



The TAB 3.2 Standard and Pro versions

New Features in 3.2

The TAB 3.2, available for Windows and Macintosh, gives animators more tools to draw and animate, and improves most of the features already available.

The following are the features that have been added or improved in the latest release.

- **Customizable Interface**
Working rooms can be customized with any interface pane and with floating windows.
- PRO** ● **Multiple Rooms Available**
Rooms can be added, renamed and removed.
- PRO** ● **Preferences Dialog**
Environment preferences can be defined to better suit your workflow, including autosave, default viewers and icon size.
- **Drag & Drop Loading**
Scenes, animation levels and files can also be loaded by dragging and dropping them from the Windows Explorer or Mac OS Finder to the TAB interface panes.
- **Open Recent Files**
The latest used scenes and levels can be loaded directly from the file menu.
- **Custom Work Area Toolbar**
The work area bottom bar can be customized so that only the elements you requires are visible.
- **Global Scale Transformations**
Column content can be scaled uniformly on the vertical and horizontal directions.
- **Brush Tool Options**
Options to disable the pen pressure sensitivity and to break lines when sharp angles are drawn.
- **RGB Picker Tool Options**
It is possible to pick the average color in the area defined in freehand and polyline modes.
- PRO** ● **Improved Palette Editing**
Copied styles can be pasted in the styles selected in the palette, overwriting their content, or overwriting only RBGA values.
- **Improved Texture Styles**
Any full-color image can be saved in the texture library an used as texture on vectors and areas.
- **Paste Into Level Strip Command**
Copied frames can be pasted in the frames selected in the level strip, overwriting their content.
- PRO** ● **Convert-to-vector Dialog**
Raster images can be converted to outline or centerline vectors through a dialog containing a full set of options.
- PRO** ● **Groups Management**
Vector groups can be entered to isolate them visually from the rest of the drawing and better understand which vectors are inside and which outside the group.
- **Full Screen Mode**
Full screen mode is available for the viewer and the flipbook panes (Windows only).
- **Hide/Show Viewer Content**
The column content can be hidden or shown by right-clicking it directly in the work area and choosing the related command.
- PRO** ● **Improved Visibility Toggle**
The visibility toggle can display the column content in the work area with a limited opacity that can be set in the Preferences dialog.
- **Roll Up/Down Commands**
Selected cells can be shifted up, with the top cell content replacing the bottom cell one, or down, with the bottom cell content replacing the top cell one.
- PRO** ● **Advanced Xsheet Editing**
Interactive click & drag editing on cells selection to duplicate them, and insert them in or overwrite previously exposed content.
- PRO** ● **Time Stretch Dialog**
The timing of a selection of cells, a selected frame range, or the whole xsheet can be easily changed by specifying the new frame duration.
- PRO** ● **Replace Level Command**
An animation level exposed in the xsheet can be replaced by another animation level, preserving any editing performed in the sequence of drawings exposed in the column cells.
- **Clone Sub-xsheet**
Sub-xsheets can be cloned to create a copy of a whose content can be changed independently as concerning internal level exposure and object animation.
- **Quick Selection for Transformation Keys**
Transformation keys on several columns and frames can be easily selected with position-specific commands to be moved, copied or deleted.
- **Improved 3D Environment**
The cone of the camera and all the scene content are displayed in the 3D view with projections on an imaginary floor and side wall to stress their position in the 3D environment.
- **Audio Scrubbing**
Audio column content can be scrubbed also by selecting them and using the current frame cursor.
- **Sortable Browser List View**
In list view it is possible to click the labels at the top of the detail columns to sort the displayed files accordingly.
- **Sortable Scene Cast List View**
In list view it is possible to click the labels at the top of the detail columns to sort the cast elements accordingly.
- **Browser File Info**
File information can be checked in the browser; in case the file is an animation level or a sequence of images, information are available for each single frame.