

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

	Render the current frame	<b>Renders only the current frame</b> that is selected by the Frame Slider.
	Render all frames	<b>Renders only the current frame</b> that is selected by the Frame Slider.
	Render block of frames	<b>Renders the block of frames</b> specified in the From and To text boxes.

## See Also

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

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