What's new in Toonz Premium 7.5

The full support for 4K monitor has been introduced (Win Only)

File>Preferences>General>Additional Project Root Locations allow to add a Project Root choosing a location between My Documents\ToonzPremium or Desktop\ToonzPremium, or to add a custom location.

File>Preferences>General>Show Startup Window when Toonz Premium Starts lets starts the panel each time that Toonz Premium starts, thorough it, you can select the current project, load a scene or create a new one setting up some parameters.

File>Preferences>Interface>Rooms allows to load a room set previously-stored into Toonz Premium 7.5 stuff\profiles\layouts\rooms.

File>Preferences>Loading>Use Camera DPI for All Imported Images automatically sets the DPI of all the loaded levels to the Camera DPI value.

File>Preferences>Drawings>New level Default to the Current Camera Size sets the size of the New levels to the current camera size.

File>Preferences>Drawings>Key In Tools With Thickness To Set MIN/MAX Thickness With Mouse allows to set keyboard shortcuts to increase/decrease the minimum and maximum thickness of the relevant tools (Brush, geometric, paint Brush and Eraser) pressing the key and dragging the mouse up or down.

File>Preferences>Tools>Dropdown Shortcuts>Cycle through the available options allows you to cycle the options of a dropdown using a shortcut key.

File>Preferences>Xsheet>Show Toolbar in the Xsheet allows to show a toolbar, on top of the Xsheet pane, where you can add tools and command to make them more accessible.

File>Preferences>Xsheet> Sync Level Strip Drawing Number Changes with the xsheet allows to synchronize the Level Strip changes with the Xsheet ones.

File>Preferences>Onion Skin>Show Onion Skin During Playback allows to show or hide the onion skinned images during the playback.

It is now possible to load **.aiff** audio files.

In the Pop Up that opens when a **.psd** file is loaded using the **Load as Column Option** has been introduced the **Level Name menu** that allows to load the Photoshop levels with his name or with the file name followed by the level name.

The full colour images loading has been improved to allow uploading larger files.

The **File>Export Soundtrack** command allows to export the soundtrack as it is exposed in the Xsheet.

In the **File>Project settings** it is now possible to choose another project from a pull-down menu.

In the **File>Output Settings** panel a **Render** button has been added.

In the **File>Preview Settings** panel has been added the **Gamma** Option.

Two Options have been added to the **Brush Tool Options Bar**: **Snap** and **Range**. The **Snap** one activates the snap between strokes while drawing (If activated shows the choice between Low, Med, and High) while the **Range** one allows to automatically interpolate drawings choosing between Linear, In, Out or In&Out. Choosing Off the option is disabled.

Selecting a portion of a Toonz Raster Level and copying or cutting it, it is now possible to paste it behind the original drawing using the **Edit>Paste Behind** command.

While you are drawing using the **Geometric Tool** the thickness of the line is shown.

It is now possible to draw a **Motion Path** using the **Geometric Tool**.

In the **Style Editor>Vector Brush** page you can add a custom **Vector Brush** loading it from everywhere with a File browser.

Level> Vector to Toonz Raster allows to convert vector levels (PLI) to Toonz raster Levels (TLV)

Level>Replace Vector to Simplified Vectors allows to optimize the number of Control Points along the line.

Xsheet>Frame Bar>Set Auto Markers (Right Mouse Button) allows you to set markers to the selected column length.

Xsheet>Apply Lip Synch Data to Column allows you to apply data from a text file generated by a third-party program to an animation level.

Viewer>Sub-Windows Locator can be opened pressing on the lens icon of the VCR bar. It allows to magnify the part of the viewer where you are pointing the mouse.

Xsheet>Columns>Reframe>Reframe with Empty Inbetweens (Right Mouse Button) allows to reframe the contents of the selected cells inserting empty cells in the column.

Xsheet>Columns>Auto input Cell Number (Right Mouse Button) to select some cells of an xsheet column and fill those cells with the desired drawings belonging to the level.

Xsheet>Columns>Paste Numbers (Right Mouse Button) allows to apply the numbering of the copied cells without changing their contents.

Xsheet>Column header: it is now possible to change the assignement of more than one pegbar at once selecting more columns.

Xsheet>Column header: In the pegbar assignment pulldown menu is now available the **New Peg** command to add a new pegbar to the scene for the current columns.

Xsheet>Column >Cells: it is now possible to drag down column cells to fill empty space avoiding that those below slide downwards. To do that you need to press the Ctrl key while you are dragging.

It is now possible to visualize palette from the **File Browser** using the RMB command **View Palette**.

It is now possible to **copy and paste colors** from the **FX settings** pane to a **color palette** and viceversa.

The **Translate** special effect has been added to the **Distort** folder, it allows to translate a column without adding keyframes.

The **Timecode Iwa** special effect has been added to the **Render** folder, it allows to add a timecode to the rendered images.

The **Pass Through** special effect has been added to the **Utility** folder, it is a utility effect for unifying the input of macro / grouped effect.

A **matte** parameter has been added to the **Noise** effect.

A **Rotation Min. and max.** parameter has been added to the **Bird Attribute** page of the **Particles** effect.

Auto input cell number