




Toolbar buttons

The toolbar allows one-click access to the controls used most often while working with Lasershow Converter FLASH. The toolbar is shown below.



	Open common file types	Displays a standard Windows file selection dialog box, which allows you to select files that are commonly used with Lasershow Converter FLASH , such as Shockwave FLASH (SWF) files and Lasershow Converter FLASH (LCF) files.
	Save LCF file	Displays a standard Windows file selection dialog box, which allows you to save your current settings into a Lasershow Converter FLASH (LCF) file.
	Export Laser Frame file	Displays a standard Windows file selection dialog box, which allows you to save the frame or animation in either Pangolin LD Secure (LDS) or ILDA (ILD) file formats.
	Enable Laser Output	Enables the laser to project the current frame selected by the Frame Slider.
	Show FLASH data points	Enables raw data points in the FLASH file to be seen in the Viewport.
	Show hidden objects	Enables all objects to be seen in the Viewport , even those that are made "invisible" by the Object Line Type and Color panel.

		Render the current frame	Renders only the current frame that is selected by the Frame Slider.
		Render all frames	Renders only the current frame that is selected by the Frame Slider.
	from <input type="text" value="1"/> to <input type="text" value="173"/>	Render block of frames	Renders the block of frames specified in the From and To text boxes.

See Also

- [File menu](#)
- [Edit menu](#)
- [View menu](#)
- [Settings menu](#)
- [Help menu](#)

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