

Preference Set: Standard

Load...

Save...

General Project Settings Naming Colours Global UI Camera Tools Import/Export Pitch Mode Playback **Advanced**

Memory

Levels of Undo (Requires relaunch) 50

Panels in Cache 20

Auto-save (minutes) 10

Drawing

Delay Before Drawing Vectorized Strokes (ms) 1000

Delay Before Updating Thumbnails (ms) 2000

OpenGL

- Realistic Preview while Drawing Smooth Textures on Vector Layers Support Desktop Effects
 Enable Mipmapping on Bitmap Layers Premultiply alpha in Bitmap Layers

Full Scene Antialiasing

- Enable (Requires relaunch) Number of Samples (Requires relaunch) 16

Optimized Playback

- Use Optimized Drawings Number of threads (Requires relaunch) 2
 Asynchronous Drawing Loading Number of Frames to Preload 120
 Preload Drawings Number of Panels to Preload 2

GPU

- Render effects using GPU (OpenCL)

Restore all Defaults

Cancel

OK

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General Project Settings Naming Colours Global UI Camera Tools Import/Export Pitch Mode Playback Advanced

Cached Playback

Playback Mode (Requires relaunch) Disabled

Monitor Frequency Project Frame Rate

Audio

Audio Output Device Default System Device

Overlays

Captions

 Display Text Captions

Caption Field Dialog

Position Bottom Centre

Overlay Format

Font Courier New 20

Text Colour  Background Colour 

Timecodes

 Project Timecode Secondary Timecode

Secondary Timecode Units Timecode

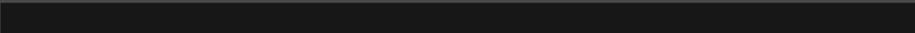
Mode Per Panel

Project Info

 Display Project Info

Display Pattern Scene %s - Panel %p

Cache Files

Path  Browse...

Size: 0.00 GB

Clear All

Clear Current Project

Restore all Defaults

Cancel

OK

S Preferences

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Memory

Disable auto-save while in Pitch Mode Workspace

Control Panel

Display Playback Tools

Display View Tools

Display Sound Tools

Display Drawing Tools

Restore all Defaults

Cancel

OK

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Import Images

- Auto Premultiply Imported Image by Alpha Channel
- Ask Before Creating Panels when Using Automatic Insertion
- Ask Before Removing Existing Layer when Using Automatic Insertion
- Display Vectorize Options Dialog

Import Sound

- Use Default Sound Import Settings and Do Not Show Dialog

Burn-In

Font Arial

Position Bottom Centre

Colour 

- Draw Box Behind

Height (%) 5

Print Value Scene %s - Panel %p

Background Colour 

Default Panel Time Code Start Time 00:00:00.00

Export To Bitmap

- Limit Size Allowed for Bitmap Export

Maximum Width 4096

Maximum Height 4096

Export To Toon Boom

- Z Values On Camera Peg Only

Restore all Defaults

Cancel

OK

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General Project Settings Naming Colours Global UI Camera Tools Import/Export Pitch Mode Playback Advanced

General

 Use Rotation Lever with transformation tools

Drawing

 Synchronize Eraser and Brush Warn when Flattening Drawings Brush Size Cursor

Stroke Texture Quality

Very High

Transform

 Transform Tool Uses Drawing Pivot (Requires relaunch)

Restore all Defaults

Cancel

OK

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General Project Settings Naming Colours Global UI **Camera** Tools Import/Export Pitch Mode Playback Advanced

Options

 Show Status Bar Show Zoom Slider

Onion Skin and Light Table

Onion Skin Render Style Coloured

Onion Skin Position Underlay

 Lightness as Alpha

Maximum Number of Previous Panels 3

 Enable Across Scene (Scene) Boundary

Maximum Number of Next Panels 3

 Apply Camera Motion

Light Table Opacity (%) 50

Point of View

Zoom Level Relative to Project Resolution

Reset View Mode Reset View to Drawing Area

Point of View Project Level

Grids

Proportion Grid Horizontal Divisions 3

World Grid Size 36

Proportion Grid Vertical Divisions 3

Safe Areas

Action Safe Area (%) 10

Title Safe Area (%) 20

Action Safe Area Mask Colour Opacity (%) 60Title Safe Area Mask Colour Opacity (%) 40

Keyframes and Control Points

Default Tension 0

 Camera by Panel Compatibility Mode (Requires Relaunch)

Default Continuity 0

 Allow Advanced Camera Operations (Requires Relaunch)

Default Bias 0

 Camera Scale displayed as Focal Length

Restore all Defaults

Cancel

OK

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Time Display Units

Time Display Units in Timeline Ruler

Timecode

Time Display Units in Exported PDF Documents

Timecode

Time Display Units on Thumbnail Panels

Timecode

Time Display Units in Timeline View Overlays

Timecode

Default Time Code Start Time 00:00:00.00

Thumbnail View

 Keep Current Panel Centered Display Next and Previous Buttons

UI Style

 Flat Tool Toolbar (Requires Relaunch) Compact Information Style Focus on Mouse Enter Use Dark StyleSheet (Requires Relaunch)

Touch Interface

 Support Gestures Invert Scroll Direction

Touch Sensitivity

2

Language

Language (Requires Relaunch) Autodetect

Restore all Defaults

Cancel

OK

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General Project Settings **Naming** Colours Global UI Camera Tools Import/Export Pitch Mode Playback Advanced

Scene Name

 Automatically Add Leading Zeros

Minimum Number of Characters 2

 Increment name by 10

Resolution Suffix _ Auto

 Incremental Naming on Copy

Sequence Name

 Automatically Add Leading Zeros

Minimum Number of Characters 2

 Increment name by 10

Resolution Suffix _ Auto

 Incremental Naming on Copy Reset Scene Name On New Sequence

Panel

 Automatically Add Leading Zeros

Minimum Number of Characters 2

 Increment name by 10

Panel Auto-increment Rule 1, 2, 3 ...

 Allow Custom Panel Names

Resolution Suffix _ Auto

 Display Total Number of Panels in Panel Name

Restore all Defaults

Cancel

OK

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General

Default Panel and Clip Length 00:00:01.00

Default Field Chart 12

 Disable project name length limitation Save New Projects as Packages Save new projects in single file format (packed file)

Vector Layers

Default Resolution 100%

Bitmap Layers

Default Resolution 100% Default Canvas Width 200% Default Canvas Height 200%

3D Models

Scale Factor

1

Restore all Defaults

Cancel

OK

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General Project Settings Naming Colours Global UI Camera Tools Import/Export Pitch Mode Playback Advanced

General

- Enable Acts
- Show Rename Dialog Automatically
- Warn when Deleting Audio Tracks
- Forbid drawing on panel thumbnails
- Preserve project length when adding transitions
- Automatically Create New Sequence
- Automatically Save Workspace
- Automatically Generate Thumbnails in Library
- Automatically Generate Thumbnails for Panels
- Ignore Modifications to Captions in Auto Tracking Mode

Terminology Style

- Live Action
- Animation

Scenes

- Break Scene when performing "Split Current Scene" command
- Track Scene Names in a Log File

Layers

- Enable Global Layer Navigation
- Enable Brush Preset Layer Selection Lock
- Default Layer Alignment: None

Optimize Project

- Maximum Texture Resolution: 150
- Remove Unused Elements On Close

3D Features

- Enable 3D Functionalities (Requires Relaunch)

Restore all Defaults

Cancel

OK