



# RELEASE NOTES



## Version History

Version	Release Date	Details
11.1	13/8/18	Improvements and fixes.

## Version 11.1

### Upgrade Procedure

#### 1. Upgrading from: All Consoles:

Please note that version 10 and above will not work on original Tiger Touch and Pearl Expert consoles without the 'Pro' upgrade including the UPS board. Additionally all consoles require 4GB of RAM and a 40GB SSD. Please contact Avolites for further information.

#### 2. Upgrading from: Consoles 11.0 and above:

Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 11.0 is provided. You can download the latest Titan software by clicking on the relevant console [here](#). The optional recovery for version 11.1 includes a major upgrade to the operating system. This allows the software to take advantage of newer technologies that can improve the performance and usability of the software. This includes allowing the software to use more of the available system memory which can be important for large and complicated shows. However this change also means that a new licence will be required to run version 11.1 and any software version previously installed on the console. Because of this please be sure to allow at least 48 hours to complete the recovery and relicense the console. If you need to downgrade the console again you will have to run a full recovery to do so which will also wipe your licences. If you haven't kept a copy of your previous licence file you will need to submit a new licence request. Version 11.1 will also be provided as an upgrade installer for the convenience of users who do not wish to perform the full recovery upgrade.

#### 3. Upgrading from: PC any version:

Supported versions of Windows are Windows 7, Windows 8, Windows 8.1 and Windows 10. This affects Titan One, Titan Mobile, Titan Simulator and Personality Builder. Please ensure you save and backup your shows before attempting to upgrade any software. You can download the latest Titan software [here](#). When it has finished downloading find the setup file and double click to run it. Follow the instructions presented by the installer, taking care to read each step carefully. Once the setup completes you need to restart the computer.

### Improvements

#### 1. Web Installer for Recovery Creator:

Instead of the recovery creator being one large download, it is now provided as a web installer which is a small application that will download the required files when it is run. There are three options when you start the web installer:

- *Install from Internet:* Download all the required files and immediately create the recovery stick in one operation. If you cancel the download or lose your Internet connection selecting this option again will resume download from where it was previously. Downloaded files will be kept after recovery stick has been created to allow you to create further recovery sticks without having to download the files again.
- *Download without Installing:* This will only download the required files allowing you to run the recovery creator later without an Internet connection to create the recovery stick. As above this will resume any partially completed downloads.
- *Install from Local Directory:* Create a recovery stick using files previously downloaded by the recovery creator. This option does not require an Internet connection but does require the files to already be downloaded to your computer.

The Local Download Directory box at the bottom of the page is the directory that should be used to store the files downloaded from the Internet or where the files have previously been downloaded to be the recovery creator. This should be a directory on the hard drive of your

computer with at least 6GB of available space. When creating the recovery stick you will be shown a dropdown list of all the USB memory sticks connected to your computer. You will require an 8GB USB memory stick, it is normally best to leave the format option selected however this means that the entire contents of the USB stick will be wiped so please ensure that you have backed up any files before proceeding.

## 2. **Memory optimisation:**

General improvements to memory usage.

## 3. **Improve copy (fixture), delete and update palette:**

Copy fixture, delete and update palette functions are now significantly quicker, particularly where they involve a number of fixtures included in forward tracked cuelists.

## 4. **Key Frame Shape Views hang around when viewing new playbacks:**

Shape View and Key Frame Shape Effect View now clear when viewing a new playback in the same way as cue view.

## Bugs Fixed

### 1. **Autoloaded chases don't stop with kill at zero:**

Previously with a cuelist set to kill at zero, lowering the fader to zero would not kill any currently active autoloaded chases. This has now been resolved.

### 2. **Swop mode 2 does not work correctly:**

Fixed an issue where swopping mode 2 cues did not work correctly.

### 3. **Swop HTP master does not solo:**

Fixed an issue where using the swop fixture key action on HTP masters would not remove the intensities of other fixtures from other active HTP masters as expected.

### 4. **Flash fader on takeover master does not work:**

Previously if a group master was set to takeover mode the flash fader key action would not work. This has now been resolved.

### 5. **Timed clear of dimmer overrides priority playbacks:**

Previously if, after attempting to reduce the level of a dimmer below that from an associated active playback that is set to very high (above programmer) priority, a timed clear was initiated it would incorrectly snap to the new level before fading back to the playback level over time. The dimmer level in the priority playback now maintains its level as expected.

### 6. **RECORD/NEXT/NEXT does not fire shapes in cuelists:**

Fixed an issue where, when appending a cue to an active cuelist using RECORD/NEXT/NEXT, any shapes being recorded would not fire live as expected.

### 7. **Blind to live does not work with shapes:**

Fixed an issue where attempting to apply a blind shape to live would not work.

### 8. **Normal shape palettes don't use normal shape attributes:**

Fixed an issue where it was not possible to apply normal shape palettes containing shape parameters such as speed to shape patterns from other normal shape palettes.

### 9. **Preload does not work for chases:**

Fixed an issue where attempting to use preload on a chase would not work.

### 10. **Macros in cue lists don't run on startup:**

Fixed an issue where macros in the first cue of cue lists set to fire first cue and run on startup would not fire as expected when the software is started.

### 11. **Stop on final cue doesn't work where the last cue is disabled:**

Fixed an issue where cue lists set to stop on final cue would loop if the last cue was disabled.

### 12. **Rate grand master on motorised faders:**

Fixed a rare issue where moving a rate grand master quickly when assigned to motorised faders could result in the fader jumping.

**13. Can't import playbacks:**

Fixed an issue where in certain circumstances playbacks would not be available to import despite being present in the show.

**14. Update personality does not populate in Capture:**

Fixed an issue where updating a patched fixture that previously did not have Capture support to one that does would not automatically populate in the integrated Capture visualiser until another fixture was patched when set to auto-update.

**15. Active Capture fixtures hang around after exchange or delete:**

Fixed an issue where exchanging or deleting currently active fixtures that are simulated in the integrated Capture visualiser would result in them getting stuck in Capture.

**16. Move Capture camera position causes lock:**

Fixed a rare issue where it was possible to cause a lock if you attempted to continually move the Capture camera position in certain circumstances.

**17. Load Capture incompatible Capture file gets stuck:**

Fixed an issue where attempting to load an incompatible Capture theatre would result in an error that could only be resolved by restarting the software.

**18. Loading old shows runs out of memory:**

Fixed an issue where it was possible to run out of memory when loading shows from previous software versions.

**19. TNP nodes drop out when saving large shows:**

Fixed occasional problems of TNP nodes dropping connection when saving large shows.

**20. Titan doesn't close properly with Dmx module properties open:**

Fixed an issue where the software would not close properly if it was shutdown while the Dmx module properties was open.

**21. DMX triggers broken on Expert DMX boards:**

Fixed an issue where DMX triggers had stopped working on the original Pearl Expert and Tiger Touch consoles.

**22. Remote hang:**

Fixed an issue where the remote could hang if the text button was pressed more than once.

**23. Remote palette legends do not update live:**

Previously any changes to existing palette legends would not update on the remote until it was reconnected. They now update live.

**24. Can't undo delete cuelist key frame shape :**

Previously, if you deleted a key frame shape from a cue in a cuelist via shape view, it was not possible to bring it back with undo. Undo delete key frame shape in cuelist now works.

**25. Cue number wrong after undo:**

Previously if you used undo after appending a cue the automatically assigned cue number would not take this into account potentially resulting in unexpected cue numbers if you appended more cues. The cue numbers of appended cues that have been undone are now reused when appending new cues.

**26. Selecting release time instantly sets mask to include FX:**

Fixed an issue where selecting the release time parameter in the Playback Options window would result in the release mask being set to include FX.

**27. Cannot set chase speed in seconds:**

Fixed an issue where it was not possible to set the speed of a chase correctly via the edit times menu if the units were set to seconds.

**28. Can't set local release time via Playback Options:**

Previously if you set a local release time via the Playback Options window or softkey menu it would be ignored and use the master release time instead. It was however possible to set the

local release time successfully via the Playback View/Options tab. It is not possible to set the local release time via the softkey menu and the Playback Options window.

**29. Incorrect playback options:**

Previously playback options for chases were missing the softkey option to renumber all cues, playback options for cues and cuelists incorrectly had options to set XFade and speed multiplier and playback options for chases and cue lists incorrectly had menus for setting curves, all of which were not applicable. The invalid options have now been removed and renumber all cues reinstated to the chase playback options menu.

**30. Cannot change chase link setting in Playback Options:**

Previously pressing the chase link playback softkey would not toggle through the various options and attempting to set this via the Playback Options window would not work although it was possible to change it via the Playback View/Options tab. It is now possible to set this using the softkey and in the Playback Options window.

**31. Can't set flash fade times in Playback Options window:**

Fixed an issue where it was not possible to input playback flash fade in or out times via the playback options window.

**32. Can't set speed via Playback Options window:**

Fixed an issue where it was not possible to set the playback speed parameter via the playback options window or softkeys.

**33. Timecode source has too many toggles in Playback Options:**

Fixed an issue where there were too many toggles when cycling through the timecode sources of cuelists via playback options softkeys.

**34. Clear all programmers does not deselect fixtures in the live state:**

Fixed an issue where clear all programmers while in the scene master preset state would not deselect fixtures in the live state.

**35. Prev fixture with direction does not loop beyond start point:**

Previously going backwards beyond the start point of a fixture selection with direction would result in no fixtures being selected. It will now loop to the beginning as expected.

**36. Pixel mapper effect view layer master toggle broken:**

Previously attempting to switch pixel map layer masters on or off via the 'Use Master' cell in the Pixel Mapper Effect View would not actually do anything. This has now been resolved.

**37. Attributes missing from wheels:**

Fixed an issue where sometimes the wheels would not show the correct attributes until the attribute bank was reselected.

**38. Cue range select using shift drops first cue:**

Fixed an issue where selecting a range of cues in playback view by holding shift on a keyboard would result in the first cue in the selection being excluded from the range.

**39. DMX address does not always update to next available after line change:**

Fixed an issue where in certain circumstances the DMX address would not automatically update to the next available address after changing to a different line number.

**40. Prompt shows wrong address when exchange conflicts:**

Fixed an issue where the prompt could show the wrong conflicting address when attempting to exchange fixtures to addresses currently in use.

**41. Wheel display does not update when editing range in exchange mapping:**

Fixed an issue where the wheel display would not update to show the edits to ranges in exchange mapping when adjusted by wheel.

**42. Some workspaces don't always reset on new show:**

Fixed an issue where certain windows would not reset to their default size and position when starting a new show.

**43. Chase playback view live/next highlight remains after chase is killed:**

Fixed an issue where the current and next cue highlights in chase playback view would not be removed when the chase is killed.

44. **Spelling error in show library quick assign prompt:**

Fixed the spelling of 'Their' in the prompt text when using the show library quick assign context menu option.