



RELEASE NOTES



Version History

Version	Release Date	Details
7.4	12/3/14	Maintenance Release
7.3	14/2/14	Maintenance, Exchange Mapping, and Permanent Activation
7.2	1/12/13	Maintenance Release
7.1	01/11/13	Maintenance Release
7.0	06/09/13	New Features, improvements and fixes.

Version 7.4

Upgrade Procedure

1. Upgrading from: Consoles 6.x:

For consoles there is no upgrade path from versions prior to 7.0 and so the software must be installed by running a 7.0 recovery stick followed by the 7.3 installer. You can download the 7.0 recovery stick from [here](#). Please follow the instructions given when downloading the recovery stick to install version 7.0 and then follow the instructions for upgrading from 7.x.

2. 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 the root directory of a USB stick or other media and follow these instructions: Insert the USB stick in the console and select Control Panel -> Titan Installers -> Titan 7.4 Setup on the tools menu. 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. If you are upgrading from 7.3 no new license is necessary, if you are running a Quick Install then the existing license will be kept. If you are running a Full Upgrade then you can reuse the license already sent to you. If you are upgrading from version 7.0, 7.1 or 7.2 then you must complete Titan Health Check "Panel" update otherwise you will be prevented from running Titan you will then need to activate the software as detailed in the 7.3 Upgrade Procedure.

3. 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.

Bugs Fixed

1. Show data reset after 24 hours:

DMX would stop outputting after 23 hours of continuous use and the software would need restarting to re output DMX. This is now fixed.

Version 7.3

Upgrade Procedure

1. Upgrading from: Consoles 6.x:

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2. 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, you will now be prompted to activate the software. Please follow the on screen instructions and choose the best activation procedure for you.

- Full Activation - this requires a PC or Laptop with an internet connection. Once this is complete the console is activated for the full lifespan of the console unless you upgrade to a new version or run a FULL recovery. You should allow some time for Avolites to issue the activation code.
- Temporary Activation - this can be done using a smartphone or by phone to a friend with internet access. You will immediately be issued with a 14 day activation code. After the 14 days expire you will need to have completed a Full Activation. Temporary activation is intended for emergency use when you require the console to function immediately.

After activation the software is ready to use, please ensure the upgrade has been successful by checking the software version in Tools | About.

3. 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.

New Features

1. Software Licensing:

To combat the growing problem with illegal use of Avolites copyrighted software we have introduced a new licensing system. This requires that all users register the software with Avolites before use. We have attempted to make this process as painless as possible and have tried to ensure that you are always able to license the software for genuine use.

The use of the Avolites software to output un-spoilt DMX with anything other than genuine Avolites products is strictly prohibited. We are passionate about developing new and inovative products for the entertainment industry but the practice of using copyrighted material without our consent severely limits the resources we can put into developing new products.

After you install the software you will be presented with a screen asking you to activate the software. We provide two forms of activation as explained bellow.

- Full Activation - this requires a PC or Laptop with an internet connection. Once this is complete the console is activated for the full lifespan of the console unless you upgrade to a new version or run a FULL recovery. You should allow some time for Avolites to issue the activation code.
- Temporary Activation - this can be done using a smartphone or by telephone to a friend with internet access. You will immediately be issued with a 14 day activation code. After the 14 days expire you will need to have completed a Full Activation. Temporary activation is intended for emergency use when you require the console to function immediately.

You will be required to submit evidence that your console is genuine, this includes photos of the console as directed by the licensing form on our website. After you have activated the console it will stay activated, running a STANDARD recovery will not reset the activation.

We wish this process to be as simple and painless as possible so you can get on with the job of creating amazing lighting shows. If you do have any problems then please do not hesitate to get in touch with us through our support network.

2. **Exchange Mapping:**

It is now possible to adjust how attributes and functions are mapped when exchanging fixtures. Any changes made will apply immediately to the show. Mappings are remembered and will be used whenever exchanging the same fixtures in the future. An option is provided to restore to factory mappings at any time should you need.

There is now a new 'Exchange Mapping' tab available in Patch View. Selecting this will open the Exchange Mapping view.

In this view all currently patched fixtures are shown under the fixture type column on left and use the same colour scheme as used in other parts of patch view for easy identification. When selecting a fixture that has been exchanged this view will show the source and destination fixture controls on the left and right side respectively. You can choose to order the controls by channel offset or control name by toggling the context menu sort option. Where a fixture has been exchanged from more than one source fixture you can switch between each mapping by selecting the relevant source fixture under the 'exchanged from' column.

Any currently unmapped controls are highlighted in the source and destination sections. selecting a control will reveal its functions. If one or more functions is currently mapped the associated attribute(s) of the source or destination fixture will also highlight and the existing mappings will be shown as a line drawn between the source and destination functions. Where controls have more than one function mapped, each mapping is shown using a different colour line to make it easier to view the connections.

Selecting a source or destination function will highlight any that are currently mapped. Selecting a source function followed by a destination function will create a new mapping and any previous mapping will be removed. Alternatively you can select a destination function that is already mapped followed by another destination function to move the mapping.

It is possible to map more than one source function to a single destination function. In this case if you select a destination function which has multiple sources and then choose a new destination function all the sources will map to the new destination.

You can break a single mapping either by selecting the source followed by destination function or by double-tapping the source function. You can break multiple mappings by double-tapping the destination function.

Whenever any changes to mapping have been made the 'Unsaved Changes' options will pop up at the bottom of the screen. Here you can commit the new mappings by pressing Apply, forget the changes by pressing Cancel or restore all mappings to Avolites factory default by pressing Reset.

Where destination functions have a range (for example 0-100%) it is possible to adjust the range to which the source function is mapped. Where multiple source functions are mapped to a single destination function with a range, separate destination functions will appear for each mapping. This means you can specify a different destination range for each source function. To do this first select a destination function. This will reveal the popup at the bottom from where you can select the Edit Ranges option. Then select the function whose range you wish to change. (Note that it is only possible to adjust the range of a mapped function. Any functions that are not mapped or are not ranges will grey out). Once selected you can adjust the maximum and minimum values for the range either by wheel, by touching the wheel view on touch consoles or by selecting the relevant softkey and inputting the value. Once complete select Apply to commit the changes or cancel to forget.

3. **Titan Health Check for Titan Mobile and Titan One:**

Titan Health Check now runs on Titan Mobile and Titan One. This helps ensure firmware is up-to-date and that there is enough drive space available.

4. **Low disk space in Titan Health Check:**

A drive space warning has been added to Titan Health Check to ensure you have at least 15% drive space remaining.

5. **[Edit Effect] from Pixel Mapper menu:**

An [Edit Effect] softkey has been added to the Pixel Mapper menu. This provides another way to access the Effect Editor to make changes to an effect already in the programmer.

6. **Sapphire Touch Simulator:**

A Sapphire Touch simulator is now available as part of the Titan Simulator. It is also now possible to launch Titan One from the Titan Simulator start screen.

Improvements

1. **DMX Settings - Link local addresses:**

Adapters with link local addresses (169.254.x.x) will now show in DMX Settings. This is useful if a static IP has not been set.

2. **Allow backup to restart master console:**

It is now possible to restore a console to master from a backup engine after taking over. This is useful where you want to quickly check a backup and then restore control back to the master. To do this on the backup console after taking over go Disk/[TitanNet Sessions]/and select [<console> (Dormant)].

3. **Improve accuracy of connection health information in backup mode:**

Previously if a console was set as a backup and the connection was lost it could show misleading information about the status of the connection. Information is now accurate during a lost connection and updates as expected when connection is reestablished.

4. **Improve pixel map editor performance:**

In certain situations the controls in the effect editor could become sluggish. This has been improved.

Bugs Fixed

1. **Pixel Mapper exceptions:**

Previously if an effect was fired that used a layout where one or more cells had been placed beyond the left hand edge of the grid the software would throw an exception. This has now been fixed.

2. **Backup when connected to TNP:**

Previously if two consoles were connected to a TNP and one was set as a backup, attribute values would not display correctly on the master console. This has now been fixed.

3. **TNP shutdown order:**

If a connected TNP node was shut down before saving a show it was possible to lose fixture information. This has been resolved.

4. **Backup on consoles with two network ports:**

Previously if two consoles which had two network adapters were connected as backup and master, takeover on the backup would result in no DMX being output. This has now been fixed.

5. **Attribute fade times not working in modes other than 0:**

Previously attribute times in fader modes other than zero did not work correctly. This has been resolved.

6. **Exit blind issue when connected to an TNP:**

If a console was connected to a TNP an error message was displayed when exiting blind mode. This has been fixed.

7. **Cannot reuse old cue numbers when recording into cuelist:**

Previously if a cue was deleted from a list it would not let you reuse the cue number when recording a new cue and instead present the option to update. This was misleading and could result in multiple cues with the same number if you were to proceed. Cue numbers can now be reused correctly.

8. **Importing shared palettes on TNP nodes won't work:**

Previously if you tried to import shared palettes from a show where the fixtures were assigned to a TNP they would not work. This has been fixed.

9. **Swap P/T on load show.:**

When loading a show with fixtures where Pan/Tilt was swapped, they would output as

unswapped and be out-of-sync with the settings. Swapped P/T will now restore correctly on show load.

10. **Pixel map masters not working on TNP:**

Previously pixel map masters would not work on TNP's. This has been fixed.

11. **Occasionally artnet wouldn't output after starting console:**

In certain situations the console would not output Art-Net after starting the software. This has now been fixed.

12. **Last found fixture could come on when moving grand master:**

Previously if a grand master had been assigned and then find fixture was turned on in patch it was possible for the last found fixture to turn on when the grand master was moved. This has been fixed.

13. **Find fixture gets stuck on after new show:**

Previously it was possible for find fixture to get stuck on after a new show and cause unexpected output. This has been resolved.

14. **Personality won't patch after edit:**

If a fixture whose filename did not match the fixture name was edited it would no longer be possible to patch. This has been fixed.

Version 7.2

Upgrade Procedure

1. **Upgrading from: Consoles 6.x:**

For consoles there is no upgrade path from versions prior to 7.0 and so the software must be installed by running a 7.0 recovery stick followed by the 7.2 installer. You can download the 7.0 recovery stick from [here](#). Please follow the instructions given when downloading the recovery stick to install version 7.0 and then follow the instructions for upgrading from 7.x.

2. **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.

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

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Changes

1. **Hardware logging adjusted:**

The logging of hardware interactions has been adjusted to prevent excessively large log files being created on consoles with certain usage patterns.

Bugs Fixed

1. **Pause when firing or killing playbacks:**

Rarely the console user interface could pause slightly when raising or lowering a fader or pressing a flash or swop button causing a delay in that command being executed in the engine. This has been resolved.

2. **Hang when loading certain shows:**

When loading certain large shows with locked handles occasionally the console user interface would hang. This has been resolved.

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:**

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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.

Version 7.0

Upgrade Procedure

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New Features

1. **Remote:**

It is now possible to remotely control the console via Android or iOS devices.

You can choose to connect to any console connected to the same network as the device. This will automatically load a mirror of the show onto the device and allow control from both the remote and the console at the same time. Any changes made on the remote will update on the console and vice-versa.

You can switch between fixture, palette, group and cue (playback) windows which complement their counterparts on the console. The palette window can be switched between position, colour and beam windows. All windows are pageable. Any items already in the show will appear here and items that have scribble legends will display with their picture. Fixture handles also display the fixture DMX start address to help check settings when on stage away from the console. Fixtures can be recalled using groups from the groups window or selected directly from the fixture page or numerically via a keypad that can be toggled on/off.

There are buttons for locate, clear, highlight (toggle), next, prev, all, undo and record. Attributes are selected for control using the IPCGBES attribute group buttons. Where an attribute group contains more than three attributes pressing the button again will page through. Attributes are controlled by dragging up or down on the appropriate thumbwheel or by touching on the function. Cues, palettes and groups can be recalled and recorded in their respective windows. When recording you can set a text or picture legend and colour palettes will automatically provide a relevant colour scribble to use.

2. **Network Backup:**

It is now possible to backup consoles over a network. Any console can act as a backup for any other console.

A console can be set as a backup from Disk/[TitanNet Sessions (Backup)]. Any consoles available to backup will be shown in the softkeys. Choosing one of these will automatically sync the show and place the console in backup mode. In backup mode a screen displays the current connection and sync status including current show name. A green line between consoles represents a good connection. If a red line is shown there is a problem with the network connection. A blue line will appear during sync operations. Shows will automatically sync whenever a show is saved on the console being backed-up (including autosave). You can also choose to sync at any time by selecting [Sync Now]. Pressing [Exit] will abort backup. [Takeover] will enable control on the backup console and disable DMX output on the console being backed-up. A prompt will then appear on this console to warn that DMX has been disabled. On touch consoles touching on this prompt will open the 'Exit Safe Mode' menu with a softkey option to re-enable output. On the Pearl Expert you can re-enable DMX output via the shift (Avo) menu.

3. **Show Import:**

You can now import items from other shows into the current show.

From the Disk menu there is a new option [Import Show] and in the Show Library workspace there is a [+] button in the top-right corner and an 'Import Show' context menu option. Selecting any of these options will present a list of available shows to import and the Show Browser workspace will automatically open. To import a show either select it on the softkeys or select it in the Show Browser workspace and press the [Import] button. Imported shows will then appear as buttons at the top of the Show Library workspace alongside the current show. Multiple shows can be imported at the same time.

After selecting a show you can view all the items in the show and assign them to handles in the current show. In order for items to work properly the original fixtures must first be mapped to fixtures in the current show via the Mapper tab. One or more of the imported fixtures can be selected and mapped to current fixtures by clicking on the arrow. There is a context menu option 'Clear Fixture Mapping' to remove any mappings. When mapping fixtures it is possible to filter both the imported and current fixtures to make it easier to navigate.

4. **Times in Programmer:**

It is now possible to set, edit and review times in the programmer before a cue is recorded.

There is a new TIME key. On Titan Mobile, Tiger Touch Pro and Sapphire Touch consoles this is the key above clear (previously labelled 'SET'). On Pearl Expert and Tiger Touch consoles this is the key between REC STEP and SNAP BACK (previously labelled 'NEXT TIME').

Pressing this key will open the Edit Programmer Cue Times menu. From here you can set global times or, by entering the relevant sub-menus, attribute group and individual attribute times. Where any value is changed it will highlight as 'in programmer' in the same way as attributes in the wheel view. These values can then be recorded or merged into cues or palettes just like attribute values.

There are various syntax shortcuts. Examples are as follows:

- TIME 5 = 5sec fade in
- CUE 3 TIME 5 = 5sec fade in on connected playback's cue 3
- TIME FIXTURE 5 - 5sec fade in for all attributes of selected fixtures
- TIME FIXTURE G 5 - 5sec fade in for gobo attribute group of selected fixtures
- TIME FIXTURE @B 5 - 5sec fade in for attribute connected to wheel B on selected fixtures
- 5 @ 3 - 5sec fade in, 3 sec delay
- 5 AND 2 - 5sec fade in, 2sec fade out
- 1 THRO 10 - times spread across fixtures according to selection order

Individual attribute times can also be set by wheel. From the root menu there is a new [Wheels = Level]/[Wheels = Fade Time]/[Wheels = Delay Time] toggle. When set to [Wheels = Fade Times] or [Wheels = Delay Times] the wheels control the fade in or delay in times for the connected attribute(s) respectively. On touch consoles you can choose whether you are controlling delay or fade by touching on the relevant control in the wheel view.

The Channel Grid workspace now has an extra 'Times' context option which provides a way to view all attribute times currently in the programmer. Selecting cell(s) allows direct editing of the relevant time. When editing group or individual attribute times there are additional softkeys to set back to global, turn off and turn on. Times set to off in the programmer can be merged into existing cues or palettes to (temporarily) remove a time value. Times set to on in the programmer can be merged into cues or palettes to restore time values that had previously been turned off.

While setting time values in the programmer it is possible to 'try' them out as you go. This can be accessed at any time by shift+TIME or double-tap TIME. You can even temporarily toggle times off and on while in the programmer and test them with and without using the try cue function.

There is a new toggle in clear options to [maintain cue times] or [clear cue times] (default). [Clear cue times] will remove all times from the programmer on clear. [Maintain cue times] will leave any times in programmer after clear. It is also now possible to bring times into the programmer from a cue by using include and, when using advanced include, there is a new softkey to toggle between [ignore cue times] and [include cue times] (default). Additionally all mask menus now have a 'time' flag that can be used to include or exclude times where appropriate. Finally there are new context menu options in Channel Grid, Playback View and Cue View/Times to show or hide time palette references where applicable.

5. **Time Palettes:**

It is now possible to record times in palettes. These can be shared or normal and can contain playback times and fixture attribute times.

Where cues are recorded using a time palette updating the palette time will update the cue time. If a palette contains attribute values as well as times it is possible to recall the palette using its times. This function is enabled/disabled in palette key profiles as [Palette is fired with its times]/[Palette is fired ignoring its times]. Default is to fire without times. In either case if a time is entered manually it will always override the palettes internal time.

6. **@ Menus:**

The @ buttons in relevant consoles now open the Adjust Attribute Value menu for the connected attribute (on the Tiger Touch the three buttons between the wheels now function as @ buttons). This menu is also accessible by clicking on a cell in the channel grid and by touching the centre of a connected attribute in the wheel view.

The following options are available:

- Select Function - Opens a second menu of available functions for the attribute. When the attribute is a dimmer this menu will provide shortcuts to 0%,25%,50%,75% and 100%
- Touch/Clear - places attribute in programmer in current state/clear attribute from programmer
- Locate - locate selected attribute (does not enter programmer)
- Release - release selected attribute
- Off - set attribute control off
- On - set attribute control on
- Freeze/Un-Freeze - Freeze/Un-Freeze selected attribute

Note regarding on and off: These values can be merged into existing cues or palettes to turn values off and subsequently restore back to their previous value with on.

7. **Attribute On:**

In addition to the mergeable 'in-programmer' option in the new @ menus it is also now possible to directly restore values previously turned off from cue view. When one or more cells set to 'off' are selected, softkey A ([ON]) will restore those cells to the values they had prior

to being turned off. Pressing the OFF function key will also toggle selected cells on or off.

8. **Set List:**

There is a new workspace called 'Set List'. For those times when you just can't find a suitable place for that piece of paper, or when you can't see it without a torch!

A set list is made up of 'tracks'. On all consoles except Pearl Expert when a track is added it links to the current page and pressing the play button next to a track will automatically select the associated page. It is also possible to 'bind' the page change buttons to step through the active set list and its associated pages on consoles with physical page up/down buttons. Pages can be changed to 'Set List' mode via a toggle in the Set List context menu or after touching the centre of the page area.

For every track you can add notes. The associated notes for a track will be shown as soon as you 'play' a track or just by clicking on a particular track.

You can create multiple set lists in a show. When creating a new set list by pressing on the [+] button at the top of the window you can choose between 'empty', 'pages' and 'build'. 'Pages' will automatically create a set list for you based on pages that contain cues using the page legends as track names. 'Build' provides a way to quickly make a new list by selecting tracks from other lists. You can also 'park' and 'unpark' any tracks as required and you can filter the view to just show the remaining active, just the parked or both. When showing both, the parked tracks are greyed-out and the play icon is not available.

You can rename set lists and tracks by using [Set Legend] and selecting the item you want to rename. You can also copy, move or delete tracks using the respective function buttons in the console.

9. **Group Intensity Masters:**

It is now possible to assign groups to faders.

The fader will then control the intensity of fixtures contained in the group. The associated blue key will select fixtures in the group and holding the blue key will provide the option to filter according to a pattern.

Various behaviour modes can be set in [Playback Options]:

- Scale Master - Proportional control (default)
- HTP - Override level if higher
- Limit - Hard limit
- Take Over - Place fixture and its intensity in programmer on level match
- Disabled - Ignore fader

When set to zero the handle LED will pulse. On touch consoles the current level percentage, mode and bargraph level representation will be shown in the playbacks touch display.

Note - when a group master is set to disabled or moved to a handle without fader it will become locked at the current fader level until it is re-enabled and/or moved back to a fader as appropriate.

10. **Pixel Map Layer Masters:**

It is now possible to assign four new pixel mapper layer masters.

Each of the four layers in the Effect Editor has a switch to enable or disable control of the layer by a master. When a layer has been assigned to a master you can adjust all the layer controls as like you would any other fixture and where a layer master is assigned to a fader handle the fader will control opacity. This means you can create and fire cues, chases, lists or palettes (including fade times) which will manipulate the layers of any active effects which have the master control enabled.

Note that you may need to update the personality library to allow assigning of layer masters.

11. **Attribute Limits:**

You can now set upper and lower limits for any attribute.

Limits can be set or viewed from the Patch menu (via the [Edit Fixture] menu), from the Patch View and from Fixture View. In Patch View these are available from the Attribute Behaviour tab- choose the behaviour you wish to view or adjust from the context menu. After choosing your attribute(s) the Set Limit menu will open. Here you can either input a value or use [Set to Current Value]. There is also a [Remove Limit] option if required.

Note that it is still possible to place values into the programmer that are outside these limits. On touch consoles a 'limit' watermark will appear on the wheel view behind an attribute when

it is being limited.

12. **Fixture Curves:**

It is now possible to set curves per attribute/fixture.

Curves can be set or viewed from the Patch menu (via the [Edit Fixture] menu) and from the Patch View. In Patch View these are available from the Attribute Behaviour tab. Choose the behaviour you wish to view or adjust from the context menu.

13. **Attribute Behaviour:**

There is a new tab in Patch View named 'Attribute Behaviour'. This provides a way to view and edit attribute behaviours such as curves, limits, invert and freeze. You can choose which behaviour you want to view/edit from the context menu. Selecting an attribute cell or cells will open the relevant menu for editing. There is a new filter at the bottom-left of the patch menu to show all fixtures or just those that have modified behaviours.

14. **Streaming ACN:**

It is now possible to output DMX using Streaming ACN. In the Available DMX Nodes section of DMX Settings there is a new 'Streaming ACN' node. Nodes can be selected here and assigned to lines in the same way as other types of node. Pressing the [i] button on the 'Streaming ACN' node will open the Streaming ACN DMX Module Properties section where you can select which network adapter to use. Pressing the [i] button next to an assigned node will open the node properties where you can change the name, universe and choose whether it is outputting live DMX (default) or blind programmer.

15. **RDM (Remote Device Management):**

RDM over ArtNet is now supported in Titan. A new RDM tab has been added to Patch View. Any connected devices that support RDM(*) will be displayed here with information including manufacturer and model name, current mode and address and number of channels used. 'Full Discover' from the context menu provides a way to force discovery of fixtures. Modes and address can be changed remotely by clicking on the relevant cells. Clicking on the 'identify' button provides a way to visually identify which fixture this is in the rig. Selecting the patch button will patch the associated fixture. Alternatively the context menu option 'RDM Quick Patch' provides a way to quickly patch all discovered RDM fixtures. (*) Note that any converters and DMX splitters used must also support RDM for this to work.

16. **Find Fixture:**

The Find Fixture function provides a way to identify the start address of a fixture when it is not known or if a fixture is not responding as expected.

This can be toggled on/off via the Patch Fixture/[Options] menu. On touch consoles the current state of the function is detailed above the wheel display. By default find fixture is turned off. When enabled the console will output locate values for the chosen fixture at the current line/start address.

You can now use the wheels to set line & start address. On consoles with three wheels wheel C (DMX slot) provides a quick way to jump forwards or back by the offset value from the start address (by default the offset is the fixture channel count). Touching in the top or bottom sections of the wheels increases or decreases the relevant value respectively.

17. **Reports:**

It is now possible to export information about your show.

Reports are accessed via Disk/[Reports] and the information can be filtered to:

- Fixtures (default)
- Memory
- Chases
- Cue Lists
- Palettes
- Groups

There is also a dedicated [Export Patch] option from the Patch menu and the Patch View context menu. This contains useful information such as user no, fixture name and mode and address along with how often a particular fixture has been used. The reports also contain other useful details such as the show name and creation date.

Reports can be formatted as HTML, PDF, CSV or XML. You can choose destination between internal and external storage (where present) and when a report is generated Explorer will automatically open in the containing folder so you can see where it went.

18. **Show Browser:**

There is now a new Show Browser workspace. This automatically opens when you choose to load or import a show. This provides a way to view and search all shows available depending on location and type filters and choose to load or import. Show folders detail how many versions they contain. Actual show versions contain timestamp details. Select a show and then load or import as required.

19. **Show Library Button Display:**

The Show Library workspace has been overhauled. There are now dedicated buttons for filtering and there is a new context menu option to toggle between the old 'grid' display and a new 'button' display (default). Button display represents items as handle buttons in their standard colours and are organised according to handle group and page.

20. **View Tracked:**

Cue view now has a context option to view tracked values. When turned on (default) tracked values in cues are shown in light grey.

21. **Cuelist Fire First Cue:**

In Playback Options for Cue lists there is a new softkey toggle to enable/disable firing the first cue. When enabled the first cue will immediately go as soon as the cue list is fired. Default is disabled.

22. **Disable Cue List Cue:**

Cues in cue lists now have a new 'disable' option. When a cue is set to disabled it will be skipped. This provides a way to temporarily remove a cue with the ability to reinstate later if required. On touch consoles disabled cues are 'greyed out' in the connected wheel display.

23. **Flash with times:**

A new key profile option is available to flash with times.

24. **Effect Palettes:**

It is now possible to record effects in palettes. These effects can then be applied to any group layout. Any changes to effect palettes recorded in cues will update the associated cues.

25. **Palettes on TT executor buttons:**

It is now possible to record palettes on the Tiger Touch macro/executor buttons.

26. **Remove Fixture from Cue:**

It is now possible to completely remove a fixture from a cue - View the cue, select the fixture(s), [Remove Fixtures],[Confirm].

27. **OFF Playbacks:**

It is now possible to directly turn off fixtures/attributes and remove fixtures from shapes in playbacks.

Press OFF followed by a playback to open the 'Off Playback with Mask' menu. Select fixtures, set mask as required and then press [Off] to turn the fixtures/attributes/shapes off.

Note that for consoles that do not have separate Release and Off buttons pressing Off followed by a playback will release it. In these cases select [Off Playback Values] then select playback.

28. **Add Fixtures to Shapes:**

There is a new context menu option in Shapes Fixture View called 'Add Fixtures'. This provides a direct way to add more fixtures to a shape in an existing cue. After selecting the context menu option, select fixtures you want to add and then press the [Add Fixtures] softkey to add.

29. **Patch View Column Filters:**

There is a new context menu option in Patch View called 'Choose Columns'. Pressing this will open a menu where you can toggle columns on/off for the patch view. This is useful to help simplify the view or to ensure particular columns are visible when using smaller window sizes and/or displays.

30. **Patch View Notes:**

You can now add notes to fixtures in the patch view.

31. **View Fixture History:**

There is a new tab in Fixture View called 'Personality'. When selected this will display the personality's history. This can be useful for checking versions and changes.

32. **Reset Masters:**

You can now reset any master to its default level by pressing release (or OFF) followed by the master. If the master is assigned to a fader you must level match to regain control.

33. **Disable DMX Output:**

It is now possible to disable/enable DMX output from the shift (Avo) menu. This is particularly useful in backup situations, for example two consoles outputting to Art-Net or if physical DMX outputs are merged.

34. **Fan in Layout Editor:**

Fan now functions in the layout editor to provide an easy way to evenly spread fixtures.

35. **TNP Network Adapter View:**

It is now possible to view the current network adapter and IP address of a TitanNet Processing Node on its main screen to help with identification.

36. **TitanNet Event Log:**

There is a new workspace called 'Event Log'. This provides feedback and history on node connection and current status.

Improvements

1. **Patch fixture performance:**

Some changes have been made to improve fixture patch performance.

2. **Shapes with large numbers of fixtures (performance):**

Improved performance with large numbers of shapes in programmer.

3. **Latch numeric menu:**

It is now possible to latch the numeric menu. This is particularly useful if you want to hold a manual palette fade time.

4. **DMX output workspace user number:**

A user number column has been added to DMX view to help identify fixtures.

5. **Align shapes:**

You can now align shapes.

6. **Layout editor auto-scroll:**

The layout editor window will now auto scroll when resizing the grid.

7. **Phase Offset in palettes:**

You can now store phase offset in shape palettes.

8. **Preset colour palette picture:**

Preset palettes now automatically create scribbles in the colour palettes workspace.

9. **Enter to exit mask menu:**

You can now press <enter> to exit a mask menu.

10. **Change cue number from Set Legend:**

It is now possible to renumber cues in a cuelist from the Set Legend menu.

11. **Fader control of dimmer patched on TT static and ST wing handle:**

It is now possible to use the fader to control dimmer level when fixtures are patched to the Tiger Touch static playback faders and the Sapphire Touch wing.

12. **Frozen indicator on wheel display:**

A 'frozen' watermark is now shown in the wheel display of touch consoles for any frozen attributes or fixtures.

13. **Active fixture linking by exchange instead of update:**

Active fixture linking is now achieved via an exchange rather than an update in order to improve the function.

14. **Compress bitmap thumbnails:**

Thumbnail bitmaps are now compressed to prevent unnecessarily large shows and potential adverse console performance as a result.

15. **Distributed Pixel Mapping:**

Pixel Mapping is now rendered locally on the relevant TNP to improve performance and prevent network overload in large pixel map configurations.

16. **View shape/effect at the same time as cue:**

You can now have shape and/or pixel views open at the same time as cue view.

17. **Show 64 lines in DMX view:**

You can now view all 64 lines in DMX view.

18. **OFF in channel grids:**

The OFF function key can now be used to switch selected cells off (and on where appropriate) in cue view and channel grid.

19. **TitanNet resilience:**

Improvements to resilience of loss of nodes or where nodes are rebooting. Includes feedback to user on current state.

20. **Wireless adaptors and Art-Net:**

It is now possible to use wireless network adaptors to output Art-Net.

21. **T1 wheel display text area enlarged:**

The T1 wheel display text area has been made larger to resolve issues where the text display was truncated on certain display/window sizes.

22. **Docked legend in cue list view (playback):**

The legend column in playback view is now docked so that if you have to scroll to the right it remains in view for easier identification of cues.

23. **Delete shape from cue:**

It is now possible to delete shapes in cues directly by pressing delete followed by the fixture in shape fixture view then [confirm].

24. **Fixture order in cue view:**

It is now possible to view the fixture order number of each fixture in cue view.

Changes

1. **Showfile Versions:**

Showfiles now support versions. The name of the current show is shown in the disk menu. When creating a new show there is an option to give it a name (default = 'unsaved show').

There are now [Save] and [Save As] options in the disk menu. [Save As] will allow you to create a new show which will be stored in a separate folder and this will become the name of the current show. [Save] provides a way to save versions of the show within this folder. The first version will be called 'Initial Version'. If a new show has not been named pressing [Save] will initially send you to the [Save As] menu.

When in the 'Save A Version' menu you can optionally enter a tag for the version or use the default QuickSave's. Autosaves will be saved within the show folder. Pressing the Disk button twice will create an autosave in the current show folder. Every version saved will create a new file, even if the tag is identical.

When you choose a show to load you will be presented with a list of all the available versions of the show.

2. **User Personality Directory:**

When a personality is edited it will now be stored in the custom personality directory. This provides a way for the factory personalities to be updated without affecting user edited personalities. Edited personalities will appear with '(user)' appended to the fixture model when patching. If a copy of the personality cannot be found on the console a copy will be created from the showfile to allow editing.

3. **Very High Priority overrides palettes:**

Values in playbacks set to very high priority now take precedence over palettes applied to fixture selections.

4. **Renumber changes:**

'Renumber cues' has been renamed 'Renumber ALL cues' and a prompt with [Confirm] or [Cancel] has been added to prevent accidental operation. A Renumber All Cues button has also been added to the Playback Options menu so that it is easier to find.

5. **Renumber cue from Set Legend:**

It is now possible to renumber individual cues from the Set Legend menu.

6. **Remove show loaded prompt:**

The show saved/loaded [OK] prompt has been removed. Following a successful save or load you will now immediately be returned to the root menu.

7. **TM executor buttons key profiles:**

The Titan Mobile executor buttons are now treated as touch keys in key profiles.

8. **Reordered cue list cue times menu softkeys:**

The Edit Cue List Cue Times menu softkeys have been reordered to keep similar settings within pages.

9. **Prevent fixture cell deletion:**

Previously it was possible to delete individual cells after unfolding a fixture. Attempts to do this will now be blocked and a warning is shown instead.

10. **Removed preload from cue list view:**

Preload has been removed from cue list view as it has been made obsolete with the introduction of MID.

11. **Advanced include start new selection:**

When using advanced include selecting a fixture will now deselect all fixtures and begin a new selection to unify standard selection rules across the platform.

12. **Attribute editor naming consistency:**

The factory workspace shortcut to open the Attribute Editor workspace has now been renamed to 'Attribute Editor' for parity.

13. **Previous fixture highlights end of selection:**

Pressing the previous fixture button will now highlight the end of the selection.

14. **Renamed key profile +/-5% to Nudge Up and Nudge Down:**

The +/-5% key profile options have been renamed to 'Nudge Up' and 'Nudge Down' to avoid confusion.

15. **Default timecode framerate 25:**

The default timecode framerate has been changed to 25 to avoid frame offsets increasing into invalid values.

Bugs Fixed

1. **Replace Palette Legend:**

Previously if you tried to set a legend when replacing a palette the old legend would persist. This has been fixed.

2. **Renumber conflicts result in user number zero:**

Fixed an issue where renumbering over a range of items could result in all fixtures being set to user number zero if any were already in use.

3. Include runs individual channel fades:

Previously if you included a playback with individual fade times it would run the fades. Include now ignores any fade times and snaps in.

4. Repatch fixtures spanning universes:

Fixed an issue where it was not possible to repatch a range of fixtures that spanned more than one universe.

5. Release shapes ignores master or user timing:

Previously when releasing a playback that contained a shape the shape was removed instantly. It will now fade out using the master release or user timing.

6. Fade in, delay in "as in" removed:

There was an issue where it was possible to set Fade in and Delay in to 'As In'. This has been fixed.

7. Replace doesn't fully remove previous fixtures:

Previously when you replaced a cue it would not remove the unused fixtures. This could cause problems with filtered palettes and functions that rely on fixture order. This has been resolved.

8. Quick build lists don't track:

Previously when cue lists were built using quick build they would not track correctly. This has been resolved.

9. Mode 3 cues don't crossfade to correct level:

Fixed an issue where cues fading out by mode 3 were not at the level expected proportional to the mode 3 fader.

10. Palette IPCGBES update with off:

Palette IPCGBES now update to accurately reflect content after attribute groups are completely removed via palette view.

11. Channel grid OFF key immediately deselects fixtures:

Previously pressing OFF after selecting a cell in channel grid would deselect the fixture making it impossible to remove values this way. OFF now toggles attributes in selected cells off/on.

12. Copy cue list does not copy settings:

Previously when you copied cue lists the fader mode would reset to default in the copy. Now when you copy a cue list the fader mode is also copied.

13. Quick build cues appear empty in cue view:

Fixed an issue where quick build cues were empty in cue view. You can now view and edit contents as expected.

14. Live update of key profiles above playback handles on touch screens:

On touch consoles changes to key profile will immediately update in the playback touch display. Previously you had to change page before it would update.

15. Auto shared/normal confused after merge:

Fixed an issue where the automatic shared/normal would be assigned incorrectly after merging a palette.

16. Deleting intensities in chases via cue view:

Fixed an issue where dimmer values persisted in chases when they had been turned off via cue view.

17. Patching quantity leaves blank handle 30:

Previously if you patched a quantity of fixtures that would span across physical handles on the Sapphire Touch or Pearl Expert certain handles would appear to be empty. This has been resolved.

18. TitanNet settings not clearing on new show:

Previously when starting a new show TitanNet settings were not cleared and lines would be

left assigned. These now reset.

19. **FX mask does not represent effects:**

Cues containing pixel map effects did not show as containing FX in the indicator. Now they do!

20. **Pressing ML while in Edit Palette exits and clears programmer:**

On Sapphire Touch and Titan Mobile consoles attempting to enter the ML Menu from the Edit Palette menu would cause it to exit the Edit Palette function and clear the programmer. This has been resolved.

21. **Patch active over manual gives error:**

Previously, attempting to link an active fixture by patching over the top of a manually patched fixture would result in an error prompt. It is now possible to link active fixtures by patching over manual.

22. **Link chains:**

Previously if you created a number of playbacks that were linked to one another changes to the first playback would propagate to the second playback only. Now changes to a linked cue at any point in the chain will propagate across the whole chain.

23. **Groups grey out when setting fixture order:**

Previously groups in the groups workspace would grey-out when setting fixture orders. This was misleading as groups can be used as part of setting fixture orders. They now stay lit.

24. **Slow performance on large cuelists:**

Appending cues to cuelists would get progressively slower each time a new cue was added. In large cuelists this could become quite significant. Various improvements have been made to cuelist tracking updates to ensure this is no longer a problem.

25. **Changing active cue to mode 1 results in delay then snap:**

Fixed an issue where changing an active mode 0 intensity cue to a mode 1 with fade out would result in a delay then snap out. It will now fade out over the set time as soon as the cue is killed.

26. **Patch selection does not remain after closing patch view:**

Previously if you selected a fixture to patch in patch view and then closed patch view it would forget the selection. This was a problem if you needed to close the patch view to see the fixture workspace. Patch selection is now remembered after closing patch view.

27. **Playbacks from legacy shows don't get user numbers:**

When loading shows from version 5 or earlier playbacks would not be assigned user numbers. This meant it was not possible to use the command line syntax to copy or move cues. Legacy show playbacks now have user numbers.

28. **ST help menu missing:**

Fixed an issue where the help menu did not open the relevant options on the Sapphire Touch.

29. **Mode 3 crossfade between identical values:**

Previously if you fired a timed mode 3 playback that contained some identical values as another active playback (for example 100% dimmer) the values would change when they should not. This has been resolved.

30. **Pattern selection in edit times:**

Previously the times grid would highlight cells according to pattern selection but values input would ignore this and apply to all fixtures. This has been fixed and it is now possible to use pattern selections when editing times.

31. **Channel grid does not update after sub-fixture exchange:**

Previously if you exchanged a multi-cell fixture ghosts of the old fixture would remain if channel grid was open and the new fixture would not populate after closing/reopening. This has been fixed.

32. **Master playback options:**

Attempting to set Playback Options would result in the previously selected handle being selected instead of the master handle. This made it seem like changes to masters were not working. Setting Playback Options on master handles now selects the correct handle!

33. **Master handle lock showing wrong in playback options:**

Previously when first setting playback options on a newly assigned master handle it would incorrectly show as being unlocked. It will now show correctly as transparent lock (default).

34. **Open visualiser theatre dialog hidden:**

Fixed an issue where the 'do you want to save theatre' dialog would be hidden when trying to open a visualiser theatre on Pearl Expert's without a wing connected. If you were not aware of the dialog waiting for an input it would seem as if Visualiser was unresponsive.

35. **Patch view remembers fixtures after new show:**

Occasionally fixtures from an old show would persist in the patch view when starting a new show. This has been resolved.

36. **Copy group picture legend:**

Previously copying groups would not copy any associated picture legends. This is now fixed.

37. **Edits to cues via cue view don't work across linked playbacks:**

Previously edits made to a cue via cue view would not propagate to linked playbacks. This has been resolved.

38. **Snap back ignores OFF:**

Fixed an issue where snap back would ignore dimmers turned off and output them live.

39. **v5 shows empty palette view:**

Fixed an issue where palettes from v5 shows would appear empty in palette view after restarting the software.

40. **Auto shared/normal wrong if shared palette in programmer:**

Palettes would automatically set to normal after selecting a shared palette for multi-celled fixtures. This was incorrect. Multi-cell shared palettes will now automatically record as shared as expected.

41. **Shapes in cue lists conflicting:**

Previously if two cuelists set to control speed and/or size on fader both had active cues containing shapes with shared attributes (for example pan/circle respectively) either fader could master the speed or size of both cuelists. It has now been fixed so that the fader will only ever control its own shape or effect.

42. **Auto group after fixture exchange not selecting all fixtures:**

After exchanging a fixture the auto groups would not select all fixtures correctly. This has been resolved.

43. **User number sorting:**

Previously sorting columns containing numbers such as user number would not order as expected. This has been fixed.

44. **Patch view addresses remain after park:**

In certain situations the display would not update the fixture address correctly after parking fixtures and could still show the previous address. This could make readdressing confusing. This has now been resolved.

45. **LED fixtures reset to black after highlight:**

After using highlight on LED fixtures they would go black. This is now fixed.

46. **Vis delete auto update:**

Previously deleting a fixture would not delete it from Visualiser when in auto update mode. This has been fixed.

47. **Review does not play back last cue with fade times:**

The review function stopped working in previous versions. Now pressing review will cause the previous cue to play with its times.

48. **Blade index reset control doesn't work:**

Fixed an issue where the blade index and reset controls were not working properly in attribute

editor.

49. **No preset palettes after delete/patch:**

Previously if a fixture patched with preset palettes enabled was subsequently deleted they would not be recreated if the fixture was patched again. This has been fixed.

50. **Load progress shows twice for T1 with no dongle:**

Fixed an issue where the load progress bars would be shown twice when loading a show in Titan 1 with no dongle present.

51. **No option to run shapes on cells when selected from shapes workspace:**

Previously if you selected a shape from the shapes workspace there was no prompt to run on super fixture or sub fixtures for multi-celled fixtures. This now works correctly.

52. **THRO and AND fixture order for cells:**

If you used THRO and AND to select cells the resulting fixture order would not be correct. This has been resolved.

53. **Include current step:**

When including step 0 represents the current step. In previous versions attempting to do this would fail with an error message. It is now possible to include step 0.

54. **Shapes and chases pause during save or autosave:**

In previous versions shapes and chases would pause during save operations for large shows. They will now run without interruption.

55. **Ampersand in personality manufacturer name:**

Previously if a show contained a fixture where the manufacturer name contained an ampersand character it was not possible to copy the fixture and the show would fail to load properly. These issues have been resolved and the ampersand character is permitted.

56. **Problems changing MID options in cue view:**

After setting a MID option in cue view, selecting other MID cells would cause them to immediately change to the setting used previously. If a new MID cell was selected without committing a change to the first cell selected the cue row would highlight in red which would never go away and the original cell would still be being edited. These issues have been resolved.

57. **Inactive cuelists intensity indicator:**

Previously inactive cuelists would show as containing intensity with an 'I' in the playback on touch consoles. The ICPGBES indicator is now always empty for inactive cuelists.

58. **Unable to repatch/park generics:**

Fixed an issue where it was sometimes not possible to park dimmers using the repatch function when they were marquee selected in the fixtures workspace.

59. **Patch with offset into gaps:**

Attempting to patch fixtures into gaps using the offset function would not work properly. This has now been resolved.

60. **Exchange fixture loses picture legend:**

Previously when exchanging a fixture associated picture legends would be replaced with default fixture text. The picture legend will now remain.

61. **Exchange from cells -> no cells and back loses control of cells:**

Previously if you exchanged from a fixture with cells to a fixture without cells and back again you would no longer be able to select cells in the attribute editor. This has been resolved.

62. **Flash with timing over similar playbacks:**

Previously if a timed playback containing attributes shared with an active playback was flashed momentarily the shared attributes would snap back to a value somewhere between the original playback and the flashed playback, dependent on the fade time and amount of time the flash button was held. Now values in the timed playback will assert themselves as soon as flash is pressed and stay there.

63. **Exchange from fixture workspace including empty handles:**

Previously if you selected fixtures in the fixtures workspace using a marquee that spanned an empty row the empty handles would be counted during a fixture exchange which could cause potentially conflicting fixtures to be parked unnecessarily. Gaps are now ignored and the number of fixtures for exchange are counted correctly.

64. **Vis theatres always auto update and do not load correctly from shows:**

Fixed an issue where visualiser would auto patch fixtures even when update was turned off.

65. **THRO bypasses lock:**

Fixed an issue where pressing the THRO key would temporarily bypass console lock.

66. **Copy large cuelist:**

Fixed an issue where large cuelists would take a very long time to copy and would appear to have not worked.

67. **Includes all shapes regardless of fixture selection:**

Previously if you tried to filter included shapes by fixture it would ignore the fixture selection and include all shapes for all fixtures. It is now possible to include shapes for the selected fixtures only.

68. **Move cues out of order:**

Previously if you moved cues in the playback view using command line syntax it would not reorder until you scrolled through the cues in the connected playback view. Moving cues now reorders live.

69. **Shape search:**

Occasionally it was not possible to enter text to filter shapes. This has been resolved.

70. **View scroller+dimmer = exception:**

Previously if you tried to view a fixture that contained a pending dimmer the fixture view would throw an error. This has been fixed.

71. **Fractional fades:**

Previously values after a decimal point would be ignored for fade out and delay out in cuelists. Values after a decimal point now work correctly.

72. **Cue list update slow:**

Fixed an issue which meant it could take a long time to update a tracking cuelist.

73. **OFF fixtures record by fixture:**

Previously if you turned a fixture off prior to recording it would still record. Now fixtures turned off will be ignored when recording on an empty handle.

74. **Numeric palettes to use master times:**

Previously recalling a numeric palette from the palette menu would ignore the master overlap setting. This has been resolved.

75. **Fixture workspace show DMX reverts to hide after patch:**

Fixed an issue where the fixture workspace context option to show DMX address would revert to hide after going into the patch menu.

76. **Dimmers do not fade by fader when merged into referenced palette:**

If a dimmer was merged into a palette with user setting [add new palette channels to playbacks] enabled, firing a cue that referenced the palette would cause the dimmer to snap and ignore the fader level. This has been fixed.

77. **View normal palette order:**

Normal palettes had a strange order when viewed. This has been resolved.

78. **Park multiple dimmers:**

Parking multiple dimmers via repatch would only park the first dimmer. Parking multiple dimmers now works correctly.

79. **Install USB Expert over old versions:**

Previously there was an installer issue where it would think the new version of USB Expert was older than the existing one and not install. This has been resolved.

80. Update personality turns fixtures off:

Fixed an issue where updating a personality would result in all channels needing a nudge before they would work properly.

81. Duplicate fixture orders:

Previously groups containing duplicate order numbers (i.e. 1,1,1,1,2,2,2,2) would not take for cues or shapes and the order would be replaced with unique order numbers. Duplicate fixture orders will now record in cues and apply to shapes as expected.

82. Channel grid wheels sync with cell selection:

Previously selecting attribute cells in the channel grid that spanned pages within the associated attribute group would not update the connected wheels and cause them to be out-of-sync. Now whenever a cell is selected the wheels will be connected to the correct attribute.

83. TitanNet - load and save and startup order:

Previously you could lose your work or get a broken startup if you didn't power the TitanNet system on and off in the correct order. Now if a node is shut down it will automatically save the show to prevent this.

84. Art-Net doesn't always output data:

Fixed an issue where the default adapter in multiple network adapter situations (ST and Pro consoles) was not always the local area network which would result in Art-Net not appearing to work.

85. Load bar appears to hang at end on Sapphire Touch:

Fixed an issue where the load progress bar on a Sapphire Touch would pause for a long time at 100%.

86. Lamp intensity LCD update:

Fixed an issue where the lamp intensity control would not reflect the actual level on start.

87. Off size/speed out of programmer representation:

Previously if you turned shape size or speed off all the shape controls would lose their programmer highlights. This has been fixed.

88. Append intensity cues with tracking turned off:

Previously if you appended (or inserted) an intensity cue in a list with tracking turned off, the intensity would not record correctly if it already existed in the preceding cue. This has been fixed.

89. Backwards selection loses last fixture:

Fixed an issue where numerically selecting fixtures in reverse would cause the last fixture to be missing from the selection.

90. Firing new cues causes previous incomplete fades to use new times:

Previously if a cue had not completed its fade when the next cue in the list was fired it would fade in using the timing from the new cue. Now the cue will continue to fade with its own time.

91. Selecting sub fixtures from the root menu does not work:

Previously it was not possible to use the '[n].' syntax to select sub fixtures from the root menu. This is now possible.

92. Normal intensity palettes are incorrectly set to shared automatically:

After recording an intensity palette, any subsequent intensity palettes will always automatically set to shared. This has been resolved.

93. Personality - case sensitive manufacturer name:

Previously if there were personality's in the library that contained the same manufacturer name but with different cases you might not be able to patch. This has been fixed.

94. Multiple block all shapes:

Previously it was possible to have multiple block all shapes in a cue. This has been fixed.

95. **Repatch dimmer cells:**

Previously attempting to repatch multi-dimmer celled fixtures from the patch/repitch menu would fail. This has now been fixed.

96. **Reverse numeric selection:**

Previously when selecting fixtures in reverse numerically the last fixture would not be selected. This has been fixed so that all fixtures are selected as expected.

97. **Set legend on playback view selects wrong cue:**

Previously if you used [Set Legend] and then touched a legend cell in playback view it would jump to the first cue. This has been fixed so that it selects the cue expected.

98. **Shapes and effects in quick build:**

Previously it was not possible to quick build cues from shape or effect cues. This has now been fixed.

99. **Add shapes to palettes:**

Previously when adding shapes to palettes with user setting 'add new palette channels to playbacks' enabled any cues containing the palettes would not update to show the shape. This has been resolved.

100. **Reverse renumber in patch view:**

There was an issue whereby if you drag selected a range of fixtures from bottom to top in patch view and input a new user number the resulting numbers would not be in the expected order. This has been fixed.

Known Issues

1. **Remote sync:**

Currently changes to things like legends, user numbers and DMX addresses will not synchronise between the console and remote unless you restart or reconnect the app.