



# RELEASE NOTES



## Version History

Version	Release Date	Details
7.1	01/11/13	Maintenance Release

## Version 7.1

### Upgrade Procedure

#### 1. Upgrading from: Consoles 5.x:

For consoles there is no upgrade path from versions prior to 6.0 and so the software must be installed by running a 6.0 recovery stick followed by the 7.0 installer. You can download the 6.0 recovery stick from [Avolites v6 Upgrade](#). Please follow the instructions given when downloading the recovery stick to install version 6.0 and then follow the instructions for upgrading from 6.x.

#### 2. Upgrading from: Consoles 6.x:

Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 6.x is provided. You can download the latest Titan software by clicking on the relevant console [here](#). Full instructions for upgrading both with an installer and a recovery stick are supplied with the download and can be found in the console manual. The installer upgrade procedure is reproduced briefly below: Please save the software to a USB stick or other media and follow these instructions: Shutdown the software by selecting 'Shutdown Software' from the tools menu. Insert the USB stick in the console and click on the yellow 'Folders' icon on the tools menu of the console. Find the setup file you saved to the USB stick 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 console. When the console restarts it should be updated to the new software, please check this by reading the version number in system mode.

#### 3. Upgrading from: Consoles 7.x:

Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 7.x is provided. You can download the latest Titan software by clicking on the relevant console [here](#). Full instructions for upgrading both with an installer and a recovery stick are supplied with the download and can be found in the console manual. The installer upgrade procedure is reproduced briefly below: Please save the software to a USB stick or other media and follow these instructions: Shutdown the software by selecting 'Shutdown Software' from the tools menu. Insert the USB stick in the console and click on the yellow 'Folders' icon on the tools menu of the console. Find the setup file you saved to the USB stick 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 console. When the console restarts it should be updated to the new software, please check this by reading the version number in system mode.

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

Please note that as of version 7.0 Windows XP and Vista operating systems are no longer supported. Supported versions on Windows are Windows 7 and Windows 8. 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. An automated upgrade path from Titan 6.x is provided. You can download the latest Titan software by clicking on the relevant console [here](#). Please download the setup file to your computer. 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.

### Changes

#### 1. External Monitor setting defaults to Disconnected:

In previous versions the console would default to an external monitor being connected. With this setting applied and no external monitor windows would open on a monitor the user could

not see. To resolve this issue the default is now to not have an external monitor connected. If you have an external monitor connected then you will need to change this setting so that external monitor is connected. With the setting disabled an external monitor connected you will simply see a message on the screen.

## Bugs Fixed

### 1. **TitanOne and Titan Mobile Page Legends Loading:**

From a restart the TitanOne and Titan Mobile page legends and workspaces would not load correctly. They would load from a show file or other console types.

### 2. **No Intensity from Pixel Mapper:**

After selecting Release All Playbacks, new pixel map effects in the programmer do not output any intensity. Existing effects still work correctly. Selecting undo would resolve the issue.

### 3. **DMX View not displaying with Pixel Map Masters:**

The DMX view would sometimes not open if any Pixel Map Masters were assigned.

### 4. **Trying to Backup a slave Console caused a crash:**

Attempting to backup a console already acting as a backup would cause the software to crash. Whilst this scenario should never occur the software will now handle the situation.

### 5. **TNP - Times on Wheels do not Update:**

When using a Titan Net Processor the times for fixtures on a Node do not update when editing with the wheels.

### 6. **TNP - re-configure dialog not appearing:**

If you shutdown a TNP node before the console then when restarting the console, if the TNP node is still not present it would not ask if you wished to re-configure the TNP system. It should always ask if any node is missing from a TNP system on startup and loading a show.

### 7. **Fixture Order did not update when de-selecting groups:**

When you de-select a group the console must re-calculate the fixture order in the programmer so that effects relying on fixture order work correctly. In this case the console would not re-calculate the order after de-selecting a group.

### 8. **Tracked values in Cue Lists not flashing:**

Where intensities are tracked from previous cues in a cuelist they will not flash.

### 9. **Playback Options Curve setting not Working:**

Unable to edit the playback curve option from the Playback Options menu. This did work in Playback View.

### 10. **Pixel Mapper not including:**

It was discovered that in some shows the Pixel Mapper would not output when including effects into the programmer.

### 11. **Mobile Fader Wing - Faders not firing on first use:**

Playbacks recorded onto the mobile fader wing sometimes do not fire the first time the fader is moved from Zero.

### 12. **Palette View does display after restart:**

After restating the console when the user hits view on a palette only the fixture name Number and Order columns are shown. This would not happen after loading a show or new show.

### 13. **Playback options key profiles revert to global on load show:**

Playback option key profiles for fixtures and playbacks stored on executors, static handles and preset handles will revert to global on load show.

### 14. **TNP - losing fixtures:**

If you shutdown a TNP node before the console it would lose the fixtures assigned to that node.

### 15. **TNP - show not loading after restart:**

When starting a console with TNP nodes missing. The show may not load correctly.

16. **Cue View empty after restart:**

After restarting the console cue view would display fixtures but no content. Only loading the show from a show file would restore the information.

17. **TNP - fixture information lost:**

Some fixture information is lost when loading a show with TNP nodes attached.

18. **Shows not loading every time:**

Certain shows will not load correctly every time. Persistence will mean the show will load eventually.

19. **Pixel Map masters do not work on Tiger Touch Playbacks:**

Pixel Map Masters which are assigned to the Playback faders on the Tiger Touch will not adjust opacity. They work correctly on other consoles and fader groups.

20. **Custom key profiles not saved:**

Any custom key profile applied to a playback is not saved in the show and so will reset after load.

21. **Unable to change cue tracking mode:**

Adjusting the cue tracking mode through the playback view would have no effect. You had to use the Playback Options menu to adjust the tracking mode.

22. **Wheels control the wrong function:**

Certain personalities would cause the wheels to update the parameter on a different wheel page to the one that is live.

23. **Go from Key Profile not Advancing Step:**

When the handle keys are assigned to Go in the key profile pressing the key would have no effect. This would only occur with the Wait For Go option set in the cue link.