

Right click & customize your Node View toolbar

- Advanced Animation
- Alignment Guides
- Art Layer
- Control Point
- Coordinate
- Deformation
- Display
- Easy Flipping
- Edit
- File
- Flip
- Game
- Game Skinning
- Mark Drawing
- Master Controller
- Mini Playback
- Node Caching
- Onion Skin
- Pen Settings
- Playback
- Scripting
- Shift and Trace
- Tool Presets
- Tools
- Workspace
- Customize...

Top > SHK_Shark

Layers

- Drawing
- SHK_Shark
- SHK_Shark_Master-P
- SHK_Loose_Shoes-P
- Misc_Master-P
- mc_SHK_Turn
- MC

Parameters

File	Location
<< Sandbox >>	
mcInterpolationSlider_215.js	Scene
TB_Add_Prefix_Or_Suffix.js	Application R
TB_AlignAnyNodesHorizontal.js	Application R
TB_Check_Selected_Peg_Pivots.js	User
TB_ColourOverridePalettes.js	Application R
TB_CompositionBuilder.js	Application R
TB_ConvertLegacyDeformation.js	Application R
TB_CreateKeyFramesOn.js	Application R
TB_CreateStepsOn.js	Application R
TB_Disable_Drawing_Pivot.js	Application R
TB_EditLineThicknessOvertime.js	Application R
TB_Enable_Drawing_Pivot.js	Application R
TB_EnableJapanMode.js	Application R
TB_ExportCamera.js	Application R
TB_ExportLayout.js	Application R
TB_ExportLayoutWithMarkers.js	Application R
TB_ExportSVG.js	Application R
TB_ExportToEaselJS.js	Application R
TB_ExportToGroupedLayers.js	Application R
TB_ExportToSpriteSheets.js	Application R
TB_FixAdjustLineThickness.js	Application R

C:/Users/Matt/AppData/Roaming/Toon Boom Animation/Toon Boom Harmor

Cancel Restore to Default Verify Save

```
function
TB_Check_Selected_Peg_Pivots() {

    var nodes =
    selection.numberOfNodesSelected();

    MessageLog.trace("START OF PIVOT
CHECK.");

    for(var n = 0; n < nodes; n++) {

        var nd =
        selection.selectedNode(n);
        var nodeType = node.type(nd);

        if( nodeType == "PEG" ){

            var pivotX =
```

Cancel Restore to Default Verify Save

Vector Brush Properties

Soft Lead

Maximum Size

Presets

- Soft Lead
- 12
- Solid Brush 1
- 5
- Solid Brush 2
- 10
- Solid Brush 3

Top

Drawing [tv]

Write

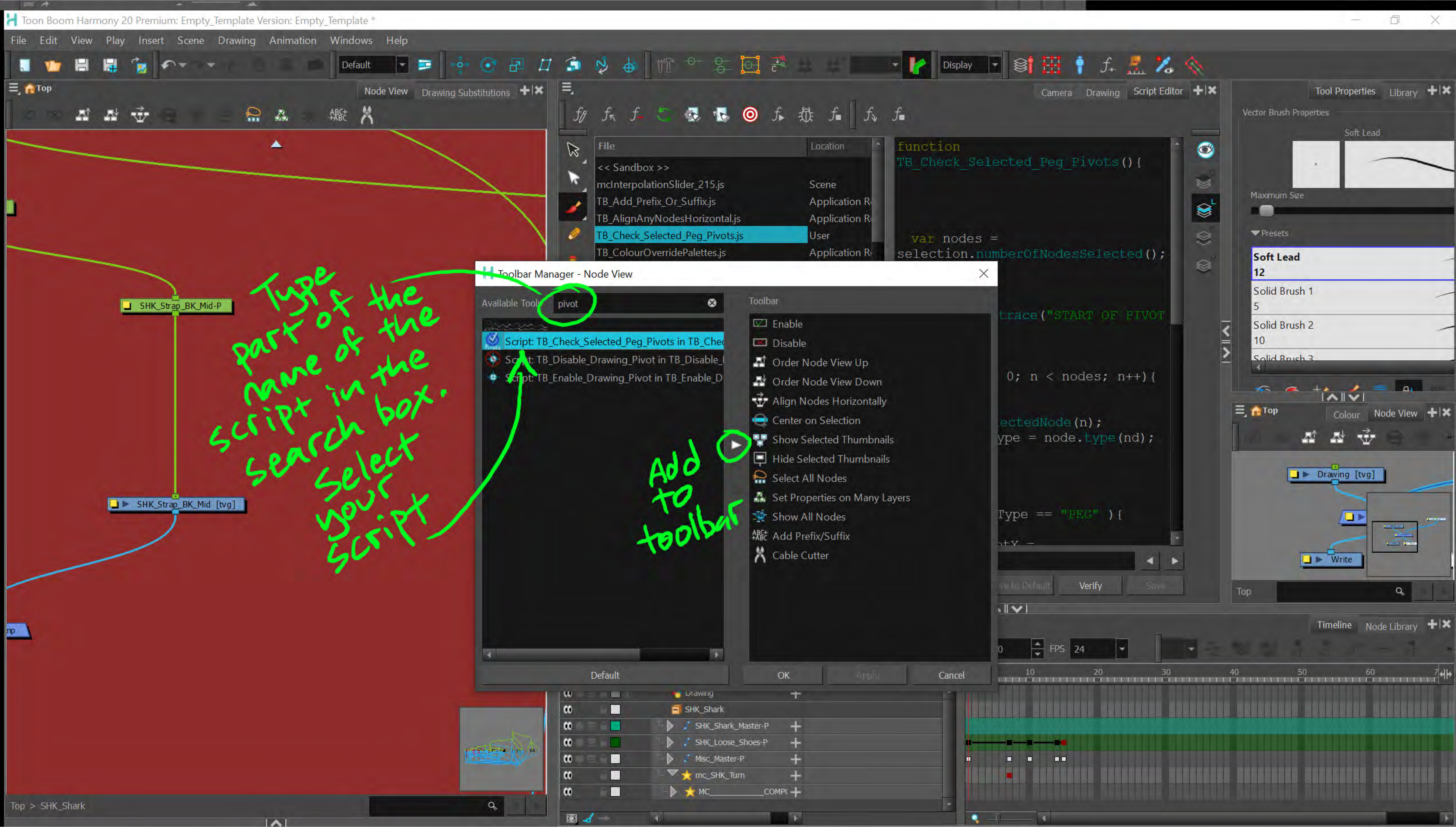
Timeline

Frame 1 Start 1 Stop 80 FPS 24

Layers

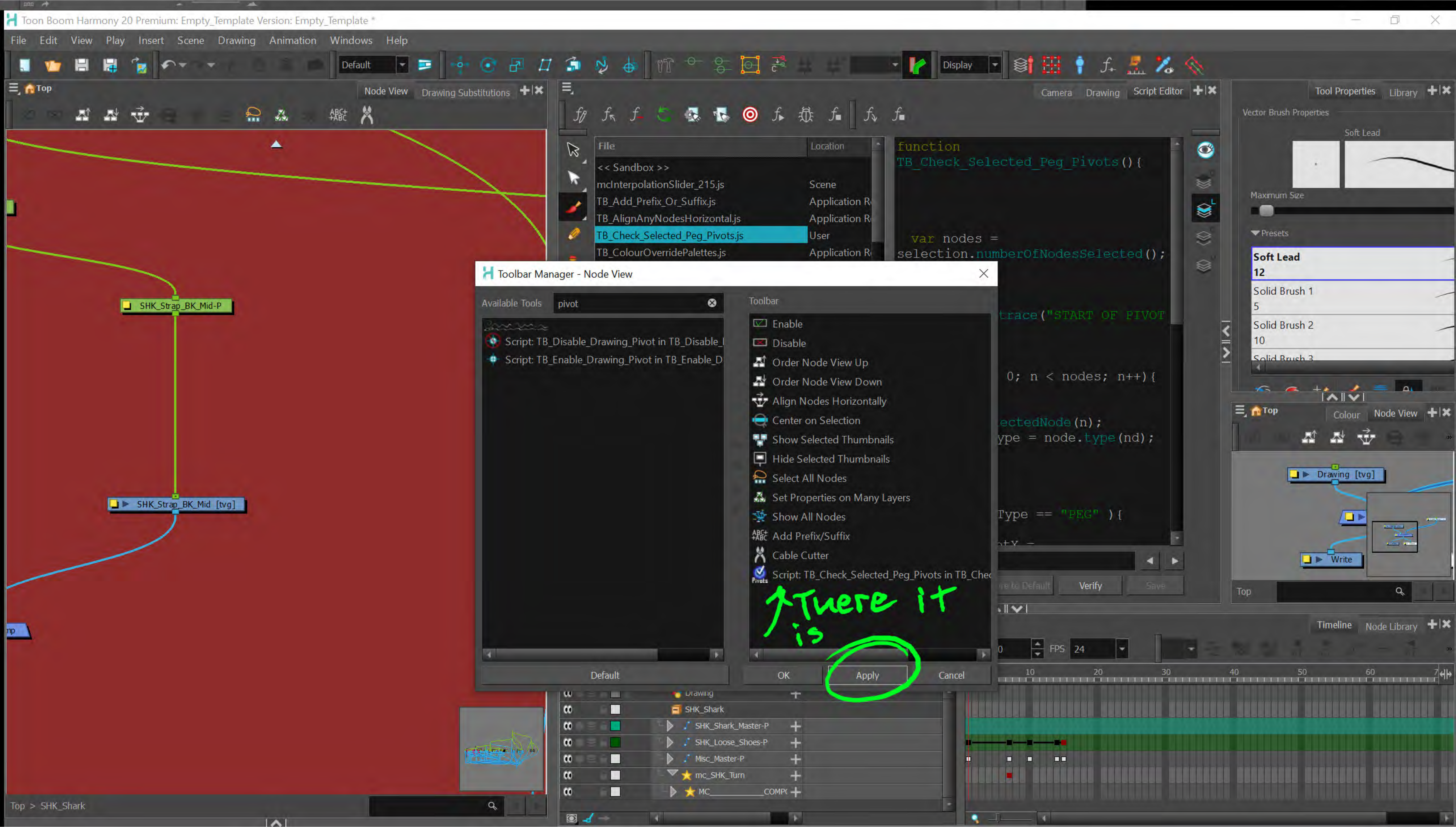
- Drawing
- SHK_Shark
- SHK_Shark_Master-P
- SHK_Loose_Shoes-P
- Misc_Master-P
- mc_SHK_Turn
- MC

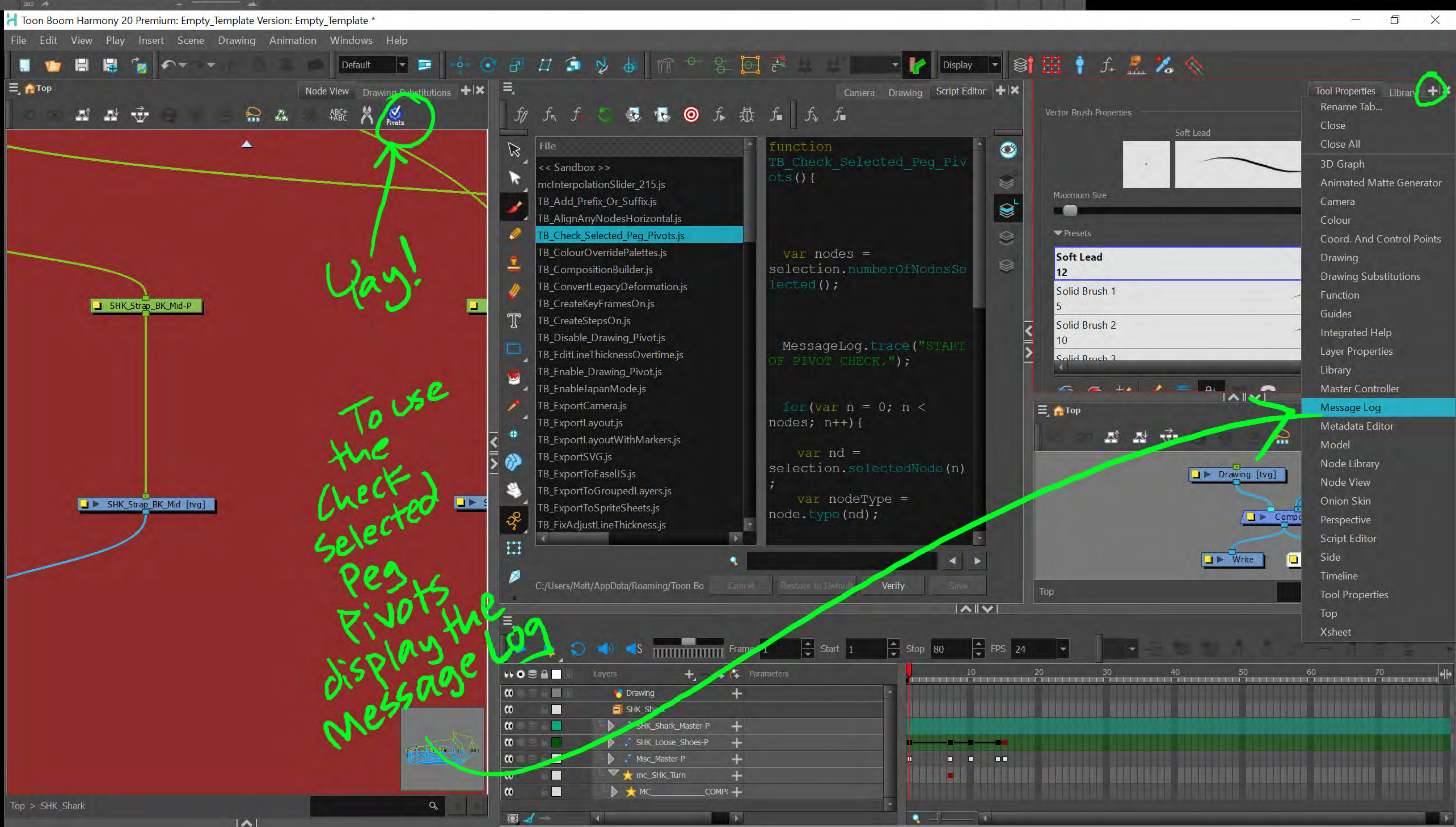
Parameters



Type part of the name of the script in the search box. Select your script

Add to toolbar





FileEditViewPlayInsertSceneDrawingAnimationWindowsHelp

Top

Node ViewDrawing Substitutions

ABC+ABC

Pivots

File

<< Sandbox >>

mcInterpolationSlider_215.js

TB_Add_Prefix_Or_Suffix.js

TB_AlignAnyNodesHorizontal.js

TB_Check_Selected_Peg_Pivots.js

TB_ColourOverridePalettes.js

TB_CompositionBuilder.js

TB_ConvertLegacyDeformation.js

TB_CreateKeyFramesOn.js

TB_CreateStepsOn.js

TB_Disable_Drawing_Pivot.js

TB_EditLineThicknessOverTime.js

TB_Enable_Drawing_Pivot.js

TB_EnableJapanMode.js

TB_ExportCamera.js

TB_ExportLayout.js

TB_ExportLayoutWithMarkers.js

TB_ExportSVG.js

TB_ExportToEaselJS.js

TB_ExportToGroupedLayers.js

TB_ExportToSpriteSheets.js

TB_FixAdjustLineThickness.js

function

TB_Check_Selected_Peg_Pivots() {

var nodes =

selection.numberOfNodesSelected();

MessageLog.trace("START OF PIVOT CHECK.");

for(var n = 0; n <

nodes; n++) {

var nd =

selection.selectedNode(n)

;

var nodeType =

node.type(nd);

}

}

C:/Users/Matt/AppData/Roaming/Toon Bo

Cancel

Restore to Default

Verify

Save

Tool PropertiesLibraryMessage Log

Date - Time : Fri Apr 9 14:36:35 2021

Application : Harmony Premium

Version : Toon Boom Harmony Premium, Harmony Premium (HarmonyPremium.exe) version 20.0.3

build 16743 2021-02-09 08:56:36

O/S User name : Matt

Debug mode : OFF

T 14:36:38.883 Successfully initialised sound engine

T 14:36:49.754 Initializing Alembic IO Framework

T 14:36:49.756 Initializinework

T 14:36:50.080 Initializinework

T 14:36:50.200 Initializinework

T 14:36:50.200 Initializinework Io Framework

Select All

Copy

Clear Log

Right click &

clear the log

Top

ColourNode View

Drawing [tvlg]

Composite

Write

Display

TimelineNode Library

LayersParameters

Drawing

SHK_Shark

SHK_Shark_Master-P

SHK_Loose_Shoes-P

Misc_Master-P

mc_SHK_Turn

MC_COMPC

Frame 1

Start 1

Stop 80

FPS 24

10203040506070

Top > SHK_Shark

File Edit View Play Insert Scene Drawing Animation Windows Help

Top

Node View Drawing Substitutions

Default

Display

File

mcInterpolationSlider_215.js

TB_Add_Prefix_Or_Suffix.js

TB_AlignAnyNodesHorizontal.js

TB_Check_Selected_Peg_Pivots.js

TB_ColourOverridePalettes.js

TB_CompositionBuilder.js

TB_ConvertLegacyDeformation.js

TB_CreateKeyFramesOn.js

TB_CreateStepsOn.js

TB_Disable_Drawing_Pivot.js

TB_EditLineThicknessOvertime.js

TB_Enable_Drawing_Pivot.js

TB_EnableJapanMode.js

TB_ExportCamera.js

TB_ExportLayout.js

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TB_ExportSVG.js

TB_ExportToEaselJS.js

TB_ExportToGroupedLayers.js

TB_ExportToSpriteSheets.js

TB_FixAdjustLineThickness.js

function

TB_Check_Selected_Peg_Pivots() {

var nodes = selection.numberOfNodesSelected();

MessageLog.trace("START OF PIVOT CHECK.");

for(var n = 0; n < nodes; n++) {

var nd = selection.selectedNode(n);

var nodeType = node.type(nd);

T: 15:03:32.554 START OF PIVOT CHECK.

T: 15:03:32.568 Pivot at 0: Top/SHK_Shark/Master_Controllers-MP

T: 15:03:32.569 END OF PIVOT CHECK.

It tells you which pegs have 0,0 as the pivot values. (They still need to be set).

select all nodes & then click the button

Top

Colour Node View

Drawing [tvlg]

Composite

Write

Display

Timeline Node Library

Layers

Parameters

Frame 1 Start 1 Stop 80 FPS 24

Drawing

SHK_Shark

SHK_Shark_Master-P

SHK_Loose_Shoes-P

Misc_Master-P

mc_SHK_Turn

MC_COMPC

10 20 30 40 50 60 70

Top > SHK_Shark