<p>Use Qt Wintab Tablet Support (Requires Relaunch): If you are using a tablet other than Wacom, deselect this option (and relaunch) if you are having issues with offset or pressure sensitivity.</p>
Unicode	<p>Allow Unicode Names: Lets you use up to 120 ASCII characters for names of environments, jobs and scenes. This means you can use characters for languages, such as Japanese, Chinese, French, Spanish, and others, characters for names in your database setup.</p>