



HARMONY

TOON BOOM HARMONY 14.0
Paint Module
Preferences Guide

Legal Notices

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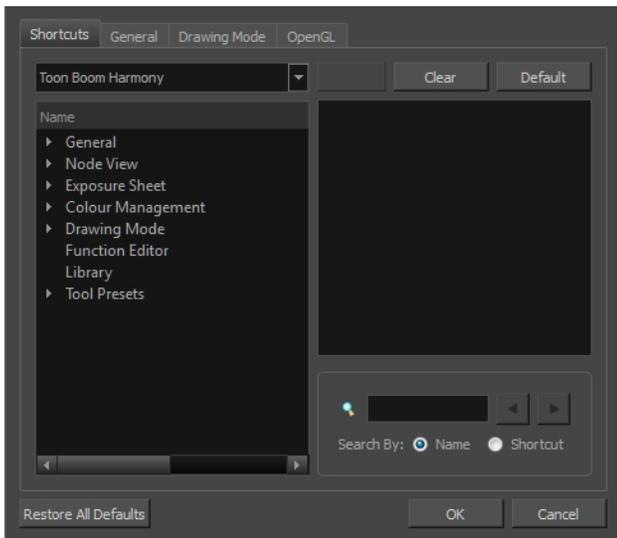
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Chapter 1: Preferences

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



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/Linux) or **Harmony Paint > Preferences** (Mac OS X).
- Press **Ctrl + U** (Windows/Linux) or **⌘ + U** (Mac OS X).

Preferences File Location 6

Preferences File Location

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

When working with Harmony Stand Alone, your custom preferences are stored in:

- **Windows:**
 - **Toon Boom HarmonyPremium:** C:\Users\[user_name]\AppData\Roaming\Toon Boom Animation\Toon Boom Harmony Premium\full-1400-pref
 - **Toon Boom HarmonyAdvanced:** C:\Users\[user_name]\AppData\Roaming\Toon Boom Animation\Toon Boom Harmony Advanced\full-1400-pref
 - **Toon Boom HarmonyEssentials:** C:\Users\[user_name]\AppData\Roaming\Toon Boom Animation\Toon Boom Harmony Essentials\full-1400-pref

- **Mac OS X:**
 - **Toon Boom Harmony Premium:** /Users/[user_name]/Library/Preferences/Toon Boom Animation/Toon Boom Harmony Premium/full-1400-pref
 - **Toon Boom Harmony Advanced:** /Users/[user_name]/Library/Preferences/Toon Boom Animation/Toon Boom Harmony Advanced/full-1400-pref
 - **Toon Boom Harmony Essentials:** /Users/[user_name]/Library/Preferences/Toon Boom Animation/Toon Boom Harmony Essentials/full-1400-pref

On Mac OS X, the Library folder is a hidden folder. To display the display the folder, told down the Alt key.

- **Linux:**
 - /home/[user_name]/Toon Boom Animation/Toon Boom Harmony Premium/full-1400-pref/
 - /home/[user_name]/Toon Boom Animation/Toon Boom Harmony Advanced/full-1400-pref/

When working with Harmony Server, your custom preferences are stored in:

- **User:** [Server_Name] > USA_DB > users > [user_name] > stage > full-1400-pref

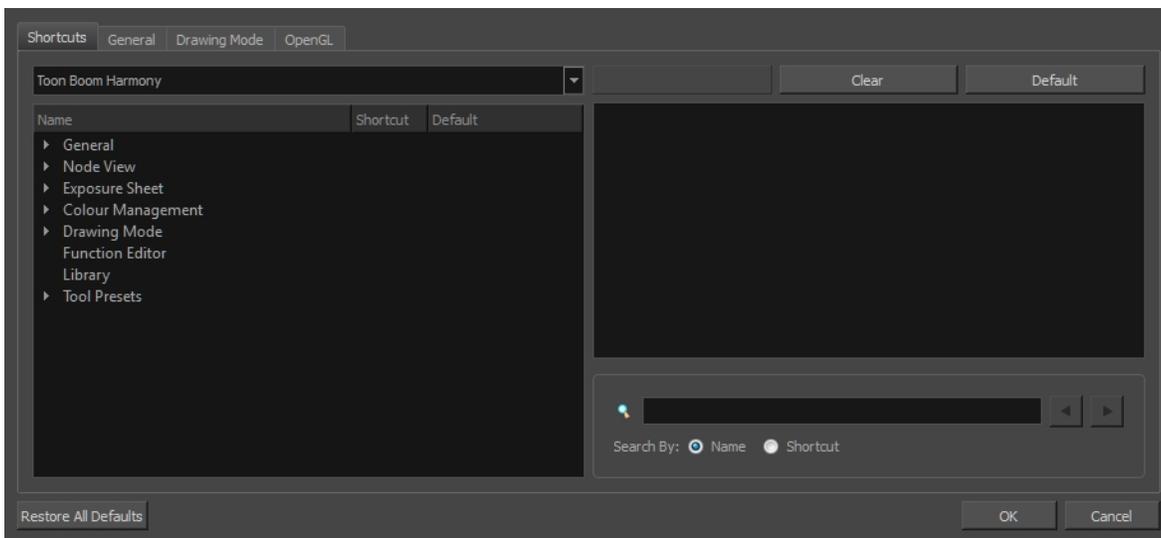
Shortcuts Preferences

To speed up your work, all of the keyboard shortcuts can be customized. You can even choose other software keyboard shortcut sets.

In Toon Boom Harmony, you can choose a set of default keyboard shortcuts you are familiar with. You can choose between the following:

- Adobe Flash
- Toon Boom Harmony
- Toon Boom Studio

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.



Switching Keyboard Shortcut Sets

If you are accustomed to a certain set of keyboard shortcuts, you can change the shortcuts set to something more familiar.

How to switch keyboard shortcut sets

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

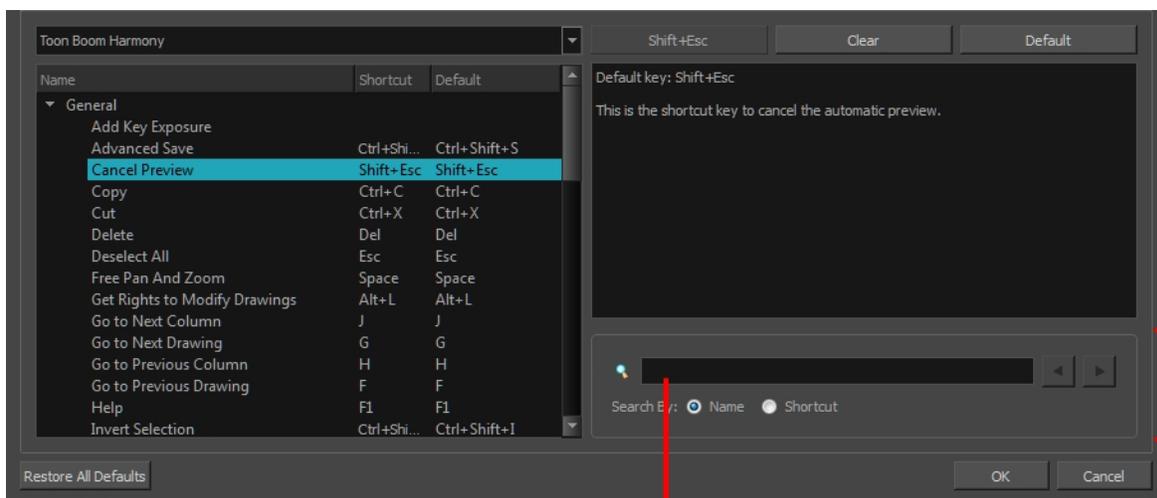


Searching for Keyboard Shortcuts

If you are unsure of what the keyboard shortcut is for a certain tool or function, or even what category it would be located under, you can use the search engine in the Shortcuts Preferences tab to find it. You can also use the search engine to determine if a keyboard shortcut (character or combination of characters) is already assigned to a tool or command in the software.

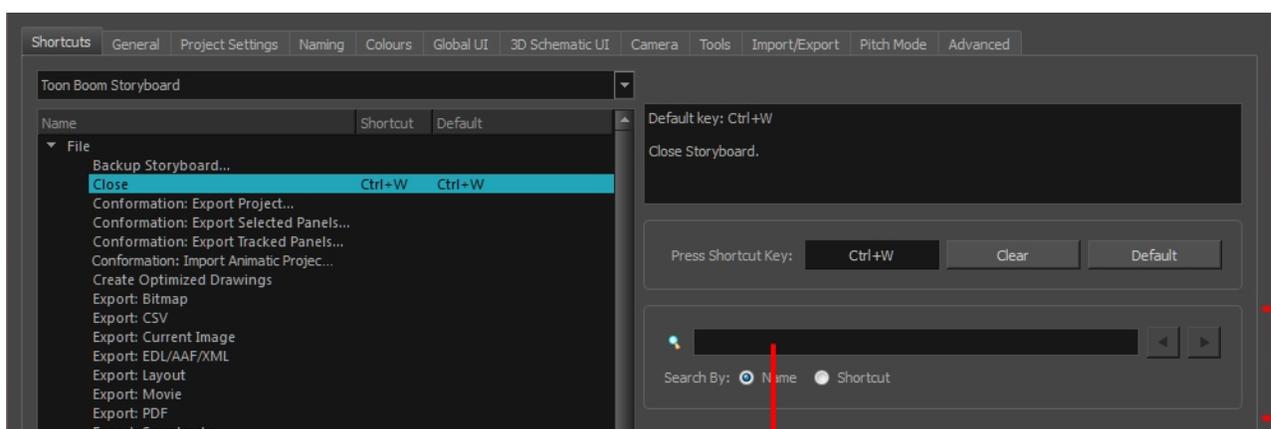
How to search for a keyboard shortcut

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.



Search field

Keyboard shortcut search

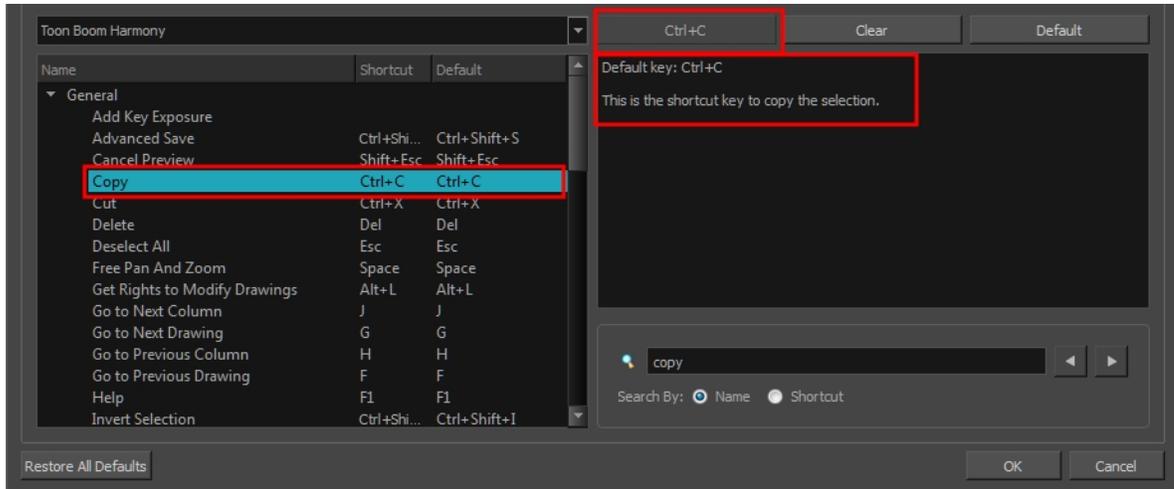


Search field

Keyboard shortcut search

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.



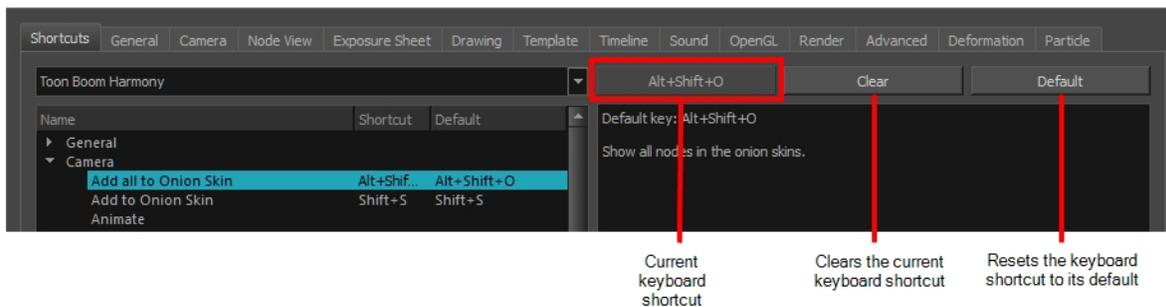
4. If desired, set a different keyboard shortcut.
5. Click **OK**.

Customizing Keyboard Shortcuts

You can create your own keyboard shortcut for a tool or command, by assigning it to a certain key or combination of keys.

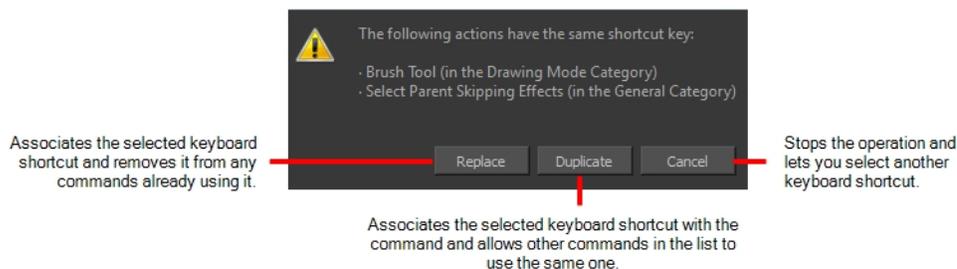
How to customize a keyboard shortcut

1. In the Preferences dialog box, select the **Shortcuts** tab.
2. In the left pane, select a category and then select a command to modify.
3. In the right pane, click the keyboard shortcut.

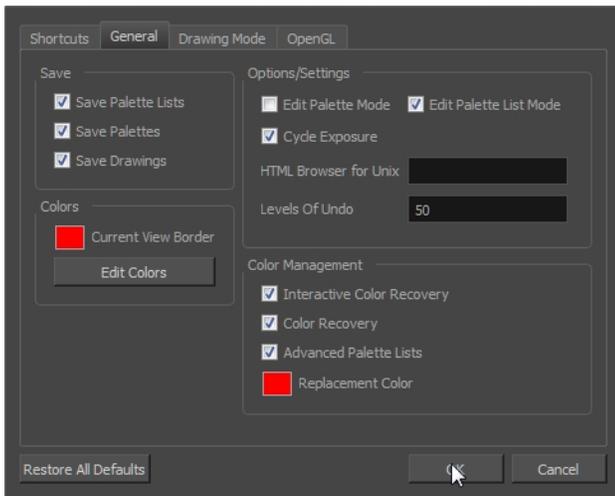


4. Use the keyboard to set a new shortcut.
 - ▶ To remove a command's current keyboard shortcut, click **Clear**.
 - ▶ To return a command's keyboard shortcut to its default, click **Default**.
5. Click **OK**.

If a keyboard shortcut is already in use, the Conflict Detected dialog box will appear notifying you of the command to which it is already associated. You can continue to associate the shortcut or cancel the operation and choose another command.

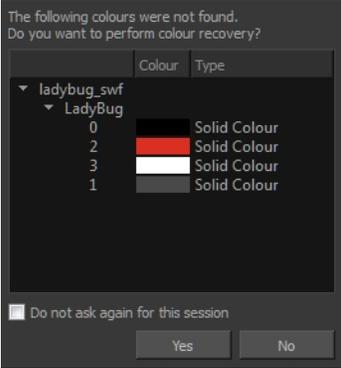


General Preferences

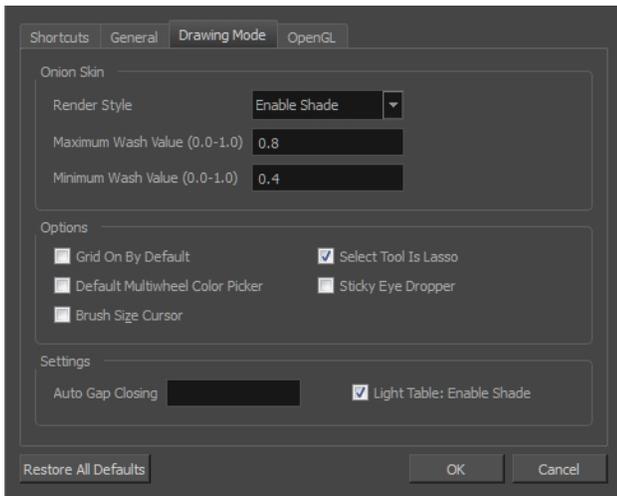


To customize your interface, you will use some of the preferences located in the General tab as well as the Camera tab.

Parameter	Description
Save	<p>Save Palette Lists: Saves all palette lists you have modified when the Save command is activated. When this option is deselected, the Save command will not save the palette lists and you must use the Save command to save them.</p> <p>Save Palettes: Saves palettes you modified when the Save command is activated. When this option is deselected, the Save command will not save the modified palettes and you must use the Save command to save them.</p> <p>Save Drawings: Saves all drawings you have modified when the Save command is activated. When this option is deselected, the Save command will not save the modified drawings and you must use the Save command to save them.</p>
Colours	<p>Current View Border: Sets the colour of the frame around the workspace view you are currently using, also known as focus. By default, the colour is red. Click on the red colour swatch to select a new colour in the Colour Picker window.</p> <p>Edit Colours: Click the Edit Colours button to open the Colours window.</p>
Options/Settings	<p>Edit Palette Mode: Default value for Edit Palette Mode.</p> <p>Edit Palette List Mode: Default value for Edit Palette List Mode.</p> <p>Make navigation in the Xsheet View wrap-around from the last frame or the last column to the first.</p> <p>HTML Browser for Unix: This option is used to view the online help on Linux machines. Enter the command to launch the browser, including the path if necessary.</p> <p>Levels of Undo: 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</p>

	<p>you want to.</p>
<p>Colour Management</p>	<p>Interactive Colour Recovery: If a colour palette for your scene is deleted or cannot be found, you will be asked if you want to recover colours from the program's memory. If this option is unchecked, the program recovers missing colours without displaying a dialog box for your input.</p>  <p>The screenshot shows a dialog box with the following content:</p> <pre> The following colours were not found. Do you want to perform colour recovery? └─ ladybug_swf └─ LadyBug 0 ── Solid Colour 2 ── Solid Colour 3 ── Solid Colour 1 ── Solid Colour </pre> <p>At the bottom of the dialog, there is a checkbox labeled "Do not ask again for this session" which is currently unchecked. There are "Yes" and "No" buttons at the bottom right.</p> <p>Colour Recovery: If this option is deselected, colour recovery will not occur.</p> <p>Advanced Palette Lists: The Advanced Palette Lists mode is used to create and store palettes in the Scene or Element Palette List.</p> <p>Replacement Colours: If certain colours are no longer available, they are automatically replaced with the ones indicated by the Replacement Colour swatch. The default colour is red, as it acts as a missing colour warning device.</p>

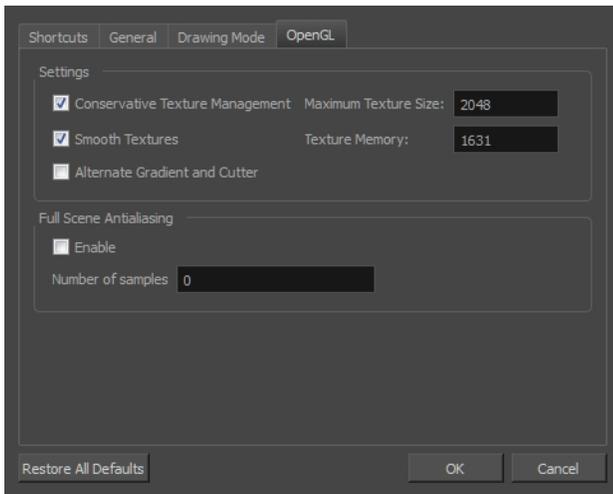
Drawing Mode Preferences



Parameter	Description
Onion Skin	<p>Render Style:</p> <ul style="list-style-type: none"> • Normal: The onion skinned drawings is displayed in washed out colours. • 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. • Outlines Only: The onion skinned drawings are displayed as outlines only. <p>Maximum Wash Value (0,0-1,0): The maximum washed-out value for onion skinned drawings.</p> <p>Minimum Wash Value (0,0-1,0): The minimum washed-out value for onion skinned drawings.</p>
Options	<p>Grid On By Default: When opening the Drawing view, the grid displays automatically.</p> <p>Default Multiwheel Colour Picker: Displays the Multiwheel Colour Picker window instead of the regular Colour Picker.</p> <p>Brush Size Cursor: When this option is enabled, the brush tool displays the brush size as a circle around the cursor.</p> <p>Select Tool is Lasso: 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.</p> <p>Sticky Eye Dropper: Keeps the Colour Picker's Dropper tool active until it is released by clicking the Dropper icon again.</p>
Settings	<p>Auto Gap Closing: The values for automatic gap closing while painting drawings are: 0 = Disabled, 1=Small, 2=Medium, 3=Big</p> <p>Light Table: Enable Shade: When enabled, the drawings appearing in the Light Table are displayed in washed out colours in the Drawing view. When this option</p>

	is disabled, the drawings appearing in the Light Table are displayed using normal colours. This option is for the Drawing view only.
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OpenGL Preferences



Parameter	Description
Settings	<p>Conservative Texture Management: Turns on and off conservative memory management for bitmap texture files. Performance will improve when this is enabled. If disabled, you will have a better on-screen rendering of bitmap files at the expense of slower performance.</p> <p>Smooth Textures: Smooths out the pixels of bitmap images when zooming in; this improves bitmap image quality.</p> <p>Alternate Gradient and Cutter: This is an alternative way to disable write in the OpenGL Backbuffer, required for some video cards (i.e. GeForce FX5200). Do not enable this option unless you are experiencing problems with gradients and cutters in OpenGL.</p> <p>Maximum Texture Size: The size that the bitmap file will be reduced to when using the Conservative Texture Management.</p> <p>Texture Memory: The amount of temporary memory used to store bitmap texture files.</p>
Full Scene Antialiasing	<p>The Full Scene Antialiasing is generated by your computer's graphic card. It provides a smooth line display in OpenGL. This antialiasing will not only antialias your drawings but all the different views in the interface.</p> <p>This option lets you see smooth lines as you draw as well as an antialiased drawing area. You can change the value of the Full Scene Antialiasing using the Preferences dialog box to fit the current level used in the Camera or Drawing view.</p> <p>Enable: By default, this option is off. Select to turn on the Full Scene Antialiasing option. You'll need to restart Toon Boom Harmony.</p> <p>Number of samples (For Mac OS): Enter the number of samples you want to be used for the antialiasing process. The number of samples is basically equivalent to the amount of time a pixel will be enlarged to calculate the antialiasing. This technique is called <i>supersampling</i>. The higher the number of samples, the better the antialiasing quality will be, but the longer it will take to calculate. The recommended value is 4.</p>

NOTE: If you are using Windows or Linux, you must enable your graphic card's antialiasing parameter. Refer to user guide of your graphics card. For example, the parameters for an NVIDIA GeForce card may look like this:

