Harmony

Toon Boom
Harmony 16.0
Paint Preferences Guide

Toon Boom
Bring Your Stories To Life

Legal Notices

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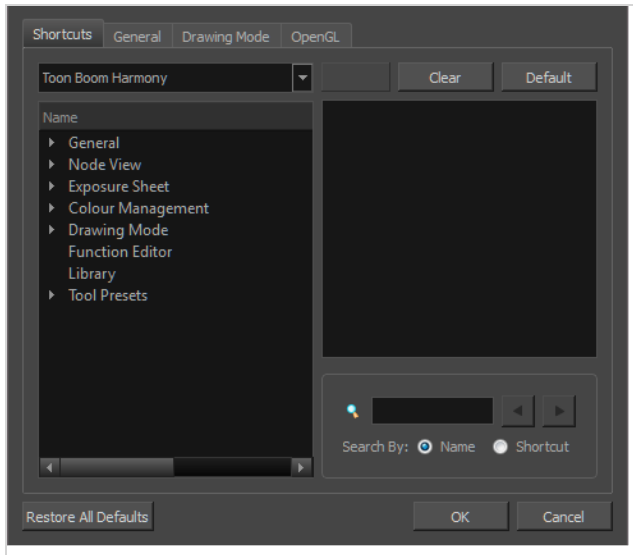
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About Harmony Preferences

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 [Edition] > 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.

When using Harmony Stand Alone, your custom preferences are stored in the following location, depending on your operating system:

- **Windows:** C:\Users\[user_name]\AppData\Roaming\Toon Boom Animation\Toon Boom [Harmony\full-1600-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/full-1600-pref

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

- **GNU/Linux:** /home/[user_name]/Toon Boom Animation/Toon Boom Paint/full-1600-pref/

When using Harmony Server, preferences are stored in your Harmony Server account's user space on the database server, in the following path:

- /USA_DB/users/[user_name]/Harmony/full-1600-pref

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.
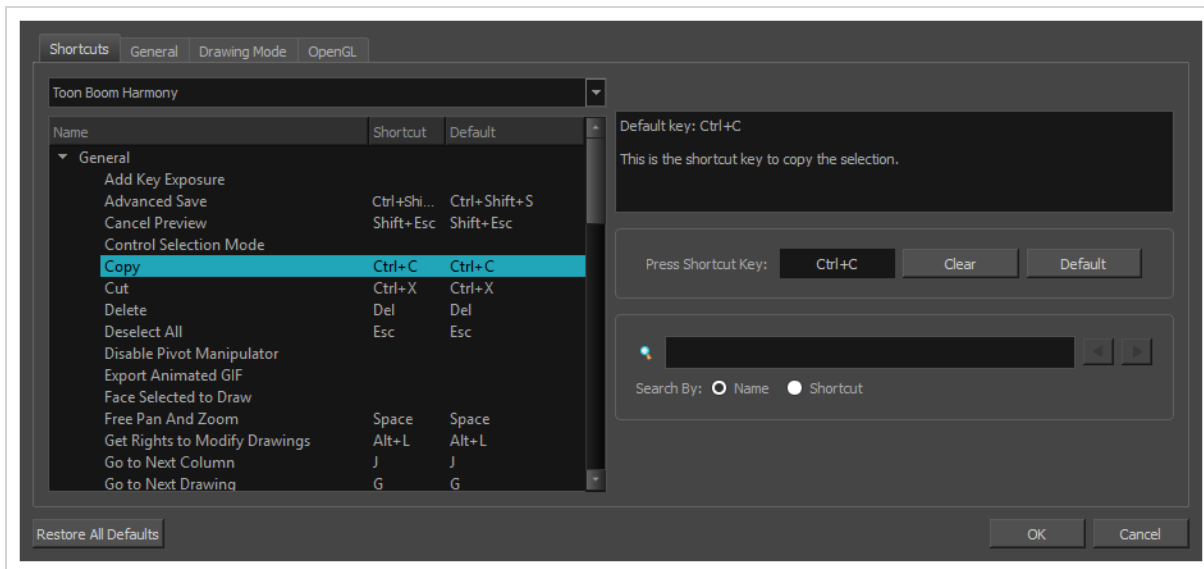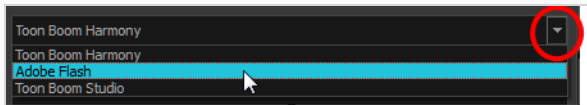
Switching Keyboard Shortcut Sets

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 [Edition]> 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.
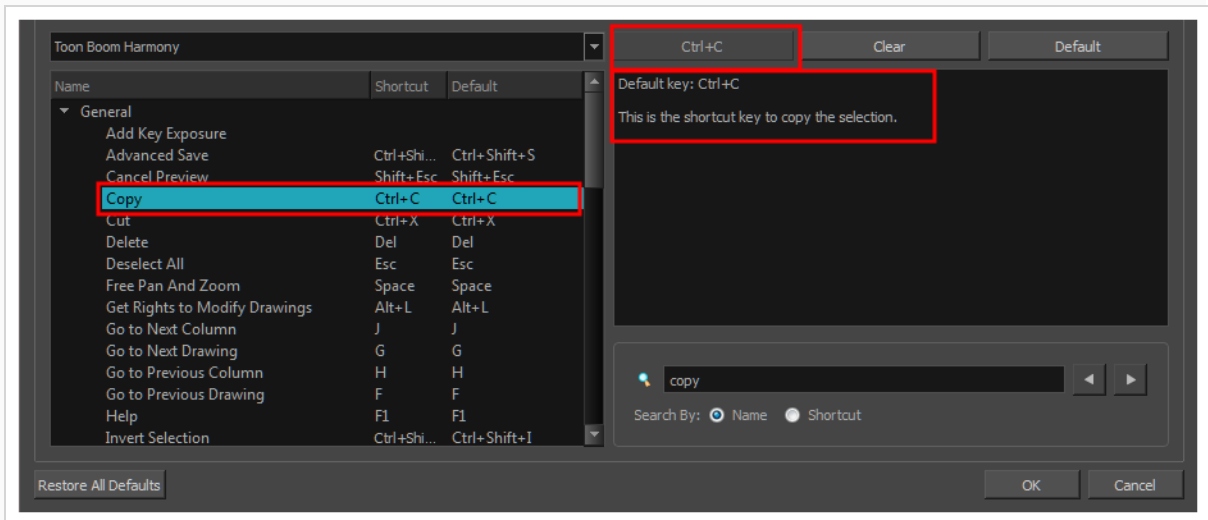
How to search for a keyboard shortcut

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.

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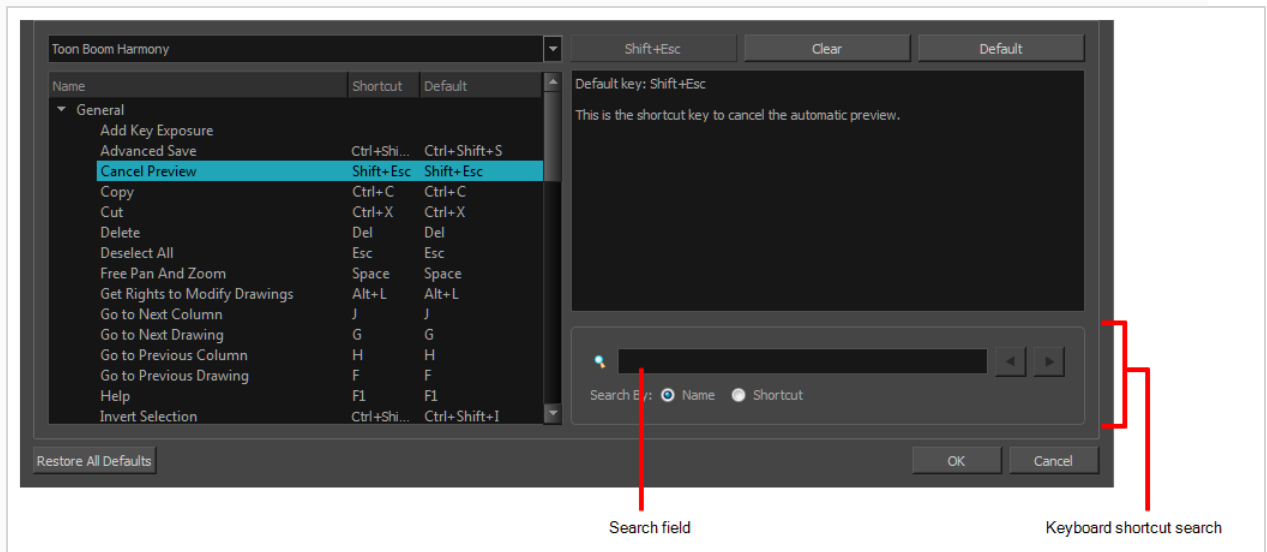
3. In the Search field, enter the name of a keyboard shortcut or its shortcut keys.

   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.
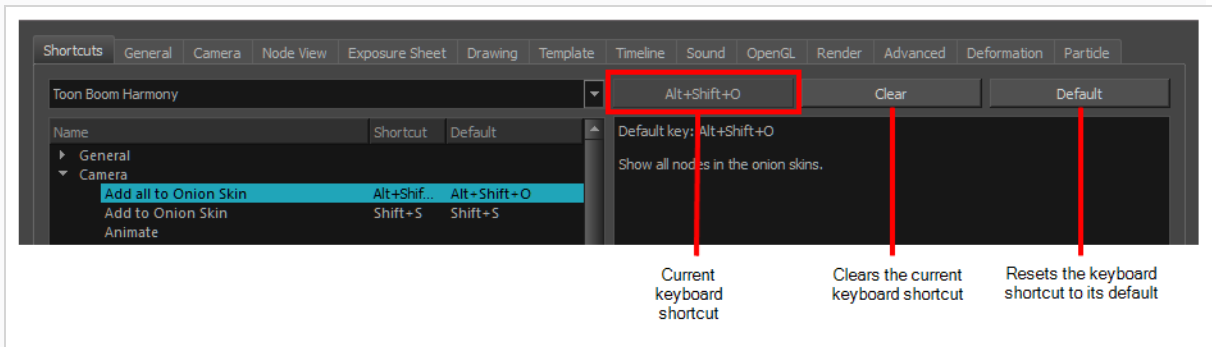
4. Use the keyboard to set a new shortcut.

   ‣ 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.
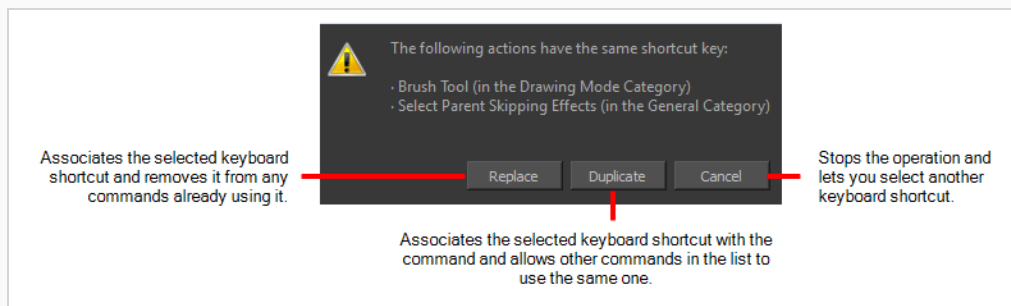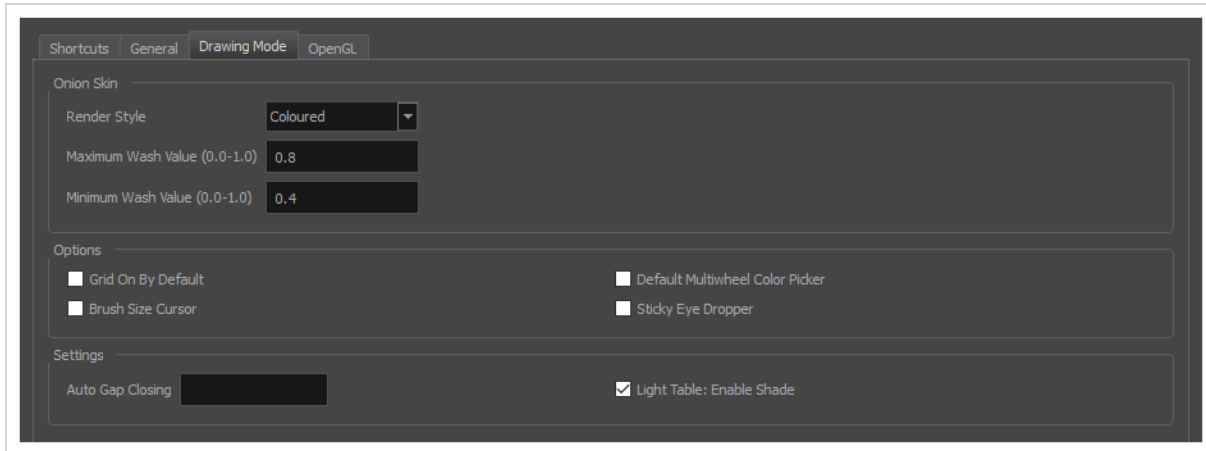
Chapter 3: General Preferences
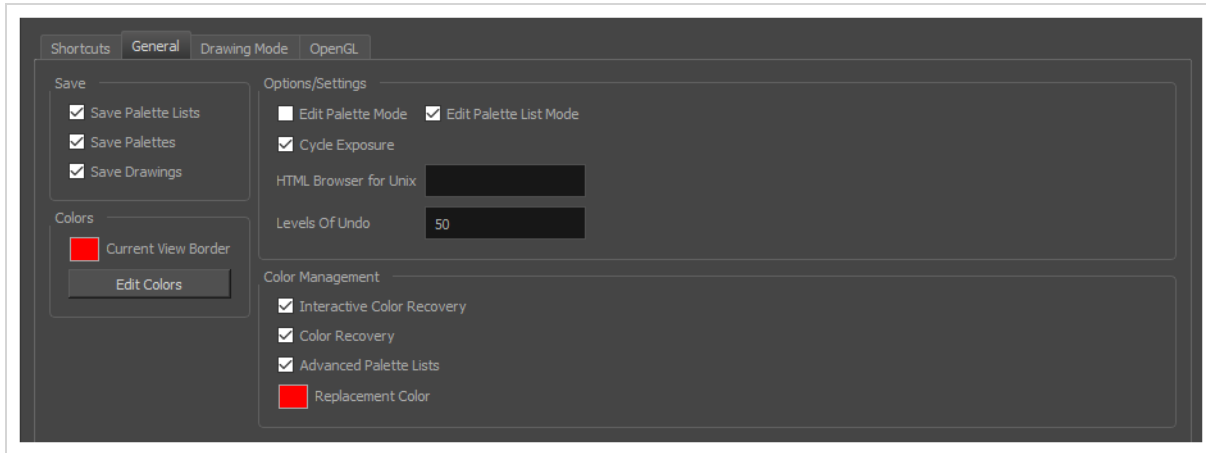
To customize your interface, you will use some of the preferences located in the General tab as well as the Camera tab.

Parameter	Description
Save	**Save Palette Lists**: Saves all palette lists you have modified when the Save command is activated. When this option is deselected, the Save command will not save the palette lists and you must use the Save command to save them.
	Save Palettes: Saves palettes you modified when the Save command is activated. When this option is deselected, the Save command will not save the modified palettes and you must use the Save command to save them.
	Save Drawings: Saves all drawings you have modified when the Save command is activated. When this option is deselected, the Save command will not save the modified drawings and you must use the Save command to save them.
Colours	**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: The Edit Colours button opens the Colours dialog, which allows you to set the colour for dozens of visual elements in the user interface.
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

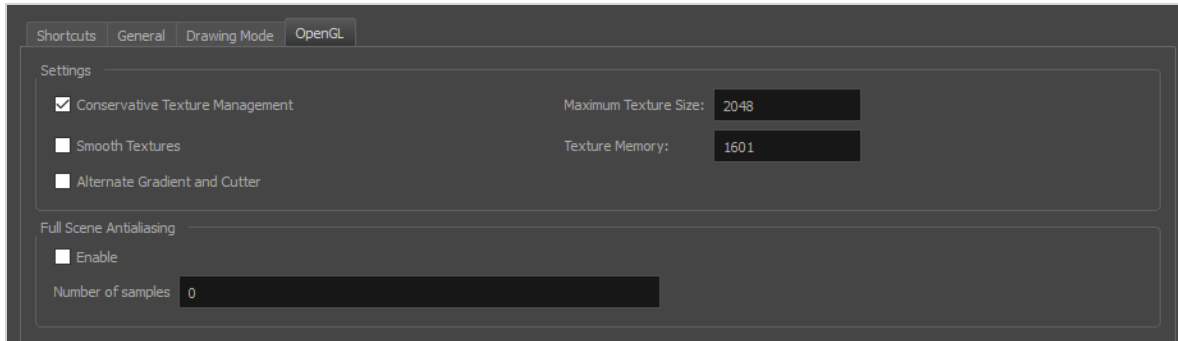|	
	last frame or the last column to the first. **HTML Browser for Unix**: This option is used to view the online help on Linux machines. Enter the command to launch the browser, including the path if necessary. **Levels of Undo**: Determines the number of actions retained by the Undo list. By default, 50 actions are stored in the list. You can alter the number if you want to.
Colour Management	**Interactive Colour Recovery:** If a colour palette required to display a drawing is not found because it was moved or deleted from its location, you will be asked if you wish to recover the missing colours into a new temporary palette. If this option is disabled, the colour recovery will happen automatically without your confirmation. **Colour Recovery:** By default, if a colour palette required to display a drawing is missing because it has been moved or deleted, Harmony recovers the missing colours into a new temporary palette. If this option is disabled, Harmony will skip this step and display the zones painted with missing colours with the Replacement Colour, which is solid red by default. **Advanced Palette List:** When enabled, palettes can be linked to specific elements instead of to the scene, and can be stored in an directory specific to an element, the scene, the scene's job or the scene's environment. **Replacement Colour:** If certain colours are no longer available, Harmony will display the replacement colour in the zones painted with missing colours.

Chapter 4: Drawing Mode Preferences

Parameter	Description
Onion Skin	**Render Style**: • **Original Colours**: Drawings displayed in the Onion Skin are rendered using their real colours. • **Coloured**:Drawings displayed in the Onion Skin are displayed in solid red if they are before the current frame, or in solid green if they are after the current frame. • **Coloured Outlines**: Drawings displayed in the Onion Skin are displayed in red outlines if they are before the current frame and in green outlines if they are after the current frame. **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. **Default Multiwheel Colour Picker**: Displays the Multiwheel Colour Picker window instead of the regular Colour Picker. **Brush Size Cursor**: When this option is enabled, the brush tool displays the brush size as a circle around the cursor. **Sticky Eye Dropper**: Keeps the Colour Picker's Dropper tool active until it is released by clicking 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.
Full Scene Antialiasing	The following options allow you to configure the way drawings are previewed in Harmony. **Enable :** By default, drawings displayed in Harmony 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. **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.

> **NOTES**
>
> - It may be necessary to restart the application to see the effects after changing either of these settings.
> - These settings may be overriden 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.
> - 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.

Playback Images	**Enable Playback Caching**: Enable the caching of OpenGL previews for quick playback. **Playback Cache Size (in Mb)**: The maximum size of the cache used to store cached playback images.
Drawings	**Enable Textures in Pencil Lines**: Controls whether textures applied on pencil lines are rendered for the OpenGL preview. **Enable Variable Line Thickness**: Controls whether lines with a variable width are rendered with their variable width or with a constant width in the OpenGL preview.
Effects	**Enable Tone and Highlight**: Controls whether Tone and Highlight effects are rendered in the OpenGL preview. **Enable Cutter**: Controls whether Cutter effects are processed for the OpenGL preview. **Enable Colour Override**: Controls whether Colour-Override effects are rendered in the OpenGL preview.
Rendering Caching	**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. **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.

	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 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.
	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.
	Enable Interactive Camera View Cache: When enabled, Harmony keeps a cache of the current preview image in the Camera view. This cache is used to regenerate parts of the preview image when moving the mouse cursor around or when manipulating drawing and animation controls in the Camera view. Otherwise, Harmony will regenerate these parts of the preview image, which may impact performance when working on a complex scene.