



Storyboard Pro

Toon Boom Storyboard Pro 6 Preferences Guide



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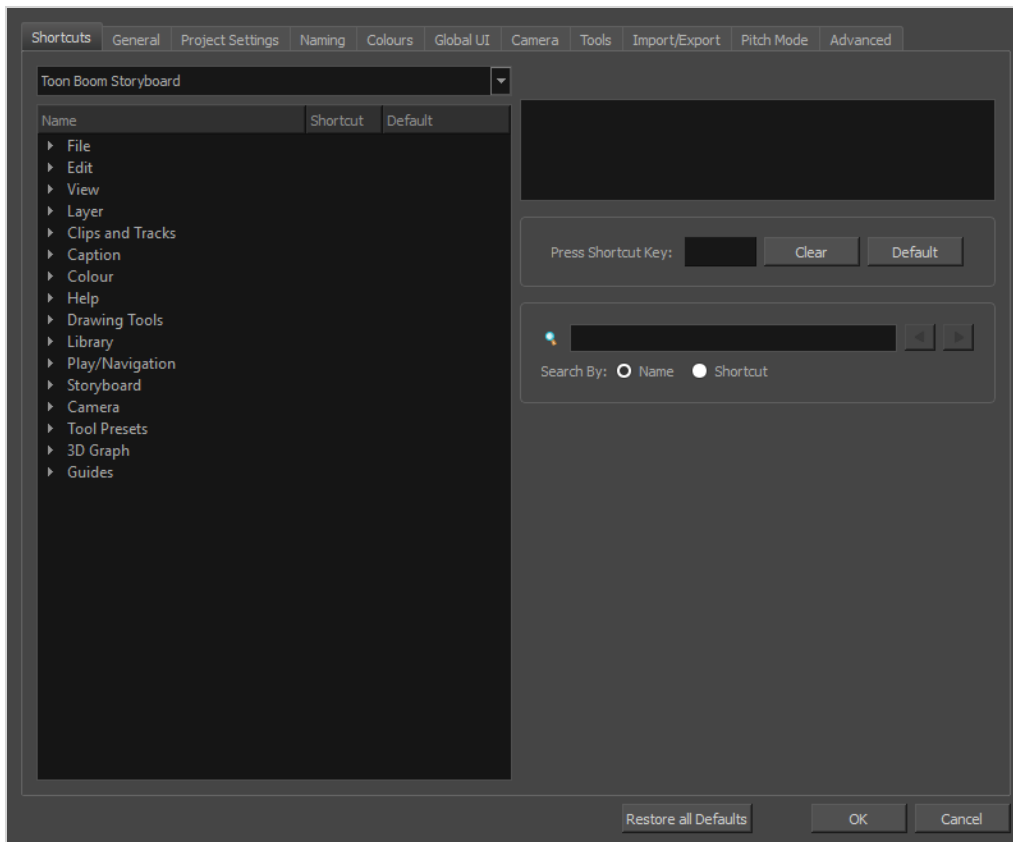
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Preferences

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
- 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** (macOS).
- Press .

Migrating Preferences

When upgrading to a new version of Storyboard Pro, you can migrate your previously-set preferences from the older version. This can be done upon initial launch of the new software version.



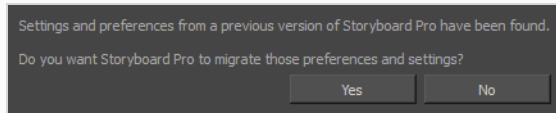
NOTE

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

How to migrate preferences

1. Launch Storyboard Pro.

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



2. Click **Yes**.

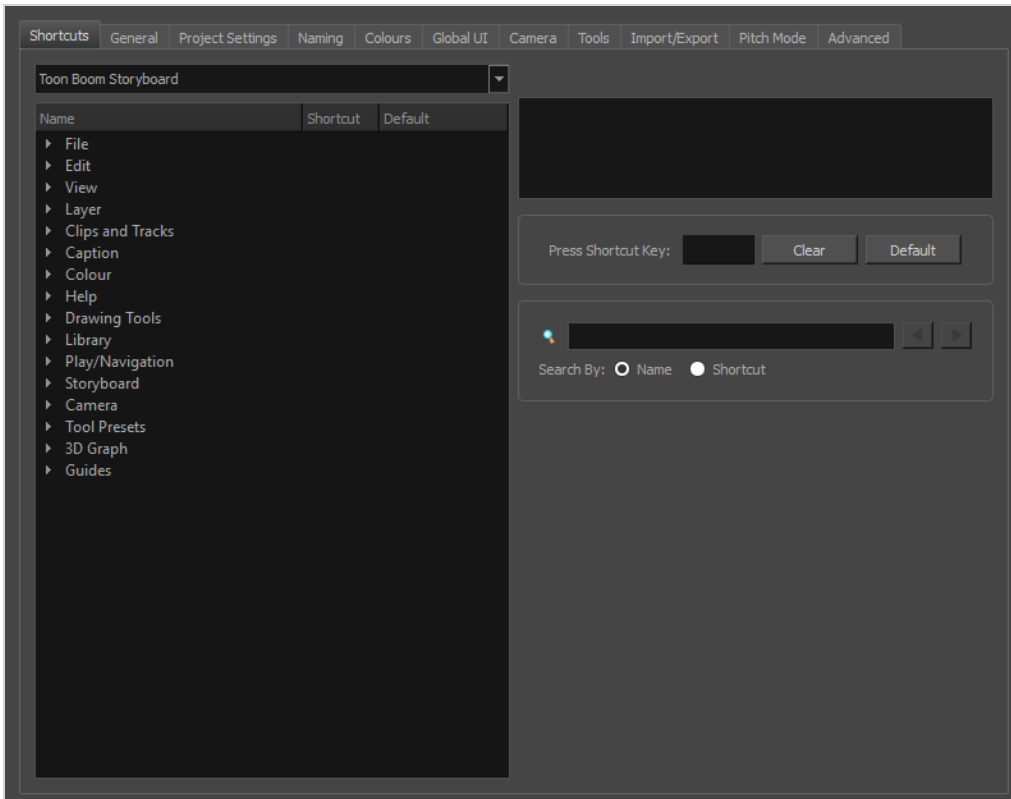
Preferences File Location

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-14200-pref
- **macOS:** On macOS, the Library folder is a hidden folder. To 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-14200-pref

Shortcuts Preferences

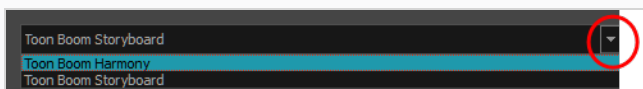


To speed up your work, all of the keyboard shortcuts can be customized. You can even choose to use the Storyboard Pro keyboard shortcut set if you are familiar with Harmony.

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.

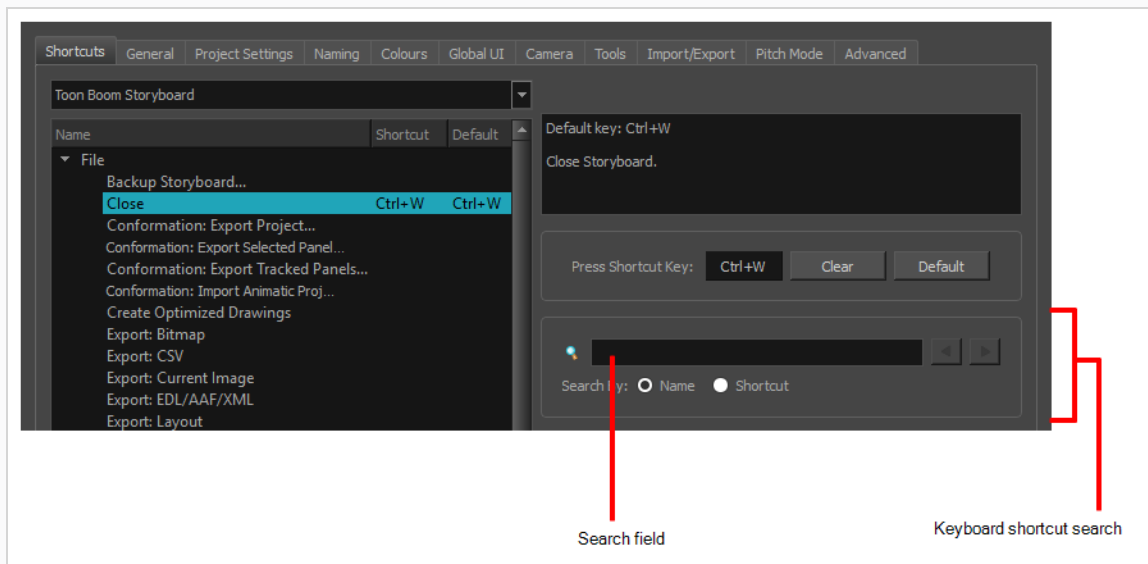
How to switch keyboard shortcut sets

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



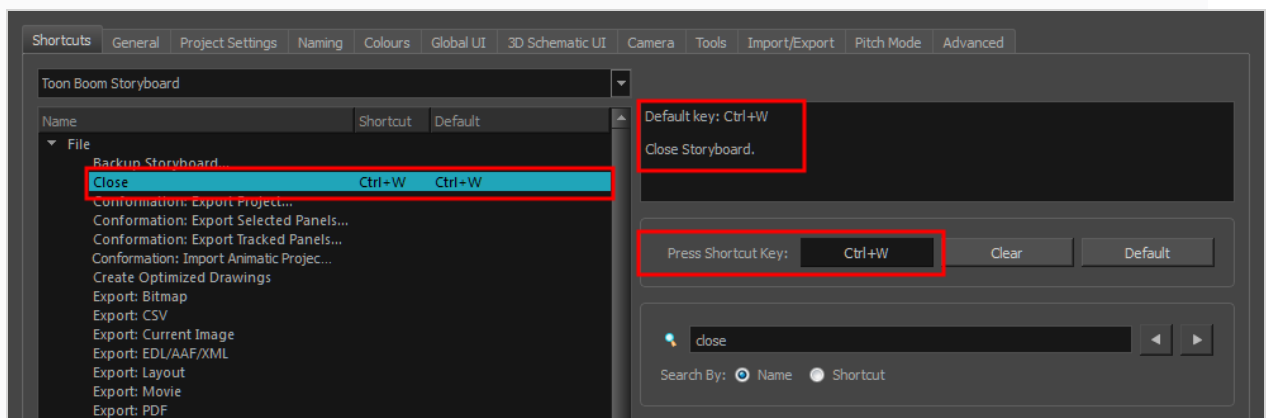
How to search for a keyboard shortcut

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.

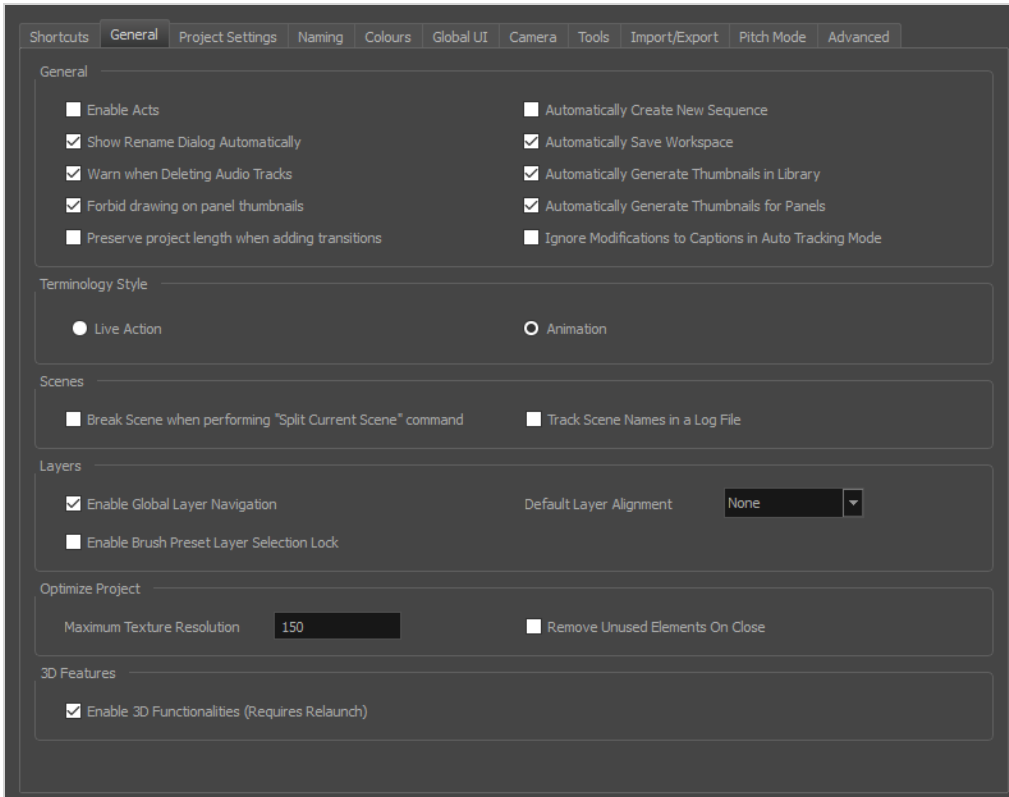
The keyboard shortcut is highlighted in the left pane. Its shortcuts is displayed on the right pane.




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

<p>Forbid Drawing on Panel Thumbnails</p>	<p>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.</p>
<p>Preserve project length when adding transitions</p>	<p>By default, when adding a transition, the length of scenes is not adjusted. Since the transition causes the next scene to start playing before the current scene finishes playing, this results in the project becoming shorter by the length of the transition.</p> <p>With this option enabled, when a transition is added, both scenes that are joined by the transition are extended by half the length of the transition, resulting in the project remaining in the same length, and all subsequent scenes starting at the same time as before.</p>
<p>Automatically Create New Sequence</p>	<p>By default, new storyboard projects are created without sequences. Select this option so new projects are automatically created with a sequence.</p>
<p>Automatically Save Workspace</p>	<p>When any change is made to the workspace, such as adding, moving or removing a view or a toolbar, the change is automatically saved to the current workspace.</p> <div data-bbox="649 1008 1429 1207" style="border: 1px solid #c8e6c9; padding: 10px; margin-top: 10px;">  <p>NOTE If you disable this option, you can save your workspace manually by selecting Windows > Workspace > Save Workspace from the top menu.</p> </div>
<p>Automatically Generate Thumbnails in Library</p>	<p>Lets you decide if thumbnails are automatically generated in the Library view or not. By default this option is enabled.</p>
<p>Automatically General Thumbnails for Panels</p>	<p>Lets you decide if thumbnails are automatically generated for panels or not.</p>
<p>Ignore Modifications to Captions in Auto Tracking Mode</p>	<p>When Auto Tracking Mode is enabled, any change made to a panel will activate tracking changes for that panel. With this option enabled, changes can be made to a panel's captions without automatically enabling tracking changes for that panel. Any other changes made to the panel or its content will still cause the panel to be tracked for changes.</p>
<p>Terminology Style</p>	
<p>Live Action</p>	<p>Lets you use live action terminology in Storyboard Pro that includes act, scene, shot and panel.</p>

Animation	Lets you use animation use terminology in Storyboard Pro that includes, act, sequence, scene, and panel.
Scenes	
Break Scene when performing "Split Current Scene" command	By default this option is disabled, this means that when using the Storyboard > Split Current Scene command, the current scene will be split in two before the selected panel. When enabled, the scene will be broken in three, isolating the selected panel in the middle. If you select multiple panels and use the Split Current Scene command, each selected panel will break into a separate scene.
Track Scene Names in a Log File	Tracks scene/shot names in a log file.
Layers	
Enable Global Layer Navigation	Maintains the layer selection while navigating between panels.
Enable Brush Preset Layer Selection Lock	Keeps layer selection to layer specified in selected brush preset.
Default Layer Alignment	None: Sets the default alignment used when creating a layer.
	Faces Camera: The layer is oriented to face the camera, so it rotates around its pivot point to always face the camera, but does not move with the camera. Use this option when you plan to position a 2D layer in 3D space, where that layer belongs in the scene.
	Pinned to Camera: The layer is oriented to the camera's perspective. The layer always moves with the camera. The advantage of using this option is you can simply draw on top of everything in the scene.
Optimize Project	
Maximum Texture Resolution	The resolution at which textures will be reduced when using the Reduce Texture option in the Optimize Project dialog box. Value is in dots per field (dpf).
Remove Unused Elements on Close	Remove unused elements in a project when closing it.

3D Features	
Enable 3D Functionalities (Requires Relaunch)	By default, newly created scenes are set to the 2D mode, so your project is not encumbered with unnecessary features if you plan to work in 2D for more than a few scenes. You can convert a scene to 3D, so you can move and rotate 2D and 3D layers in 3D space. This means that even if you do not have any 3D objects in your scene, you can still move 2D objects along the Z-axis to create a multiplane effect. A 3D scene will also allow a camera to be moved in 3D space using the Camera tool.

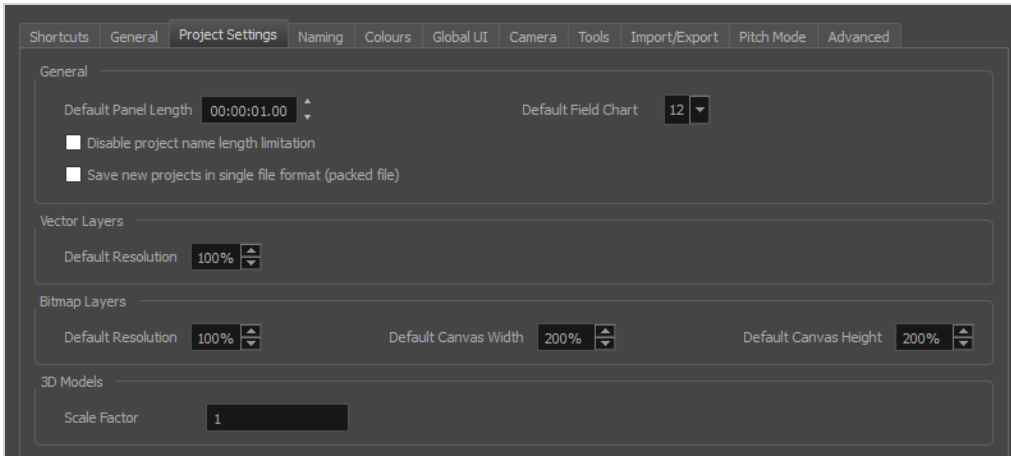
Project Settings Preferences

The following settings are applied to new projects created with Storyboard Pro.



NOTE

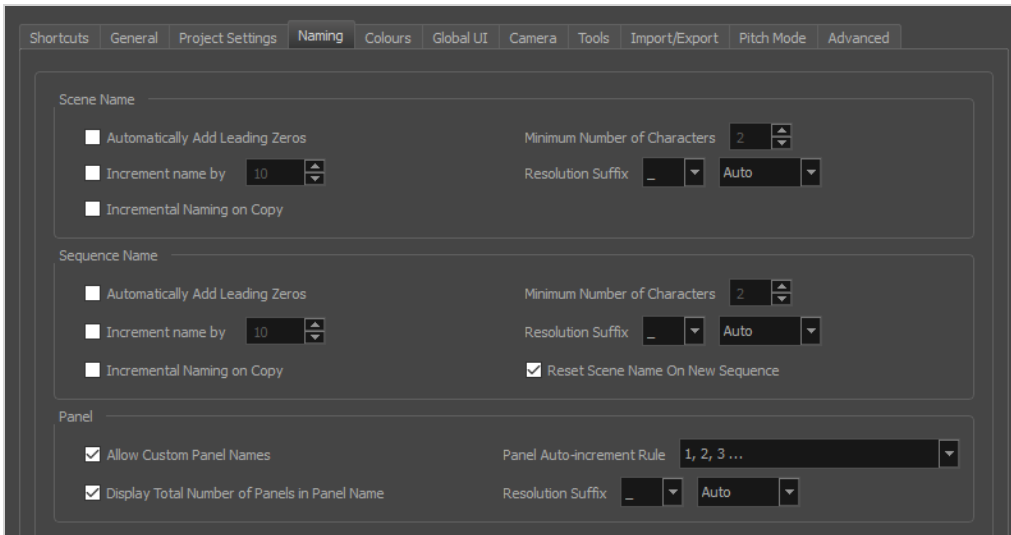
If you make any changes to these settings, those changes will not apply to your current project. They will only be applied to new projects you create in the future. To change your current project's settings, select **Storyboard > Properties** from the top menu.



Parameter	Description
General	
Default Panel Length	The default length of a newly created panel (in seconds).
Disable Project Name Length Limitation	For compatibility with Storyboard Pro, the project name length is limited to 23 characters. Selecting this option removes this limitation.
Save New Project in Single File Format (packed file)	Saves new projects in single file format with the following file name extension: .sbpz. The project is saved in a zip file.
Default Field Chart	Sets the field standard for the project.
Vector Layers	
Pixel Density	Determines the amount of pixels to store in textured brush strokes for each pixel that displays when the drawing is not zoomed in or scaled up. For example, at

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

Naming Preferences

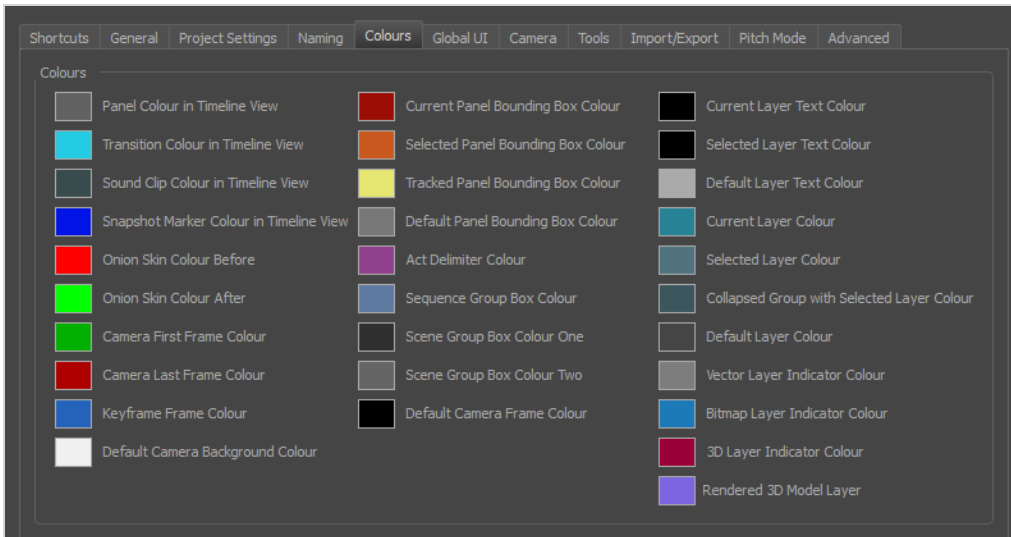



Parameter	Description
Scene/Sequence Name	
Automatically Add Leading Zeros	Automatically adds a zero before the scene or sequence name.
Increment Name By	Lets you define the increment number. By default, when adding a new sequence, the increment is 1.
Incremental Naming on Copy	<p>By default, when copying 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 sequence 3.</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

	<p>example: 12A.</p> <ul style="list-style-type: none"> • _: 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.
Panel	
Allow Custom Panel Names	<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.</p>
Display Total Numbers of Panels in Panel Name	<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>
Panel Auto-increment Rule	<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>
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, it will start again at A, preceded by a number. Example: 12_A, 12_B, (...), 12_1A, 12_1B, and so on.

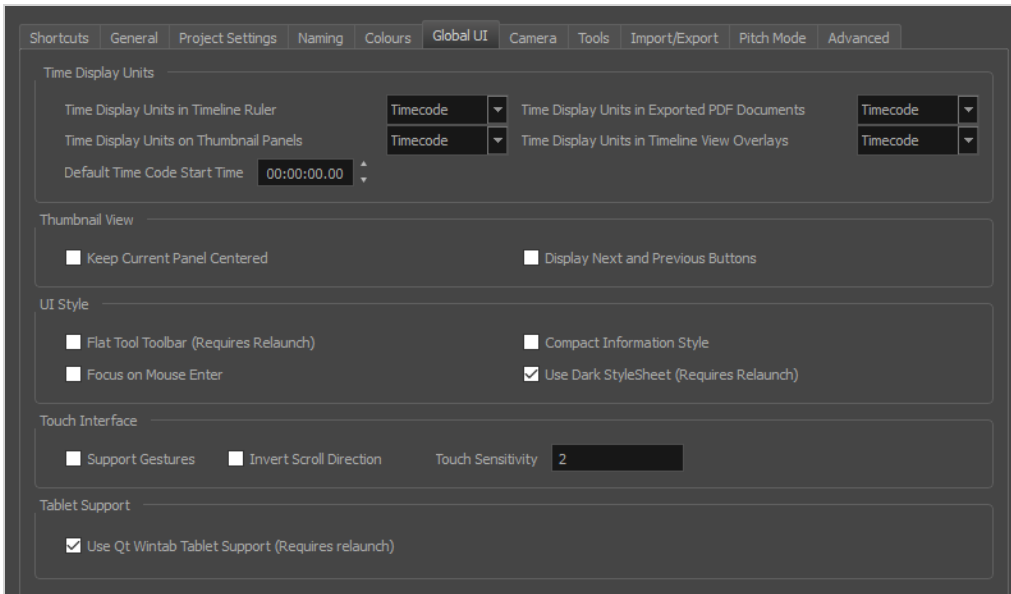
	<ul style="list-style-type: none">• Numerical: Uses a numerical suffix. For example: 12_1, 12_2, and so on.• Uppercase: Uses an upper case alphabetical suffix. For example: 12_A, 12_B, and so on.• Lowercase: Uses a lower case alphabetical suffix. For example: 12_a, 12_b, and so on.
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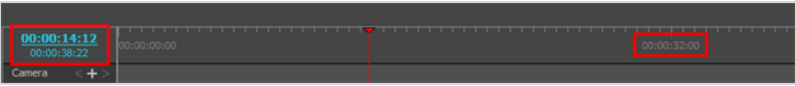
Colours Preferences



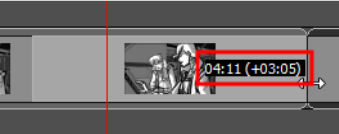




Parameter	Description
Colours	<p>You can select the colours for a lot of coloured elements in the user interface of Storyboard Pro.</p> <div data-bbox="565 1024 1429 1192" style="border: 1px solid green; padding: 10px; margin: 10px 0;"> <p> NOTE Some changes to colour preferences may not appear until Storyboard Pro is restarted or until the affected view is closed and reopened.</p> </div> <p>Click a colour swatch to open the Select Colour dialog box from which you can set a new colour.</p>



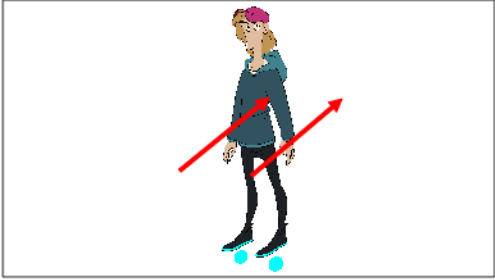
Global UI Preferences



Parameter	Description
Time Display Units	
Time Display Units in Timeline Ruler	<p>Allows you to select the way the time is displayed in the ruler at the top of the Timeline view:</p>  <ul style="list-style-type: none"> • Timecode: Displays the time in the HH:MM:SS:FF format, where HH means hours, MM means minutes, SS means seconds and FF means frames. • Frames: Displays the time in frames only. • Feet + Frames: Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to 16 frames.
Time Display Units in Thumbnail Panels	Allows you to select the way the length of each panel is displays above the thumbnails in the Thumbnail view:

	 <ul style="list-style-type: none"> • Timecode: Displays the time in the HH:MM:SS:FF format, where HH means hours, MM means minutes, SS means seconds and FF means frames. • Frames: Displays the time in frames only. • Feet + Frames: Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to 16 frames. 								
<p>Time Display Units in Exported PDF Documents</p>	<p>Allows you to select the way the duration of panels and scenes is displayed in exported PDF documents:</p> <table border="1" data-bbox="565 898 917 940"> <thead> <tr> <th>Scene</th> <th>Duration</th> <th>Panel</th> <th>Duration</th> </tr> </thead> <tbody> <tr> <td>4</td> <td>09:09</td> <td>1</td> <td>02:18</td> </tr> </tbody> </table>  <ul style="list-style-type: none"> • Timecode: Displays the time in the HH:MM:SS:FF format, where HH means hours, MM means minutes, SS means seconds and FF means frames. • Frames: Displays the time in frames only. • Feet + Frames: Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to 16 frames. 	Scene	Duration	Panel	Duration	4	09:09	1	02:18
Scene	Duration	Panel	Duration						
4	09:09	1	02:18						
<p>Time Display Units in Timeline View Overlays</p>	<p>When adjusting the in and out point of a panel, sound clip or video clip, or when moving a clip, the amount of time by which you're offsetting the selection is displayed temporarily until you release the mouse button. This option allows you to select the way the time offset is displayed:</p>  <ul style="list-style-type: none"> • Timecode: Displays the time in the HH:MM:SS:FF format, where HH means hours, MM means minutes, SS means seconds and FF means frames. 								

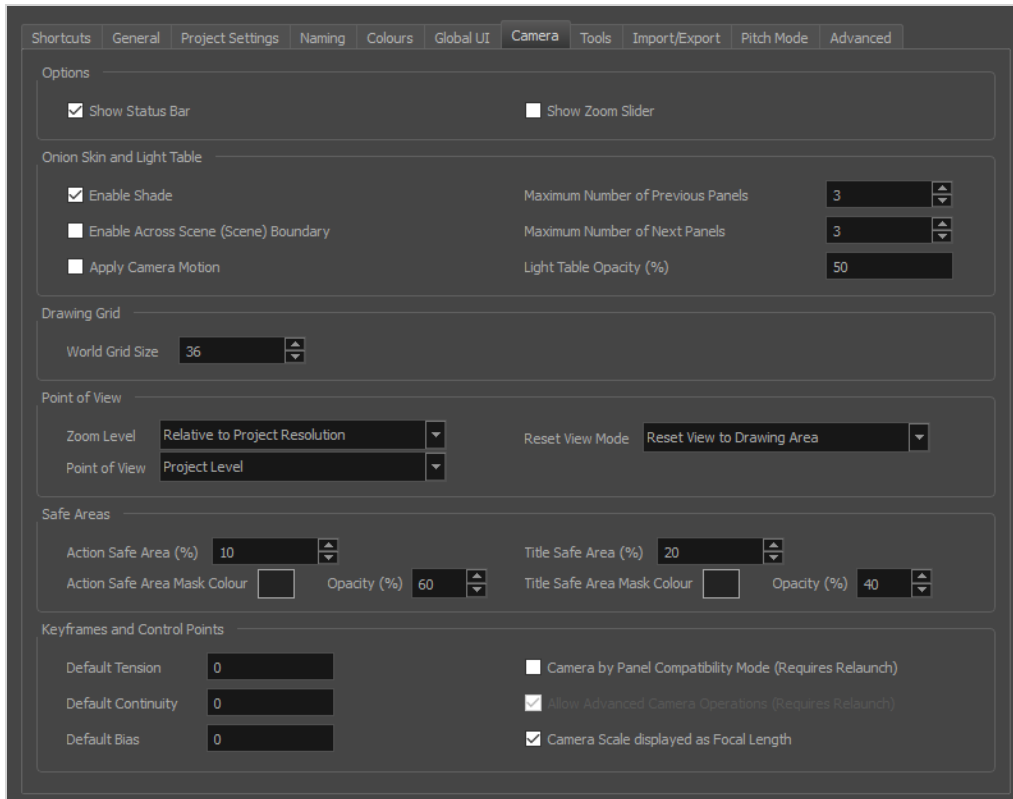
	<ul style="list-style-type: none"> • Frames: Displays the time in frames only. • Feet + Frames: Displays the time in feet and frames. A foot corresponds to one vertical foot of animation exposure sheet, which amounts to 16 frames.
Default Time Code Start Time	<p>Defines the default starting time of new Storyboard Pro projects.</p> <div style="border: 1px solid green; padding: 5px;">  <p>NOTE You can change the starting time of the current project in the Project Properties dialog.</p> </div>
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	<p>When enabled, the Tools toolbar will display each tool in its own button, instead of grouping certain tools together in pop-up menus. Storyboard Pro must be relaunched to apply a change to this preference.</p> <div style="border: 1px solid red; padding: 5px;">  <p>IMPORTANT Because not all tools can be displayed simultaneously in a single column, some tools will be hidden from the Tools toolbar by default. You can customize which tools appear in the Tools toolbar by right-clicking on it and selecting Customize.</p> </div>
Focus on Mouse Enter	<p>In Storyboard Pro, some keyboard shortcuts, menus or toolbar buttons are intended for specific views in your workspace. To use keyboard shortcuts or other functionalities on a specific view, this view must be focused on. For example, the Centre on Selection shortcut will find the selected element in the Timeline or Camera view, depending on which one is focused on. Storyboard Pro draws a red rectangle around the currently focused on view.</p> <p>By default, to set the focus on a view, you must click on its tab or on anything inside the view itself. The Focus on Mouse Enter preference will make Harmony automatically focus on the view the mouse cursor is over, making it switch the</p>

	<p>focus on a view and use keyboard shortcuts on it.</p> <div data-bbox="565 247 1430 552" style="border: 1px solid #c8e6c9; padding: 10px;"> <p> NOTE</p> <p>Some items in the top menu also have functionalities that are specific to the focused on view, but moving the mouse cursor to the top menu might leave the wrong view focused on. To circumvent this problem, it might be necessary to become familiar with keyboard shortcuts, contextual (right-click) menus and the view menus available via the menu  button at the top-left corner of some views.</p> </div>
<p>Compact Information Style</p>	<p>Shortens the information in the Panel, Thumbnail and Storyboard views.</p>
<p>Use Dark Stylesheet (Requires relaunch)</p>	<p>Application loads a dark skin for the User Interface.</p>
<p>Touch Interface</p>	
<p>Support Gestures</p>	<p>Enables manipulating views such as the Camera and Drawing views using the following gestures:</p> <ul style="list-style-type: none"> • To pan the view, drag your two fingers in any direction, keeping both fingers at the same distance from each other. <div data-bbox="643 1136 1214 1486" style="border: 1px solid #ccc; padding: 10px; text-align: center;">  </div> <ul style="list-style-type: none"> • To zoom in, drag your two fingers away from each other.

	<div data-bbox="643 191 1214 541" data-label="Image"> </div> <ul data-bbox="613 575 1240 604" style="list-style-type: none"> • To zoom out, drag your two fingers closer to each other. <div data-bbox="643 625 1214 976" data-label="Image"> </div> <ul data-bbox="613 1010 1429 1073" style="list-style-type: none"> • To rotate, drag your two fingers in a curve so that they revolve in the same direction. <div data-bbox="643 1098 1258 1631" data-label="Image"> </div>
<p>Invert Scroll Direction</p>	<p>When panning a view by dragging it with your fingers in one direction, this makes the view pan in the opposite direction.</p>
<p>Touch Sensitivity</p>	<p>Control touch sensitivity. On macOS, higher numbers give a slower response to pans. On Windows, higher numbers favour scale/rotates over pans.</p>

Tablet Support	
Use Qt Wintab Tablet Support (Requires relaunch)	If you are using a tablet other than Wacom, deselect this option (and relaunch) if you are having issues with offset or pressure sensitivity.

Camera Preferences



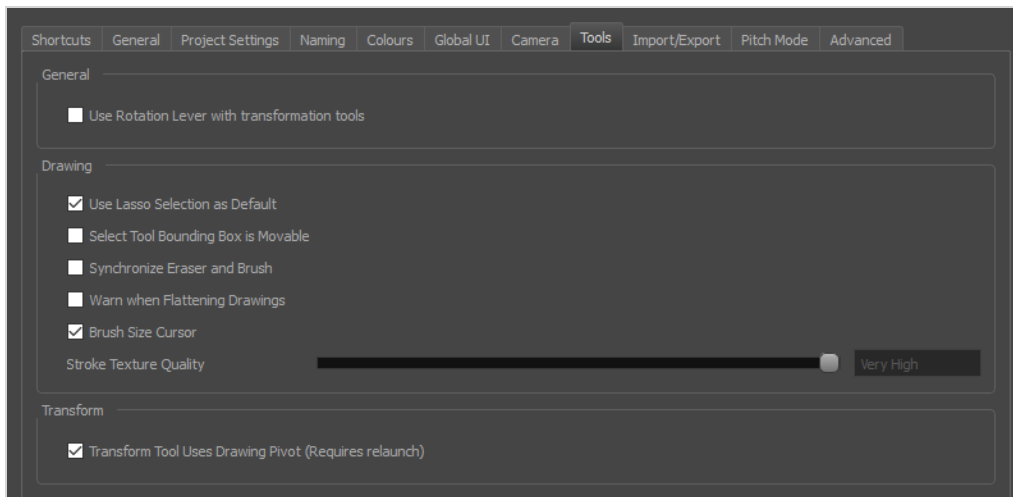
Parameter	Description
Options	
Show Status Bar	Display status bar in Camera view.
Show Zoom Slider	Display zoom slider in status bar.
Onion Skin and Light Table	
Enable Shade	The previous onion skinned drawings are displayed in washed out red shades and the next onion skinned drawings are displayed in 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> <ul style="list-style-type: none"> • Project: One global point of view for the entire project. • Scene: One point of view per scene. • Panel: One point of view per panel.
Zoom Level	<p>Lets you set the zoom behaviour in the Stage view.</p> <ul style="list-style-type: none"> • Relative to Project Resolution: Makes the zoom information and settings dependent on the project resolution. • Relative to View: Makes the zoom information and settings adjust relative to the size of the Stage view on your screen.
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> <ul style="list-style-type: none"> • Reset View to Drawing area: Resets the view to include the original drawing area. • Reset View to Camera Overview: Resets the view to include an overview of the camera movement in the panel. • Reset View to Camera Start: Resets the view to frame the in position of your camera.

	<ul style="list-style-type: none"> • Reset View to Camera End: Resets the view to frame the out position of your camera. • Reset View to Current Panel Overview: Resets the view to include all camera move information in the frame.
Safe Areas	
Action Safe Area (%)	When using the safe area mode in the Camera or Stage view, this value corresponds to the percentage of the screen defined as the Action Safe Area
Action Safe Area Mask Colour and Opacity (%)	When using the safe area mode in the Camera or Stage view, this option allows you to define the colour used for the Action Safe Area mask and its opacity.
Title Safe Area (%)	When using the safe area mode in the Camera or Stage view, this value corresponds to the percentage of the screen defined as Title Safe Area.
Title Safe Area Mask Colour and Opacity (%)	When using the safe area mode in the Camera or Stage view, this option allows you to define the colour used for the Title Safe Area mask and its opacity.
Keyframes and Control Points	
Default Tension	The default value set to control how sharply the path bends as it passes through a control point or keyframe. A Tension of -1 increases the curves on both sides of the keyframe. A Tension of +1 sharpens the curve on both sides of the keyframe.
Default Continuity	The default value set to control the smoothness of a transition between the segments joined by a point. A 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	Hides some of the options that are usually available in the Camera tool properties

<p>Camera Operations (Requires Relaunch)</p>	<p>view. This option is enabled by default. Before you can select this option, you must select the Camera by Panel Compatibility Mode option.</p>
<p>Camera Scale Displayed as Focal Length</p>	<p>Lets you manipulate the camera scale in term of camera focal length instead of camera field of view.</p>

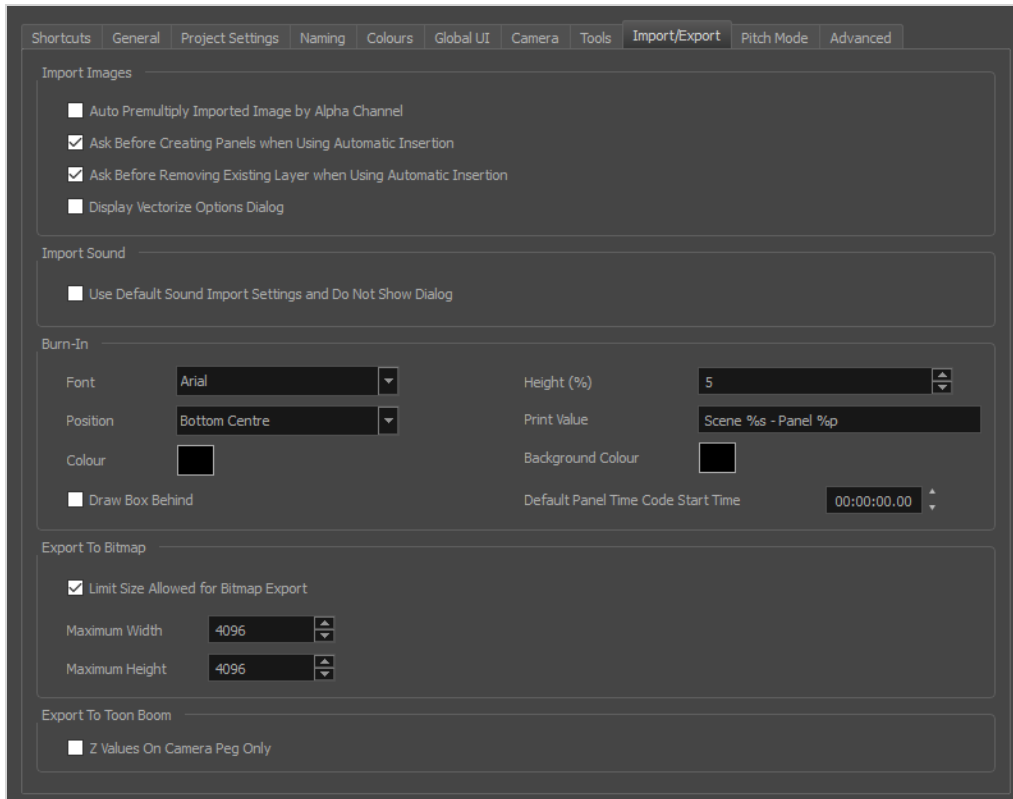
Tools Preferences



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	A warning displays when drawings will be flattened in a project. Flattens all the

Drawings	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



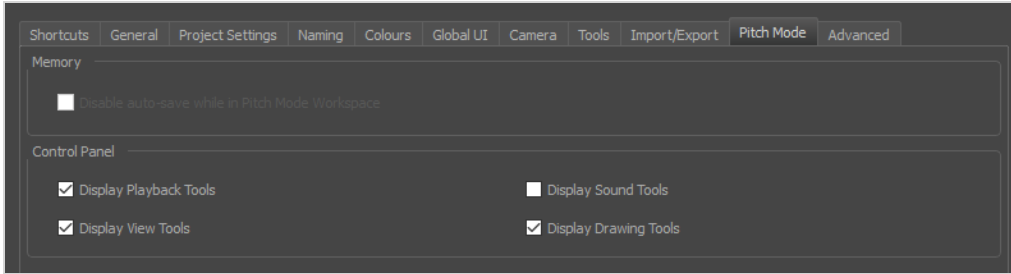
Parameter	Description
Import Images	
Auto Premultiply Import Images by Alpha Channel	Premultiplies the channels with the alpha value of the layer, resulting in an opaque layer. This is helpful when creating layers used by other effects, or in certain compositing situations. Use this option if you are 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.


Parameter	Description
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	
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.

Parameter	Description
Maximum Width	When the Limit Size Allowed for Bitmap Export option is selected, use this field to set the maximum width (in pixels) the exported image can have.
Maximum Height	When the Limit Size Allowed for Bitmap Export option is selected, use this field to set the maximum height (in pixels) the exported image can have.

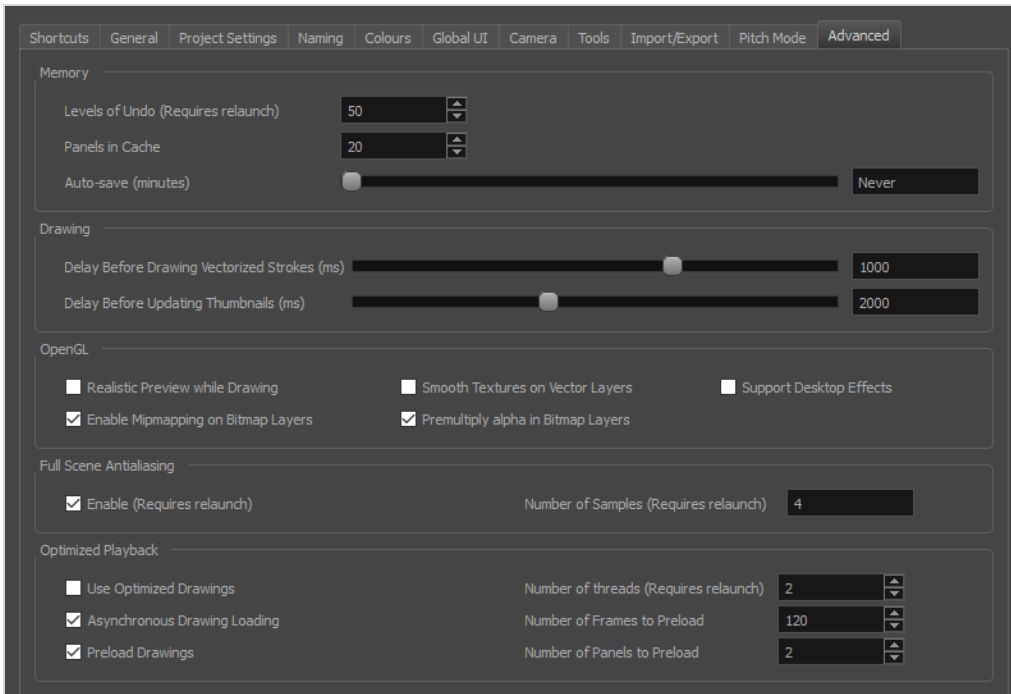
Pitch Mode Preferences

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



Parameter	Description
Memory	
Disable auto-save while in Pitch Mode Workspace	<p>While working in Pitch Mode, you can turn off the auto-save feature to prevent the system from continuing to save.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p> NOTE This preference is only available when the Auto-save preference is enabled in the Advanced tab.</p> </div>
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	
Support Desktop Effects	Enables better compatibility with Windows 7, Windows Vista, and macOS effects. This prevents graphics compositing problems from occurring when the Full Scene Antialiasing option is selected
Full Scene Antialiasing	
Enable (Requires Relaunch)	Lets you see smooth lines as you draw, as well as an antialiased drawing area. You can change this value to fit the current level used in the Stage view. By default, this option is deselected.
Number of Samples (Requires Relaunch)	Lets you enter the number of samples used for the antialiasing process. The number of samples is equivalent to the number of times a pixel will be enlarged to calculate the antialiasing. This is called <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	

Asynchronous Drawing Loading	Allows drawings to be loaded in the background while playing back a panel. This way, playback is continuous. You can specify the number of concurrent drawings loaded at the same time. This should be set according to a machine's number of cores.
Preload Drawings	Defines the number of drawings or panels to load during playback.
Number of Threads (Requires Relaunch)	
Number of Frames to Preload	Storyboard Pro looks ahead for the number of frames, and checks to see how many drawings are used. Each layer on each panel is a drawing. If you have many short panels, then you will have more drawings than if you had one long panel.
Number of Panels to Preload	Storyboard Pro looks ahead for the specified number of panels to determine the number of drawings in those panels. Keep in mind that each layer on each panel is a drawing. If you have long panels, then it will want to look ahead several panels, instead of the specified number of frames.