Harmony20
Essentials

Toon Boom
Harmony 20 Essentials
Preferences Guide

Toon Boom
Bring Your Stories To Life

Legal Notices

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Publication Date

03-11-2021

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About Harmony Preferences

The Preferences dialog box allows you to adjust preferences to suit your workflow and your production's needs.
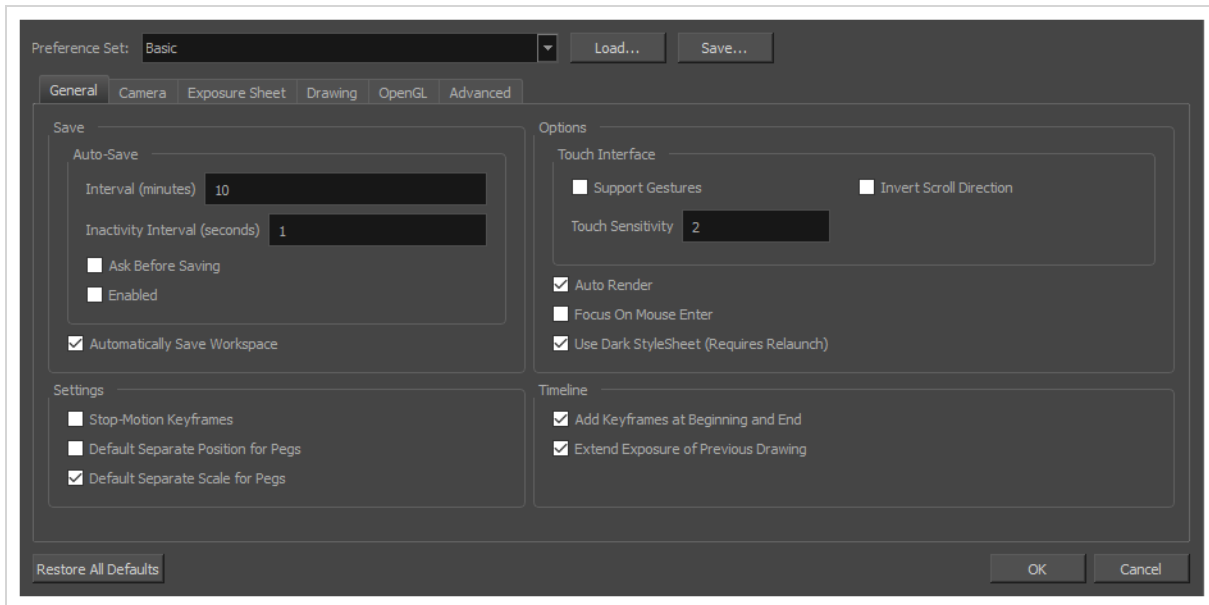
Accessing the Preferences Dialog

You can access the Preferences dialog from the **Edit** menu on Windows, or from the **Harmony Essentials** menu on macOS.

How to open the Preferences dialog box

1. Do one of the following:

   - **Windows:**

     - In the top menu, select **Edit > Preferences**.

     - Press Ctrl + U.

   - **macOS:**

     - In the top menu, select **Harmony Essentials > Preferences**.

     - Press ⌘ + U.

Switching Between Preference Sets

Harmony comes preloaded with five different preference presets (referred to as preference sets), each tailored for a different kind of task. By default, the Basic preference set is used. You can choose which preference set to use in Preferences dialog.

A large part of the default settings in the different preference sets are the same. The following table describes which option is different depending in each preference set, and how:

Tab / Location	Preference	Preference Set				
		Basic	Compositing	Cutout Animation	Paperless Animation	Rigging
General	Focus on Mouse Enter	Off	On	On	On	On
	Default Separate Position for Pegs	Off	Off	On	Off	On
	Stop-Motion Keyframes	Off	Off	On	Off	On
Pencil Tool Properties	Auto Close Gap	On	On	On	On	Off

> **NOTES**
> - When you customize a preference manually, it is not saved to the current preference set. It is saved as an override for all preference sets.
> - Switching between preference sets only affects preferences that you have not manually customized yourself. This means, for example, that if you manually enable the **Focus on Mouse Enter** preference, this preference will no longer be affected when you switch to a different preference set.
> - To make all your preferences affected by the preference set you select again, you must reset your preferences—see *Resetting Preferences* on page 14.

How to switch between preference presets

1. Do one of the following to open the Preferences dialog:
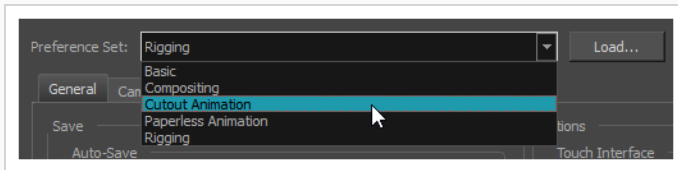
   - **Windows:**

     - In the top menu, select **Edit > Preferences**.

     - Press Ctrl + U.

   - **macOS:**

     - In the top menu, select **Harmony Essentials > Preferences**.

     - Press ⌘ + U.

2. In the top-left corner of the Preferences dialog, open the **Preference Set** drop-down and select the preset you want to use.

   Preferences will be updated according to the table above, except for those that you manually set.

3. Click on **OK**.

Exporting Preferences

You can export your current preferences to an XML file. You can reimport this file later to restore your preferences, or share it with project collaborators so that you all use the same preferences.

> **NOTE**
>
> When you export your preferences, only the preferences for the currently selected preference set are exported.

How to export your preferences configuration

1. Do one of the following to open the Keyboard Shortcuts dialog:

   - **Windows:**

     - In the top menu, select **Edit > Preferences**.

     - Press Ctrl + U.

   - **macOS:**

     - In the top menu, select **Harmony Essentials > Preferences**.

     - Press ⌘ + U.

2. Near the top of the dialog, right of the **Preference Set:** drop-down, click on the **Save...** button.

   A save dialog appears.

3. Browse to the location where you want to save your preference file.

4. Type in the desired name for your preference file.

5. Click on **Save**.

   Your current preference settings have been exported as an XML file, in the selected location with the file name you gave it.

Importing Preferences

You can import a preference file exported from Harmony.

> **NOTES**
>
> - To export preferences into a file, see *Exporting Preferences* on page 10.
> - When you import a preference file, it will override all your preferences for the currently selected preference set.

How to import a keyboard shortcut configuration file

1. Do one of the following to open the Keyboard Shortcuts dialog:

    - **Windows:**

        - In the top menu, select **Edit > Preferences**.

        - Press Ctrl + U.

    - **macOS:**

        - In the top menu, select **Harmony Essentials > Preferences**.

        - Press ⌘ + U.

2. At the right of the **Preference Set:** drop-down, click on the **Load...** button.

    An open dialog appears.

3. Browse to the directory where your preference file is located.

4. Select the preference file you want to import.

5. Click on **Open**.

    The settings in the selected preference file are loaded into the Preferences dialog, overwriting your current preferences.

Resetting Preferences

You can reset the preferences in Harmony to their default settings.

> **⚠ IMPORTANT**
>
> This will permanently undo all the changes you made to your Harmony preferences.

How to reset your keyboard shortcuts configuration

1. Do one of the following to open the Keyboard Shortcuts dialog:

    - **Windows:** In the top menu, select **Edit > Keyboard Shortcuts**.

    - **macOS:** In the top menu, select **Harmony Essentials > Keyboard Shortcuts**.

2. In the bottom-left corner of the Preferences dialog, click on **Restore All Defaults**.

    A confirmation prompt appears.

3. If you are sure you want to restore the default preferences for Harmony, click on **Yes**.

    All the preferences in the Preferences dialog are now set to their default setting.

Preferences File Location

After the first time you have launched Harmony, your preferences, along with numerous other options and switches in the user interface, are stored in a hidden directory on your computer.

Depending on your operating system, you can find your preference files in the following location:

- **Windows:** C:\Users\[username]\AppData\Roaming\Toon Boom Animation\Toon Boom Harmony Essentials\full-2000-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/[username]/Library/Preferences/Toon Boom Animation/Toon Boom Harmony Essentials/full-2000-pref

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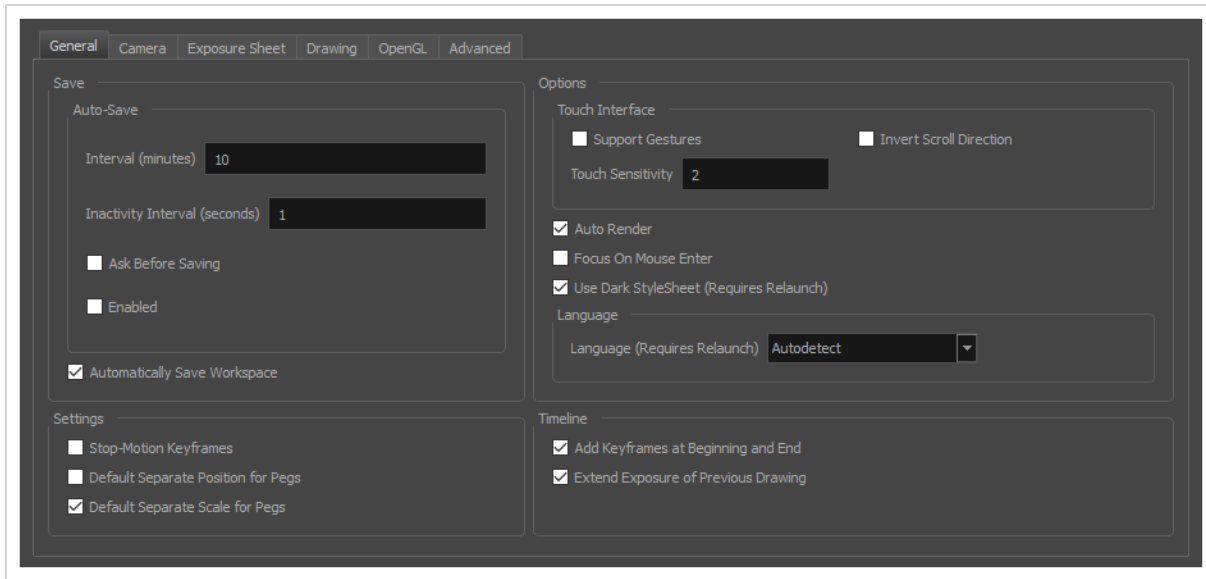
Preferences Dialog Reference

The following section contains a an article for each tab in the Preferences dialog. Each article contains a list of all the preferences in its tab, as well as a description of the preference. Refer to this section if you want to know more about what a specific preference does or if you want to get familiarized with all of the preferences in Harmony.
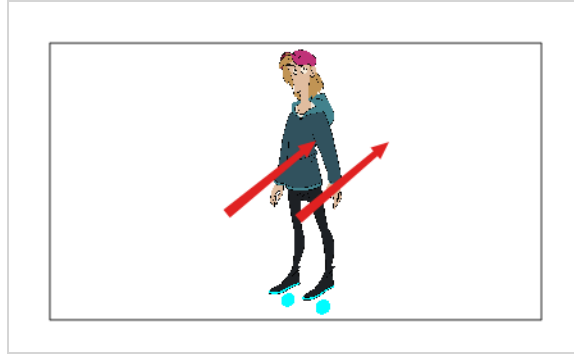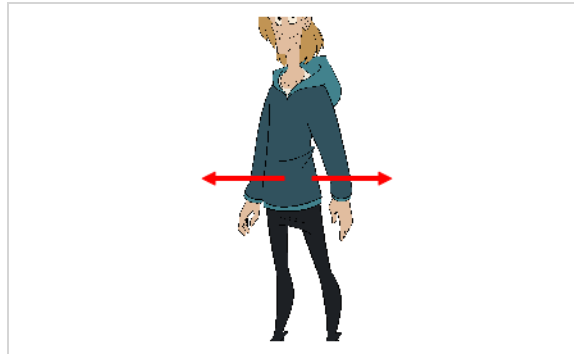
General Preferences

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	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: • **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.

|	
	TIP 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. **IMPORTANT** When you close a scene, Harmony will not ask for confirmation to discard changes made to assets for which saving is disabled. **Auto-Save:** • **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. **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.
Options	**Support Gestures**: Enables manipulating views such as the Camera and Drawing views using the following gestures: • 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.
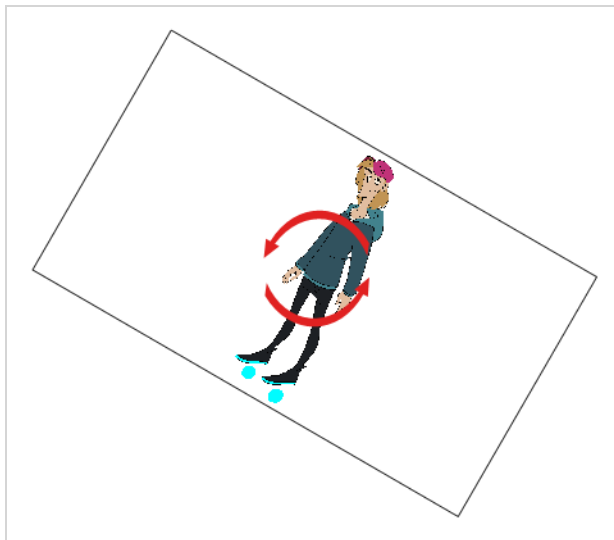
Invert Scroll Direction: When panning a view by dragging it with your fingers in one direction, this makes the view pan in the opposite direction.

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.
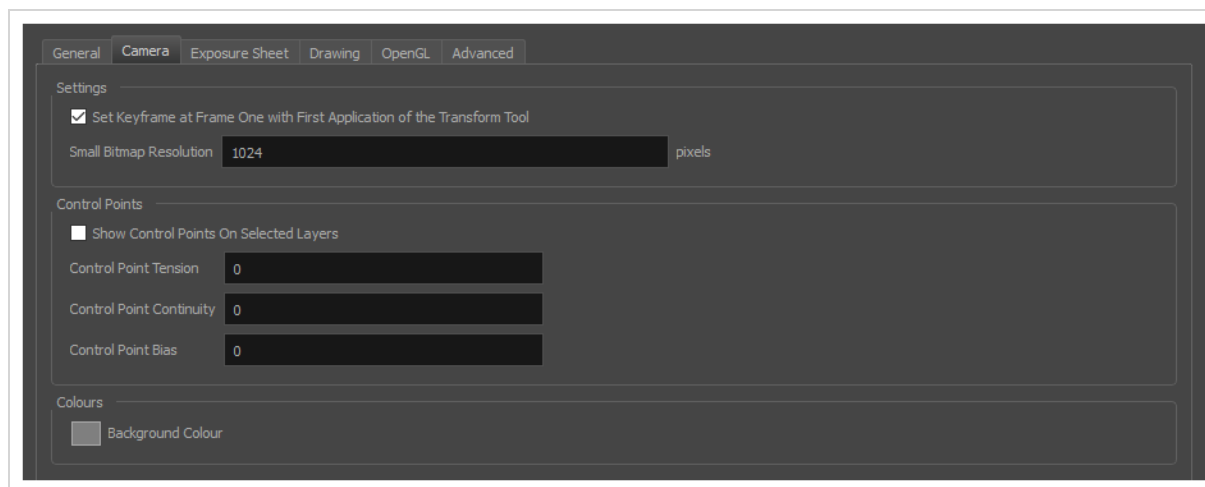
Focus on Mouse Enter: In Harmony, some keyboard shortcuts, menus or toolbar buttons are intended for specific views in your workspace. To use keyboard shortcuts or other functionalities on a specific view, this view must be focused on. For example, the Centre on Selection shortcut will find the selected 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.

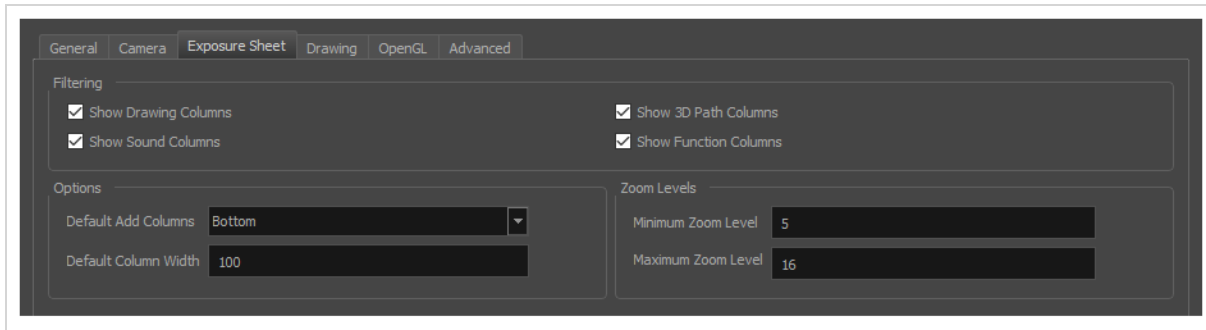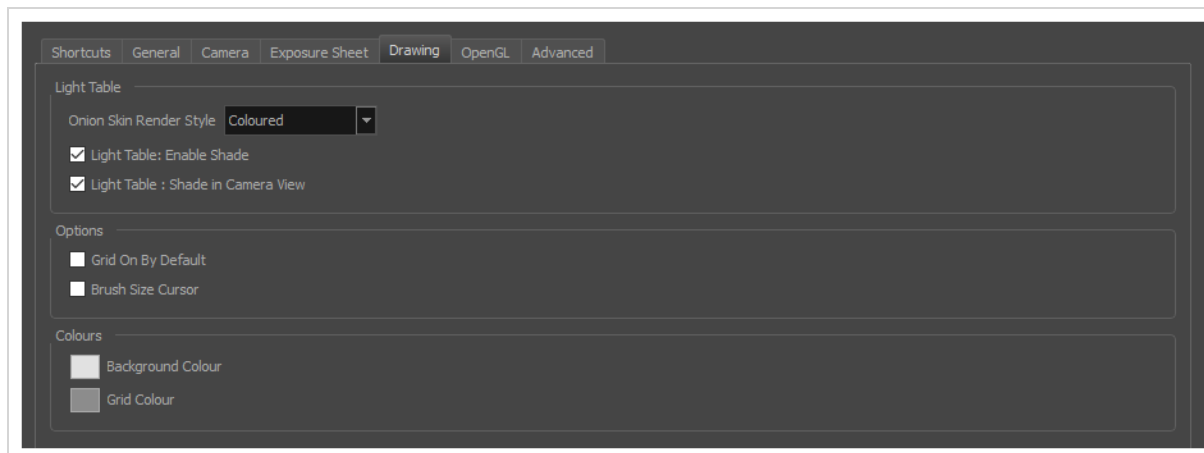|	
	NOTE Some items in the top menu also have functionalities that are specific to the focused on view, but moving the mouse cursor to the top menu might leave the wrong view focused on. To circumvent this problem, it might be necessary to become familiar with keyboard shortcuts, contextual (right-click) menus and the view menus available via the menu ≣ button at the top-left corner of some views. **Use Dark StyleSheet (Requires Relaunch)**: Application loads a dark skin for the User Interface.
Language	**Language (Requires Relaunch):** The language in which to display the user interface. By default, this is set to **Autodetect**, which means that Harmony will launch in the language of your operating system, if it is one of the supported languages, and will otherwise launch in English.
Settings	**Stop-Motion Keyframes**: New keyframes are created as stop-motion keyframes. **Default Separate Position for Pegs**: New pegs are created with separate position functions. **Default Separate Scale for Pegs**: New pegs are created with separate scale functions.
Timeline	**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. **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.

Camera Preferences

Parameter	Description
Settings	**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. **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.
Control Points	**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. **Control Point Tension**: The default Tension value for new keyframes and control points. **Control Point Continuity**: The default Continuity value for new keyframes and control points. **Control Point Bias**: The default Bias value for new keyframes and control points.
Colours	**Background Colour**: Lets you change the background colour of the Camera view in OpenGL View mode.

Exposure Sheet Preferences

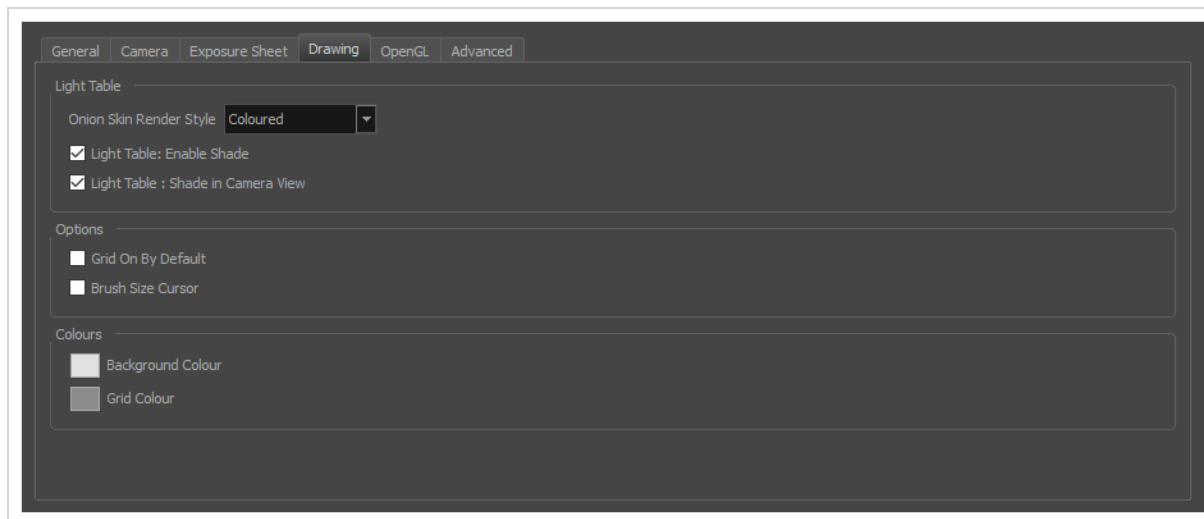| Parameter	Description
Filtering	These preferences are used to display or hide certain layer types in the Xsheet view. **Show Drawing Columns**: Displays the Drawing layers in the Xsheet view. **Show Sound Columns**: Displays the Sound columns in the Xsheet view. **Show 3D Path Columns**: Displays the 3D Path columns in the Xsheet view. **Show Function Columns:** Displays the Function columns layers in the Xsheet view.
Options	**Default Add Columns**: The default position where the new column will be added. **Default Column Width**: The default width value for the new column being created.
Zoom Levels	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. **Minimum Zoom Level**: Lets you set the lowest level of zoom. Choose a value between 1 and 6. **Maximum Zoom Level**: Lets you set the highest level of zoom. Choose a value between 14 and 20. **NOTE** You can set a keyboard shortcut to view the entire Xsheet.

Drawing Preferences

Parameter	Description
Light Table	**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. **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. **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.
Options	**Grid On By Default**: When opening the Drawing view, the grid displays automatically. **Brush Size Cursor**: When this option is enabled, the brush tool displays the brush size as a circle around the cursor. **Synchronize Eraser and Brush:** When enabled, changing any of the Brush tool's properties simultaneously changes the corresponding property for the Eraser tool to the same setting, and vice versa. Likewise, selecting a preset for one tool will apply this preset's properties for the other tool.

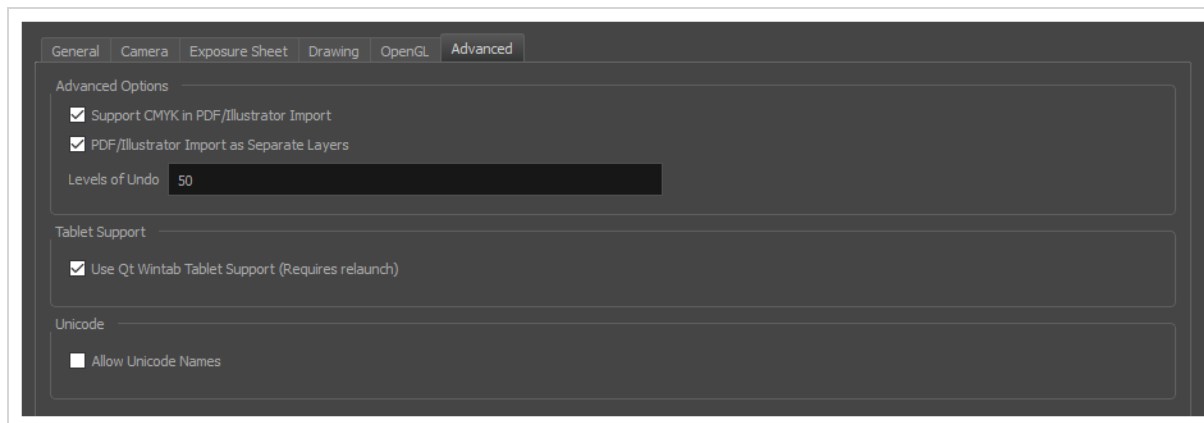|	
	Auto Gap Closing in Pixel Units: Disabling this option will cause your gap to be zoom dependent. Zoom dependent means that the more you zoom in, the smaller the gap you can close with the Close Gap tools. By enabling this option, you choose to make the gap display available in pixel units, which is not zoom dependent.
	Auto Gap Closing on Startup: The values for automatic gap closing while painting drawings are: **0** = Disabled, 1=Small, 2=Medium, 3=Big.
	Pencil Lines Opacity (%): Lets you set the default tranparency of your pencil lines.
Colours	**Background Colour**: Lets you change the background colour of the Drawing view. **Grid Colour**: Lets you change the colour of the grid.
Zoom	**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. **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. **Quick Close Up Zoom Factor**: Sets the zoom level for the Quick Close up Zoom keyboard shortcut. **Maximum Zoom Factor**: Sets the maximum zoom level for the paper zoom.

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. **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. **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. **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. **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.

Full Scene Antialiasing	The following options allow you to configure the way drawings are previewed in Harmony.
	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.
	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.

Advanced Preferences

Parameter	Description
Advanced Options	**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 Essentials. 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. **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.
Tablet Support	**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.
Unicode	**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.