



Toon Boom Studio™ V2.0.2 Release Notes

For Windows®



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Credits

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Release Notes

Use these Release Notes to learn about the changes we made in **Toon Boom Studio™** from 2.0 and 2.0.1, to 2.0.2, including:

- “Localization” on page 2
- “Exporting Color Palette Information” on page 2
- “Copying Peg Frame Properties to Multiple Frames” on page 3

Localization

In V2.0.1, we prepared **Toon Boom Studio™** to support Unicode languages. Now, with V2.0.2, we have localized **Toon Boom Studio™** for the Chinese and Japanese markets and made a number of bug fixes related to the localization process.

Exporting Color Palette Information

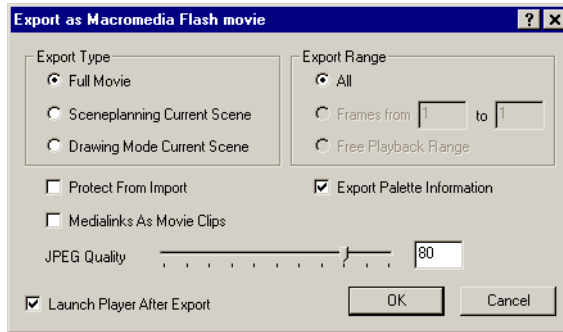
With **Toon Boom Studio™** V2.0.1 and 2.0.2, you can export color palette information in your Macromedia® Flash™ files (SWFs). **Toon Boom Studio™** stores the palette names, palette styles, color swatch names and color values in the SWF file.

When you import an SWF with color palette information into an animation set, **Toon Boom Studio™** adds the color palette information to the animation set. This allows you to enjoy the benefits of color palette management, including automatic repainting of zones when you change the values of associated color swatches.

- If the same color swatch is in the active animation set and in the SWF file you are importing, **Toon Boom Studio™** maintains the color values of the swatch in the active animation set. **Toon Boom Studio™** does not overwrite the color values of existing swatches with the values of swatches you import.
- Only **Toon Boom Studio™** has the ability to read palette information - this extra information in the Macromedia® Flash™ movie file is ignored by other applications.

To export color palette information in SWF files:

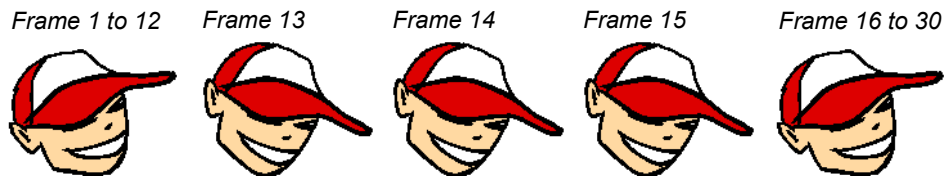
- Select **Export Palette Information** in the **Export as Macromedia Flash movie** dialog box.



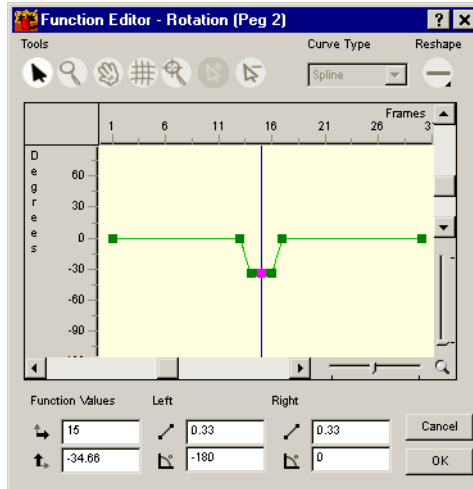
Copying Peg Frame Properties to Multiple Frames

In **Toon Boom Studio™** V2.0.1 and 2.0.2 with the Duplicate Frame Properties feature, you can copy and paste the frame properties of a peg (rotation, scale, pivot, and optionally, position) to other frames on the peg. The Duplicate Frame Properties feature allows you to quickly surround (“bracket”) a key frame with other key frames.

For example, let’s say you have a character whose head you want to rotate on frame 13 from 0 to 30 degrees, maintain this angle for 3 frames, and then rotate back from 30 to 0 degrees on frame 16.



To rotate the character over time, you must attach it to the peg. Then, you could use the Rotation Function Editor to add all the key frames and set the angle of rotation.

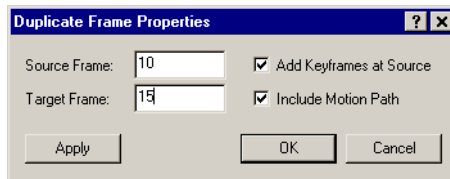


We also removed the “eases” between the key frames (with the Linear Reshape function) so that the character would “pop” from one frame to the other in the transitions.

With the Duplicate Frame Properties feature, you can quickly copy the values of a peg from one frame to another, rather than manually adding each key frame and adjusting each value, which will save you tons of time. So you would set the rotation angle on the desired frame and then “bracket” the frame to create the effects you want in the key frames that surround it.

To copy the properties of a peg from one frame to another, follow these steps:

1. Select the peg whose frame properties you want to copy.
2. From the **Element** menu, select **Motion Points > Duplicate Frame Properties**. The **Duplicate Frame Properties** dialog box opens.



3. In the **Source Frame** field, type the frame whose properties you want to copy.
4. In the **Target Frame** field, type the frame where you want to copy the properties to.

5. If you want, select **Add Key Frame at Source** to lock the value of the source frame to a key frame.
6. The frame's rotation, scale, and pivot are copied by default to the target frame. If you also want to copy the position of the peg at the selected frame, select **Include Motion Path**.
7. Click **Apply** to accept the changes you made.

After you click **Apply**, you can perform this operation on another set of frames. For example, if you are copying the values of frame 13 to frames 14 and 15, you would type 13 in the **Source Frame** field, 14 in the **Target Frame** field, then click **Apply** and then type 15 in the **Target Frame** field and click **Apply** again.

8. Click **OK** when you are done to close the dialog box.

