

Welcome to Toon Boom Studio 1.0 – Evaluation version

To install Toon Boom 1.0 on your machine from a CD-ROM, follow these steps:

1. Insert the **Toon Boom Studio 1.0 eval** CD in your CD-ROM drive.
2. When the autorun screen appears, click on “Install TBS 1.0 Evaluation”
3. Follow the wizard instructions.

For a more detailed procedure, read the TBS-Install-PC.pdf document.

To run **Toon Boom Studio 1.0 eval** correctly, you need to install QuickTime® 5.

You can install QuickTime® 5 from the **Toon Boom Studio 1.0 eval** CD-ROM by clicking on “Install QuickTime® 5” from the autorun screen.

You can also download QuickTime® 5 on the Apple website at <http://www.apple.com/quicktime/download/>.

To install Toon Boom Studio 1.0 on your machine from a downloaded package, follow these steps:

1. Locate the TBS10eval.zip on your machine
2. Extract it using Winzip (you can get it free at <http://www.winzip.com>)
3. Locate the Setup_eval.exe that you just extracted and double-click on it.
4. Follow the wizard instructions.

For a more detailed procedure, read the TBS-Install-PC.pdf document.

Running the installation over an existing version of **Toon Boom Studio 1.0 eval** will uninstall it. You will need to run the Setup again in order to install it.

Minimum System Requirements

- 233 MHz Intel® Pentium® II or higher processor
- Microsoft® Windows® 2000, Windows 98, Windows ME or Windows XP
- 64 MB of system RAM
- 100 MB of available hard disk space
- 24 bits color display capable of 1024x768 resolution
- Wacom® Tablet is recommended

Please note:

- The Evaluation version will work for 30 days on your machine.
- Toon Boom Studio does not support the Matrox Millennium G200 video card on Windows XP.
- With a GEFORCE2 MX, use the generic drivers from the nVidia Corporation (NVIDIA 650).
- Do not set your window size to larger than 2200 pixels.
- We support dual-monitor display using the Nvidia Quadro2 MXR. We don't support the Matrox G450. The Matrox G450 does not support this feature yet.

- It is not recommended to change your monitor resolution while Toon Boom Studio is active.
- You can enable a beta version of OpenGL support through Edit/Preferences/Rendering.
- The pen tool may appear slightly offset when you use the Wacom Digitizer II tablet.
- Action scripting embedded in SWF files is not imported in Toon Boom Studio.
- Importing a protected SWF file will create an empty element.
- Transparent images in SWF files will not be imported.
- When you select a collapsed peg, children elements are not selected automatically.
- Objects that have a gradient fill may not appear faded when selected in Sceneplanning.
- You need to click "OK" to show the same result in the 1D Editor thumbnail and the View window if you offset a peg that does not start at frame 1.
- The scrollbars will disable if you zoom in too much in the drawing window.
- The Insert command in the Exposure Sheet window will always place the cells above the selected cell if you deselect the Named Cells checkbox.
- Bitmap images may appear offset from their original position when a .swf file is imported through the Template Browser.
- The Snap to Contour command may not always close a paint region.
- Renaming a cell removes any attached cell note.
- The "Save As" feature will be included in the next release. For now, if you want to keep a copy of a modified drawing, you need to do it manually from the Windows Explorer.