Storyboard Pro

Toon Boom Storyboard Pro 6

Release Notes

Legal Notices

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Table of Contents

Toon Boom Storyboard Pro 6.0.4

Here is the list of changes in Storyboard Pro 6.0.4, build 14.20.4.14806 (2019-06-19):

- Enhancements

- Fixed Issues

Enhancements

- When importing a sequence for conformation, if a file is missing, a dialog prompt will indicate the name of the file and its expected location, and will prompt you to choose between skipping the file, skipping all missing files or to browsing for the file.

- The way Storyboard Pro initializes the DirectSound interface on Windows has been modernized, which may increase the stability and reliability of audio playback as well as prevent playback issues.

Fixed Issues

The following issues have been fixed:

- When opening a project on Windows, Storyboard Pro sometimes fails to initialize the audio device, preventing audio playback.

- Crash when importing movie files into a project on certain macOS workstations.

- Freeze when importing an XML sequence for conformation if the XML sequence uses PSD images.

- Attempting to save a project inside its own directory using the **Save As** command causes an error message which keeps reappearing indefinitely.

- Storyboard Pro fails to import an XML sequence for conformation if the XML file was created with the XtoCC utility.

- Storyboard Pro fails to connect to the license server when its port and address are specified in the `TOONBOOM_LICENSE_FILE` environment variable in the `port@hostname` format.

- On macOS, the mouse cursor changes to the default arrow pointer when a system notification pops up.

- The Thumbnail view does not automatically scroll left or right when clicking and dragging on a layer near the left or right edge of the view.

- Project frame rate always changes to 24 when importing a sequence for conformation with only the **Process Audio** option enabled.

- Drawing slowly using a pen tablet on a bitmap layer on macOS results in shaky lines.

- When drawing a very long brush stroke, then immediately drawing another stroke, the second stroke starts off with a straight line segment.

- The △ Perspective tool performs excessive smoothing on short vector lines in the selected artwork.

- When exporting a PDF, if the **Sub Page Number** parameter of the PDF profile contains a letter instead of a number, the letter will not be incremented. Instead, a number will be added after the letter.

- Adding the ⚡ Merge Layer button to the Layer toolbar does not work unless several layers are selected, and the button disappears when a single layer is selected.

- On macOS, when launching Storyboard Pro for the first time, the Toon Boom Customer Experience Improvement Program prompt may get stuck behind the Welcome screen, making the Welcome screen inaccessible.

- When exporting a project for conformation in XML format and replacing an existing file, a back-up of the existing file is created.

Toon Boom Storyboard Pro 6.0.3

Here is the list of changes in Storyboard Pro 6.0.3, build 14.20.3.14252 (2018-12-14):

- *Enhancements* on page 5
- *Fixed Issues* on page 5

> ⚠️ **IMPORTANT**
>
> An important fix was made to the licensing mechanic of Storyboard Pro in this release. If your studio uses a license server, you must upgrade to Storyboard Pro 6.0.3 on the license server before upgrading your workstations. If your license server uses Harmony 15.0.1 or later, you do not need to upgrade it.

Enhancements

- The Generate Auto-Matte command was added at the bottom of the contextual menu that appears when right-clicking on a layer.
- It is now possible to assign a keyboard shortcut to the Convert to Drawing command of the Layer menu.

Fixed Issues

The following issues have been fixed:

- Crash when connecting a Thunderbolt device on macOS.
- Storyboard Pro displays welcome screen when opening a project directly in Finder in macOS 10.14 (Mojave).
- Top menu is not responsive when opening a project directly in Finder in macOS 10.14 (Mojave).
- When splitting a panel containing snapshots, its snapshots are moved to the first of the two panels.
- After dragging and dropping a selection of multiple layers in a panel, only one of the layers is selected.
- The toggle state of the Action Safe Area and Title Safe Area are both saved to the same preference.
- The pixel density of bitmap drawings and textured vector drawings is not exported when exporting Harmony scenes.
- Copying and pasting a layer into a new panel renames the layer even if its original name is not taken by any other layer in the target panel.
- Splitting a scene does not immediately update the name and number of its panels.

Toon Boom Storyboard Pro 6.0.2

Here is the list of changes in Storyboard Pro 6.0.2, build 14.20.2.13969:

Features

Scripting

Feature	Description
Auto-matte on source layer	The **LayerManager.generateMatteLayer()** method can now generate the matte directly on the source layer instead of in a new layer. To do this, pass an object with the **onNewLayer** property set to false to its options parameter.
Layer index in layer selection	Selected layer objects returned by the **SelectionManager:getLayerSelection()** method now have a **layerIndex** property. This property specifies the actual index of the selected layer in the panel's layer list. **NOTE** The **index** property is still present. It specifies the order in which the layer was added to the selection.

Bug Fixes

- Fixed issue causing artwork drawn with a Wacom Stylus/Cintiq tablet to be offset on Windows since the Wacom driver update 6.3.30-6.

- Fixed issue causing some projects to no longer synchronize audio clips with panels and scenes when editing the duration of panels.

- Fixed issue where using the **LayerManager.generateMatteLayer()** method with a colour that has an alpha value would ignore the alpha value and generate an opaque matte.

Toon Boom Storyboard Pro 6.0.1

Here is the list of changes in Storyboard Pro 6.0.1, build 14.20.1.13760:

Features & Enhancements

Video Clips

Feature	Description
Split clip	The Split Clip at Current Frame command can now be used with both video clips and sound clips.
Copy and paste keyframes	It is now possible to copy and paste animation keyframes in video clips.

Drawing

Feature	Description
Auto-Matte on source layer	When generating a matte for your artwork using the Generate Auto-Matte dialog, you now have the option to generate the matte directly on the same layer as the artwork instead of in a new separate layer.
Modifier keys for Stamp and Bitmap Brush tools	The following modifier keys, which could be used when drawing with the Brush tool and Pencil tool on a vector layer, can now be used when drawing with the Stamp tool, as well as when drawing with the Brush tool on a bitmap layer:

Feature	Description
	• If you press and hold the Shift key *before* you start drawing, your stroke will be a straight line. • If you press and hold the Shift key while you're drawing, the part of your stroke from that point on will be a straight line until you release the Shift key. • If you press and hold the Shift and the Alt keys before drawing, your stroke will be a straight line in an angle that is a multiple of 15 degrees. • If you press and hold the Ctrl (Windows) or ⌘ (macOS) key while drawing, your stroke will be a closed shape. • If you press and hold the Alt key, your tool will snap in a straight line to the nearest existing shape.

Staging

Feature	Description
Enable Action Safe Area and Title Safe Area separately	In the Stage and Camera views, the Safe Area option would display the Action Safe Area and the Title Safe Area inside the camera frame. This option has been split into two options: One to display the Action Safe Area and one to display the Title Safe Area.

Export

Feature	Description
Disable optimization when exporting to Harmony	The **Optimize Still Images** option was added to the Export to Harmony dialog. Since Storyboard Pro 6.0.0, when exporting Harmony scenes with a rendered animatic, spans with no layer animation or camera movement would be rendered as a single drawing with its exposure extended. This is now optional. By unchecking this option, you can render your animatic with one drawing per frame.
Use variables in Scene Options when exporting to Harmony	When exporting Harmony scenes, if you use the options in the Scene Options tab to set the path and prefixes to use for rendering the scene's frames, you can now use variables to make the path and the prefix include the project name as well as the act, sequence and scene number. This allows you to make each exported scene have a different image render path and image prefix.
Burn in Action Safe Area and Title Safe	When exporting movies, Harmony scenes, PDF documents, EDL/XML/AAF sequences or conformation projects, the Safe Area option would burn in both the Action Safe Area and

Feature	Description
Area separately	the Title Safe Area into the exported images and movies. This option has been split into two options: One to display the Action Safe Area and one to display the Title Safe Area

Project Structure

Feature	Description
Rename Panel script	A new script is packaged, **TB_RenamePanelProject**, which contains two useful functions: **TB_RenamePanelByScene** will rename all panels in the selected scene. The panels in each selected scene will be numbered sequentially starting from 1 for the first panel in each scene. **TB_RenamePanelProject** will rename all panels in the project. The panels in the project will be numbered sequentially starting from 1 for the first panel in the project. The number sequence will continue across scenes, meaning each panel will have a unique number in the entire project. Because scripts are stored in your preferences and preferences are stored by major version, this script will not be automatically copied to your preferences if you used Storyboard Pro 6.0.0 before. You can copy it manually to your preferences. **How to copy the new script manually on Windows** 1. Open a Command Prompt: - On **Windows 7**: Open the **Start** menu and select **All Programs > Accessories > Command Prompt**. - On **Windows 8.1**: Open the **Start** menu, then open the **Apps** drawer and, under **Windows System**, click on **Command Prompt**. - On **Windows 10**: Open the **Start** menu and, in the applications list, select **Windows System > Command Prompt**. 2. Type in the following command and press Enter: `> COPY "C:\Program Files (x86)\Toon Boom Animation\Toon Boom Storyboard Pro 6\resources\scripts\sboard\TB_RenamePanelProject.js" "%APPDATA%\Toon Boom Animation\Toon Boom Storyboard Pro\14200-scripts\"` **How to copy the new script manually on macOS**

Feature	Description
	1. Open a Terminal window: • In the Dock, click on the **Launchpad** icon, then select **Other** and click on **Terminal**. 2. Type in the following command press Enter: ```$ cp "/Applications/Toon Boom Storyboard Pro 6/tba/resources/scripts/sboard/TB_RenamePanelProject.js" "$HOME/Library/Preferences/Toon Boom Animation/Toon Boom Storyboard Pro/14200-scripts/"```

Scripting

Feature	Description
Documentation	Enhancements were made to the scripting documentation packaged with Storyboard Pro: • The style and layout has been updated. • A tree view navigation pane was added to the left of the documentation to make navigation easier. • Most of the information that is not useful to users, such as private classes and members, hierarchy graphs and file references was removed. The scripting documentation can be viewed by opening the view menu ☰ in the Script Editor view and selecting **Help > Scripting Interface Documentation**.

Enhancements

- When updating the position of a rendered 3D model, the rotation sphere used to rotate the model will preserve its previous angle. This sphere appears when holding Ctrl + Shift (Windows) or Shift + ⌘ (Mac OS X), then clicking and dragging the model.

- The logic for the Random Size parameter of the Brush and Stamp tools has been enhanced so that you no longer need to reduce the minimum size of the brush for the random size parameter to work.

- The following enhancements were made to the install wizard on Windows:

  - The installation wizard for Windows is now able to upgrade from a previous version of Storyboard Pro without requiring the user to manually uninstall it first.

  - Installation on Windows is now faster. The installer no longer registers the fonts packaged with Storyboard Pro into the Windows fonts database.

Bug Fixes

- Fixed issue causing Storyboard Pro to initialize the machine's printer on launch. If the printer's drivers had issues, they would be triggered when launching Storyboard Pro.

- Fixed issue where panels with a vertical camera movement would appear cropped in an exported PDF with the Full Page and Expand Panel options enabled.

- Fixed issue where selecting an audio clip then selecting a video track would add the video clip at the current frame to the selection.

- Fixed issue causing selected clips to get deselected when moving a selection of video clips on multiple video tracks.

- Fixed issue causing the selected clip to be deselected where moving a video clip while the timeline cursor is over it.

- Fixed issue preventing from selecting video and audio clips simultaneously when selecting a video clip first.

- Fixed issue causing the dialog prompting to import preferences from previous version of Storyboard Pro to appear in English when launching the application in a different language.

- Fixed issue where, when exporting a movie as a sequence of image files, a directory would automatically be created in the target directory and image files would be exported in it. Exported image files are now saved directly in the target directory.

- Fixed the differences between the available image formats in the Scene Options tab of the Export to Harmony dialog and the image formats supported by Harmony:

    - Added Digital Picture Exchange (`.dpx`), OpenEXR (`.exr`), Portable Document File (`.pdf`) and Deep Texture (`.dtex`) to the list.

    - Removed Toon Boom Vector Graphics Optimized (`.tvgo`) from the list.

- Fixed issue where creating a brush preset with the same name as a previously deleted brush preset would reload the preview of the deleted brush preset.

- Fixed issue where the tool properties of the Brush tool would not update when selecting a vector or bitmap layer, then adding a layer of a different type.

- Fixed issue where, when using the Shift or Alt key to draw a straight line with a drawing tool and releasing it while drawing the stroke, a short zig-zag would be drawn near the straight line.

- Fixed issue where the brush size cursor, which can be enabled in the Tools tab of the Preferences, would appear when using the Stamp tool and would indicate the wrong brush size.

- Fixed issue causing video clips to be hidden when drawing with the Realistic Preview option enabled.

- Fixed issue where, when drawing with the Realistic Preview option enabled, new strokes would not display while they were being drawn.

- Fixed a rare crash when importing certain Alembic (`.abc`) 3D models.

- Fixed a potential crash when exporting Harmony scenes with burn-in options enabled.

- Fixed issue causing rendered 3D models to not appear in exported Storyboard Pro scenes when exporting with the Nest Panels in Symbols option is unchecked.

- Fixed issue causing application to be invisible on launch if it was exited in a maximized state the last time it was running on macOS.

- Fixed issue that occurred when exporting a multi-layer Photoshop Document (`.psd`) file from a project with video tracks. The layers in the PSD file that corresponded to the video tracks would always be underneath all other layers.

- Fixed issue where, when updating the position of a rendered 3D model, undoing it then attempting to update its position again, the model would appear in the position that was undone in the Update Model Position dialog.

- Fixed issue where clicking on the artwork of a different layer with the Select tool while holding down the Ctrl (Windows/Linux) or ⌘ (macOS) key would not select that layer.

- Fixed issue causing groups to be converted to layers when creating a template made from a selection of multiple layers and groups.

- Fixed issue causing video clips to get clipped when pasting a sound clip in the same time span.

- Fixed issue causing the project to be shortened by a single frame when adding a transition between scenes while the **Preserve project length when adding transitions** is enabled.

- Fixed issue causing colour pots to be temporarily missing from the Colour view when copying panels from an existing project and pasting them to a new project.

- Fixed issue causing layers in imported Photoshop Document (`.psd`) files to be ignored if their opacity is below 9%.

- Fixed issue where movie files exported with a frame rate of 23.976 FPS would have an extra frame.

- Fixed issue where burn-in would sometimes not appear in exported Harmony scenes.

- Fixed issue causing the `LayerManager.isEmpty` method to return the opposite value.

- Fixed issue causing the `LayerrManager.generateMatteLayer` method to return `true` when using a radius of `0`, which fails to generate a matte.
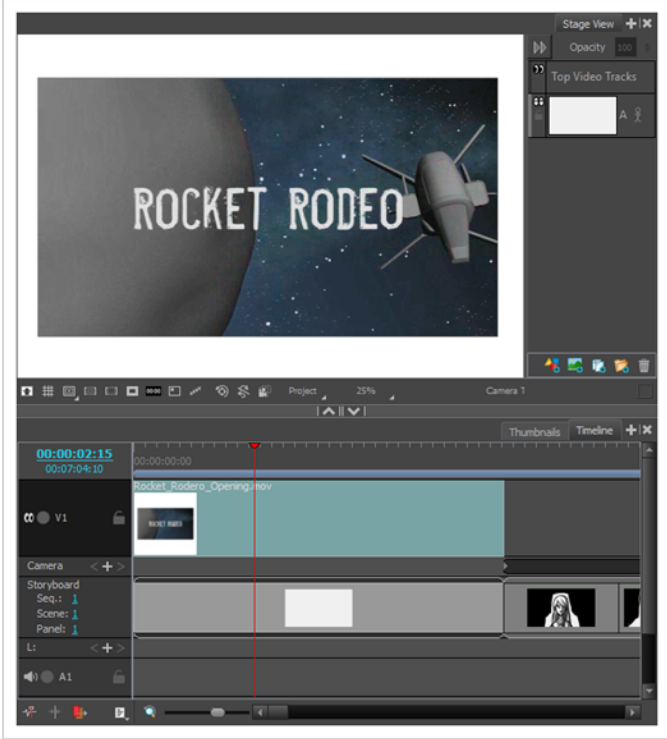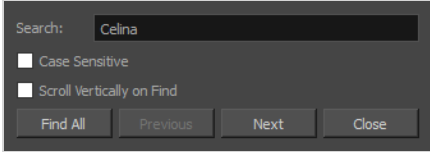
Toon Boom Storyboard Pro 6.0.0

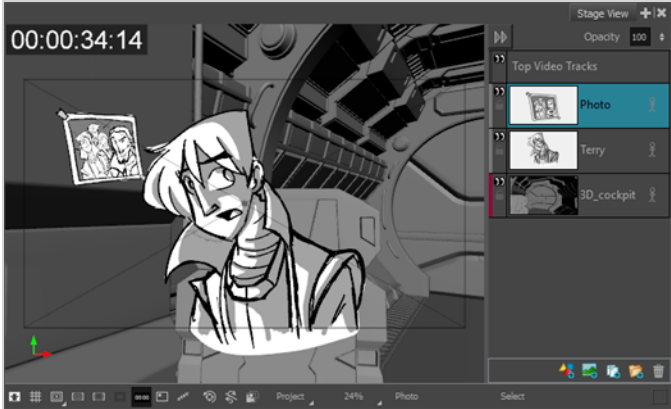Here is the list of changes in Storyboard Pro 6.0.0, build 14.20.0.13334:
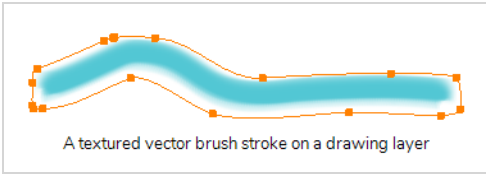
Features

Animatic

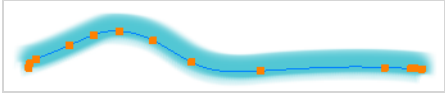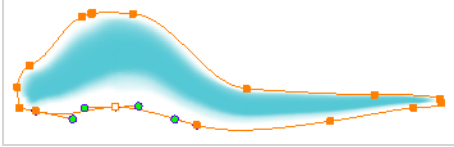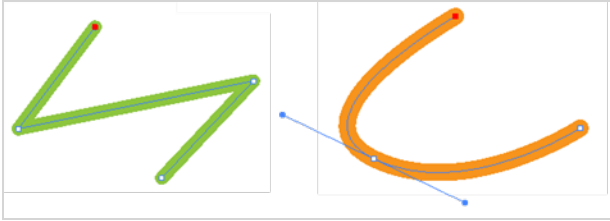| Feature	Description
Video tracks and video clips	Storyboard Pro now features video tracks, in which you can add image or video clips to display them in your animatic.

Feature	Description
	Video tracks can be placed above or below the storyboard track, to make its clips display over or underneath the artwork in your animatic. Image and video clips can span over several panels or scenes and be cued and clipped at any time in the animatic. They can be transformed and animated, just like layers in a panel, but contrary to layers in a panel, they are not affected by camera movements.
Audio and video track reordering	It is now possible to reorder audio tracks as well as video tracks.
Audio and video track renaming	It is now possible to assign custom names to audio tracks as well as video tracks.
Find sound clips	You can search for a sound clip in your animatic by entering part or all of its file name and going through each matching result.
Display timecode	You can now display the timecode of the current frame in the top-left corner of the Stage and Camera view by clicking on the Timecode ⏱ button in the status bar.
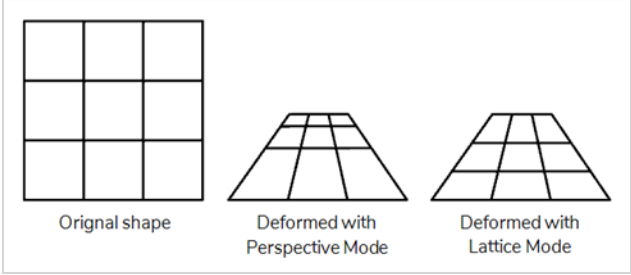
Feature	Description

Drawing Tools

Feature	Description
Stamp tool	The new Stamp 🔨 tool can be used to stamp one or several drawings into your artwork. You can stamp drawings one at a time or draw strokes with it. The behaviour of the stamp tool when drawing strokes can be customized in many ways. NOTE The Stamp tool replaces the Dynamic Brush option of the Brush tool in Storyboard Pro 5.5 and earlier.
Textured vector brushes	The Brush tool now has the same texture drawing capabilities when used on vector layers as when used on bitmap layers. A textured vector brush stroke on a drawing layer
Centerline Editor	The Centerline Editor tool allows you to manipulate brush strokes, whether solid or

Feature	Description
	textured, by their centreline, giving you better control over their shape than the Contour Editor.
Texture deformation	The Contour Editor, Envelope and Perspective tools can deform the texture in textured vector brush strokes.
Polyline tool	The Polyline tool, which was available in Harmony, has been added to Storyboard Pro. With this tool, you can draw segmented lines or shapes by creating each point composing the line, allowing you to draw shapes with precision. The lines created with the Polyline tool can be straight or curvilinear.
Onion Skin for Selected Layers Only	You can now enable Onion Skin only for currently selected layers. When this option is enabled, only artwork in layers that have the same name as the selected layer in surrounding panels will appear in the Onion Skin.
Merge Down	There is now a command to quickly merge the selected layer with the layer just below it. You can access it in the Layer menu, a layer's contextual menu or by pressing Ctrl + E (Windows) or ⌘ + E (macOS).
Perspective tool modes	The Perspective tool can now be used in either Perspective ⛩ or Lattice ⛩ mode. The Perspective mode deforms the drawing by simulating a perspective effect, whereas the Lattice mode simply deforms the drawing to make it fit the shape of the control box.
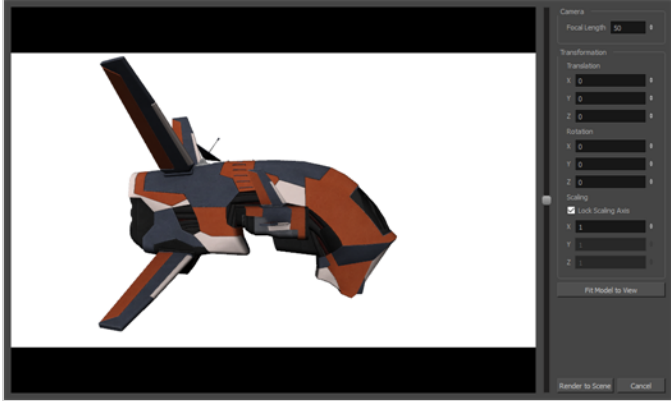
Feature	Description
	 Orignal shape Deformed with Perspective Mode Deformed with Lattice Mode
Directional Blur	In the Directional Blur dialog, you can now set the angle of the blur by clicking and dragging on a dial.

Library
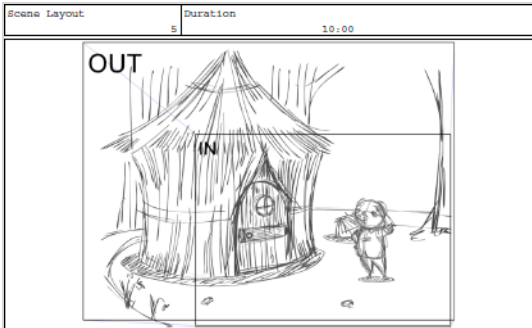
Feature	Description
Multiple layers templates	You can now create templates with a selection of multiple layers. Importing such templates into a panel will add all of its layers to the panel.
Multiple panels templates	You can now create templates with a selection of multiple storyboard panels. Importing such templates into a project will add all of its panels to the project.
Insert panel template in Timeline view	You can now insert a template made of one or several panels between two panels in the Timeline view. In the past, this was only feasible in the Thumbnails view.

3D Objects

Feature	Description
Render 3D model in 2D scene	When attempting to add a 3D model to a 2D scene, you now have the option of rendering the 3D model into a 2D layer so it can be added to the scene without converting it to a 3D scene.

Feature	Description

Export to PDF
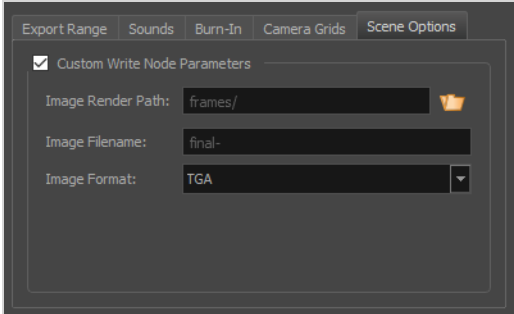
Feature	Description
Render Scene Layout Panel	A Render Scene Layout Panel option was added to the Panel tab of the PDF Profile dialog. When enabled, each scene that has a camera movement will have special "layout" thumbnail added before the thumbnails for its panels. The layout thumbnail contains the camera movement for the entire scene as well as the artwork of the first panel in the scene.
Display Camera Mask	The Display Camera Mask option was added to the Panel tab of the PDF Profile dialog. When enabled, a mask covers the part of the panel that is not covered by the camera frames or the camera's trajectory. This means that only the artwork that is covered by the camera will be visible in the thumbnails. The colour of the mask can be customized.
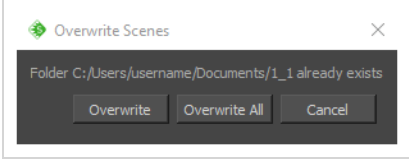
Feature	Description
Frame Snapshots	A Frame Snapshot option was added to the Panel tab of the PDF Profile dialog. When enabled, panels containing snapshots will be rendered from the point of view of the camera at the time of the snapshot. The panel's thumbnail will only display the artwork inside the camera frame, and the camera movements will not be rendered over the thumbnail.

Export to Bitmap

Feature	Description
Export All Snapshots	When a panel has several snapshots, it is now possible to export all the snapshots for that panel in different image files. Previously, only the main snapshot of a panel was exported when exporting bitmap images, and it was only possible to export several snapshots for a single panel when exporting to PDF.

Export to Harmony Scenes

Feature	Description
Write node parameters	It is now possible to configure some of the rendering parameters of the Write node when exporting Harmony scenes, namely the location, prefix and image format of rendered frames.

Feature	Description
Group layers	Group layers in your project now get exported in Harmony scenes. Drawing layers are created inside their respective group, under a peg which preserves the group transformations and animations.
Exposure of rendered frames	When exporting Harmony scenes as rendered images, static images are no longer rendered over and over again at every frame. Instead, they are rendered once and exposed until the image changes, saving on export time and disk space.
Overwrite All	When exporting over existing Harmony scenes, you now have the option to overwrite all Storyboard Pro scenes with conflicting names simultaneously, instead of having to specify to overwrite each conflicting scene one at a time.
Export both Merged and Individual Tracks	When exporting Storyboard Pro scenes, you can choose to export each scene's audio in both separate audio tracks and one mixed down audio track. Both the individual audio tracks and the merged audio track will co-exist in the exported scenes.

Export Audio

Feature	Description
Export both Merged and Individual Tracks	When exporting audio, you can choose to export the audio tracks in your project separately and mixed down into one audio track at the same time.

Project Management

Feature	Description
Only merge modified panels (Track changes)	When merging and replacing projects that were extracted from your current project, you can now choose to only import panels that were tracked as changed in the projects being imported.
Replace artwork	When merging and replacing projects that were extracted from your current project, you

Feature	Description
only	can choose to ignore the changes in the timing of panels and scenes as well in the position and animations of layers, and only import the changes done on the project's artwork.

Conformation

Feature	Description
Optional image rendering	When exporting your project for conformation, you can elect to skip exporting the images. This can be useful if you have already exported your project and need to export it again, but don't want to wait for the images to be rendered again.
Optional video import	When importing a sequence into your Storyboard Pro project, you can elect to not import the panels, and only import the audio tracks or the captions instead. With this option available, you can export a soundtrack composed in a video editing software into an XML or AAF sequence, then import it into your Storyboard Pro project without affecting your storyboard panels.
Rectify Static Camera	The Rectify Static Camera option has been added to the Conformation Export dialog. This option makes it so scenes in which the camera is at an angle and does not have any camera movements are rendered as if the camera was straight.

Preferences

Feature	Description
Preserve project length when adding transitions	By default, when adding transitions, the length of the project shortens by the length of the transition. This is because a transition causes the next scene to start playing before the current scene finishes playing. With this option enabled, adding a transition between two scenes will automatically extend the length of both scenes by half the length of the transition, allowing the project to remain the same length. This preference was added to the **General** tab of the Preferences dialog.
Ignore Modifications to Captions in Auto Tracking Mode	By default, when Auto Tracking Mode is enabled, any change made to a panel will activate tracking for that panel. With this option enabled, making changes to a panel's captions will not activate tracking for that panel. This preference was added to the **General** tab of the Preferences dialog.

Feature	Description
Display time in feet and frames	It is now possible to display time in the Timeline view, the Thumbnails view and exported PDF documents in *feet* and *frames*. In the context of an animation production, a foot corresponds to a vertical foot of animation exposure sheet, which covers to 16 frames. Hence, each foot corresponds to 16 frames in your project. This preference was added to the **Global UI** tab of the Preferences dialog. In the **Time Display Units** section, each time display setting is followed by a drop-down menu in which you can either select **Timecode**, **Frames** or **Feet + Frames**.

Scripting

Feature	Description
Current frame	The `frame` class, which allows you to check and change the current frame, was created. It contains the following methods: `current`, `setCurrent` and `moveFrames`.
Layer management	The following methods were added to the `LayerManager` class: `isShared`, `isEmpty` and `mergeLayers`. Additionally, the `getLayerSelection` method was added to the `SelectionManager` class.
Timeline markers	The `TimelineMarkers` class was created. It contains several methods to manage timeline markers in your project.
Tool presets	The `ToolPresetManager` class was created. It allows you to list and select tool presets.
Panel colour	The `setPanelColor` and `getPanelColor` methods were added to the `StoryboardManager` class.
Export AAF	The `exportToAAF` method was added to the `ExportManager` class, allowing you to script the export of your project as an AAF sequence for conformation.

Bug Fixes

- Fixed issue where curved lines drawn quickly with pen tablet would appear segmented and dented with low-end video cards.

- Fixed issue where overwriting a Storyboard Packed File (.sbpz) when splitting or extracting the current

project would delete the target project's parent directory.

- Fixed a crash caused by an error message occurring when the computer wakes from sleep mode.

- Fixed a randomly occurring crash when animating a layer.

- Fixed a memory leak that occurred when deleting panels while their thumbnails were about to be generated.

- Fixed crash when flipping a scene if the Stage or Camera view are not in the current workspace.

- Fixed a rare crash when dragging and dropping the last scene of a project to move it earlier in the project.

- Fixed a crash when opening an already open project using the command line with the argument -panelid and cancelling on the dialog alerting that the project is already open.

- Fixed issue where scale factor of 3D models would not be preserved in exported Harmony scenes.

- Fixed issue where attempting to generate an auto-matte on a shared drawing would discard the shared drawing.

- Fixed issue where exporting a dynamic brush preset containing multiple drawings and importing it under a different user account would only import the first drawing of the dynamic brush.

> **NOTE**
>
> Dynamic brushes have been renamed Stamps in Storyboard Pro 6.0.

- Fixed issue where a shared drawing would be flipped all across the project when flipping a scene containing the shared drawing. Now, a shared drawing that is in a scene that gets flipped will be unlinked from the original drawing and linked to a flipped version of the shared drawing, which is also shared.

- Fixed issue where pen tablet input would be offset when working with several monitors set to different scaling factors on Windows.

- Fixed an issue where flipping a scene would not work if the scene contained a shared drawing and an even number of panels.

- Fixed issue where converting a shared drawing from one art type to the other would not update the art type of the original shared drawing.

- Fixed issue where exporting a Windows Media Video (.wmv) file would fail without any error message if attempting to overwrite a file that is opened in a movie player.

- Fixed issue where projects split or extracted in Storyboard Packed File (.sbpz) format would have the project title extractproject_temp.

- Made the Split Project and Extract Project dialog create projects in the current project's format (.sboard

or .sbpz) by default.

- Fixed issue where background layer of current panel would appear over onion skin.

- Fixed the icon that appears over panels in the Thumbnails view when the Lock Scene and Panel Names option is enabled.

- Fixed issue preventing from selecting layers in very short panels when making a selection of layers from multiple panels.

- Fixed issue where applying a blur effect on a selection of multiple layers across multiple panels would ignore layers in very short panels.

- Fixed issue where panels got expanded even if the Panels > Expand Panel PDF option is disabled when exporting a PDF with one panel per page.

- Fixed issue where camera framing would be wrong when exporting a project in 16 field for conformation.

- Fixed issue where the waveform would not be immediately visible for sound clips that were added to the project by copying and pasting them, or by importing a sequence for conformation.

- Made the General tab the default tab in the PDF Profile dialog.

- Fixed issue where timeline markers would appear selected when scrolling the Timeline view until the currently selected timeline marker was out of the visible range.

- Fixed issue where buttons in the Find Text in Captions dialog would appear too big and overlap each other on macOS.

- Fixed the size of the following user interface elements in High DPI / Retina Display mode:

  - The Zoom drop-down in the Stage, Camera, Top and Side views

  - The Browse button in the Split Storyboard dialog in High DPI / Retina Display mode.

- Fixed the following localization issues:

  - Cropped text in the Japanese Welcome Screen.

  - Untranslated options in the Blur dialog.

  - Untranslated tool tips of the Play and Play Selected Panels buttons in the Pitch Mode workspace.

  - Untranslated options in the Generate Auto-Matte dialog

  - Untranslated list names in the script selection dialog.