Storyboard PRO 22

Toon Boom
Storyboard Pro 22

Release Notes

Legal Notices

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Table of Contents

Storyboard Pro 22.0.4 Release Notes

Storyboard Pro 22.0.4, build 22948 (2024-06-19)

Improvements

Scripting

`setRenderImageAndVideo` function has been added to the **ExportManager** scripting interface allowing **exportToFCPXML** and **exportToAAF** to export with or without rendering the associated images. The bool is set to true by default.

Fixes

General

- Semi transparent 2D layers mixed with 3d layers cause display issues in OpenGL. *SB-5550*

- Installing Storyboard Pro does not work on Windows 11 when Smart App Control is enabled. *HAR-9642*

- The compositing order of pinned layers changes when Realistic Preview is enabled *SB-4468*

Drawing

- Deselecting using the Select tool by holding Shift+Alt crashes when used over unselected grouped strokes. *HAR-9903*

- There is a small delay when using the drawing tools with a mouse. *HAR-9999*

- When Snap to Contour is enabled, the Contour Editor will add extra points to the selected drawing. *HAR-9611*

- The soft eraser doesn't work correctly if the mouse is released while outside the stroke that is being erased. *HAR-9541*

Import / Export

- Importing a Final Draft document (FDX) adds an undo to the undo history that is not undoable. *SB-5324*

- When importing a Final Draft document (FDX), spaces are ignored and numbers appear as garbage when directly after curly quotes. *SB-5320*

Library

- Storyboard Pro crashes when dragging a layer to the Library view after bringing up the right-click menu. *SB-5381*

Scripting

- Javascript binding for QByteArray assumes Latin, and not UTF8 *HAR-9575*

Storyboard Pro 22.0.3 Release Notes

Storyboard 22.0.3, build 21960 (2023-09-13)

Fixes

The following issues are fixed in this release of Storyboard Pro and later.

General

- Creating sequences using the New Sequence or Split Current Sequence commands does not work correctly. *SB-5245*

- Storyboard Pro may crash during playback if the Function Editor view is visible in the workspace. *SB-5268*

- Storyboard Pro may be unable to read drawings created over 10 years ago. *SB-5259*

- Using the Export to FBX command leaves temporary PNG renders of drawing layers in the tmp folder. *SB-5197*

- Animated layers may not export properly to Harmony if they are animated using 3D Path functions. *SB-5260*

- Storyboard Pro crashes if it fails to load internal libraries on startup. *SB-5278.*

Audio

- Audio playback fails with the following message "Cannot start the playback system: Invalid Device" when attempting to play voice annotations while using specific audio devices or headsets as output devices on Windows. *SB-5074*

- Random pops and tics can be heard during playback on Windows. *SB-5198*

- There is no sound when exporting movies to H.264 or exporting to Harmony if Storyboard Pro is in Spanish. *SB-5249*

- Audio clips that are sped up may not play or export properly if their Waveform is displayed in the Timeline. *SB-5183*

- Recording audio after resizing a panel may cause a crash. *SB-5274*

Scripting

- Storyboard Pro crashes when running a script using the MotionManager.setLayerAnimated function in batch mode. *SB-5252*

Scripting Improvements

Import Animatic Scripting Interface

The ImportManager class has been added along with the importAnimatic function to allow automation of the Import Animatic Project command used for conformation. The importAnimatic function can only be used while the UI is displayed and cannot be used in batch mode. Please refer to the Scripting Interface documentation for more information.

https://docs.toonboom.com/help/storyboard-pro-22/storyboard/scripting/reference/classImportManager.html

Adding and Removing Groups Using Scripting

The following new functions for identifying, adding and removing groups and layers in groups have been added to the LayerManager class:

- addGroupLayer
- groupOfLayer
- isGroupLayer
- moveLayerBeforeLayer
- moveLayerInGroup

Please refer to the Scripting Interface documentation for more information.

https://docs.toonboom.com/help/storyboard-pro-22/storyboard/scripting/reference/classLayerManager.html

Improved layer selection in the LayerManager Class

The following changes were made to the LayerManager class to make it easier to select and manipulate layers through scripting:

The new layerIndexFromName function in the LayerManager class was added to easily find the index value of a layer based on its name.

The following commands now allow selecting layers based on either their index or name:

- isEmpty
- isShared
- mergeLayers
- generateMatteLayer

Please refer to the LayerManager class in the Scripting Interface documentation for more information.

https://docs.toonboom.com/help/storyboard-pro-22/storyboard/scripting/reference/classLayerManager.html

Storyboard Pro 22.0.2 Release Notes

Storyboard Pro 22.0.2, build 21617 (2023-06-12)

Fixes

The following issues are fixed in this release of Storyboard Pro and later.

Timeline

- Selecting keyframes in the Camera or Layer Animation tracks doesn't work every time. *SB-5151*

- A template created from multiple clips may corrupt the project when dropped in a video track. *SB-4504*

- If an audio clip ends under the last panel of a scene, changing the duration of this audio clip using the Speed/Duration command with the Ripple Edit option enabled will not adjust the panel correctly. *SB-5208*

- Using the 'Split Panel at Current Frame' command may cause a crash. *SB-5038*

- Storyboard hangs in some conditions when stopping the audio playback. *SB-5185*

Drawing Workflow

- Lines are not always drawn at full precision after pulling the stylus away from the tablet. *SB-4818*

- Pasting a drawing object does not paste it at the proper location if there is an offset on the source layer. *SB-5192*

- Copying a drawing from the Camera view and pasting it while in the Thumbnails or Timeline view as focus will paste it in the center and not the original position. *SB-5209*

- Drawing does not work in the Camera View after generating a PDF Preview. *SB-5026*

- Typing Japanese or Korean with the Text tool does not work. *SB-5063*

3D

- When converting a 3D model to 2D, the render in the Render 3D Model window does not take into account the project's Field Chart setting. *SB-5191*

- The preview in the "Render 3D Model to 2D" dialog always uses a 16:9 aspect ratio regardless of the project's resolution. *SB-4452*

- 2D Layers that are rotated in 3D will disappear from the Camera view when the angle of the layer is close to being perpendicular to the camera. *SB-5062*

Import/Export

- Double and single quotation marks are converted to question marks when importing a Final Draft document. *SB-5186*

- With certain scenes the incorrect movie clip frame range is exported to Harmony when the Export Type is set to Original Scene. *SB-5210*

- Audio export fails when language is set to Spanish. *SB-5089*

Conformation

- Exporting to AAF for conformation fails with error "AAF internal error. 0x-7ff8ff82" on some systems. *SB-5088*

- Rendered images for panels that don't have camera motion will have the wrong size if the project FOV is not set to Vertical and the Rectify Static Camera option is enabled. *SB-5160*

Performance

- Storyboard Pro crashes out of memory when rendering a project that contains HD videos. *SB-5109*

- [Windows] Some projects can take an unusually long time to save. *SB-5139*

- Storyboard randomly crashes on some systems using Windows 11. *SB-4786*

Storyboard Pro 22.0.1 Release Notes

Storyboard Pro 22.0.1 build 22.0.1.19025 (2022-11-24)

Fixes

The following issues are fixed in this release of Storyboard Pro and later.

Drawing Tools

- Stroke colour is lost when undoing and redoing cut and pasted strokes. *SB-4900*

Timeline and Playback

- [Windows] Playback can get stuck when Loop and Sound are enabled. *HAR-8808*

- Using the Split Panel At Current Frame command on a duplicated scene may cause a crash when there are two instances of the same project open in memory. *SB-4910*

Video Tracks and Clips

- Opacity isn't applied to a stroke created in a video clip layer until the stroke is done. *SB-4898*

- The Set Colour menu option does not work for New Empty Clips and Image Clips. *SB-4909*

PDF Export

- Crash when exporting to PDF when Display Selected Caption is enabled. *SB-5012*

Scripting

- Running scripts from the command line without the -batch parameter will crash. *SB-5004*

- Text is not exported when exporting a PDF by using a command line script. *SB-5003*

- Importing a PSD with LayerManager::importImageAsLayer pops up a redundant multi layer message. *SB-4413*

- ExportManager::exportToHarmony does not work in batch Mode. *SB-4013*

UI

- [macOS] The Help menu disappears after closing a project and reopening another one. *SB-4588*

- Keyboard shortcuts no longer work when the mouse focus is in a caption field in the Panel view. *SB-4858*

Import / Export

- [Windows] Missing frames and other issues when importing short movies. *SB-4926*

- 3D models or movie clips disappear from the scene if the file name ends with a v and three digits (-v001). *SB-4129*

- [macOS] Storyboard does not work with the LucidLink cloud NAS file system. *HAR-8806*

Performance

- [macOS] With certain projects exporting a movie may cause the system to run out of memory. *SB-4985*

- [macOS] Storyboard Pro sometimes crashes when waking from sleep mode. *SB-4973*

Devices

- [Windows] Eraring using a Wacom pen button mapped to the Erase function does not work if Qt Wintab Tablet Support is enabled in the Storyboard Pro Preferences. *SB-4915*

- Touch gestures for zoom, pan and rotate do not work with Surface Pro, XPPen and Wacom Cintiq devices. *SB-4792*

Other Fixes

- Disabling the Transform Tool Uses Drawing Pivot option in the Preferences causes Storyboard Pro to crash on startup. *SB-4936*

- [macOS] Typing Chinese or Japanese characters in a panel caption does not work until after a menu is opened. *SB-4997*

Known Issues

- When there's not enough space to display all buttons in a toolbar, the extension that is opened to access the buttons will be hidden under views that use OpenGL. *HAR-8186*

- Stroke remains in place after removing the last point of a branch with the centreline editor. *SB-4455*

- When using an iPad Pro in Sidecar mode with Storyboard Pro, every second click registers as a double-click. *SB-4941*

- Updating the operating systems to macOS Ventura may help fix this issue.

- On macOS Mojave, GateKeeper prevents launching Storyboard Pro unless the quarantine extended attribute is removed from the application bundle. *SB-4428*

The quarantine extended attribute can be removed using the following command in the Terminal:

```
$ sudo xattr -dr com.apple.quarantine "/Applications/Toon Boom Storyboard Pro 22"
```
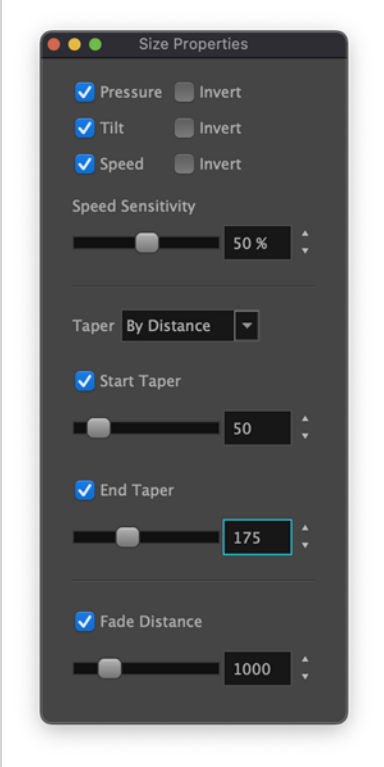
Storyboard Pro 22 Release Notes

Here is the list of changes in Storyboard Pro 22, build 22.0.0.18846 (2022-09-28)
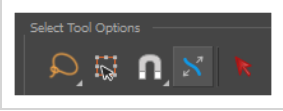
- New Features
    - Drawing Tools
    - Reference View
    - Camera
    - Timeline
    - Audio
    - Conformation
    - Rendering
    - Library
- Fixes
- Known Issues

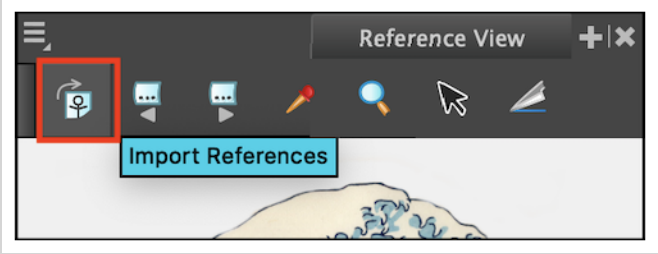## New Features

Drawing Tools

Feature	Description
Mirror View	You can now temporarily flip the contents of the Camera and Stage views horizontally by enabling Mirror View mode. This helps artists have a different perspective on their artwork. It makes it easier to view the balance and composition of a drawing and helps to spot mistakes. To enable Mirror View, click on the ⬭ Mirror View button in the Camera or Stage view toolbar, or select View > Mirror View from the top menu. For more information, see About Mirror View.
Live Preview When Drawing with a Textured Pencil	Artists can now see the texture on pencil lines as the line is being drawn, providing a live accurate preview of the final line. In the past, the pencil line would be solid while drawing and the texture would appear once the line is drawn.
New Brush Tool Properties	To give you more control over the look and feel of the brush tool, new options are available to dynamically control the size, flow, opacity and brush tip angle when using a drawing tablet.

Feature	Description
	Size, Flow and Opacity
	Pen tilt and drawing speed can now be used as inputs to change the Size, Flow and Opacity properties of brushes, making it possible to control the size and the opacity of brushes independently while drawing. You are not limited to using the pressure for both.
	Fading and tapering parameters can also be used to increase or decrease the value of these properties based on the length of strokes.
	The additional properties are available in a new window found by clicking the arrow next to those properties. A combination of multiple inputs from the pen can be used to control a single property.
	Brush Tip Orientation
	The orientation of the brush tip can now be dynamically controlled using more than just the Wacom Art pen twist. A new drop-down list, in which you can select between Constant, Heading, Azimuth and Twist, is now available next to the Angle Function property.
	For more information, see Brush Tool Properties.
Scale Pencil Line Thickness	A new option named Scale Pencil Line Thickness has been added to the Select Tool Properties.

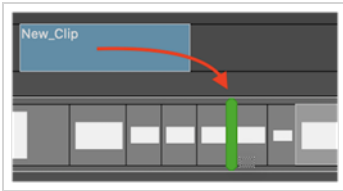| Feature	Description
	When enabled, the thickness of lines created with the Pencil tool or any of the shape tools will scale when using the Select tool to transform them.
Deselecting Multiple Strokes	It is now possible to deselect multiple strokes from the selection when using the Select tool by holding down the Shift+Alt keys (Shift+Option on macOS). This allows you to quickly remove multiple strokes from a selection without having to click each of them individually.

Reference View

Feature	Description
Updated Model view, now renamed Reference View	The Reference view (formerly known as the Model view) can now be used to import and display bitmap images that can be used as inspiration or as references while drawing. Imported images are automatically saved in the project's models folder. These reference images can then be loaded on demand in subsequent sessions using the Load Default References command. The new Delete Current command has been added to the view to allow deleting images from the project's models folder, without having to manually delete using the file browser. You can now import images and drawings into the Reference View using drag-and-drop from a file browser or by pasting images from the clipboard.

Camera

Feature	Description
Reframe Static Camera	Some artists use a static camera to adjust the frame of a scene after they have drawn the artwork. This does not impact the storyboard pipeline too much but can cause problems further down the production pipeline when exporting to Harmony. It also causes issues when flipping between scenes and looking at them in the Stage View. A new command in the Camera menu called Reframe Static Camera allows users to reset the position of the static camera in a scene while repositioning the drawings to preserve the composition.

Timeline

Feature	Description
New Drop Position Feedback in Storyboard Track	While dragging a clip from a video track to the Storyboard track there is now a green bar indicating where the video clip will be dropped.

Audio

Feature	Description
Audio Levels View	The new Audio Levels view provides a graphical indicator of the average decibel (dB) level as output in the final mix. The left and right audio channels are represented as bar graphs that update in real time during playback or scrubbing. The bar graphs will automatically orient horizontally or vertically depending on the aspect ratio of the Audio Levels view.
Preference to select Audio Output Device	The Audio Output Device option that is located in the Playback tab of the Preferences has been improved and now lists all available devices on the system. This allows Storyboard Pro to use a different audio device than the one set as the default in the operating system.

Conformation

Feature	Description
Nest scenes containing camera motion	The new Nest scenes containing camera motion option, available in the Export Project dialog, nests panels from scenes that have camera movements and places the camera keyframes, converted to a motion effect, on the nest. This replicates the scene level camera that is in Storyboard Pro and does not break the camera movement on individual clips like in previous versions. This allows changing the duration of clips within a scene without breaking the camera movement when it spans across multiple panels.
3D scene conformation	Basic conformation of scenes with 3D camera movement is now possible with Storyboard Pro 22. As NLE software do not support 3d camera motion, when a 3D scene is exported as part of a conformation export, the first frame of each panel will be rendered as seen through the camera and used for each clip in the exported timeline. This allows the position and duration of clips to be changed in the NLE software and have those changes conformed back in Storyboard Pro 22.
Use the Scene Reference track to conform scenes	A new option named Use the Scene Reference track to conform scenes is available in the Import Project dialog. This option allows better tracking of scene names and positions when conforming changes back from editing software using the scene reference track.
Timeline Markers	Markers in the project's timeline are now included when exporting a project for conformation. A new option named Process Markers is now available to import those markers back into Storyboard Pro when importing an animatic project
Clip Handle Duration	A new option to set the duration of clip handles when exporting for conformation is available in the Export Project dialog.
Create Layers from PSD files	A new option named Create Layers from PSD files is now available in the Import Project dialog. When enabled, Storyboard Pro will create individual layers when a new panel is created from a PSD file that is not from an existing panel in the current project. Previously, PSD files would be imported as flat images when imported through the conformation process.
3DWarp effect in AAF exports	3DWarp effects are now only added to scenes that have camera motion when exporting an AAF.

Rendering

Feature	Description
Apple ProRes Codec Support For Windows	Apple ProRes codecs are now packaged in Storyboard Pro 22, allowing the use of the same high quality codec on Windows and macOS platforms. The new QuickTime ProRes Movie format is available in the Export to Movie and Export to EDL/AAF/XML dialogs.

Library

Feature	Description
Library View Thumbnails	The Library view Thumbnail display mode has been improved with the addition of a slider, placed on the bottom right of the view, that can be used to change the thumbnail sizes. Filenames are now written below the thumbnails to allow them to align in a grid fashion.

Fixes

The following issues have been fixed in this release of Storyboard Pro:

General

- Crash when rendering a scene with a specific 3D model. *SB-4830*

- Random crashes when using the Create Layer on Surface tool. *SB-4817*

- Random crash when making multiple strokes with thumbnails visible. *SB-4814*

- Layers that are beyond 12 F on the Z axis disappear from the camera view when the camera is rotated in 3D. *SB-4811*

- Layers do not follow the camera when Layer Alignment is set to Pin To Camera. *SB-4810*

- Shortcuts are not listed in views and contextual menus on macOS. *SB-4798*

- Performance drops when resizing the panel in the Timeline if video track synchronisation is enabled. *SB-4564*

- Antialiasing is missing in the Camera and Stage view Overlays. *SB-4417*

- A Crash occurs when stopping playback and the Black Magic device is set in preference but not connected. *SB-4135*

- Preferences from previous versions are not migrated. *SB-4808*

Drawing

- Shape tools are not antialiased while drawing. *SB-4730*

- Transform controls do not switch immediately to the selected and visible layer. *SB-4705*

- Lines are not drawn at full precision when using a Wacom tablet and changing applications using ALT+TAB on Windows. *SB-4613*

Timeline

- Animatic Editing Mode is ignored when dropping a video clip between panels or at the end of the Storyboard track. *SB-4155*

- On Windows, the first playback randomly stops and loops audio while audio files are being decompressed. *SB-3933*

- Multi-Track: Set Colour is missing in the right-click contextual menu for video tracks. *SB-1811*

Import / Export

- SBP may consume huge amounts of memory when exporting movies. *SB-4799*

- Using the %f variable in the file pattern doesn't work when using Export to Movie.*SB-4837*

- The Display Vectorize Option Dialog preference does not work when importing a bitmap to a video track. *SB-4835*

- An extra frame is created when importing a specific MP4. *SB-4829*

- Large JPEG images do not import. *SB-4788*

Markers

- Markers don't ripple when a Scene or Sequence is dragged.*SB-3563*

- Markers don't ripple when changing transition duration. *SB-3483*

Conformation

- Import Animatic Project removes free space at the beginning of the timeline. *SB-3230*

- Import Animatic Project fails if there are unsupported media files (m4a) linked in the XML.*SB-2747*

- Cannot overwrite AAF file when exporting a project for conformation. *SB-4863*

- Macs with Apple Silicon don't support AFF conformation. *SB-4802*

Scripting

- The default colour is not used when using SBU_LayerScriptInterface.generateMatte() from scripting. *SB-4850*

Known Issues

- When there's not enough room for all the buttons in a toolbar, the extension that can be opened to access the buttons is hidden when it opens over an OpenGL view. *SB-4530*

- Touch Gestures to zoom, pan and rotate don't work on Windows. *HAR-8739*

- *SB-4428* On macOS Mojave, GateKeeper prevents launching the Storyboard Pro unless the quarantine extended attribute is removed from the application bundle. The quarantine extended attribute can be removed using the following command in the Terminal:

```
sudo xattr -dr com.apple.quarantine "/Applications/Toon Boom Storyboard Pro
22"
```