Harmony21

Toon Boom Harmony21

Paint Application Preferences Guide

Toon Boom
Bring Your Stories To Life

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Publication Date

07-03-2021

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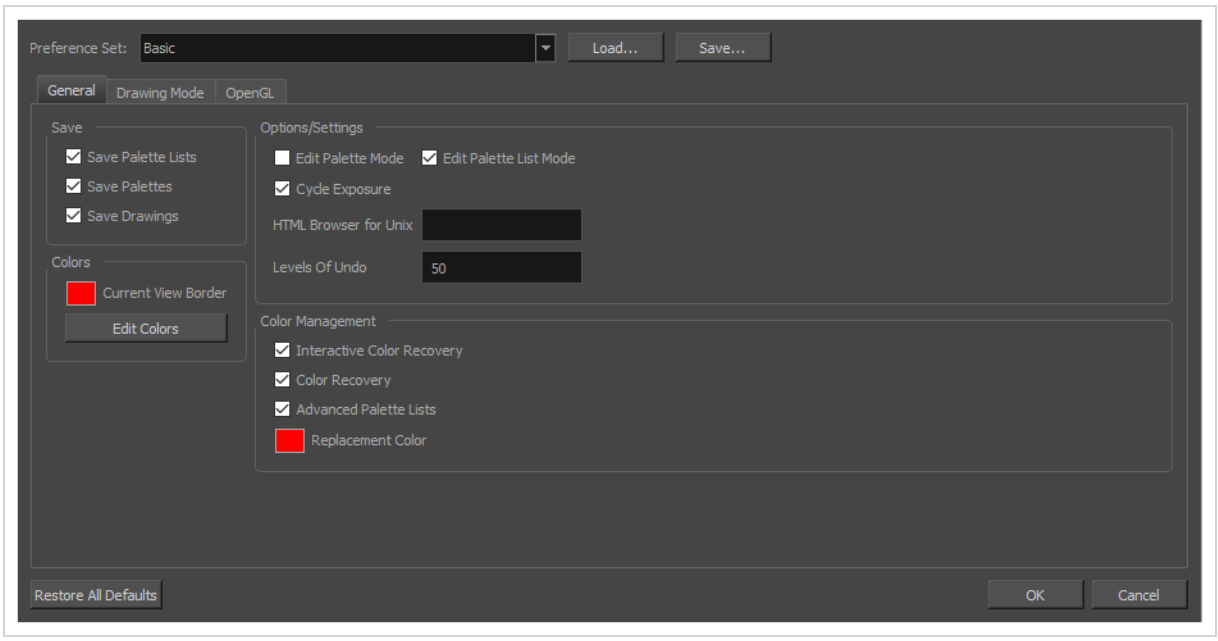
About Harmony Preferences

The Preferences dialog box allows you to adjust preferences to suit your workflow and your production's needs.



Accessing the Preferences Dialog

You can access the Preferences dialog from the **Edit** menu on Windows and GNU/Linux, or from the **Harmony [Edition]** menu on macOS.

How to open the Preferences dialog box

1. Do one of the following:
    - **Windows or GNU/Linux:**
        - In the top menu, select **Edit > Preferences**.
        - Press Ctrl + U.
    - **macOS:**
        - In the top menu, select **Harmony [Edition] > Preferences**.
        - Press ⌘ + U.

Switching Between Preference Sets

Harmony comes preloaded with five different preference presets (referred to as preference sets), each tailored for a different kind of task. By default, the Basic preference set is used. You can choose which preference set to use in Preferences dialog.

A large part of the default settings in the different preference sets are the same. The following table describes which option is different depending in each preference set, and how:

Tab / Location	Preference	Preference Set				
		Basic	Compositing	Cutout Animation	Paperless Animation	Rigging
General	Focus on Mouse Enter	Off	On	On	On	On
	Default Separate Position for Pegs	Off	Off	On	Off	On
	Stop-Motion Keyframes	Off	Off	On	Off	On
Timeline	Reduce Indentation	Off	On	On	Off	On
	Drawing Substitution: Create Key Exposure	On	Off	Off	Off	On
Advanced	Support Overlay and Underlay Arts	Off	On	On	Off	On
	Advanced Palette List	Off	On	On	On	On
	Advanced Element Mode	Off	On	Off	Off	Off

Tab / Location	Preference	Preference Set				
		Basic	Compositing	Cutout Animation	Paperless Animation	Rigging
	Element Node Animate Using Animation Tools	On	On	Off	On	Off
Pencil Tool Properties	**Auto Close Gap**	On	On	On	On	Off

NOTES

- When you customize a preference manually, it is not saved to the current preference set. It is saved as an override for all preference sets.
- Switching between preference sets only affects preferences that you have not manually customized yourself. This means, for example, that if you manually enable the **Focus on Mouse Enter** preference, this preference will no longer be affected when you switch to a different preference set.
- To make all your preferences affected by the preference set you select again, you must reset your preferences—see *Resetting Preferences* on page 16.

How to switch between preference presets

1. Do one of the following to open the Preferences dialog:
    - **Windows or GNU/Linux:**
        - In the top menu, select **Edit > Preferences**.
        - Press Ctrl + U.
    - **macOS:**
        - In the top menu, select **Harmony [Edition] > Preferences**.
        - Press ⌘ + U.
2. In the top-left corner of the Preferences dialog, open the **Preference Set** drop-down and select the

preset you want to use.

Preferences will be updated according to the table above, except for those that you manually set.

3. Click on **OK**.

Exporting Preferences

You can export your current preferences to an XML file. You can reimport this file later to restore your preferences, or share it with project collaborators so that you all use the same preferences.

NOTE

When you export your preferences, only the preferences for the currently selected preference set are exported.

How to export your preferences configuration

1. Do one of the following to open the Keyboard Shortcuts dialog:
    - **Windows or GNU/Linux:**
        - In the top menu, select **Edit > Preferences**.
        - Press Ctrl + U.
    - **macOS:**
        - In the top menu, select **Harmony [Edition] > Preferences**.
        - Press ⌘ + U.
2. Near the top of the dialog, right of the **Preference Set:** drop-down, click on the **Save...** button.

    A save dialog appears.
3. Browse to the location where you want to save your preference file.
4. Type in the desired name for your preference file.
5. Click on **Save**.

    Your current preference settings have been exported as an XML file, in the selected location with the file name you gave it.

Importing Preferences

You can import a preference file exported from Harmony.

NOTES

- To export preferences into a file, see *Exporting Preferences* on page 12.
- When you import a preference file, it will override all your preferences for the currently selected preference set.

How to import a keyboard shortcut configuration file

1. Do one of the following to open the Keyboard Shortcuts dialog:
    - **Windows or GNU/Linux:**
        - In the top menu, select **Edit > Preferences**.
        - Press Ctrl + U.
    - **macOS:**
        - In the top menu, select **Harmony [Edition] > Preferences**.
        - Press ⌘ + U.
2. At the right of the **Preference Set:** drop-down, click on the **Load...** button.

    An open dialog appears.
3. Browse to the directory where your preference file is located.
4. Select the preference file you want to import.
5. Click on **Open**.

    The settings in the selected preference file are loaded into the Preferences dialog, overwriting your current preferences.

Resetting Preferences

You can reset the preferences in Harmony to their default settings.

IMPORTANT

This will permanently undo all the changes you made to your Harmony preferences.

How to reset your keyboard shortcuts configuration

1. Do one of the following to open the Keyboard Shortcuts dialog:
   - **Windows or GNU/Linux:** In the top menu, select **Edit > Keyboard Shortcuts**.
   - **macOS:** In the top menu, select **Harmony [Edition] > Keyboard Shortcuts**.
2. In the bottom-left corner of the Preferences dialog, click on **Restore All Defaults**.

   A confirmation prompt appears.
3. If you are sure you want to restore the default preferences for Harmony, click on **Yes**.

   All the preferences in the Preferences dialog are now set to their default setting.

Preferences File Location

T-HFND-002-002

After the first time you have launched Harmony, your preferences, along with numerous other options and switches in the user interface, are stored in a hidden directory on your computer. If you are using Harmony Server, they are stored in a directory for your user on the database server.

Depending on your operating system, and whether or not you are using Harmony Stand Alone or Harmony Server, you can find your preference files in the following location:

- **Windows:** C:\Users\[username]\AppData\Roaming\Toon Boom Animation\Toon Boom Harmony [Edition]\full-2000-pref

  NOTE

  On Windows, the AppData folder is hidden. To display it in Explorer, in the top menu, open the **View** pane and check the **Hidden Items** checkbox.

- **macOS:** /Users/[username]/Library/Preferences/Toon Boom Animation/Toon Boom Harmony [Edition]/full-2000-pref

  NOTE

  On macOS, the Library folder is hidden. To display it in Finder, hold down the Alt key.

- **GNU/Linux:** /home/[username]/Toon Boom Animation/Toon Boom Harmony [Edition]/full-2000-pref/

When using Harmony Server, preferences are stored in your Harmony Server account's user space on the database server, in the following path:

- /USA_DB/users/[user_name]/Harmony/full-2000-pref

Preferences Dialog Reference

The following section contains a an article for each tab in the Preferences dialog. Each article contains a list of all the preferences in its tab, as well as a description of the preference. Refer to this section if you want to know more about what a specific preference does or if you want to get familiarized with all of the preferences in Harmony.

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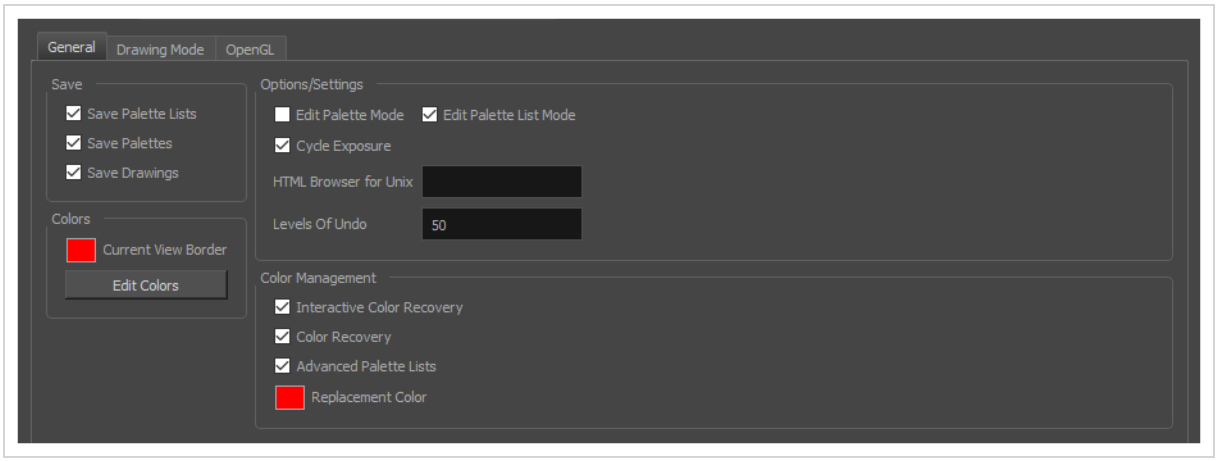
General Preferences



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	**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. **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. **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.
Colours	**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. **Edit Colours**: The Edit Colours button opens the Colours dialog, which allows you to set the colour for dozens of visual elements in the user interface.
Options/Settings	**Edit Palette Mode**: Default value for Edit Palette Mode. **Edit Palette List Mode**: Default value for Edit Palette List Mode. **Cycle Exposure:** Make navigation in the Xsheet View wrap-around from

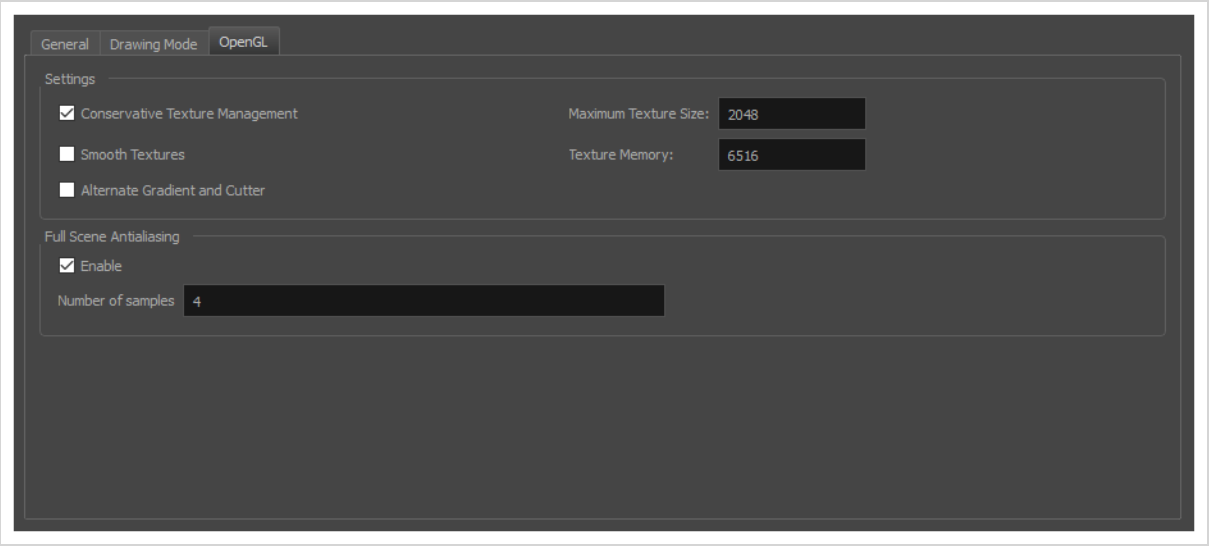
	the last frame or the last column to the first. **HTML Browser for Unix**: This option is used to view the online help on Linux machines. Enter the command to launch the browser, including the path if necessary. **Levels of Undo**: Determines the number of actions retained by the Undo list. By default, 50 actions are stored in the list. You can alter the number if you want to.
Colour Management	**Interactive Colour Recovery:** If a colour palette required to display a drawing is not found because it was moved or deleted from its location, you will be asked if you wish to recover the missing colours into a new temporary palette. If this option is disabled, the colour recovery will happen automatically without your confirmation. **Colour Recovery:** By default, if a colour palette required to display a drawing is missing because it has been moved or deleted, Harmony recovers the missing colours into a new temporary palette. If this option is disabled, Harmony will skip this step and display the zones painted with missing colours with the Replacement Colour, which is solid red by default. **Advanced Palette List:** When enabled, palettes can be linked to specific elements instead of to the scene, and can be stored in an directory specific to an element, the scene, the scene's job or the scene's environment. **Replacement Colour:** If certain colours are no longer available, Harmony will display the replacement colour in the zones painted with missing colours.

Drawing Mode Preferences

Parameter	Description
Onion Skin	**Render Style**: • **Original Colours**: Drawings displayed in the Onion Skin are rendered using their real colours. • **Coloured**:Drawings displayed in the Onion Skin are displayed in solid red if they are before the current frame, or in solid green if they are after the current frame. • **Coloured Outlines**: Drawings displayed in the Onion Skin are displayed in red outlines if they are before the current frame and in green outlines if they are after the current frame. **Maximum Wash Value (0,0-1,0)**: The maximum washed-out value for onion skinned drawings. **Minimum Wash Value (0,0-1,0)**: The minimum washed-out value for onion skinned drawings.
Options	**Grid On By Default**: When opening the Drawing view, the grid displays automatically. **Default Multiwheel Colour Picker**: Displays the Multiwheel Colour Picker window instead of the regular Colour Picker. **Brush Size Cursor**: When this option is enabled, the brush tool displays the brush size as a circle around the cursor. **Sticky Eye Dropper**: Keeps the Colour Picker's Dropper tool active until it is released by clicking the Dropper icon again.
Settings	**Auto Gap Closing**: The values for automatic gap closing while painting drawings are: 0 = Disabled, 1=Small, 2=Medium, 3=Big

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

OpenGL Preferences



Parameter	Description
Settings	**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. **Smooth Textures**: Smooths out the pixels of bitmap images when zooming in; this improves bitmap image quality. **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. **Maximum Texture Size**: The size that the bitmap file will be reduced to when using the Conservative Texture Management. **Texture Memory**: The amount of temporary memory used to store bitmap texture files.
Full Scene Antialiasing	The following options allow you to configure the way drawings are previewed in Harmony. **Enable :** By default, drawings displayed in Harmony have no antialiasing and display hard pixels at the edge of strokes and lines. If this preference is enabled, antialiasing will be done through the graphic card to enhance the quality of drawings and make a preview that resemble the final render more closely. This may impact application performance negatively. **Number of samples:** The amount of times the OpenGL preview is scaled up before processing it for antialiasing. The higher this value is, the better the

	antialiasing quality will be but the heavier it will be on the machine's resources. **NOTES** • It may be necessary to restart the application to see the effects after changing either of these settings. • These settings may be overriden by the 3D antialiasing settings of the driver for your graphics card. If changing these settings and restarting the application seems to have no effect, make sure your graphics card supports antialiasing, that antialiasing is enabled and that it is configured to let applications control their antialiasing. • These settings only affect the way drawings are previewed in OpenGL. They have no effect on the final rendered image, or on the way the image looks when setting the Camera view in Render Preview mode.
Playback Images	**Enable Playback Caching**: Enable the caching of OpenGL previews for quick playback. **Playback Cache Size (in Mb)**: The maximum size of the cache used to store cached playback images.
Drawings	**Enable Textures in Pencil Lines**: Controls whether textures applied on pencil lines are rendered for the OpenGL preview. **Enable Variable Line Thickness**: Controls whether lines with a variable width are rendered with their variable width or with a constant width in the OpenGL preview.
Effects	**Enable Tone and Highlight**: Controls whether Tone and Highlight effects are rendered in the OpenGL preview. **Enable Cutter**: Controls whether Cutter effects are processed for the OpenGL preview. **Enable Colour Override**: Controls whether Colour-Override effects are rendered in the OpenGL preview.
Rendering Caching	**Enable Rendering Caching of Composite Nodes:** Controls whether non-passthrough Composite nodes cache their composited image when Harmony generates an OpenGL preview. This is useful when the image generated by a composite is used several times in a scene, for example because a composite's output port is connected to several other nodes. If this preference is disabled, the composite will regenerate the preview for its node system for each of its outgoing connections. When enabled, the composite will generate the preview

	for its node system once, cache it, and output the cached image to its other outgoing connections. **Composite Cache Capacity (MB):** The maximum amount of cache available to store images cached by Composite nodes. This cache is stored in the graphic card's video memory. If your machine has a lot of video memory, increasing this setting could enhance the performance of Harmony when working with heavy scenes. **Enable Interactive Camera View Cache (Beta):** When enabled, Harmony keeps a cache of the current preview image in the Camera view. This cache is used to regenerate parts of the preview image when moving the mouse cursor around or when manipulating drawing and animation controls in the Camera view. Otherwise, Harmony will regenerate these parts of the preview image, which may impact performance when working on a complex scene. **Enable Rendering Caching of CacheLock Nodes:** Controls whether OpenGL Cache Lock nodes are used to generate the OpenGL preview. Disabling this preference has the same effect as disabling all OpenGL Cache Lock nodes in the scene. **CacheLock Cache Capacity (MB):** The maximum amount of cache available to store preview images cached by OpenGL Cache Lock nodes. This cache is stored in the graphic card's video memory. If your machine has a lot of video memory, increasing this setting could enhance the performance of Harmony when working with heavy scenes.