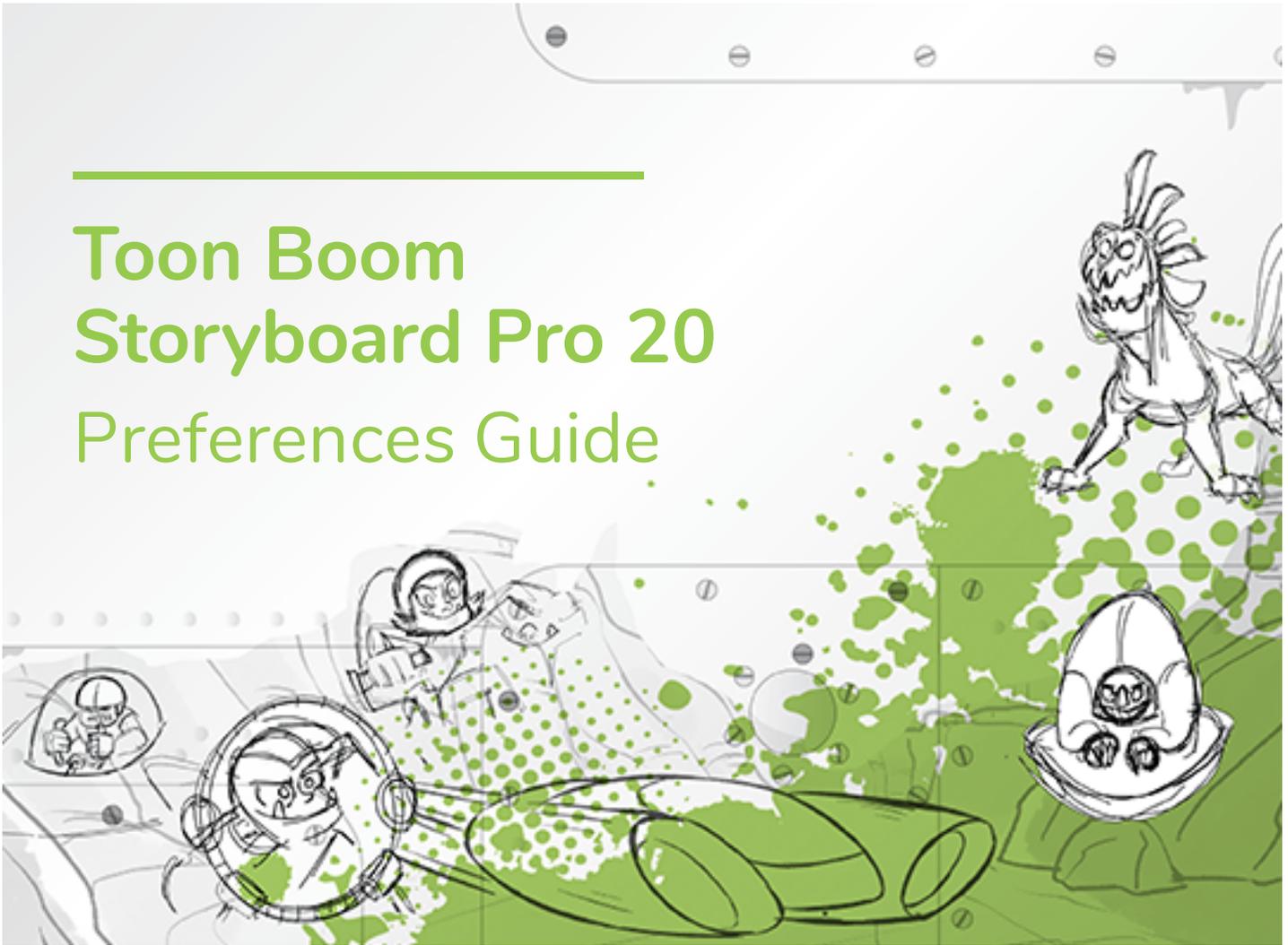# Storyboard PRO 20

Toon Boom
Storyboard Pro 20
Preferences Guide

Legal Notices

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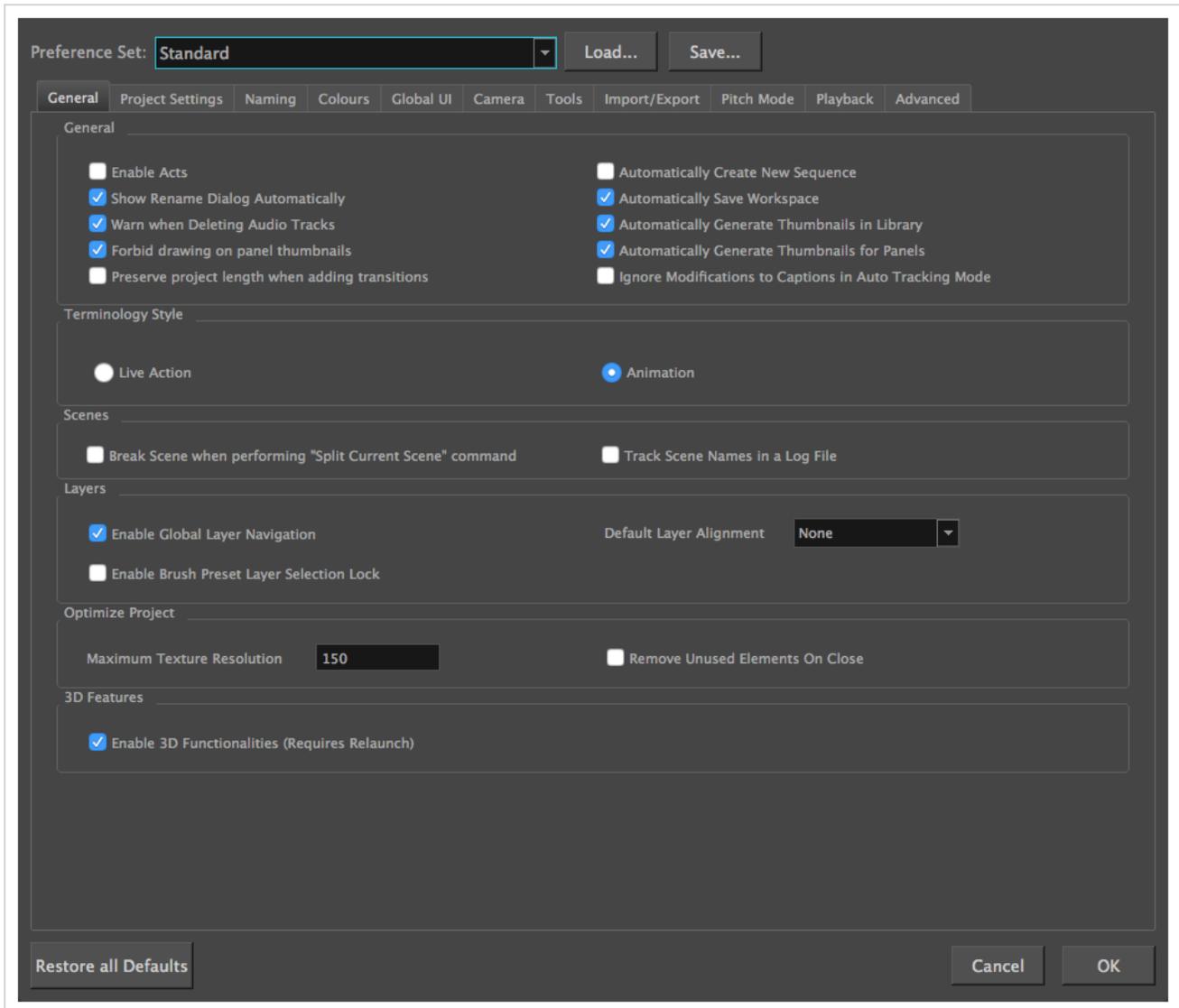
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About Preferences

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

The Preferences dialog box is divided into the following tabs:

- Shortcuts

- General

- Project Settings

- Naming

- Colours

- Global UI

- Camera

- Tools

- Import/Export

- Pitch Mode

- Playback

- Advanced

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

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 **Storyboard Pro 20 > Preferences**.

     - Press ⌘ + U.

Migrating Preferences

When launching Storyboard Pro for the first time after upgrading from one major release to another major release, you will be prompted to import your preferences from the older version to the new one.

> **NOTE**
>
> Preferences can be migrated from Storyboard Pro version 5.0 and higher. This functionality does not apply to earlier versions.

How to migrate preferences

1. Launch Storyboard Pro.

   Upon initial launch of the upgraded software, the following prompt displays:

   Settings and preferences from a previous version of Storyboard Pro have been found.

   Do you want Storyboard Pro to migrate those preferences and settings?

   Yes   No
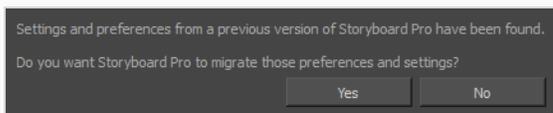
2. Click **Yes**.

Accessing the Preferences Dialog

You can access the Preferences dialog from the **Edit** menu on Windows, or from the **Storyboard Pro 20** 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 **Storyboard Pro 20 > Preferences**.

     - Press ⌘ + U.

Switching Between Preference Sets

Storyboard Pro 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		
		Standard	Animatic	3D
General	Preserve project length when adding transitions	Off	On	On
	Terminology Style	Animation	Animation	Live Action
Project Settings	Disable project name length limitation	Off	Off	On
Naming	Scene Name > Increment name by	1	1	10
	Scene Name > Automatically add leading zeros	2	2	3
Global UI	Compact Information Style	Off	On	On
Camera	Zoom Slider	Off	On	On
Advanced	Use Optimized Drawings	Off	On	On
	Number of Frames to Preload	120	200	200
	Number of Panels to Preload	2	4	4

> **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 **Preserve project length when adding transitions** 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 16.

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 **Storyboard Pro 20 > 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 **Storyboard Pro 20 > 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 Storyboard Pro.

> **NOTES**
>
> - To export preferences into a file, see *Exporting Preferences* on page 12.
>
> - 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 **Storyboard Pro 20 > 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 Storyboard Pro to their default settings.

> **IMPORTANT**
>
> This will permanently undo all the changes you made to your Storyboard Pro 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 **Storyboard Pro 20 > 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 Storyboard Pro, click on **Yes**.

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

Preferences File Location

T-SBADV-003-001

After the first time you have launched Storyboard Pro, 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 Storyboard Pro\full-20100-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 Storyboard Pro/full-20100-pref

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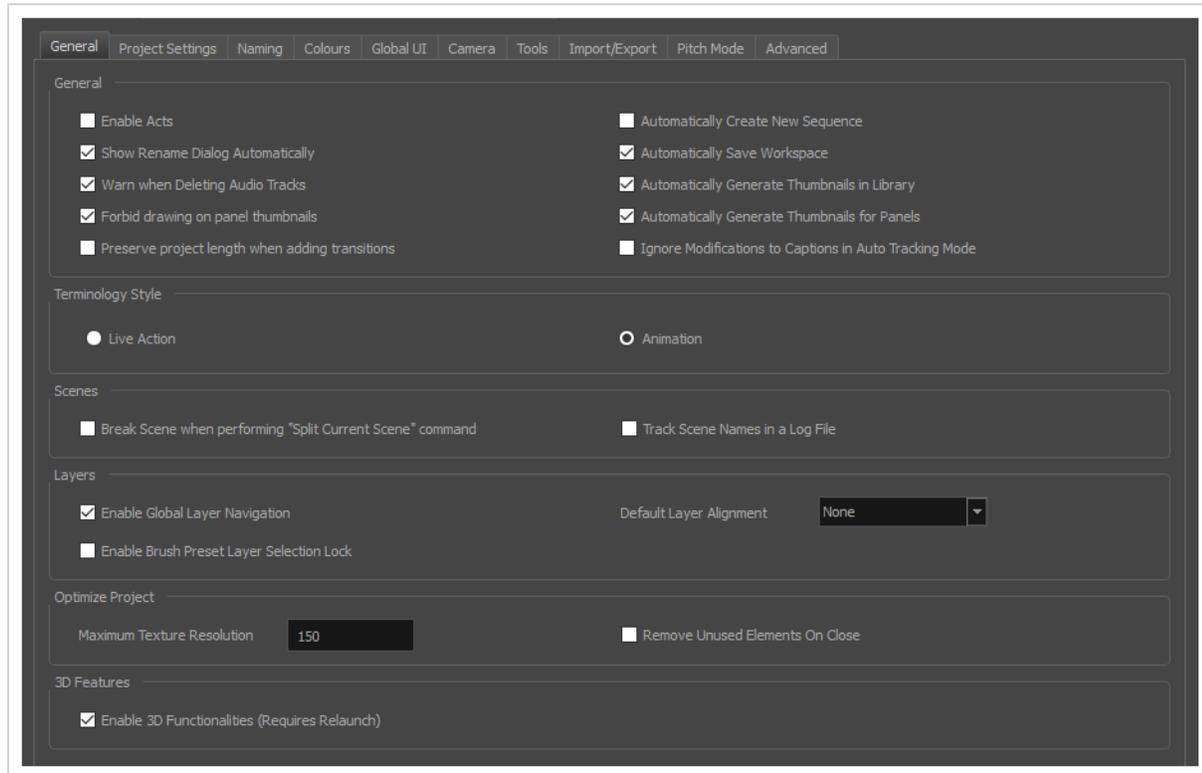
Preferences Dialog Reference

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 Storyboard Pro.

General Preferences

The preferences related to script and panels editing are principally grouped on the General tab.

Parameter	Description
General	
Enable Acts	Starts new acts and joins selected acts which are displayed in the Timeline view. In Storyboard Pro, you can organize panels in scenes and acts. By default, acts are not available because they are not relevant to every script. If you have a story divided into acts, select this option to display and manipulate these sections.
Show Rename Dialog Automatically	When you move scenes around, the Rename Scene dialog box opens prompting you to rename the scenes. This option is enabled by default. When you deselect this option, existing scenes keep their original name and new scenes are automatically named without the Rename Scene dialog box opening.
Warn when Deleting Audio Tracks	Display a confirmation prompt when attempting to delete an audio track.

Parameter	Description
Forbid Drawing on Panel Thumbnails	By default, this preference is enabled, preventing you from drawings on the panels in the Thumbnails view. Turn off this option if you want to use all the Drawing tools directly in the Thumbnails view.
Preserve project length when adding transitions	By default, when adding a transition, the length of scenes is not adjusted. Since the transition causes the next scene to start playing before the current scene finishes playing, this results in the project becoming shorter by the length of the transition. With this option enabled, when a transition is added, both scenes that are joined by the transition are extended by half the length of the transition, resulting in the project remaining in the same length, and all subsequent scenes starting at the same time as before.
Automatically Create New Sequence	By default, new storyboard projects are created without sequences. Select this option so new projects are automatically created with a sequence.
Automatically Save Workspace	When any change is made to the workspace, such as adding, moving or removing a view or a toolbar, the change is automatically saved to the current workspace. **NOTE** If you disable this option, you can save your workspace manually by selecting **Windows > Workspace > Save Workspace** from the top menu.
Automatically Generate Thumbnails in Library	Lets you decide if thumbnails are automatically generated in the Library view or not. By default this option is enabled.
Automatically General Thumbnails for Panels	Lets you decide if thumbnails are automatically generated for panels or not.
Ignore Modifications to Captions in Auto Tracking Mode	When Auto Tracking Mode is enabled, any change made to a panel will activate tracking changes for that panel. With this option enabled, changes can be made to a panel's captions without automatically enabling tracking changes for that panel. Any other changes made to the panel or its content will still cause the panel to be tracked for changes.
Terminology Style	

Parameter	Description
Live Action	Use live action terminology across the Storyboard Pro user interface, ie: act, *scene*, *shot* and *panel*.
Animation	Use animation terminology across the Storyboard Pro user interface, ie: act, *sequence*, *scene*, and *panel*. 📝 **NOTE** This option cannot be changed when using Storyboard Pro in Japanese, as the terminology for both production styles are the same.
Scenes	
Break Scene when performing "Split Current Scene" command	By default this option is disabled, this means that when using the **Storyboard > Split Current Scene** command, the current scene will be split in two before the selected panel. When enabled, the scene will be broken in three, isolating the selected panel in the middle. If you select multiple panels and use the Split Current Scene command, each selected panel will break into a separate scene.
Track Scene Names in a Log File	Tracks scene/shot names in a log file.
Layers	
Enable Global Layer Navigation	Maintains the layer selection while navigating between panels.
Enable Brush Preset Layer Selection Lock	Keeps layer selection to layer specified in selected brush preset.
Default Layer Alignment	**None**: Sets the default alignment used when creating a layer.
	Faces Camera: The layer is oriented to face the camera, so it rotates around its pivot point to always face the camera, but does not move with the camera. Use this option when you plan to position a 2D layer in 3D space, where that layer belongs in the scene.

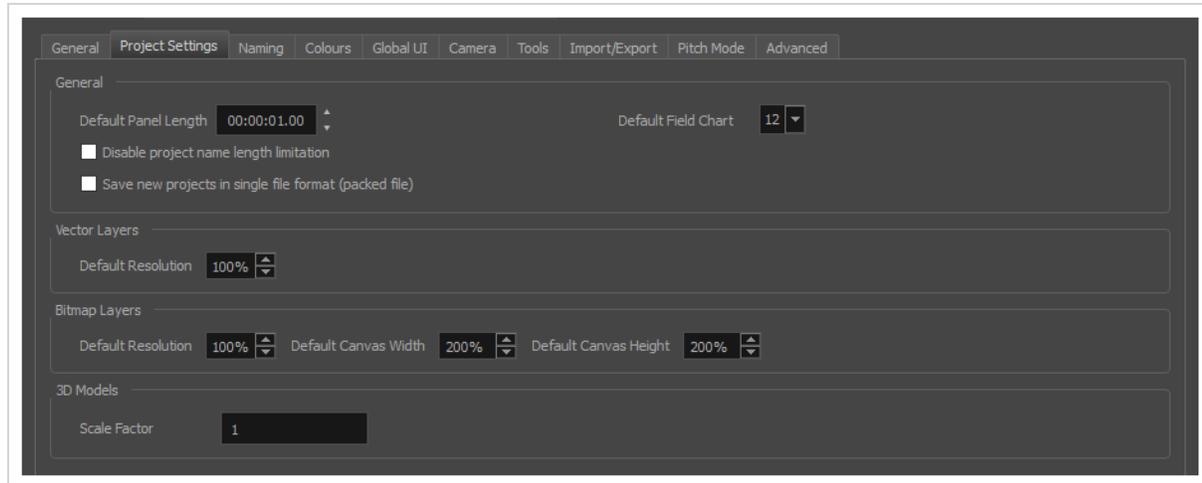| Parameter	Description
	Pinned to Camera: The layer is oriented to the camera's perspective. The layer always moves with the camera. The advantage of using this option is you can simply draw on top of everything in the scene.
Optimize Project	
Maximum Texture Resolution	The resolution at which textures will be reduced when using the Reduce Texture option in the Optimize Project dialog box. Value is in dots per field (dpf).
Remove Unused Elements on Close	Remove unused elements in a project when closing it.
3D Features	
Enable 3D Functionalities (Requires Relaunch)	By default, newly created scenes are set to the 2D mode, so your project is not encumbered with unnecessary features if you plan to work in 2D for more than a few scenes. You can convert a scene to 3D, so you can move and rotate 2D and 3D layers in 3D space. This means that even if you do not have any 3D objects in your scene, you can still move 2D objects along the Z-axis to create a multiplane effect. A 3D scene will also allow a camera to be moved in 3D space using the Camera tool.

Project Settings Preferences

The following settings are applied to new projects created with Storyboard Pro.
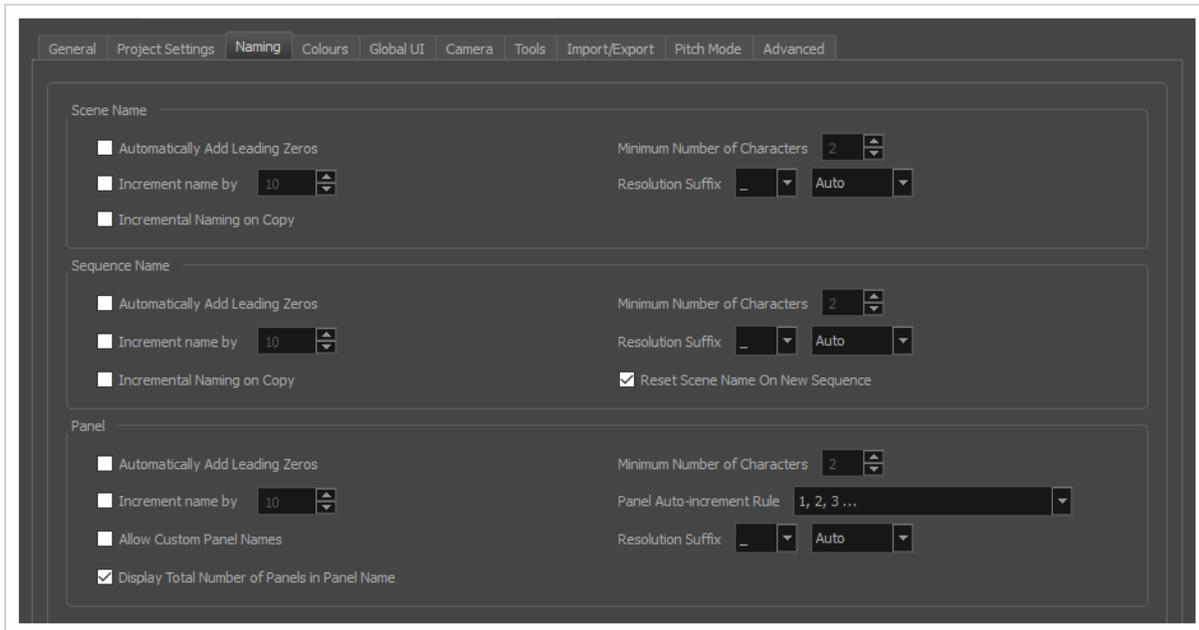
> **NOTE**
>
> If you make any changes to these settings, those changes will not apply to your current project. They will only be applied to new projects you create in the future. To change your current project's settings, select **Storyboard > Properties** from the top menu.

Parameter	Description
General	
Default Panel Length	The default length of a newly created panel (in seconds).
Disable Project Name Length Limitation	For compatibility with Storyboard Pro, the project name length is limited to 23 characters. Selecting this option removes this limitation.
Save New Project in Single File Format (packed file)	Saves new projects in single file format with the following file name extension: .sbpz. The project is saved in a zip file.
Default Field Chart	Sets the field standard for the project.
Vector Layers	
Pixel Density	Determines the amount of pixels to store in textured brush strokes for each pixel

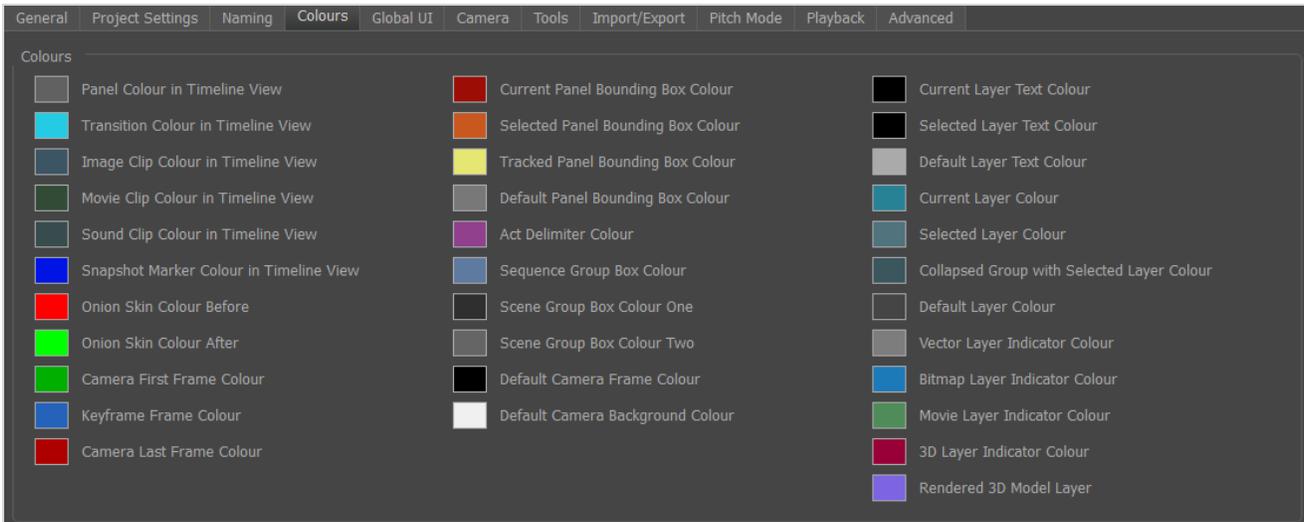| Parameter	Description
	that displays when the drawing is not zoomed in or scaled up. For example, at 100%, zooming in or scaling up textured brush strokes will make them lose texture quality. If set to 200%, textured brush strokes can be zoomed in or scaled up until they're twice their original size without losing picture quality.
Bitmap Layers	
Width	The default width of the canvas when creating a bitmap drawing layer. The percentage is relative to the width of the project. Its default value, 200%, makes the width of the canvas twice the width of the stage.
Height	The default height of the canvas when creating a bitmap drawing layer. The percentage is relative to the height of the project. Its default value, 200%, makes the height of the canvas twice the height of the stage.
Pixel Density	Determines the amount of pixels to store in textured brush strokes for each pixel that displays when the drawing is not zoomed in or scaled up. For example, at 100%, zooming in or scaling up textured brush strokes will make them lose texture quality. If set to 200%, textured brush strokes can be zoomed in or scaled up until they're twice their original size without losing picture quality.
3D Models	
Scale Factor	The default scale factor to apply to a 3D model when it is imported into your project. You can enter a decimal value between 0 and 1 to make newly imported 3D models appear smaller than their original size, or a decimal value greater than 1 to make 3D models appear bigger than their original size.

Naming Preferences

Parameter	Description
Scene/Sequence Name	
Automatically Add Leading Zeros	Automatically adds a zero before the scene or sequence name.
Increment Name By	Lets you define the increment number. By default, when adding a new sequence, the increment is 1.
Incremental Naming on Copy	By default, when copying a sequence, the copy retains the same numbering as the original but with an added suffix. For example, the copy of sequence 2 would be named 2_A. When this option is selected, the copy of the sequence will be named using the next available sequence number following the established increment rule. For example, the copy of sequence 2, would be called *sequence 3*.
Minimum Number of Characters	Determines the minimum number of characters the scene names will contain when using leading zeros.
Resolution Suffix	Lets you set the suffix pattern to use when a suffix is added to a new scene when the name is already in use. You can choose the punctuation mark preceding the suffix from the first drop-

Parameter	Description
	down menu: • **None**: Suffix appears immediately following the name of the scene. For example: 12A. • _: Suffix appears after an underscore. For example: 12_A. • .: Suffix appears after a period. For example: 12.A. You can choose which type of suffix to use: • **Auto**: Uses an upper case alphabetical suffix. Once the suffix reaches Z, it will start again at A, preceded by a number. Example: 12_A, 12_B, (...), 12_1A, 12_1B, and so on. • **Numerical**: Uses a numerical suffix. For example: 12_1, 12_2, and so on. • **Uppercase**: Uses an upper case alphabetical suffix. For example: 12_A, 12_B, and so on. • **Lowercase**: Uses a lower case alphabetical suffix. For example: 12_a, 12_b, and so on.
Panel	
Automatically Add Leading Zeros	When creating a panel, this ensures that the panel's name uses a minimum amount of digits, set by the **Minimum Number of Characters** preference. If the panel's number doesn't require enough digits, zeroes will be added before its name to make sure it uses the right amount of digits. For example, by default, the panels in a scene with three panels would be named 1, 2 and 3. If you enable this preference and set the Minimum Number of Characters to 3, those panels would be named 001, 002 and 003. However, panel #10 would be named 010, and panel #100 would be named 100.
Minimum Number of Characters	If the **Automatically Add Leading Zeros** preference is enabled, this preference is used to set the amount of digits to use when naming panels.
Increment name by	By default, panel names are incremented by 1. You can enable this option to increment panel names by a specific amount. For example, if you set this option to 10, panels in a given scene will be named 10, 20, 30, etc. The purpose of this option is to preserve panel numbers when inserting a panel between two existing panels. When this option is disabled, if you create a panel between two existing panels, the new panel will be named based on the number of the previous panel + 1, and subsequent panels will be renamed to keep their numbers in sequence. However, when this option is enabled, panels inserted between two existing panels will be named using the number that is the average

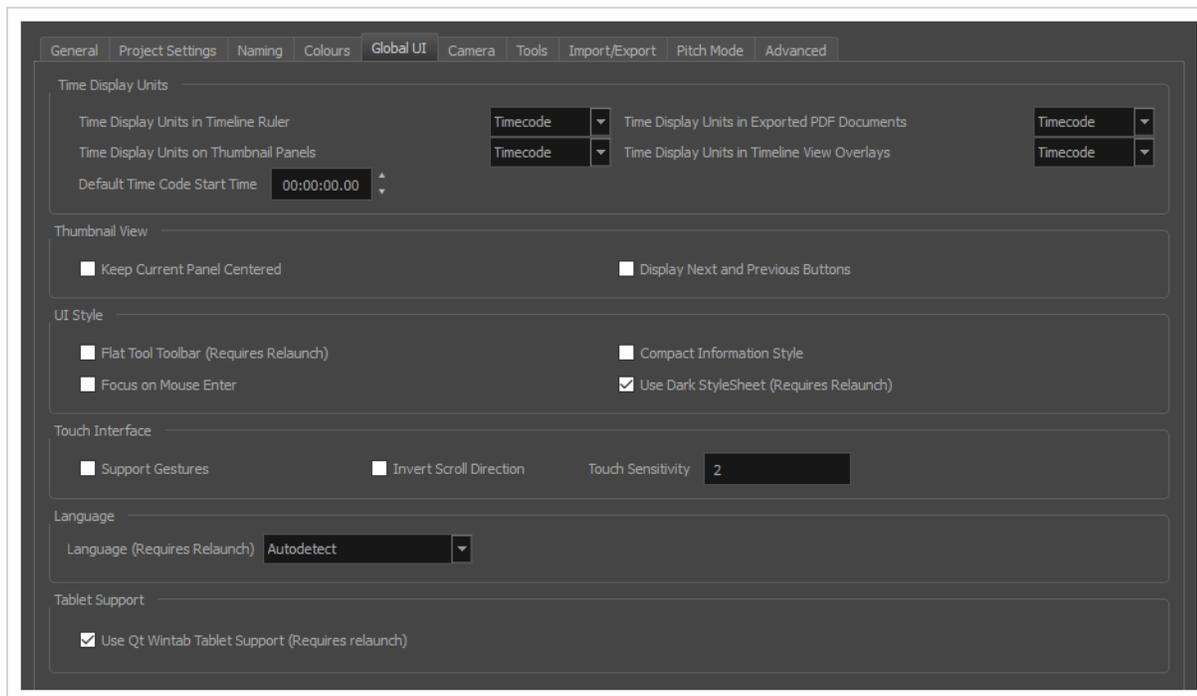| Parameter	Description
	of the previous and next panels, rounded down. For example, if you create a panel between panel 10 and panel 20, this panel will be named 15. If you create another panel between panel 10 and 20, this panel will be named 12.
Panel Auto-increment Rule	By default, panel names are named using numbers. This preference allows you to select a different naming rule, most of which use letters instead: • **1, 2, 3... :** Uses decimal numbers composed of Arabic numerals to name panels. • **A ... Z, AA ... ZZ, AAA ... ZZZ, AAAA ... :** This is a positional letter-based notation, which means it works similarly to decimal numbers, except it uses letters instead of Arabic numerals, making the panel numbers use base 26 instead of base 10. For example, panels 1 through 26 are named using single letters from A to Z, after that comes AA, then AB, and so on until AZ, and after that comes BA, BB, etc. • **A ... Z, ZA ... ZZ, ZAA ... ZZZ, ZAAA ... :** This notation uses two different logics: After the first time the panel names cycle through the whole alphabet, a single Z is added at the beginning of the panel names, and subsequent panels are named ZA to ZZ. Every letter after that first Z make up a 26-based number in positional notation, just like the previous option. Therefore, panels 1 through 26 are named using single letters from A to Z, then after that comes ZA, ZB, and so on until ZZ, and after that comes ZAA, ZAB, and so on until ZAZ, and after that comes ZBA, ZBB, etc. In summary, the first Z is essentially an exceptional notation that means 26, while the other letters constitute a number in base 26 positional notation. • **A ... Z, ZA ... ZZ, ZZA ... ZZZ, ZZZA ... :** Each time the panel names cycle through the alphabet, a Z is added at the beginning of the panel's name and the last letter in the name cycles from Z back to A. The Zs at the beginning of the notation accumulate, meaning that the amount of Zs at the beginning of the panel's name indicates the amount of time panel names have cycled through the whole alphabet. In summary, the value of this notation is equal to the sum of each letter's position in the alphabet. • **A ... Z, ZA ... ZZ, 2ZA ... 2ZZ, 3ZA ... :** Each time the panel names reach Z, a Z is added at the beginning of the panel's name and the last letter in the name cycles back to A. Those Zs accumulate. However, when more than one Z is present at the beginning of the panel's name, they are notated by a number followed by the letter Z, instead of by multiple Zs. Hence, the number preceding the Z at the beginning of the panel's name indicates the amount of times panel names have cycled through the whole alphabet. In summary, the value of this notation is equal to 26 × the number

Parameter	Description
	preceding the first Z added to the position of the last letter in the alphabet.
Allow Custom Panel Names	By default, it is not possible to rename panels in Storyboard Pro, but you can change this behaviour if needed. Once you select this option, the Storyboard > Rename Panel command, as well as the Panel name field in the Panel view become active.
Resolution Suffix	Lets you set the suffix pattern to use when a suffix is added to a new scene when the name is already in use. You can choose the punctuation mark preceding the suffix from the first drop-down menu: **None**: Suffix appears immediately following the name of the scene. For example: 12A. **_**: Suffix appears after an underscore. For example: 12_A. **.**: Suffix appears after a period. For example: 12.A. You can choose which type of suffix to use: **Auto**: Uses an upper case alphabetical suffix. Once the suffix reaches Z, it will start again at A, preceeded by a number. Example: 12_A, 12_B, (…), 12_1A, 12_1B, and so on. **Numerical**: Uses a numerical suffix. For example: 12_1, 12_2, and so on. **Uppercase**: Uses an upper case alphabetical suffix. For example: 12_A, 12_B, and so on. **Lowercase**: Uses a lower case alphabetical suffix. For example: 12_a, 12_b, and so on.
Display Total Numbers of Panels in Panel Name	Displays a counter at the end of the Panel field which indicates the total number of panels in the selected panel's scene.

Colours Preferences

Parameter	Description
Colours	You can select the colours for a lot of coloured elements in the user interface of Storyboard Pro. **NOTE** Some changes to colour preferences may not appear until Storyboard Pro is restarted or until the affected view is closed and reopened. Click a colour swatch to open the Select Colour dialog box from which you can set a new colour.

Global UI Preferences

Parameter	Description
Time Display Units	
Time Display Units in Timeline Ruler	Allows you to select the way the time is displayed in the ruler at the top of the Timeline view: • **Timecode:** Displays the time in the `HH:MM:SS:FF` format, where `HH` means hours, `MM` means minutes, `SS` means seconds and `FF` means frames. • **Frames:** Displays the time in frames only. • **Feet + Frames:** Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to `16` frames.
Time Display Units in Thumbnail Panels	Allows you to select the way the length of each panel is displays above the thumbnails in the Thumbnail view:

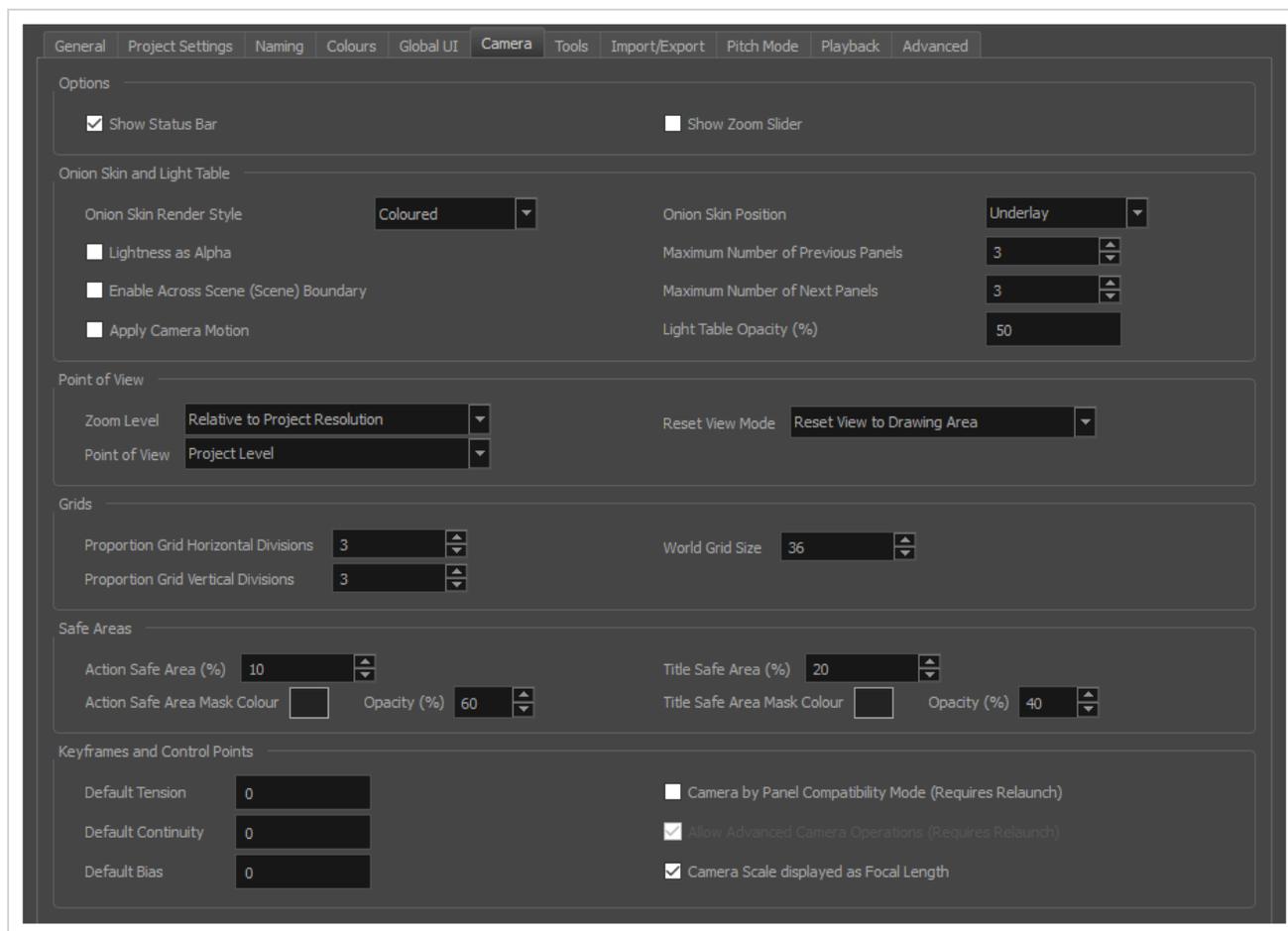| Parameter	Description
	Timecode: Displays the time in the `HH:MM:SS:FF` format, where `HH` means hours, `MM` means minutes, `SS` means seconds and `FF` means frames. **Frames:** Displays the time in frames only. **Feet + Frames:** Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to `16` frames.
Time Display Units in Exported PDF Documents	Allows you to select the way the duration of panels and scenes is displayed in exported PDF documents: **Timecode:** Displays the time in the `HH:MM:SS:FF` format, where `HH` means hours, `MM` means minutes, `SS` means seconds and `FF` means frames. **Frames:** Displays the time in frames only. **Feet + Frames:** Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to `16` frames.
Time Display Units in Timeline View Overlays	When adjusting the in and out point of a panel, sound clip or video clip, or when moving a clip, the amount of time by which you're offsetting the selection is displayed temporarily until you release the mouse button. This option allows you to select the way the time offset is displayed:

Parameter	Description
	• **Timecode:** Displays the time in the `HH:MM:SS:FF` format, where `HH` means hours, `MM` means minutes, `SS` means seconds and `FF` means frames. • **Frames:** Displays the time in frames only. • **Feet + Frames:** Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to `16` frames.
Default Time Code Start Time	Defines the default starting time of new Storyboard Pro projects. 📝 **NOTE** You can change the starting time of the current project in the Project Properties dialog.
Thumbnail View	
Keep Current Panel Centered	Keeps the current panel centered in the Thumbnail view.
Display Next and Previous Buttons	Displays the Previous and Next buttons in the Thumbnail view.
UI Style	
Flat Tools Toolbar	When enabled, the Tools toolbar will display each tool in its own button, instead of grouping certain tools together in pop-up menus. Storyboard Pro must be relaunched to apply a change to this preference. ⚠️ **IMPORTANT** 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**.
Focus on Mouse Enter	In Storyboard Pro, 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. Storyboard Pro

Parameter	Description
	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.
Compact Information Style	Shortens the information in the Panel, Thumbnail and Storyboard views.
Use Dark Stylesheet (Requires relaunch)	Application loads a dark skin for the User Interface.
Touch Interface	
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.

Parameter	Description
	      • 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.**

Parameter	Description
Touch Sensitivity	Control touch sensitivity. On macOS, higher numbers give a slower response to pans. On Windows, higher numbers favour scale/rotates over pans.
Language	
Language (Requires Relaunch)	The language in which to display the user interface. By default, this is set to **Autodetect**, which means that Storyboard Pro will launch in the language of your operating system, if it is one of the supported languages, and will otherwise launch in English.
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.

Camera Preferences

Parameter	Description
Options	
Show Status Bar	Display status bar in Camera view.
Show Zoom Slider	Display zoom slider in status bar.
Onion Skin and Light Table	
Onion Skin Render Style	Select the render style used for drawings displayed in the onion skins. The options are as follows: **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

Parameter	Description
	are before the current frame, or in solid green if they are after the current frame. **Coloured Outline:** Drawings displayed in the Onion Skin are displayed in red outline if they are before the current frame and in green outline if they are after the current frame.
Onion Skin Position	Select the onion skin position. **Overlay:** Display the onion skin over the current panel. **Underlay:** Display the onion skin under the current panel.
Lightness as Alpha	Use the perceived brightness of colours as an alpha value in the onion skins. Lighter colours will be more transparent. This option is disabled when the Coloured Outline Onion Skin Render Style is selected.
Enable Across Scene (Scene) Boundary	Enable the display of onion skin layers from panels outside the current shot or scene.
Apply Camera Motion	Enables camera motion on the onion skin layers.
Maximum Number of Previous Panels	This value corresponds to the number of previous panels displayed in the Onion Skin preview. The default value is 3.
Maximum Number of Next Panels	This value corresponds to the number of next panels displayed in the Onion Skin preview. The default value is 3.
Light Table Opacity (%)	While using the light table in the Stage view, this value corresponds to the percentage of transparency applied to all other layers except the currently selected one.
Point of View	
Zoom Level	Lets you set the zoom behaviour in the Stage view. • **Relative to Project Resolution**: Makes the zoom information and settings dependent on the project resolution. • **Relative to View**: Makes the zoom information and settings adjust relative to the size of the Stage view on your screen.
Point of View	Lets you determine at which level the current position of the Stage view (zoom,

Parameter	Description
	pan and rotation) is remembered when you are flipping through panels. • **Project**: One global point of view for the entire project. • **Scene**: One point of view per scene. • **Panel**: One point of view per panel.
Reset View Mode	Choose the behaviour of Storyboard Pro when you use the Reset View command in the Stage view. These options only affect your project if you are working in Panel Point of View mode. • **Reset View to Drawing area**: Resets the view to include the original drawing area. • **Reset View to Camera Overview**: Resets the view to include an overview of the camera movement in the panel. • **Reset View to Camera Start**: Resets the view to frame the in position of your camera. • **Reset View to Camera End**: Resets the view to frame the out position of your camera. • **Reset View to Current Panel Overview**: Resets the view to include all camera move information in the frame.
Grids	
Proportion Grid Horizontal Divisions	Sets the number of horizontal divisions for the proportion grid.
Proportion Grid Vertical Divisions	Sets the number of vertical divisions for the proportion grid.
World Grid Size	**Displays a reference grid that remains the same size when you scale objects. This is useful when you want a reference point when creating elements in your drawings.**
Safe Areas	
Action Safe Area (%)	When using the safe area mode in the Camera or Stage view, this value corresponds to the percentage of the screen defined as the Action Safe Area
Action Safe Area	When using the safe area mode in the Camera or Stage view, this option allows

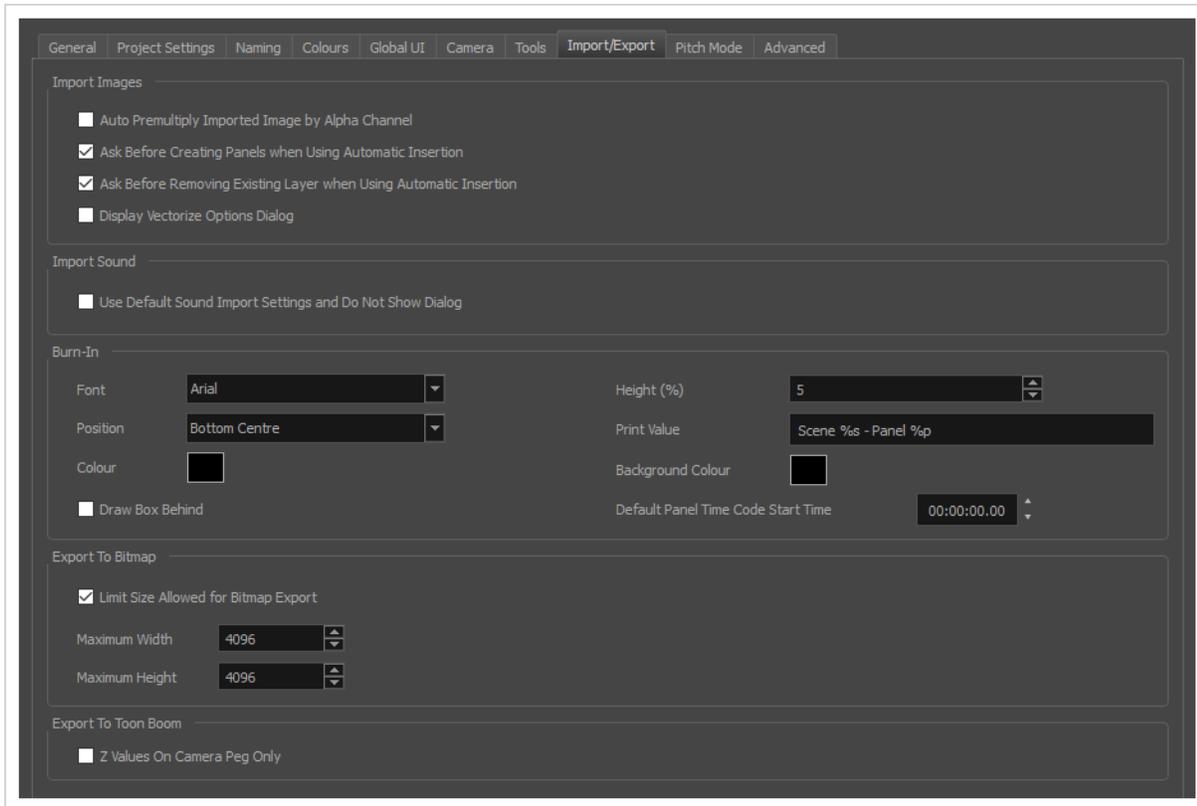| Parameter	Description
Mask Colour and Opacity (%)	you to define the colour used for the Action Safe Area mask and its opacity.
Title Safe Area (%)	When using the safe area mode in the Camera or Stage view, this value corresponds to the percentage of the screen defined as Title Safe Area.
Title Safe Area Mask Colour and Opacity (%)	When using the safe area mode in the Camera or Stage view, this option allows you to define the colour used for the Title Safe Area mask and its opacity.
Keyframes and Control Points	
Default Tension	The default value set to control how sharply the path bends as it passes through a control point or keyframe. A Tension of -1 increases the curves on both sides of the keyframe. A Tension of +1 sharpens the curve on both sides of the keyframe.
Default Continuity	The default value set to control the smoothness of a transition between the segments joined by a point. A Contuinity of -1 sharpens the transition on both sides of the keyframe. A Contuinity of +1 rounds the transition creating two gentle curves on both sides of the keyframe.
Default Bias	The default value set to control the slope of the path so that it flows towards one side of the motion point or the other. A Bias of -1 favours the left side of the keyframe. A Bias of +1 favours the right side of the keyframe.
Camera by Panel Compatibility Mode (Requires Relaunch)	Creates camera keyframes at the beginning and the end of new panels. Lets you work with Storyboard Pro 1.6 keyframes settings.
Allow Advanced Camera Operations (Requires Relaunch)	Hides some of the options that are usually available in the Camera tool properties view. This option is enabled by default. Before you can select this option, you must select the Camera by Panel Compatibility Mode option.
Camera Scale Displayed as Focal Length	Lets you manipulate the camera scale in term of camera focal length instead of camera field of view.

Tools Preferences

Parameter	Description
General	
Use Rotation Lever with Transformation Tools	Displays a handle for use with the Select, Cutter and Transform tools. The handle lets you easily manipulate a stroke.
Drawing	
Select Tool Bounding Box is Movable	Lets you move the contents of a bounding box without having to position the cursor over a specific stroke. This applies to the following tools: Select, Select by Colour, and Cutter.
Synchronize Eraser and Brush	Syncs the brush and eraser, so they are the same size. Be default, this option is deselected.
Warn When Flattening Drawings	A warning displays when drawings will be flattened in a project. Flattens all the brush or pencil line strokes of all the vector drawings in your project. This means that all overlapping strokes will no longer be editable as single strokes, but only as whole, drawn objects.
Brush Size Cursor	When this option is enabled, the brush tool displays the brush size as a circle around the cursor.
Stroke Texture Quality	Specifies a texture quality value between very low and very high for the brush stroke, or accepts the default value of low.

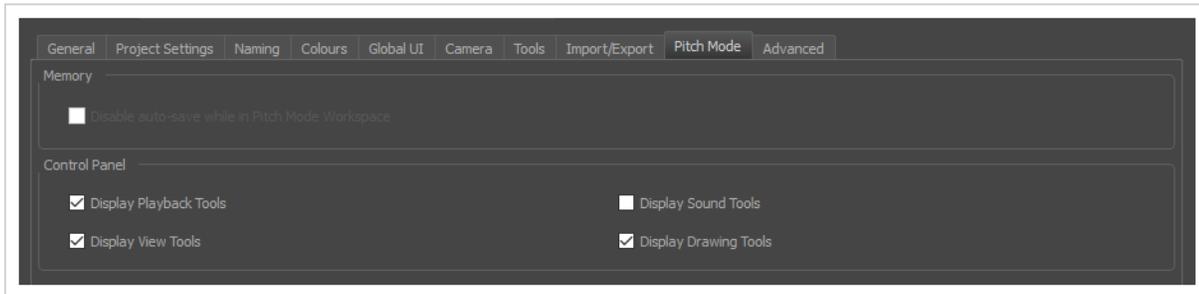| Parameter	Description 43
Transform	
Transform Tool Uses Drawing Pivot (Requires Relaunch)	Places the Layer Transformation tool's pivot at the centre of the selected layer's frame. When deselected, the Last Frame Transformation and First Frame Transformation tools' pivot is at the centre of the selected layer's bounding box.

Import/Export Preferences

Parameter	Description
Import Images	
Auto Premultiply Import Images by Alpha Channel	Premultiplies the channels with the alpha value of the layer, resulting in an opaque layer. This is helpful when creating layers used by other effects, or in certain compositing situations. Use this option if you are importing a semitransparent image. Deselect this option if you are importing a PSD image.
Ask Before Creating Panels When Using Automatic Insertion	When using the **Storyboard > Import Images as Scenes** command, if the element you will create upon import does not already exist in your project, you are prompted to create the element.
Ask Before Removing Existing Layer when Using Automatic Insertion	When using the Storyboard > Import Images as Scenes command, if the element you will create upon import does already exist in your project, you are prompted to remove the original element or keep it.
Display Vectorize	Opens the Vectorize Options dialog box when importing bitmap images.

Parameter	Description
Option Dialog	
Import Sound	
Use Default Sound Import Settings and Do Not Show Dialog	Prevents or allows the opening of the import sound file settings dialog box when importing a sound file. When selected, the settings dialog will not open, and default settings will be used. When deselected, the settings dialog box will open every time, and allow you to adjust settings every time.
Burn-In	
Font	Lets you select the font in which you want the timecode to print when using the Export > Movie command. This menu lists all the fonts available on your system.
Position	Sets the position rule of the timecode of your animatic: Top Left, Top Centre, Top Right, Bottom Left, Bottom Centre, Bottom Right.
Colour	By default the timecode will print in black on your animatic. Click the colour swatch to open the Select Colour dialog box and select the colour of your choice.
Draw Box Behind	Places a colour rectangle behind the timecode. This can be useful when you have a colourful or high-contrast animatic and you cannot easily find a font colour that stands out against the images.
Height (%)	Sets the height (in percentage) of the timecode font size.
Print Value	The text to burn into the animatic. This field uses variables so that information about the current panel, scene, sequence and act can be burnt into each exported frame. Those variables are as follows: • **%a:** Act name • **%q:** Sequence name • **%s:** Scene name • **%p:** Panel name For example, the default value is "Scene %s - Panel %p" which, when exporting a frame in panel 3 of scene 7, would result in the text "Scene 7 - Panel 3".
Background Colour	Click the colour swatch and choose a colour from the Select Colour dialog box

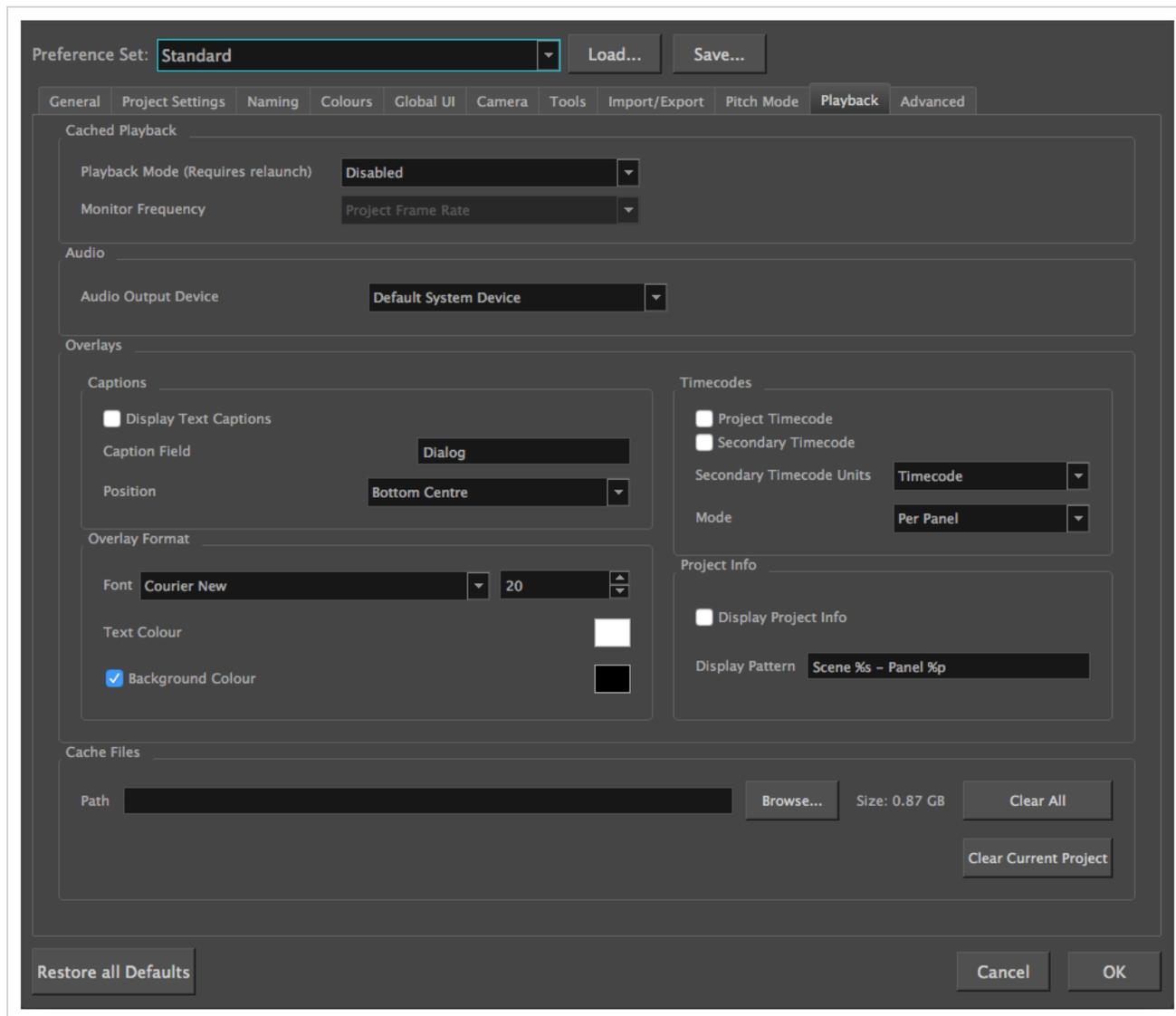| Parameter	Description
	that opens. This is the colour of the box that appears behind the timecode when the Draw Box Behind Time Code option is selected.
Default Panel Time Code Start Time	Defines the default starting timecode for each panel when selecting the Print Panel Time Code option in the Export Movie dialog box.
Export to Bitmap	
Limit Size Allowed for Bitmap Export	Imposes a size limit when exporting bitmaps. When this option is selected, you can define the size limit in the two fields below.
Maximum Width	When the Limit Size Allowed for Bitmap Export option is selected, use this field to set the maximum width (in pixels) the exported image can have.
Maximum Height	When the Limit Size Allowed for Bitmap Export option is selected, use this field to set the maximum height (in pixels) the exported image can have.

Pitch Mode Preferences

While working in Pitch Mode, there are some preferences that can optimize the display.

Parameter	Description
Memory	
Disable auto-save while in Pitch Mode Workspace	While working in Pitch Mode, you can turn off the auto-save feature to prevent the system from continuing to save. **NOTE** This preference is only available when the Auto-save preference is enabled in the Advanced tab.
Control Panel	
Display Playback Tools	Displays the Playback toolbar in the Control Panel view.
Display View Tools	Displays the View toolbar in the Control Panel view.
Display Sound Tools	Displays the Voice Annotation tools in the Control Panel view.
Display Drawing Tools	Displays the Drawing and Comments tools in the Control Panel view.

Playback Preferences

Parameter	Description
Cached Playback	
Playback Mode	You can select the following options from the drop-down menu: • **Disabled**: Default state. Keeps the Playback view hidden in the Windows menu and the Auto Update Playback Cache button unavailable in the Playback toolbar. • **Playback view:** Makes the Playback view available in the software. You must close and relaunch the software as an additional step. The Playback view is then accessible from the Windows menu. Use the Playback view

Parameter	Description
	to play high quality playbacks of your animatics. • **[Blackmagic Design playback device]**:If you have one of these devices connected to or installed in your computer, this option appears and can be selected from the drop-down menu. Selecting it allows you to preview real time playbacks of your Storyboard Pro projects on a separate reference monitor through the Black Magic Design playback device.
Monitor Frequency	This option is enabled if a Blackmagic Design playback device is selected in the Playback Mode drop-down menu. Select either Project Frame Rate, 50Hz or 60Hz depending on what refresh rate you prefer and the technical specs of your reference monitor.
Audio	
Audio Output Device	If you have a Blackmagic Design playback device connected to or installed in your computer, this option can be selected from this drop-down menu. This means you want the sound from your high quality animatic playbacks to be heard from speakers or headphones connected to the Blackmagic device. Otherwise, the audio for high quality playback comes from the Default System Device (your computer).
Overlays - Captions	
Display Text Captions	Enables text from the Panel view to appear in the Playback view.
Caption Field	Type in the name of the Panel view caption field (Dialog, Action Notes, etc.) whose text content you wish to display during playback in the Playback view.
Position	Sets the position of the Text Captions in the Playback view.
Overlays - Overlay Format	
Font	Sets the font for any overlay content: • **1st field**: A drop-down list that allows for the selection of any typeface (Times New Roman, Helvetica, etc.) and font weight (bold, medium, light, book, etc.) that is available on your computer. • **2nd field**: Sets the font size. Type in a number or use the up and down arrows to increase or decrease the currently set size.

Parameter	Description
Text Colour	Sets the text colour for any overlay content. To select a new colour, click on the colour swatch to bring up the Select Colour dialog.
Background Colour	Checking this option allows for a background colour to be displayed behind the overlay content. To select a new colour, click on the colour swatch to bring up the Select Colour dialog.
Overlays - Timecodes	
Project Timecode	Turns on the display of the current time location of the project in the Playback view. It is always displayed at the bottom centre of the Playback view and above any other information.
Secondary Timecode	Turns on the display of the current panel, scene or sequence's timecode in the Playback view, depending on which Mode is selected. It is always displayed at the bottom centre of the Playback view.
Secondary Timecode Units	Sets the units of time for the Secondary Timecode. Resets to 0 from the start of each panel, scene or sequence, depending on which Mode is selected. • **Timecode**: Uses the format HH:MM:SS:FF, where HH = hours, MM = minutes, SS = seconds and FF = frames. • **Frames**: Uses the frame number in a given panel, scene or sequence.
Mode	Sets the period for the Secondary Timecode: • **Per Panel**: Tracks the time of each panel in the project. Resets to 0 at the start of each new panel. • **Per Scene**: Tracks the time of each scene in the project. Resets to 0 at the start of each new scene. • **Per Sequence**: Tracks the time of each sequence in the project. Resets to 0 at the start of each new sequence.
Overlays - Project Info	
Display Project Info	Turns on the display of the project's current location in the playback, in relation to its acts, sequences, scenes and panels. It is always displayed at the bottom centre of the Playback view.

Parameter	Description
Display Pattern	Allows you to enter which Project Info to display: • **Act**: %a • **Sequence**: %q • **Scene**: %s • **Panel**: %p These simple codes will automatically generate the current number of the given storyboard unit. Type in additional informational text, as well as information separators, for clarity. For example %p displays the current panel number, but without the word "Panel" in front the number lacks meaning. Use hyphens, dashes, spaces, commas, semicolons or any other punctuations or symbols needed to separate or make the units and numbers more clear. You can use any nomenclature you choose. For example, %a does not have to be an Act. You could type in Part or Episode instead.
Cached Files	
Path	At the end of the Path field, click the **Browse** button to navigate to and select a new location to house the cached files used for real time playback in the Playback view. By default, the cached files are stored in a temporary directory. The available space of the selected location is displayed after the Path field.
Clear All	Clears all local cached files from the selected location.
Clear Current Project	Clears all cached files for the current project from the selected location.

Advanced Preferences

Parameter	Description
Memory	
Levels of Undo (Requires Relaunch)	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.
Panels in Cache	When you work with Storyboard Pro, the OpenGL drawings are loaded in the cache to optimize the display and playback. You can increase or decrease the number of drawings loaded in your cache. The default value is 20.
Auto-save (minutes)	By default the Auto-save preference is disabled, so it will never auto-save your work. You can enable the Auto-save preference by using the slider to select the interval of time (in minutes) at which your work will be automatically saved.
Drawing	
Delay Before Drawing Vectorized Strokes	When you draw in Storyboard Pro, the strokes are vectorized as you go. When you release the drawing tool, the lines are vectorized. When you quickly sketch a

Parameter	Description
(ms)	numerous series of lines, it may happen that the vectorization process interferes with your drawing action. To avoid this, you can delay the vectorization process by increasing the delay value.
Delay Before Updating Thumbnails (ms)	When you modify a drawing, the thumbnail displayed in the Thumbnails and Timeline views are updated. By default, the update process is delayed so it does not slow down the application while you draw. The lower the number of milliseconds, the faster the updates and vice versa.
OpenGL	
Realistic Preview While Drawing	Gives you a live preview of shapes in Draw Behind mode, which is for painting behind existing art. When using this mode, strokes appear instantly under your work while drawing with the Draw Behind mode.
Enable Mipmapping on Bitmap Layers	Generates antialiased mipmap textures. Deselect this option to increase performance when working on bitmap layers with non-standard graphics cards. Mipmapping can cause some issues with lower-end video cards.
Smooth Textures on Vector Layers	Improves the appearance of vector brush strokes that use bitmaps for the colour or opacity, such as a vector drawing layer, vector brush with texture applied.
Premultiply alpha in Bitmap Layers	
Support Desktop Effects	Enables better compatibility with Windows 7, Windows Vista, and macOS effects. This prevents graphics compositing problems from occurring when the Full Scene Antialiasing option is selected
Full Scene Antialiasing	
Enable (Requires Relaunch)	Lets you see smooth lines as you draw, as well as an antialiased drawing area. You can change this value to fit the current level used in the Stage view. By default, this option is deselected.
Number of Samples (Requires Relaunch)	Lets you enter the number of samples used for the antialiasing process. The number of samples is equivalent to the number of times a pixel will be enlarged to calculate the antialiasing. This is called *supersampling*. The higher the number of samples, the better the antialiasing quality, but the longer it will take to calculate. The default value is 4.

Parameter	Description
Optimized Playback	
Use Optimized Desktop	
Asynchronous Drawing Loading	Allows drawings to be loaded in the background while playing back a panel. This way, playback is continuous. You can specify the number of concurrent drawings loaded at the same time. This should be set according to a machine's number of cores.
Preload Drawings	Defines the number of drawings or panels to load during playback.
Number of Threads (Requires Relaunch)	
Number of Frames to Preload	Storyboard Pro looks ahead for the number of frames, and checks to see how many drawings are used. Each layer on each panel is a drawing. If you have many short panels, then you will have more drawings than if you had one long panel.
Number of Panels to Preload	Storyboard Pro looks ahead for the specified number of panels to determine the number of drawings in those panels. Keep in mind that each layer on each panel is a drawing. If you have long panels, then it will want to look ahead several panels, instead of the specified number of frames.
GPU	
Render effects using GPU (OpenCL)	When applying a blur effect on a bitmap layer, by default, Storyboard Pro uses your computer's graphics processing unit (GPU) to generate the blurred image faster. This however may not work as expected on some video cards. If you encounter this issue, you can disable this option. Blurring operations will take a bit longer but will always produce the same result.