



STORYBOARDPRO

Toon Boom Storyboard Pro 5.1
Preferences Guide

Legal Notices

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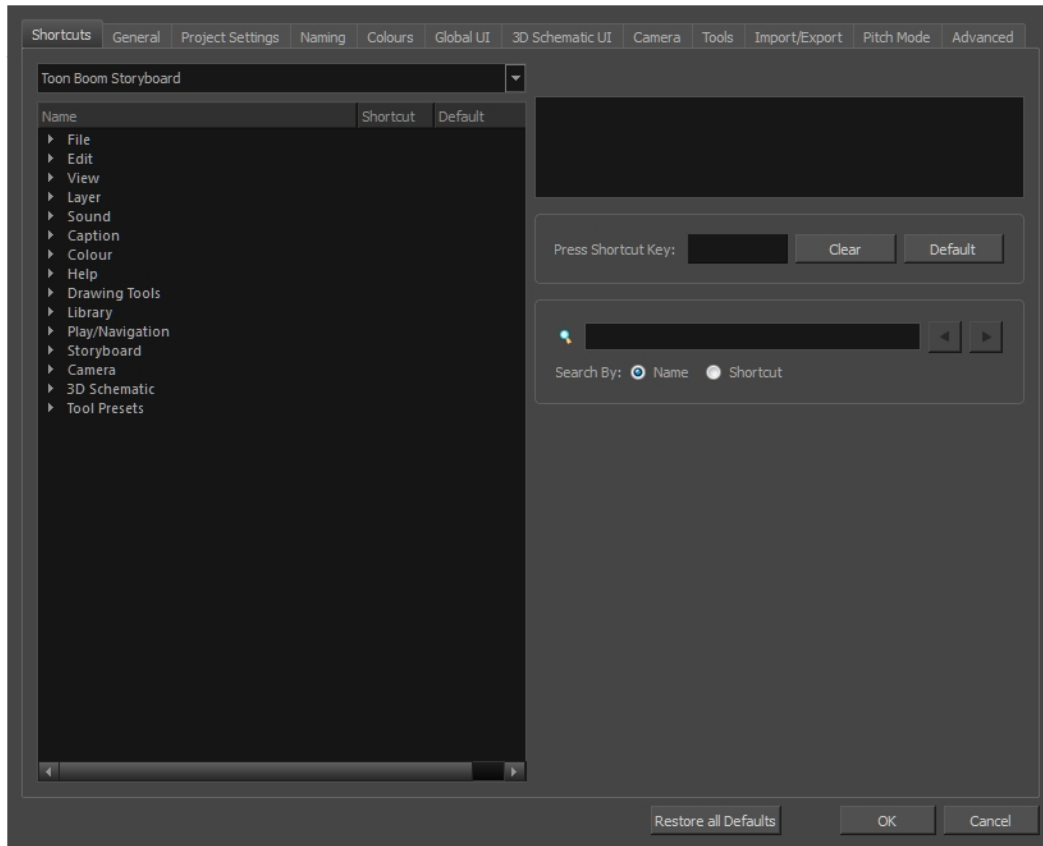
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Chapter 1: Preferences

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



The Preferences dialog box is divided into the following tabs:

- Shortcuts
- General
- Project Settings
- Naming
- Colours
- Global UI
- 3D Schematic UI
- Camera
- Tools
- Import/Export
- Pitch Mode
- Advanced

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) or **Storyboard Pro > Preferences** (Mac OS X).
- Press **Ctrl+U** (Windows) or **⌘ + ,** (Mac OS X).

Preferences File Location

T-SBADV-003-001

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

- **Windows:**

- C:\Users\[user_name]\AppData\Roaming\Toon Boom Animation\Toon Boom Storyboard Pro\full-1200-pref

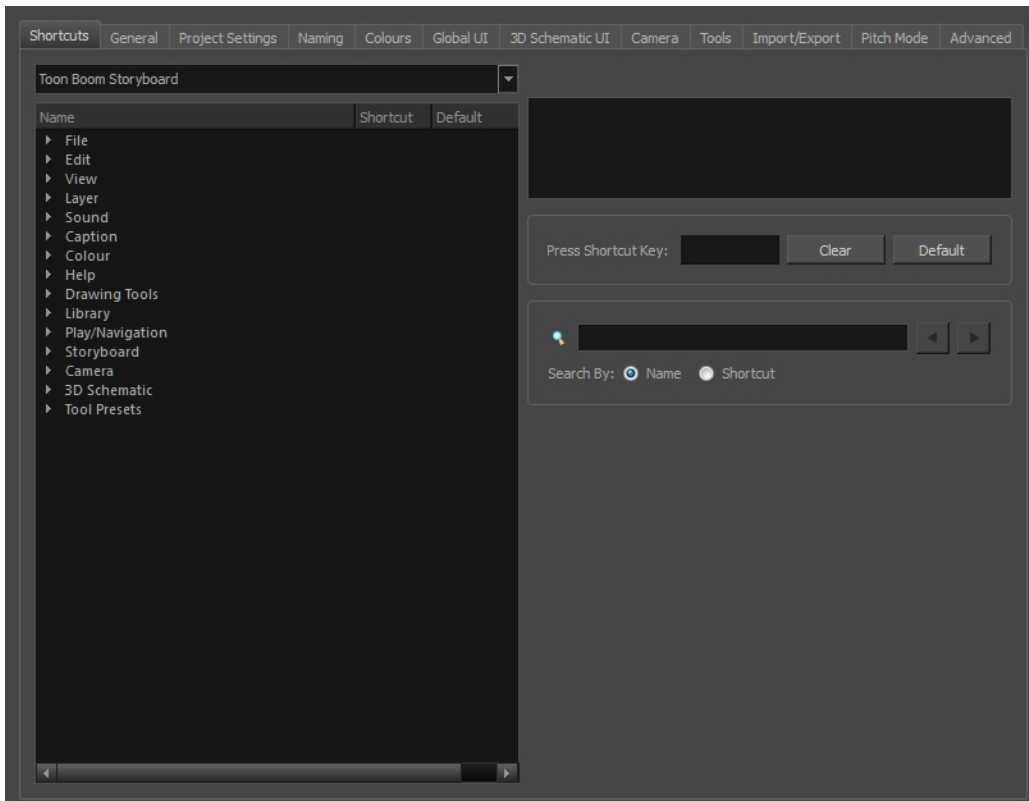
- **Mac OS X:** On Mac OS X, the Library folder is a hidden folder. To display the display the folder, hold down the Alt key when displaying Finder's Go menu.

- /Users/[user_name]/Library/Preferences/Toon Boom Animation/Toon Boom Storyboard Pro/full-1200-pref

- **Linux:**

- /home/[user_name]/Toon Boom Animation/Toon Boom Storyboard Pro /full-1200-pref/

Shortcuts Preferences

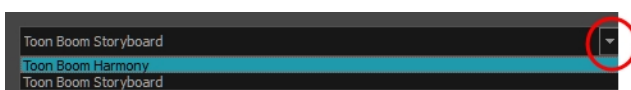


To speed up your work, all of the keyboard shortcuts can be customized. You can even choose to use the Storyboard Pro keyboard shortcut set if you are familiar with Harmony.

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.

How to switch keyboard shortcut sets

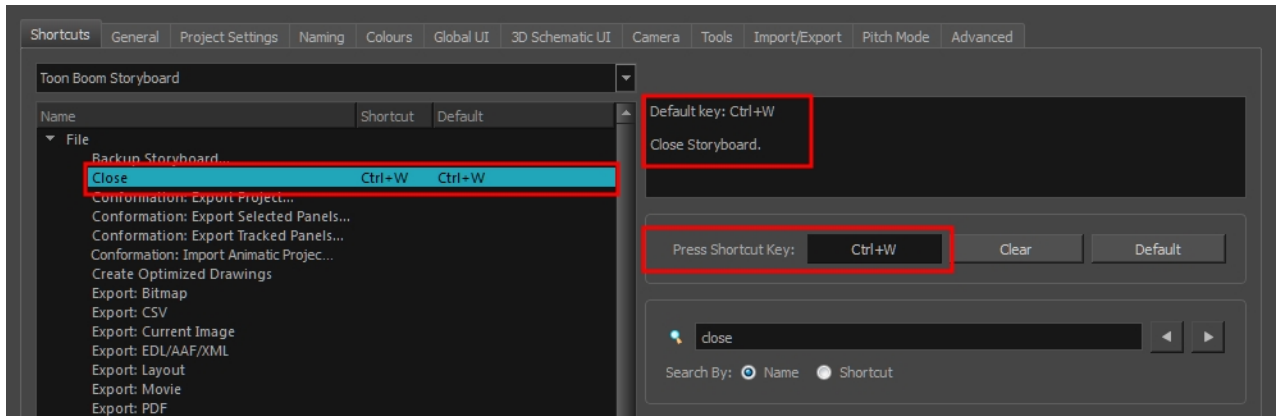
1. Do one of the following:
 - Windows: Select **Edit > Preferences**
 - Mac OS X: Select **Storyboard Pro > Preferences**.
 - Press Ctrl + U (Windows/Linux) or ⌘ + U (Mac OS X).
2. In the Preferences dialog box, select the **Shortcuts** tab.
3. From the Shortcut Set list, select the desired set.



How to search for a keyboard shortcut

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

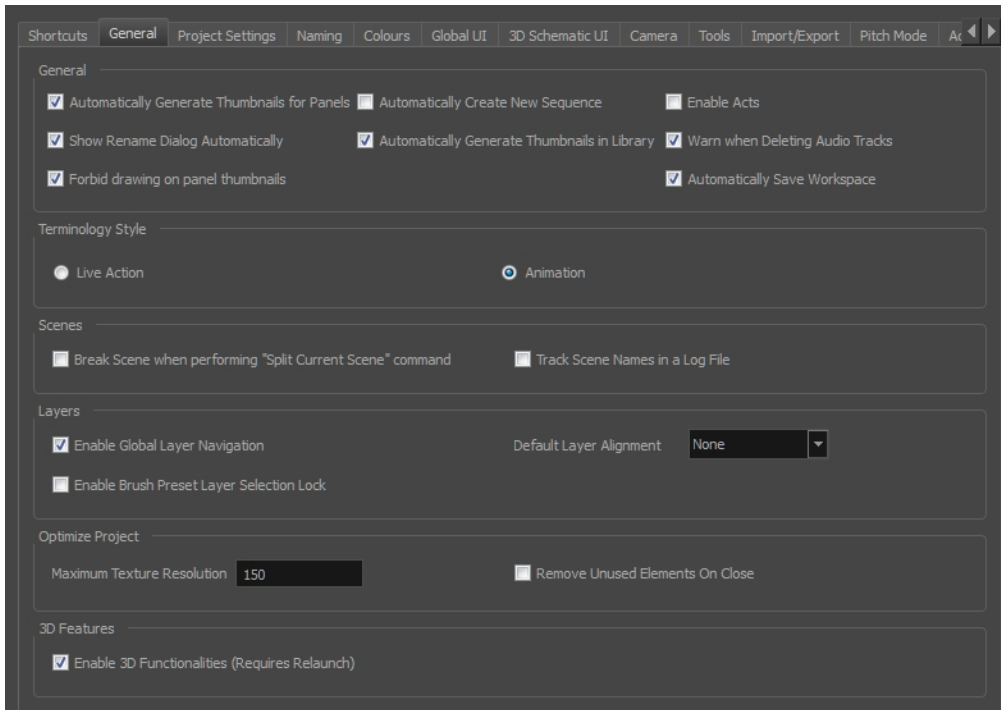
The keyboard shortcut is highlighted in the left pane. Its shortcuts is displayed on the right pane.



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

General Preferences

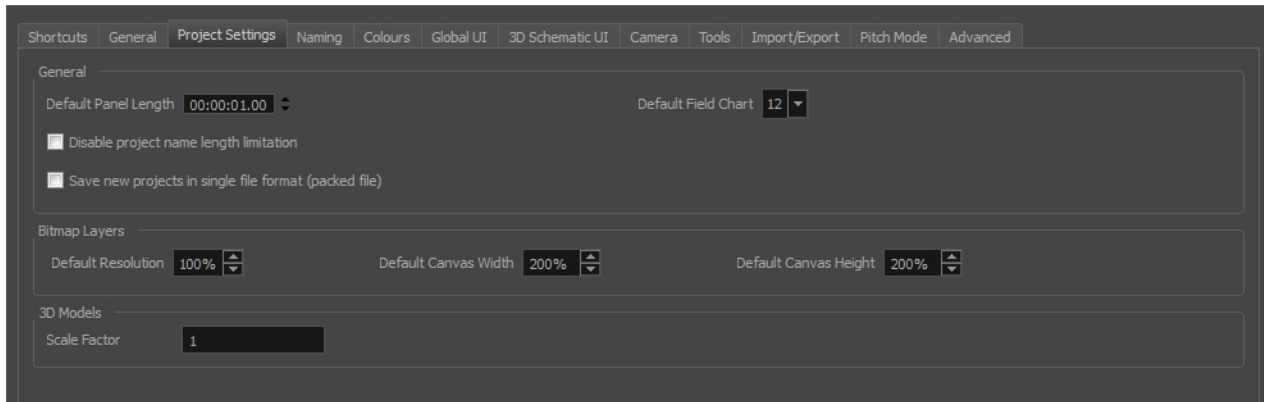
The preferences related to script and panels editing are principally grouped on the General tab.



Parameter	Description
General	
Automatically General Thumbnails for Panels	Lets you decide if thumbnails are automatically generated for panels or not.
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—see About the Storyboard Structure on page 1
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.
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—see About the Storyboard Structure on page 1 .
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.
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

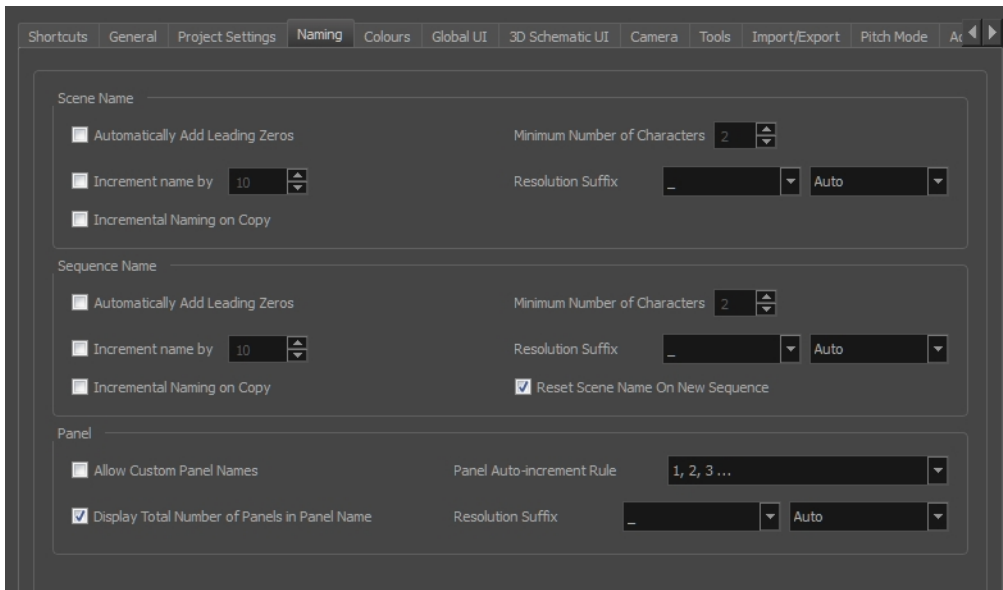
	script. If you have a story divided into acts, select this option to display and manipulate these sections—see About the Storyboard Structure on page 1
Terminology Style	
Live Action	Lets you use live action terminology in Storyboard Pro that includes <i>act</i> , <i>scene</i> , <i>shot</i> and <i>panel</i> .
Animation	Lets you use animation use terminology in Storyboard Pro that includes, <i>act</i> , <i>sequence</i> , <i>scene</i> , and <i>panel</i> .
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— About the Storyboard Structure on page 1
Track Scene Names in a Log File	Tracks scene/shot name 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.
	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



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.
Bitmap Layers	
Default Resolution	Lets you define the default resolution at which bitmap layers are created. The resolution is based on the number of pixels that fit in the camera frame when the camera is at the default position.
Default Canvas Width	<p>NOTE: You can adjust the dimensions of a bitmap drawing layer individually. If you have a camera zoom, for example, then you may want that drawing to be at a higher resolution, so you do not see pixellation when you zoom in. You can adjust this by right-clicking on the layer and selecting Change Bitmap Layer Resolution.</p>
Default Canvas Height	
3D Models	
Scale Factor	Sets the scale factor when using 3D models in a project.

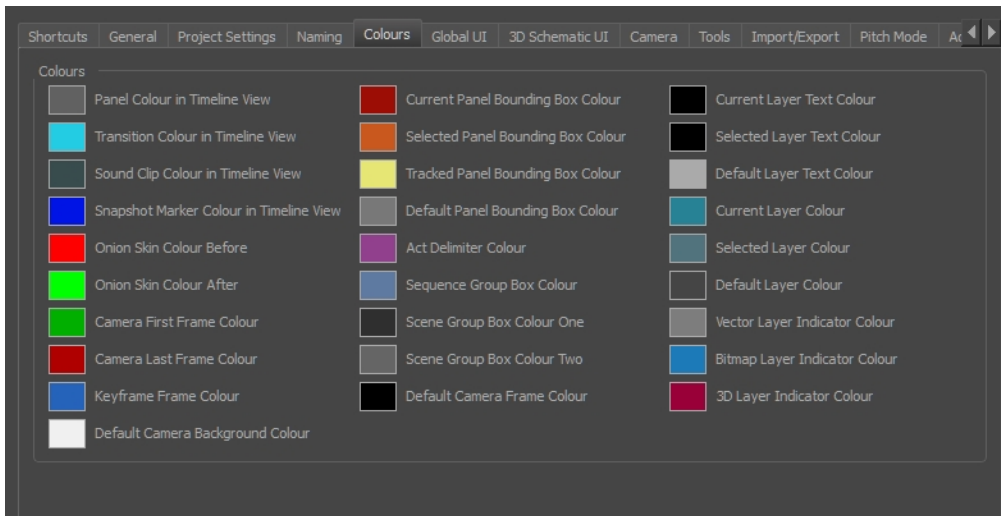
Naming Preferences



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	<p>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.</p> <p>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 <i>sequence 3</i>.</p>
Minimum Number of Characters	Determines the minimum number of characters the scene names will contain when using leading zeros.
Resolution Suffix	<p>Lets you set the suffix pattern to use when a suffix is added to a new scene when the name is already in use.</p> <p>You can choose the punctuation mark preceding the suffix from the first drop-down menu:</p> <ul style="list-style-type: none"> • 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. <p>You can choose which type of suffix to use:</p> <ul style="list-style-type: none"> • Auto: Uses an upper case alphabetical suffix. Once the suffix reaches Z,

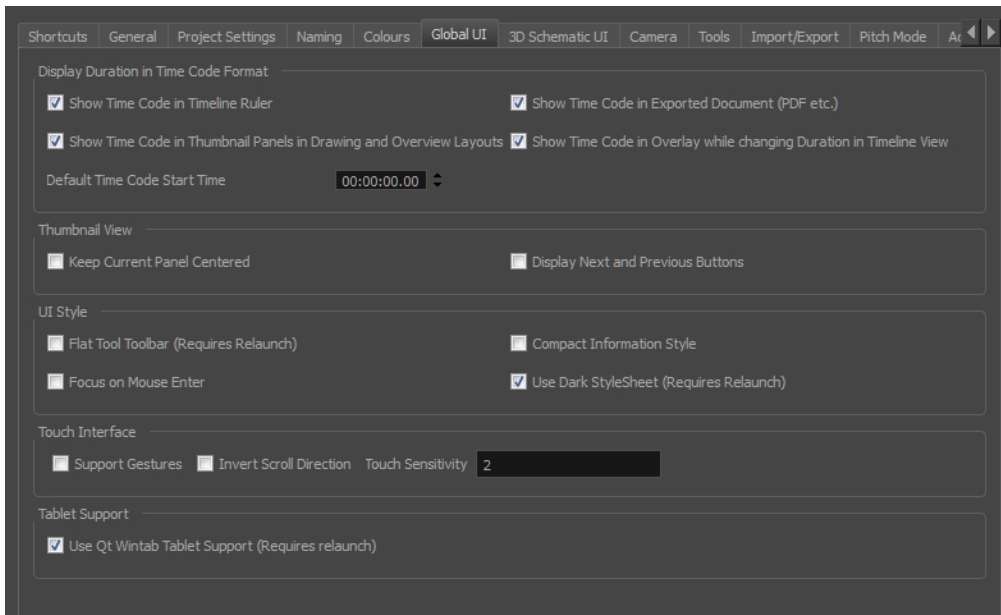
	<p>it will start again at A, preceded by a number. Example: 12_A, 12_B, (...), 12_1A, 12_1B, and so on.</p> <ul style="list-style-type: none"> • Numerical: Uses a numerical suffix. For example: 12_1, 12_2, and so on. • Uppercase: Uses an upper case alphabetical suffix. For example: 12_A, 12_B, and so on. • Lowercase: Uses a lower case alphabetical suffix. For example: 12_a, 12_b, and so on.
<p>Panel</p>	
<p>Allow Custom Panel Names</p>	<p>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—see Renaming Panels on page 1</p>
<p>Display Total Numbers of Panels in Panel Name</p>	<p>Displays a counter at the end of the Panel field which indicates the total number of panels in the selected panel's scene.</p>
<p>Panel Auto-increment Rule</p>	<p>By default, panel names are named numerically. This option lets you select from three other alphabetical increment rules. The difference between each of them is the behaviour once you reach panel Z.</p>
<p>Resolution Suffix</p>	<p>Lets you set the suffix pattern to use when a suffix is added to a new scene when the name is already in use.</p> <p>You can choose the punctuation mark preceding the suffix from the first drop-down menu:</p> <ul style="list-style-type: none"> • 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. <p>You can choose which type of suffix to use:</p> <ul style="list-style-type: none"> • 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.

Colours Preferences



Parameter	Description
Colours	<p>Lets you modify the colours of the different elements in the interface. For example, you can change the background colour of the Camera view from grey to white.</p> <p>Altering the colours requires you to restart the application or close a view and reopen it.</p> <p>Click a colour swatch to open the Select Colour dialog box from which you can set a new colour.</p>

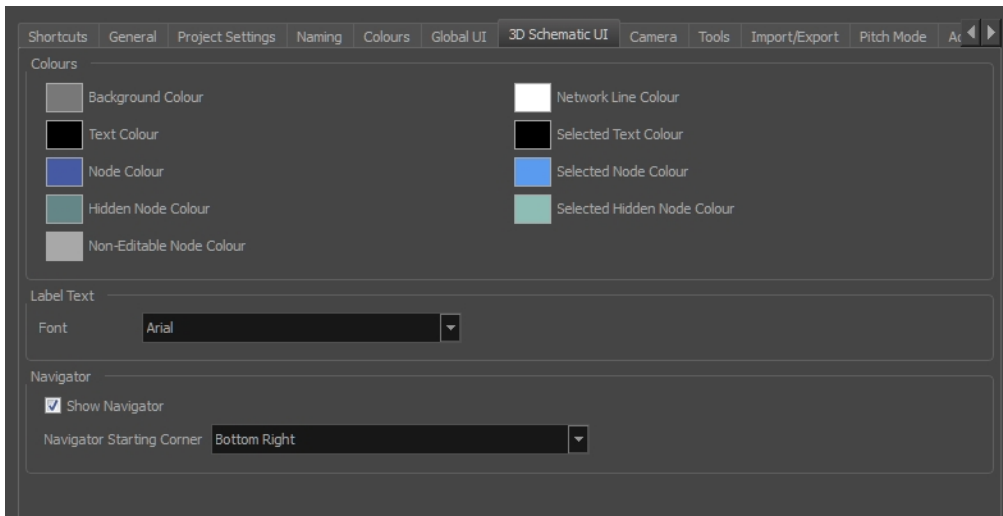
Global UI Preferences



Parameter	Description
Display Duration in Time Code Format	
Show Time Code in Timeline Ruler	Displays the duration in time code format in the Timeline ruler. When this option is deselected, the duration is displayed as a frame.
Show Time Code in Thumbnail Panels in Drawing and Overview Layouts	Displays the duration in time code format in the Thumbnail Panel Headers. When this option is deselected, the duration is displayed as a frame.
Default Time Code Start Time	Defines the default start time code for the project.
Show Time Code in Export Document (PDF, etc.)	Prints the duration of the selected storyboard panels in time code format in the document. When this option is deselected, the duration is printed as a frame.
Show Time Code in Overlay While Changing Duration in Timeline View	Displays the duration in time code format when adjusting a panel in the Timeline view. When this option is deselected, the duration is displayed as a frame.
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	Lets you expand the toolbar so there are no nested toolsets in the toolbar. You will

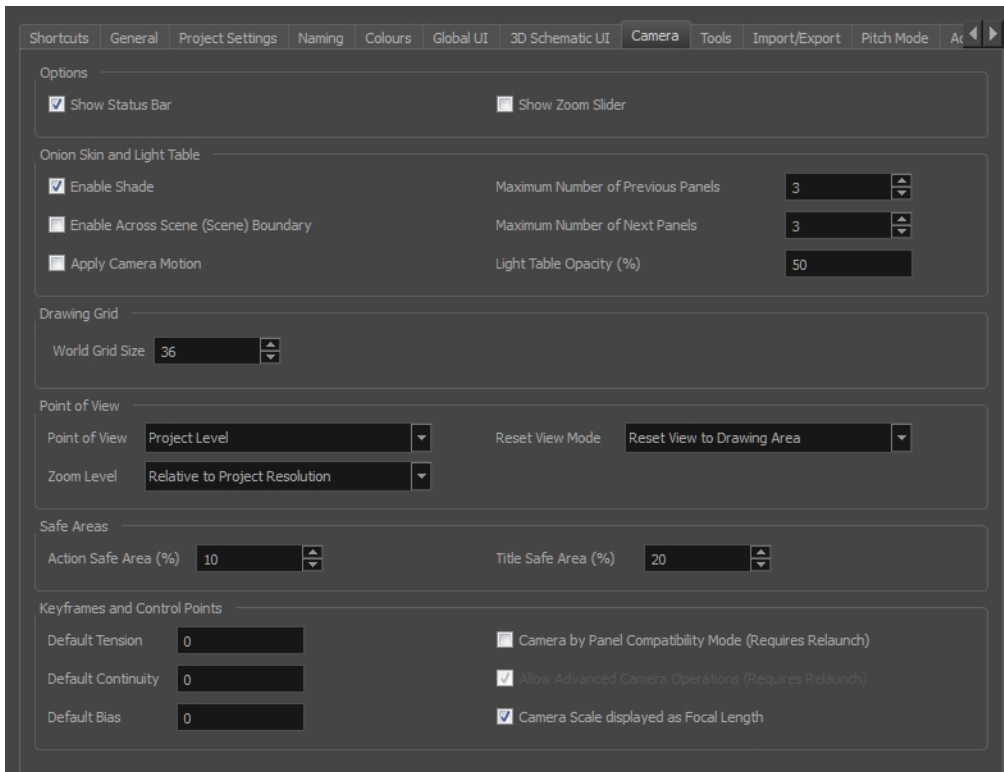
	<p>need to close Storyboard Pro and relaunch it for the new interface to be displayed. A default set of tools will appear in the toolbar. However, you can customize which tool icons appear in the toolbar to fit your own work pattern.</p> <p>Once you have enabled the Flat Tool Toolbar preference, you can customize the tools that appear in the toolbar. This means you can change the default set of tools and replace the tools which you use less frequently with ones which are used more often. This customizing is done through the Toolbar Manager.</p>
Focus on Mouse Enter	<p>Disabled by default. In Toon Boom Storyboard Pro, for the operations or keyboard shortcuts to work in the view in which you are working, the focus must be in that view. When the focus is on a particular view, a red rectangle appears around its frame. You must click in the view or on the view's header for the focus to be done.</p> <p>If you enable the Focus on Mouse Enter preference, you will not need to click in the view to get the focus. It will be done as soon as your mouse enters the view.</p> <hr/> <p>NOTE: If you enable the Focus On Mouse Enter preference, certain operations from the top menu may not be available since the view focus may change as you make your way to the top menu. In this case use keyboard shortcuts and quick access menus (right-click menus).</p>
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	Enable the gestural touch interface for the OpenGL views. On Mac OS X, this determines whether a two-finger drag gesture is interpreted as a zoom or a pan.
Invert Scroll Direction	Inverts the scroll direction.
Touch Sensitivity	Control touch sensitivity. On Windows, higher numbers favour scale/rotates over pans. On Mac OS X, higher numbers give a slower response to pans.
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.

3D Schematic UI Preferences



Parameter	Description
Colours	Lets you modify the colours of the different elements in the interface. For example, you can change the background colour of the Camera view from grey to white. Altering the colours requires you to restart the application or close a view and reopen it.
Label Text	
Font	Lets you set the font for the 3D Schematic view.
Navigator	
Show Navigator	Shows or hides the display of the Navigator in the 3D Schematic view when starting Toon Boom Storyboard Pro.
Navigator Starting Corner	Indicates which corner is the default Navigator position.

Camera Preferences

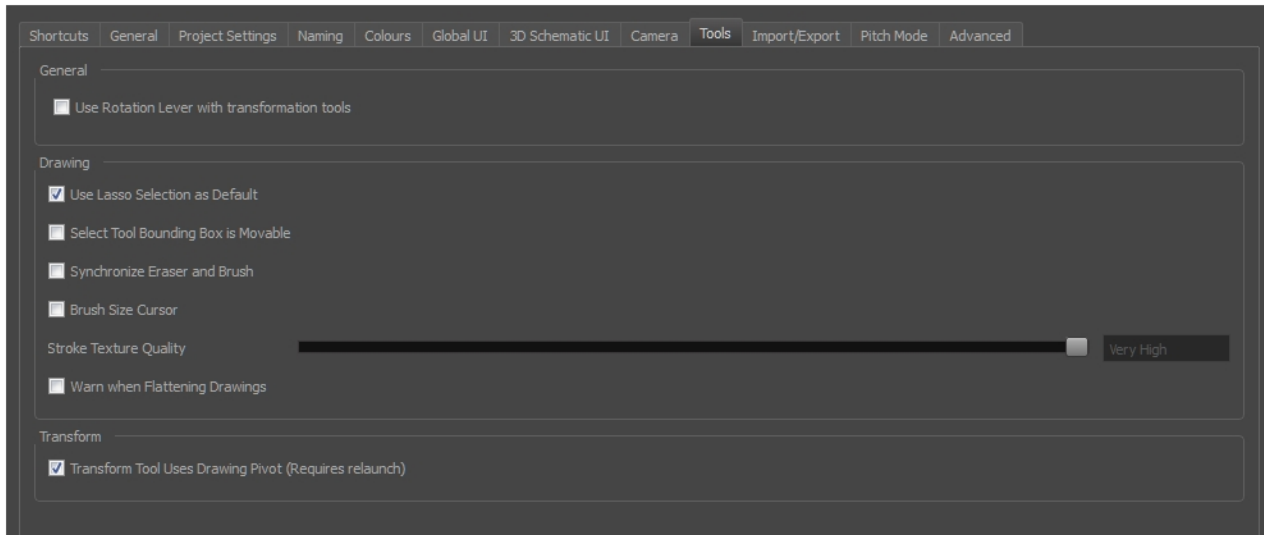


Parameter	Description
Options	
Show Status Bar	Display status bar in Camera view.
Show Zoom Slider	Display zoom slider in status bar.
Onion Skin and Light Table	
Enable Shade	The previous onion skinned drawings are displayed in washed out red shades and the next onion skinned drawings are displayed in washed out green shades.
Enable Across Shot (Shot) 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.
Drawing 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.
Point of View	
Point of View	<p>Lets you determine at which level the current position of the Stage view (zoom, pan and rotation) is remembered when you are flipping through panels.</p> <p>Project: One global point of view for the entire project.</p> <p>Scene: One point of view per scene.</p> <p>Panel: One point of view per panel.</p>
Zoom Level	<p>Lets you set the zoom behaviour in the Stage view.</p> <p>Relative to Project Resolution: Makes the zoom information and settings dependent on the project resolution.</p> <p>Relative to View: Makes the zoom information and settings adjust relative to the size of the Stage view on your screen.</p>
Reset View Mode	<p>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.</p> <p>Reset View to Drawing area: Resets the view to include the original drawing area.</p> <p>Reset View to Camera Overview: Resets the view to include an overview of the camera movement in the panel.</p> <p>Reset View to Camera Start: Resets the view to frame the in position of your camera.</p> <p>Reset View to Camera End: Resets the view to frame the out position of your camera.</p> <p>Reset View to Current Panel Overview: Resets the view to include all camera move information in the frame.</p>
Safe Areas	
Action Safe Area (%)	When using the safe area mode in the Stage view, this value corresponds to the percentage of the screen defined as the Action Safe Area.
Title Safe Area (%)	When using the safe area mode in the Stage view, this value corresponds to the percentage of the screen defined as Title Safe Area.
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 Continuity of -1 sharpens the transition on both sides of the keyframe. A Continuity 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

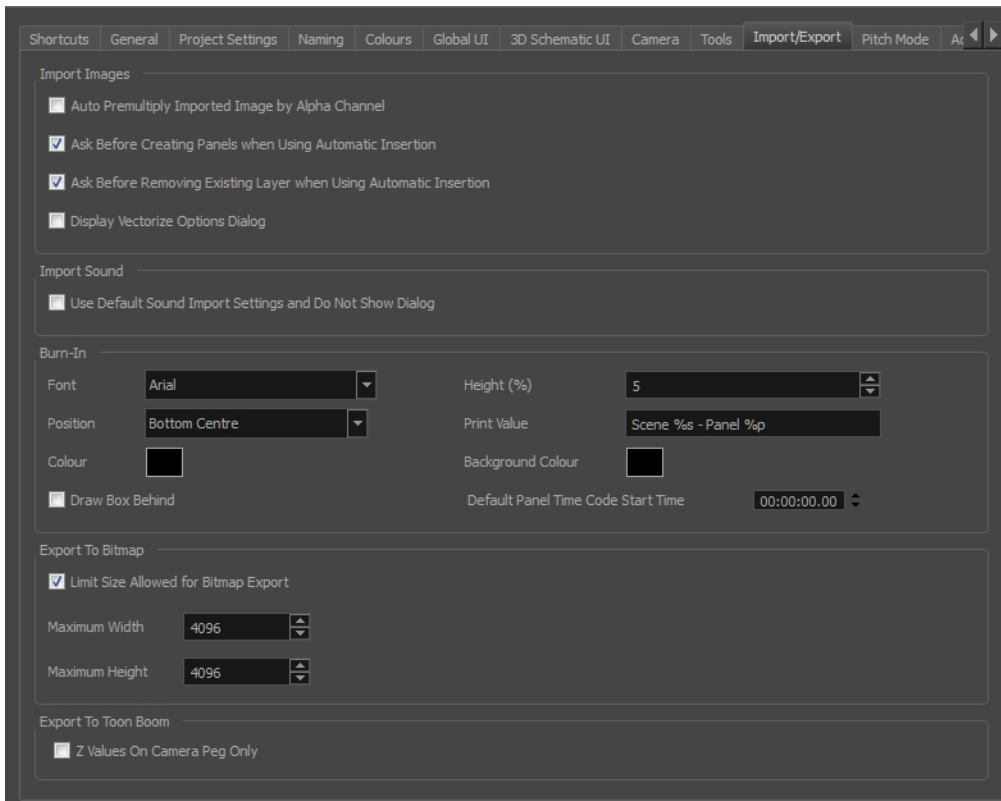
	side of the motion point or the other. A Bias of -1 favours the left side of the keyframe. A Bias of +1 favours the right side of the keyframe.
Camera by Panel Compatibility Mode (Requires Relaunch)	Creates camera keyframes at the beginning and the end of new panels. Lets you work with Storyboard Pro 1.6 keyframes settings.
Allow Advanced Camera Operations (Requires Relaunch)	<p>Hides some of the options that are usually available in the Camera tool properties view.</p> <p>This option is enabled by default. Before you can select this option, you must select the Camera by Panel Compatibility Mode option.</p> <p>See Allow Advanced Camera Operations Option on page 1.</p>
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	
Use Lasso Selection as Default	When this option is enabled, the Select tool behaves as a lasso selector. When this option is disabled, the Select tool behaves as a rectangle selector.
Synchronize Eraser and Brush	Syncs the brush and eraser, so they are the same size. By default, this option is deselected.
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.
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.
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.
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

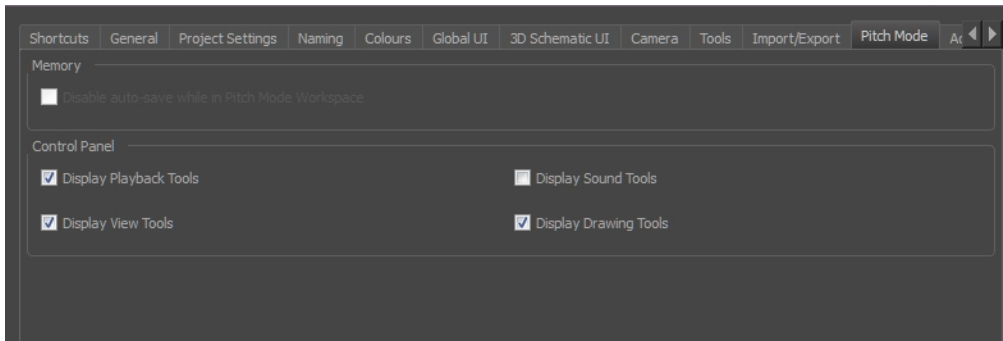


Parameter	Description
Import Images	
Auto Premultiply Import Images by Alpha Channel	Premultiplies the channels with the alpha value of the layer, resulting in an opaque layer. This is helpful when creating layers used by other effects, or in certain compositing situations. Use this option if you are 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 Option Dialog	Opens the Vectorize Options dialog box when importing bitmap images.
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	Opens the Vectorize Options dialog box when importing bitmap images.
Background Colour	Click the colour swatch and choose a colour from the Select Colour dialog box 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.
Export to Toon Boom	
Z Values on Camera Peg Only	Exports the camera with a Z depth value of 0; Z depth values are on the peg. This makes it easier to see the camera field value in the Xsheet. It is recommended to enable this preference if you will be editing camera moves from the Xsheet.

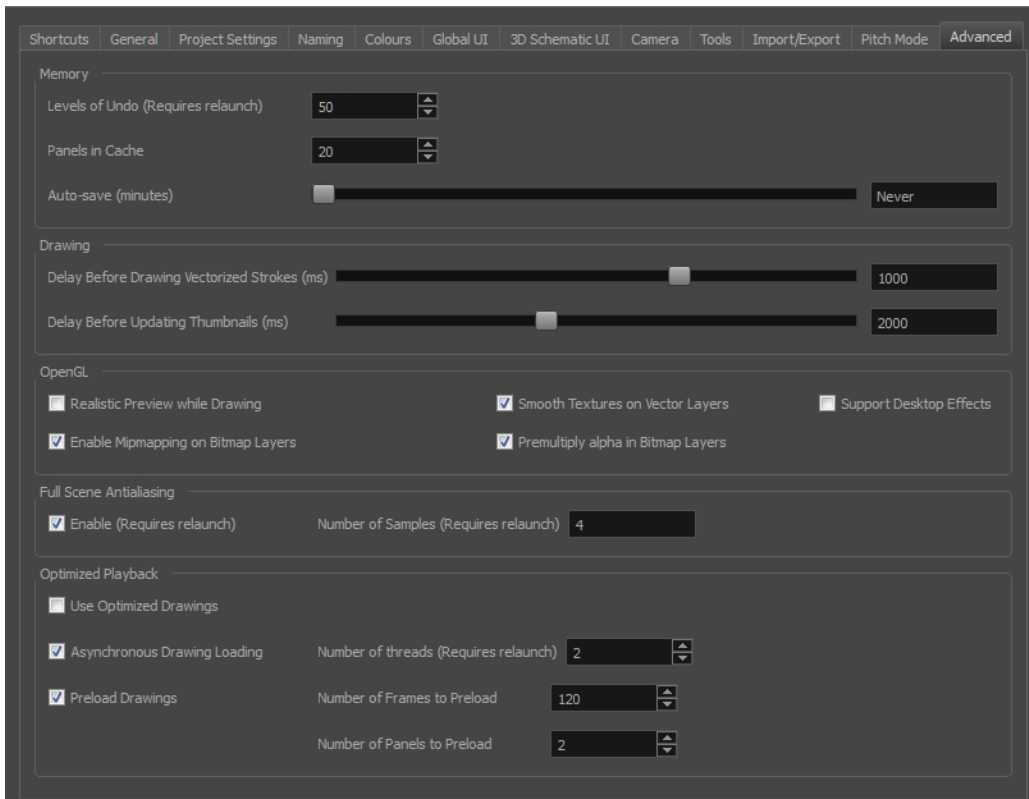
Pitch Mode Preferences

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	<p>While working in Pitch Mode, you can turn off the auto-save feature to prevent the system from continuing to save.</p> <p>NOTE: This preference is only available when the Auto-save preference is enabled in the Advanced tab.</p>
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.

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 (ms)	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 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	Opens the Vectorize Options dialog box when importing bitmap images.
Support Desktop Effects	Enables better compatibility with Windows 7, Windows Vista, and Mac OS X 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—see Viewing the Final Lines as you Draw on page 1 .
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 <i>supersampling</i> . The higher the number of samples, the better the antialiasing quality, but the longer it will take to calculate. The default value is 4.
Optimized Playback	
Use Optimized Desktop	Opens the Vectorize Options dialog box when importing bitmap images.
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)	Opens the Vectorize Options dialog box when importing bitmap images.
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.