



Toon Boom Storyboard Pro 2 Service Pack 2 Release Notes

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Published by Toon Boom Animation Inc.

Corporate Headquarters

5530 St. Patrick
Suite 2210
Montreal, Quebec
Canada H4E 1A8
Tel: (514) 278-8666
Fax: (514) 278-2666
toonboom.com

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Credits

Documentation Development: Peter Cawthornes
Content Development: Marc-André Bouvier-Pelletier, Anouk Whissell, Doralice De Angelis
Art Development: Tania Gray

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Toon Boom Storyboard Pro 2 SP2 Release Notes

The following document lists the changes in Storyboard Pro 2 SP2 (9.1.5.7038) since Storyboard Pro 2 SP1 (9.1.0.6648).

Changes and New Features

Timeline

- New icons for the mute sound and link/unlink buttons in the Timeline view.
- [ALT]+Click on the mute sound and link/unlink buttons in the Timeline view disables all the other tracks. [ALT]+Click when all the other tracks are disabled, enables all the track. [ALT]+Click when all the track are disabled, enables all the tracks.
- Added a display option to the Timeline view to show or hide the sound files names. The **Show Sound Clip Names** option is available when right-clicking on a sound in the Timeline view or from the Sound menu.

PDF Exports

- Added **Duplicate Profile** button in the Export to PDF dialog box.
- Added a new option to PDF profiles to show or hide the camera frames when exporting to PDF. The option **Render Camera** can be found under the **Storyboard > Panels** tab of the PDF profile options.
- Added 11 x 17 and A3 page formats and added the ability to create custom formats for PDF profiles.
- Added a new PDF profile called **Typical Japanese Format**. When upgrading from a previous version of SBP 2, the pdfoptions.xml file in the user preferences must be deleted (or renamed for backup purposes) before starting Storyboard Pro. This enables the user to see this profile in the PDF export dialog.

To enable the Typical Japanese Format PDF profile:

1. Make sure Storyboard Pro is closed.
2. Navigate to the folder where the Storyboard Pro preferences are saved:
 - ▶ **Windows 7:** C:\Users\YOUR_USERNAME\AppData\Roaming\Toon Boom Animation\Toon Boom Storyboard Pro\full-910-pref\
 - ▶ **Windows XP:** C:\Documents and Settings\YOUR_USERNAME\Application Data\Toon Boom Animation\Toon Boom Storyboard Pro\full-910-pref\
 - ▶ **Mac OS X:** /Users/YOUR_USERNAME/Library/Preferences/Toon Boom Animation/Toon Boom Storyboard Pro/full-910-pref/
3. Locate the `pdfoptions.xml` file, delete or rename the file.
4. Launch Storyboard Pro and open a project.
5. Open the PDF Export window **File > Export > PDF**. In this dialog box, you should be able to see a PDF profile called Typical Japanese Format. Use this format to export to PDF.

Export to Toon Boom

- Added three new options to Toon Boom export to control the sound export:
 - Keep Original Files
 - Process Soundtracks Individually
 - Merge Soundtracks
- The Export To Animate/Animate Pro/Toon Boom dialog has been modified to accommodate the new options.

- A camera Peg will no longer be exported when exporting to Animate/AnimatePro/Harmony with the **Generate One Scene Per Act** option enabled.
- Thicker and longer red line appears in the annotation columns when exporting to Harmony per acts.
- Added the options to burn in the Timecode and panel information in the rendered animatic when Exporting To Animate/AnimatePro/Toom Boom. The burn in is only available when the export style is set to Render Animatic. The new options are:
 - Print Time Code: Prints the global timecode on each rendered image.
 - Print Scene Names and Panel Numbers: Prints the name of the scene and the panel for the current frame.
 - Print Panel Time Code: Prints the panel's time code.

Sound Export

Added the ability to export sound tracks as .WAV files, without having to render a quicktime. The sound tracks can be exported individually or merged into one sound. The command is found in the **File > Export > Soundtracks** menu.

Export format range from:

- Sample rate: 8Khz to 48KHz
- Bit Depth: 8 bits or 16 bits
- Channels: Mono or Stereo

Final Cut Pro Conformation

Handles (extra frames) before the in and after the out point of clips when exporting to Final Cut Pro for conformation.

Global UI

- Collapsed state of view port is now saved in the workspace when a view port is collapsed using one of the small arrow.
- Save the position of the Expand Onion Skin toolbar.

General

- Allows templates from Harmony 9.2 to be imported in Storyboard Pro 2.
- Invisible layers will remain untouched when using the **Merge Layers** command.
- Added an option to the **Merge Layers** dialog to remove invisible layers when merging.
- Added the ability to Hide captions from a project. To hide a caption, use the Show / Hide Captions dialog box that can be opened from the **Caption > Show/Hide Captions** menu.
- Improved the **Remove Unused Elements from the Project** function to remove all drawings that are no longer used.

Preferences

- Added preferences to control the colour of the camera frames. These preferences affect the Camera view display and the different export formats.
- Changed the default value of the **Synchronize Eraser and Brush Selection** to false.
- Added the new option, **Automatically Save Workspace**, in the Preferences panel, under the General tab. When this preference is disabled, the command **Windows > Workspace > Save Workspace** must be used in order to save modifications to a workspace. When enabled, the workspace is saved automatically when a change is made. This preference is enabled by default.
- Set HDTV_Verical as the default resolution.

Bug Fixes

- Fixed the Colour view's colour picker that was not working on Lion.
- Fixed an issue that caused the Timeline view to jump to the first panel after moving or deleting a panel.
- Multiple fixes were carried out to Final Cut Pro Conformation. The issue was related to the export of one image per layer from a project that did not have a 4:3 resolution. The layer movements (translation, scaling and rotation) were not exported properly.
- Fix to have the Display module selected by default in scenes exported to AnimatePro/Harmony instead of the Display All option.
- Changed modal sheets to modal dialogs to fix a problem that was causing toolbars to be stuck and to appear above modal sheets (Open, Saves As, etc). This is only on Mac OS X.
- Hidden layers will no longer be exported to PSD files when exporting to bitmap. Hidden layers were exported as empty layers.
- Fixed the import of Final Draft® XML that was missing line returns. This happened when importing a FDX file to the Script caption in the Storyboard view.
- Fixed the text tool to allow typing Asian characters.
- Changed Max Texture dpf preference name to Maximum Texture Resolution.
- Changed the behavior of the flatten command to flatten strokes based on their RGBA values instead of the internal color ID.
- Pressing [Esc] to close the Exporting Movie progress bar was closing the progress bar but was not stopping the export. This has been fixed.
- Added protection to prevent a crash when an image is loaded during rendering due to insufficient memory allocation.
- An error message will be displayed when an image import fails due to memory allocation.
- Prevent a crash when importing a large image when using the Vectorize Options Dialog.
- Disabled the delete command while dragging. It was possible to delete selected vectors while dragging them with the select tool. Doing so corrupted the undo list and could eventually make the application crash.
- Fixed the "Lock/Unlock Scene and Panel Names" commands that were marking all the project panels modified when Auto Tracking Mode was enabled.
- When a scene name ends with _1, duplicating the scene will increment the number to _2 instead of adding an additional _1.
- Fixed the Remove Camera Keyframe at Current Frame command that was not working when the Camera by Panel Compatibility mode preference was enabled.
- Image files naming convention is now consistent when exporting to bitmap whether one scene is selected or the entire project. This also fixes the naming convention when exporting to Final Cut Pro for conformation.
- Fixed the Export to Bitmap function that was creating corrupted images when the camera scale was negative.
- Fixed the element collision that occurred when extracting scenes out of a project and that caused some drawings to disappear.
- Fixed the camera position when exporting to Final Cut Pro from the **File > Conformation** commands.
- Fixed an issue that caused the first scene to disappear after importing a Final Draft® script .fdx.