

# Toonzharlequin7.1

## New Features

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#### Interface and Preferences

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- **Unit of measure in pixels**  
Pixels have been implemented as a unit of measure available in Preferences→Interface page.
- **Alpha Channel on the first Column**  
It is now possible to ignore the alpha channel of images loaded on the first column of the xsheet by activating the Ignore Alpha Channel on Level Column 1 of the Xsheet page in Preferences→Xsheet
- **Default Levels**  
Scan levels can be set as Default level Type in Preferences→Drawing.
- **Thickness 0 lines**  
The Thickness 0 lines can be shown or hidden in the Camera Stand.

- **Inks Only**  
The Inks Only check has been added in the View Menu to visualize only the outlines of Toonz Levels.

#### File Management

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- **Load Folders**  
From the File menu it is now possible to load a complete Folder. The files contained in the folder are loaded into the xsheet. It is possible to apply certain Level Settings defining File Formats in Preferences→Loading.
- **Convert Files**  
In the Full color to TLV conversion, the Painted TLV from non AA Source Mode has been added. It performs the extraction of a TLV level directly from a sequence of un-antialiased Full Color Images.
- **SVG support**  
The Toonz Vector Level can be converted into SVG files using the Convert pop up. SVG files can be also loaded into Toonz. These files are

automatically converted into Toonz Vector Levels.

- **Export Level**  
The Export Level Interface has been divided into two pages and a Preview Window has been added in the Export Option Page. In the Vector Export Box the Scale field has been added to adjust the exported level's resolution, defined by the Camera resolution.
- **Cleanup**  
It is now possible to assign a new name to the cleaned up level when repeating the cleanup process.

#### Drawing and Editing Tool

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- **Brush Tool**  
The Min and Max size of the brush can be changed simply by pressing Shift or Ctrl and dragging the mouse.
- **Selection Tool**  
The Boundary Strokes, Boundaries on Selected Frames and Boundaries on Whole Level Modes have been added making it possible now to automatically select the contour of a level.

#### Level Commands

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- **Adjust Thickness**  
It is now possible to modify the thickness of lines in a Toonz Vector Level by using the Start and End field. Three Modes are available: Scale Thickness, Add Thickness and Constant Thickness.
- **Convert To Vectors**  
In the Centerline Mode the Enhanced Ink Recognition has been added to allow for un-antialiased Full Color levels to be directly converted into Toonz Vector Levels. Also the possibility to Save and Load Settings has been implemented. The conversion parameters can be Shown or Hidden using the new Option Button.

- **Level Settings**  
The Add Antialiasing Option has been added in the Level Settings pop up.
- **Clone Level**  
This feature allows Cloned levels to be assigned with a name.

#### Color management

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- **Custom Textures Palette**  
The new feature Custom Textures has been added in the Textures Page of the Style Editor; Available parameters are: Pattern Mode, Automatic and Random position, Contrast, Scale, Offset and Rotation. Custom Textures have been fully integrated into Toonz Raster Levels.

#### Animation

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- **Plastic tool**  
The edit Mesh Mode has been enhanced to include the manipulation of the Mesh, moving points, swapping and splitting of edges and Mesh cutting. The Snap to Mesh Option has been added to the Build Skeleton Mode, and the Animate Mode has been enhanced with the addition of the Angle Bounds Option.
- **Xsheet**  
Cells and Keys can be selected together by pressing Ctrl while dragging.  
To navigate between columns use the new Left and Right keyboard arrow shortcuts.

#### Special FXs

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- **Shader Effects**  
Special Effects now include Shader Effects, and these can be edited or created by using the OpenGL Shading Language (GLSL). These simple programs are compiled by the graphic processing unit and harness the massively parallel architecture of modern graphics devices.