



RELEASE NOTES



Version History

Version	Release Date	Details
8.0	1/9/14	New Features, improvements and fixes.

Version 8.0

Upgrade Procedure

1. Upgrading from: Consoles Before 6.0:

For consoles on versions prior to 6.0, the instructions in the V6 Upgrade Guide must be followed before installing version 8.0. A copy of the guide and all the files required can be found [here](#). After V6 Upgrade is complete, please follow the instructions below to upgrade from version 6 to version 8.0.

2. 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 8.0 recovery stick. You can download the 8.0 recovery stick from [here](#). Please follow the instructions given when downloading the recovery stick to install version 8.0.

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 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 8.0 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 or later no new licence is necessary, if you are running a Standard Recovery then the existing licence will be kept. If you are running a Full Erase recovery then you can reuse the licence 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.

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.

New Features

1. Multi-user:

It is now possible to connect multiple consoles together to work collaboratively or independently on the same show. A show can have multiple users, each with their own user settings, handle layouts and selected key profiles.

Users:

- Each show can have multiple users. Each user has their own user settings, selected key

profile and selected handle world. This provides an easy way to switch between preferred user settings and handle layouts. For example you might have a house console setup to suit a house engineer but this may be confusing to a touring engineer. This solves the problem of having to remember to change or explain various settings which can take valuable time.

- All users are stored within a showfile and the currently selected user will be restored after loading a show. The default user is called 'Operator' and the prompt area in the display now shows the current user name followed by the selected key profile in square brackets. (Note that when blind mode is enabled on a Pearl Expert this information is replaced by 'BLIND MODE' in the LCD.)
- A new [Users] softkey option has been added to the disk menu. Pressing this will open the Manage Users menu. [Add A User] will allow you to create a new user based on the currently selected user. Here you can either [Cancel] or input a name followed by [Ok] or <enter> on the keypad to create and then automatically select a new user. Choosing [Change Current User] will open the 'Select User' menu where you can choose to switch to a different user. Select user is also accessible directly from the root menu by holding shift and pressing the [User] softkey. Where consoles are connected in a collaborative session, users and their associated settings added to a master or slave will propagate to all connected consoles.

Handle Worlds:

- Each show can have multiple handle worlds where every handle world has its own layout of handles. This allows different users to have their own layouts. For example you can easily switch different layouts of palettes when different engineers are operating support and headline acts on the same console and showfile or where multiple programmers are working collaboratively in a networked session. Selected handle worlds are tied (but not restricted to) the current user. So selecting a user will not only include user settings and key profiles but also a preferred handle layout.
- All handle worlds are stored within a showfile. The default handle world is called 'Mapping World 1'.
- A new [Handle Worlds] softkey option has been added to the disk menu. Pressing this will open the Manage Handle Worlds menu. [Add Handle World] will prompt for a new handle world legend. [Cancel] will exit and [Ok] or <enter> on the keypad will then open the View Handle World menu where you can select a handle world to base this on. Choosing an existing handle world will copy over all the current handle locations to the new world. Selecting [Empty] will unassign all handles in the new world. You can switch handle worlds in the Manage Handle Worlds menu by choosing the [Select Handle World] softkey. You can also [Delete Handle World] or [Rename Handle World] as required. When a handle world is deleted any handles specific to that world will be unassigned.

You can access and assign items that have been created in a different world or that were in a deleted world via the show library workspace.

TitanNet Sessions:

- Where one or more Titan machines running version 8 or above are connected in the same network you can choose to connect them either as multi-user, backup or both.
- Consoles connected in a multi-user session work collaboratively on the same show. If the same handle worlds are selected on more than one console then an action on any one of those consoles will be mirrored across them all. For example, lifting a playback fader containing a cue on a slave console will also fire the cue on the master console and this will be reflected in the playback view or HUD. Where a console has motorised faders these will also move accordingly (sneaky ideas to scare people :-)). Where a console does not have motorised faders, fader levels must level match before they can takeover. Alternatively, if different handle worlds are selected then users can work largely independently, working on their own pool of handles. In all situations the master console outputs DMX and channels in a remote programmer are represented on touch wheel views with a blue dot. If two or more consoles are editing the same fixture(s) the output will follow a latest takes precedence rule in that the last console to make an adjustment to any attribute will cause all the attributes in the programmer for the relevant fixture on that console to go live to stage. In the Manage Handle Worlds menu there is a softkey option to toggle [Follow World Page Change Enabled/Disabled]. When enabled on two or more consoles those consoles will also mimic page changes.
- All options regarding TitanNet sessions can be found under the [TitanNet Sessions] softkey in the disk menu. Selecting this will open the TitanNet Sessions menu where you can choose to connect as [Backup], [Multi-User], [Backup & Multi-User] or open the [Sessions View]. Selecting [Sessions View] will open a workspace showing graphical representations your console and any other consoles on the network along with their name, current roles (for example, master, slave or dormant), IP address, software version and show name in addition to details of any sessions and their status. If you touch a console or session you can choose to [Connect], [Leave], [Terminate] or [Takeover] as appropriate. Initially all consoles are considered 'Master' consoles. If you select the

- option to Connect on one of these consoles you can then choose to [Connect As Backup], [Connect As Multi-User] or [Connect As Backup & Multi-User]. Alternatively you can choose one of these options from the TitanNet session menu softkeys which will open the 'Select Titan Engine' menu where you can select a console.
- Either method will then set the selected console as the Master and connect the current console as a slave, a backup or a slave & backup, depending on which option was chosen. When a console connects as slave or backup the show is transferred across the network from the master console and the shows are synchronised. When connected as a slave you can choose to save to the local or master console.
 - Where consoles are connected as part of a session, their status is shown in the shell as an icon and text and where a console is a slave it will say which master console it is a slave to. Additionally the shell also shows the current show name and the console legend. Console legends can be changed in the System menu using the new [Console Legend] softkey. Selecting this will provide a softkey option to set a legend, along with a [Reset to Default].
 - Slaves can leave sessions by choosing the [Leave Session] button in the Sessions View workspace or the softkey in the TitanNet Sessions menu. Master consoles have the option to [Terminate Session] which will end all sessions connected to the master console. Select the appropriate softkeys to confirm or cancel. When a console leaves a session it will restore the local show prior to joining. Where a console is set as a Backup & Multi-User the backup specific options [Takeover] and [Sync Now] are available from the TitanNet Sessions menu. The [Takeover] option is also accessible from the Sessions View workspace. Leaving a session will cause it to fall back into backup mode and the Sessions View will change accordingly to reflect this, providing the same [Takeover], [Sync Now] and [Leave Session] options. When in backup mode there is a new [Settings] softkey. Pressing this provides options to select a user. The selected user and associated handle world is detailed in the backup screen. Choosing Takeover will immediately change it into a master console and takeover DMX output with the chosen user and associated handle world selected. The master console being backed up will enter a dormant state with DMX disabled.
 - When connected the session status is represented in the Session View workspace by coloured lines drawn between the consoles. A green line indicates a good connection. If there is a problem with the connection it will change to a dotted red line and unavailable consoles will appear with a red background. On slave consoles this will also show a Session Connection Failed window on the display and 'Connection Lost' will appear in the shell. If a console is in backup or backup & multi-user mode the option to [Takeover] will appear highlighted. If a good connection is re-established the slave or backup console will reload the master show and continue the session.
 - Unfortunately, limitations in the engine currently mean that it is not possible to use Visualiser in slave consoles. Therefore, while a console is in slave mode the Visualiser window will show 'Visualiser Unavailable'.

2. **Global palettes:**

A new type of palette has been created called 'Global'. Global palettes work across all fixtures where applicable. This may be all selected fixtures or all patched fixtures when none are selected and quick palettes is enabled in user settings.

Available attributes for global palettes are Dimmer, Pan, Tilt and all colour attributes. Where creating global colour palettes from colour mixing fixture, both RGB and CMY are calculated regardless of source and a special 'dynamic' value is added to fixed colour channels. When a global palette containing a dynamic colour channel is applied to a fixture that only has fixed colour capability it will attempt to match the colour mixing values wherever possible.

An extra 'Global' option has been added to the palette type toggle softkey in the record palette menu and a new softkey toggle button has been added to the quick record menu. When recording a palette the software will initially automatically set a type depending on the contents of the programmer. If the programmer contains the same values for any included attributes for all selected fixtures and one or more of these attributes are suitable for global, the palette will automatically become global. If the programmer contains identical values for all selected fixtures where none of the attributes are suitable for global it will become shared. If the programmer contains different values across selected fixtures for any attribute then it will become normal. If the programmer contains a mixture of identical suitable and unsuitable attributes across selected fixtures, the suitable attributes will be recorded as global and the unsuitable as shared. Overriding an automatic global selection to shared or normal will record a shared or normal palette respectively without the global part. Overriding a shared or normal palette to global will record any suitable attributes if available.

A new 'G' indicator has been added to palette handles to represent palettes containing global values. Where a palette contains global values they will appear at the top of the palette view with the row header 'GLOBAL'

3. **Nested palettes:**

It is now possible to have palettes that contain values referenced from other palettes. Where a palette contains a reference to another palette, updating the original will automatically translate through in the same way that cues do when referenced palettes are updated. One

use case example for this is where you might want to have some odd/even colour palettes. By creating these with references to master colour palettes, updates to just the master palette will also update the odd/even palettes.

A new softkey toggle option [Record Nested Palettes/Don't Record Nested Palettes] has been added to the Quick Record and Record Palette menu. When set to record (default) any palettes in the programmer will be recorded as references in the new palette.

When viewing palettes there is a new context menu option that toggles between 'Hide Nested Palettes' and 'Show Nested Palettes'. When set to hide it will just show the actual value. When set to show it will show the referenced palette (where applicable) with the actual value in square brackets.

There is also a new Playback Option softkey toggle [Fire Nested Palettes]/[Don't Fire Nested Palettes] for palettes in touch workspaces. This option is specific to when nested palettes are referenced from cues. Cues that reference palettes set to [Fire Nested Palettes] will reflect any changes made to the original palette(s) that are referenced from the nested palette. Cues that reference palettes set to [Don't Fire Nested Palettes] will take the nested part as a hard value at the point of recording into a cue and not reflect any subsequent changes to the palettes referenced from the nested palette. If you understood that you can have a gold star.

4. **Filter relevant palettes:**

There is a new user setting option [Filter Relevant Palettes Enabled/Disabled]. When Enabled (default) selecting fixtures or groups will cause non-applicable palettes to grey out in the palette workspaces. This makes it easy to see which palettes are available, particularly when you have large numbers

5. **Highlight active palettes:**

There is a new user setting option [Highlight Active Palettes Enabled/Disabled]. When Enabled (default) palettes in the programmer will highlight in the touch workspaces and in the HUD in the same way that fixtures or groups do. This makes it easy to see which palettes you have selected

6. **Offset:**

It is now possible to set an offset for any attribute of any fixture. Offsets to attributes are applied to channels just before final output. The most popular use for this is to provide a quick way to globally modify pan values when fixtures are hung in orientations that don't match the current programming. This might occur when exchanging fixtures between venues, when pre-programming without access to the physical fixtures in advance (or understanding how they will be hung) or where fixtures are at unusual angles (for example a 45 degree boom).

A new option has been added to the Attributes Behaviour context menu in Patch View. Selecting this will show any offsets applied to the attributes of the fixtures/lines in view. Selecting a cell will open the Set Offset menu. From here you can input an offset % numerically or by wheel. When inputting numerically there is a softkey to toggle between a negative and positive offset. There is also a [Reset Offset] softkey to reset the offset to zero. Alternatively you can adjust the offset of fixtures and attributes via Patch/[Edit Fixtures]. A new softkey option [Set Offset] has been added to the Edit Fixtures menu. Pressing this will prompt you to select fixtures. Once fixtures have been selected you can then choose which attribute you want to apply an offset to. You can filter the available attribute options by pressing the attribute bank keys. After selecting an attribute you will be presented with the same Set Offset menu and options as when selecting a cell in attribute behaviour/offset.

A third way to set an offset is by using locate: Select fixtures, locate, adjust attributes to the desired locate value (for example wheel pan until it is straight) then press record, locate, [Update Offset]. This is a quick and intuitive way of setting an offset. Note that this does not change the actual locate value. Instead it looks at the difference between the current locate value and the new value and sets that as an offset.

Finally, you can do a similar thing using palettes: Select fixtures, apply palette, adjust attributes to desired value then press Record, Palette, [Update Offset]. Again, this does not change the palette but instead looks at the difference between the value in the palette and the new value and applies this as the offset

7. **Convert cue:**

It is now possible to convert a cue into a cuelist or chase. If you press record and then select a cue two softkeys have been added to the 'Cue Exists' menu. Now, in addition to [Cancel], [Merge] and [Replace] there is [Convert to Cue List] and [Convert to Chase]. Selecting either of these options will change the cue to the respective choice and add the contents of the programmer to cue 2 (cuelist) or step 2 (chase). The relevant record menu will also then open allowing you to continue adding steps as normal. In the case of converting to a cuelist the list will also automatically connect. Additionally, when viewing a cue playback pressing record then touching in the empty space underneath the cue will automatically convert to a cuelist and append cue 2

8. Record mask:

You can now set a mask when recording cues in the same way you can for palettes. In the record cue, cuelist and chase menus there is a new [Set Mask] softkey. This will indicate the current mask. Pressing the [Set Mask] softkey will open a menu where you can toggle attribute groups between exclude and include, either using the relevant softkeys or by pressing the physical attribute bank keys. As with other mask menus you can toggle between include and exclude all using the Options key. At the top of the set mask menus there is an extra [Clear Record Mask Enabled/Disabled] softkey toggle option. When set to Enabled the mask will reset to include all next time you record a cue, cuelist or chase. When set to Disabled it will remember the last mask set. It is also possible to toggle this option from the User Settings menu. Note that when recording cues it is possible to set the mask directly from the record cue menu using the attribute bank keys without having to enter the set mask menu

9. Cue list/chase range record:

It is now possible to merge or replace a range of cues in a cuelist or chase. This can be achieved either by selecting cues in the playback view or via syntax. After pressing RECORD you can select a cue or range of cues in playback view by touching (and dragging for range) anywhere over the required cues. This will open the 'Cue Exists' menu with softkey options to [Cancel], [Merge] or [Replace]. Select the required option or press <enter> on the keypad to merge. (Note that you can also append cues directly into the playback view by pressing Record then touching the empty space underneath the last cue). Alternatively you can use syntax by connecting a chase or cuelist and pressing Rec Step. This will open the Record Step menu where you can input cues to record numerically. To select a range of cues use the syntax <n> THRU <m>. To select non-contiguous cues use <n> AND <m>. Combinations can also be used, for example <n> THRU <m> AND <x>. The syntax will appear in the prompt display in the format 'RECORD CUE <n> THRU <m> AND <x>'. The selected cues will highlight in red in playback view if open. When you have completed your selection pressing <enter> on the keypad will open the 'Cue Exists' menu where you can choose to [Cancel], [Merge] or [Replace]. Pressing <enter> on the keypad will merge

10. Rec Step tracking mode:

A new [Tracking] sub-menu softkey option has been added to the Record Step menu. This makes it possible to set the tracking mode of a cue at the time of recording. This includes range record merge providing a way to quickly change the tracking mode of a number of cues simultaneously via syntax

11. Global release:

A new menu [Global Release Mask] has been added to the release menu along with an associated new softkey toggle [Mask Source Global/Local] in the Playback Release Mask sub-menu that appears when selecting the mask button in Playback Options. By default the playback mask source is set to global and the global release mask is set to exclude everything. Attributes set to include in the global release mask will therefore apply to all playbacks unless an individual playback's source is set to local, in which case it will obey the local mask. This provides an easy way to set release masks that apply to everything, or nearly everything, should you wish. Local release masks are remembered even after changing a playback mask source to global allowing you to toggle the local release mask on or off without having to reset the local mask each time.

12. Playback release time:

It is now possible to set individual release times per playback. There is a new softkey option [Release Time] in the Playback Options menu. Entering a time here will set the release time for the playback. When set to 'Global' it will use the master release time set in the release menu. It is also possible to enter a playback release time in the Edit Programmer Cue Times menu, providing a way to set a playback release time prior to recording

13. Release between cues:

A new softkey toggle [Cue Release On/Off] has been added to playback options for Chases and Cue Lists to enable releasing between cues. The main purpose of this is to be able to have a chase or cuelist that can overlay over any existing cue or palette. For example, if you have chase where every other step sets colour to white and the inbetween steps are blank, turning on this option will mean the fixture will return to the colour from another cue or palette during the blank steps, providing a white 'bump' effect with a variable background colour. Chases will also obey the timing and xfade meaning it is easy to have releasing steps that fade in and out or snap and match the timing of the recorded steps, along with the ability to change this live.

14. Release all masters:

A softkey option to [Release All Masters] has been added to the release menu. This is particularly useful in an emergency when it might not be obvious where something is being controlled by a master

15. **Unassign handles:**

When deleting a handle there is now an additional softkey option to unassign rather than permanently delete. To accompany this there is also a new user setting to determine the default action for double-tapping a handle when deleting. When an item is unassigned it will remain available in the show library

16. **Scale master range:**

Scale masters now have variable scales. This makes it possible to increase an intensity beyond its recorded level. The scale is toggled using softkeys in the Playback Options for the scale master. Options are 100%, 200%, 400%, 600% and 1000%

17. **Group master handle lock:**

Handle paging has been added to Playback Options for groups. Options are [Locked], [Transparent Lock] and [Unlocked]. When handles are locked they are available across all pages. This is particularly useful for masters where you may need to ensure they are always accessible

18. **Range select groups:**

It is now possible to marquee select a range of groups in touch workspaces. By drag-selecting across more than one group, all fixtures contained in the included groups will be selected

19. **Live CITP thumbnails:**

A new tab has been added to the virtual keyboard. When selected this displays thumbnails from devices supporting the live CITP function which you can then apply as a picture legend. This is a neat function for providing quick visual legends. At the time of writing only Capture is supported. For example you might create a fanned position look with your moving heads while visualising in Capture. You could then take this visualisation image and apply it directly to a cue or palette legend giving you a legend with a rendition of how it might look.

20. **Copy/move pixel mapper effect layers, elements and animations:**

You can now copy or move layers, elements and animations in the Effect Editor. To do this press copy or move, then select a layer, element or animation followed by a destination

21. **Reorder pixel mapper effect layers:**

You can now change the order of layers in a pixel map effect. In the Effect Editor workspace select the layer you want to move followed by the up/down arrow buttons to adjust the order

22. **Delete effect:**

It is now possible to delete effects in cues from the Pixel Mapper Effect View workspace. While viewing an effect (View Playback/[View pixel effect]) press Delete, followed by the effect you wish to remove. Press the [Confirm] softkey to complete

23. **Go key profile option for cues:**

A new option called 'Go' has been added to key profiles for cues. The purpose of this is to provide a way to fire cues with timing from a single button without having to either hold (ie. flash/swop) or deselect (latch). Pressing a key on a cue set to go will fire the cue and complete its timing. It can be fired again without releasing

24. **Select key profile option for grey fixture button:**

'Select' has been added to the key profile options for grey fixture keys

25. **Static playbacks and executors workspace:**

A new workspace called 'Static Playbacks' has been added. This provides a way to view the contents of the 10 preset handles on the Tiger Touch and up to 20 executor buttons (depending on console). The current page is displayed as a watermark. You can record directly by touching handles in the workspace, along with being able to copy, move and legend etc.

26. **Handle selection on mobile wing workspace:**

You can now touch in the mobile wing workspace to perform actions on handles. This includes things like fire cue, record, copy, move, set legend etc.

27. **Quick assign:**

A new context menu option has been added to the Show Library workspace. When selected this provides a fast way of moving unassigned items in the current show to handles. After selecting Quick Assign, selecting one or more unassigned items in the current show will automatically move them to the next available slot in their default handle locations. Select the [Exit] softkey when you are finished with quick assign

28. **Quick import:**

When selecting items to import in the Show Library a new [Quick Import] softkey will appear. Selecting this will automatically move the selected item(s) to their default handle locations

29. **DHCP in network adapter settings:**

DHCP is now available in network adapter settings. This provides a quick way to get a valid IP address when connected to devices that have DHCP enabled. Enable this using the [DHCP] softkey in the Network Interface Settings menu and then select [Save Settings]

30. **Multiple sACN broadcast assignment:**

After initially selecting a sACN broadcast node you can now keep adding sACN broadcast outputs to lines sequentially without having to keep selecting nodes every time

31. **sACN merge priority:**

A new property has been added to the Streaming ACN Dmx Module Properties to allow setting of an ACN stream priority value for DMX merge

32. **sACN network adapter softkey:**

It is now possible to select network adapters using softkeys when editing Streaming ACN Settings

33. **Timecode disabled toggle:**

Timecode can now be toggled between disabled (default) and enabled via a new softkey in the Timecode Edit And Offset menu. This makes it easier to see which cues have timecode set along with the ability to toggle a cue in and out of timecode

34. **Timecode framerate:**

A new softkey toggle has been added to the Timecode Edit And Offset menu to define the framerate. This ensures the timecode is always a valid value, particularly when using the add/subtract offset function. There are six options available - 24 Fps, 25 Fps, 29.97 Fps, 40 Fps, 44 Fps and 100 Fps. If a timecode is input or already set that does not fit into the framerate set it will automatically adjust to suit

35. **Highlight Sapphire Touch faders:**

When you touch a fader on a Sapphire Touch it will now highlight the associated playback in the display

36. **Time button LED:**

Where consoles have an LED in the Time key it will now illuminate whenever you are in the cue times menu

37. **Record palette:**

It is now possible to use the record function key to record palettes in the touch workspaces

38. **Show remote cues in active playbacks:**

Cues fired from the remote will now appear in the Active Playbacks workspace

39. **Trigger level matching:**

A new softkey toggle [Level Match = On/Off] has been added to the select target menu when adding triggers. When set to On you must match the external controller level to the current playback level before taking control. This works in much the same way as level matching on a local fader. Default is Off

Improvements

1. **Picture legends on group masters:**

You can now set picture legends for group masters

2. **Master legends:**

You can now set legends for masters

3. **IPGBES in palette import:**

The IPGBES contents of palettes are now indicated in the show library import handle

4. **Shapes can now have multiple pattern definitions:**

Previously shapes with multiple controls could only operate on one pattern. This has been changed so each control within a shape can have its own pattern. Note that while this provides the capability, there are no shapes in the library at the time of writing that take advantage of this

5. **Toggling blind:**

In rare situations entering and exiting blind could take a long time and/or cause performance issues. Changes have been made to speed this up

6. **Exchange mapping - [Confirm] softkey after apply, cancel and reset:**

The apply, cancel and reset functions in exchange mapping now have an additional [Confirm] softkey to complete the operation

7. **Warning when attempting to assign master to occupied handle:**

If you attempt to move or assign a master to an occupied handle the software will now prompt to warn you of this terrible mistake

8. **Record/cue<n> input delay:**

Previously when using the syntax record/cue <n> an inputted cue number would highlight to be overwritten after a few seconds. This could result in entering the wrong number if you were thinking about it for too long. This has been changed so that it never highlights to overwrite and will wait forever

9. **Speed up import:**

General improvements have been made to make importing items faster

10. **Report formatting:**

General improvements to report formatting and indexing

11. **Preset palette options:**

When patching fixtures it is now possible to specify if you want preset palettes assigned to workspaces or preset handles

12. **Chase release mask in playback options:**

You can now toggle chase release masks using attribute bank keys directly from playback options menu in the same way as cues and cuelists

13. **Shape fixture view toggle on/off:**

A softkey option to toggle on/off has been added to shape fixture view when selecting cells

14. **Manual crossfade Go:**

It is now possible to 'Go' cues where cuelists have been set to manual crossfade

Changes

1. **Cue view toggle all links:**

When changing the link status of all the cues in a cuelist to 'Link After Previous' or 'Link With Previous' the last cue will now set to 'Wait For Go'. This is to prevent a race condition that could occur if all cues were linked in a live playback

2. **Quicksave prompt for name:**

If the current show has not been named double-tapping disk will now prompt you to enter one. This prevents a situation where shows might not be 'Quick' saved after starting a new show where no name has been set

3. **Delete function from Set Legend menu:**

Previously if you pressed delete after selecting cues in playback view the option to delete cues would not work properly because it was originally in the set legend menu. This has been changed so that you must now make your selection after pressing delete

4. **Sort fixture report by user number:**

Fixture reports are now sorted by user number

Bugs Fixed

1. **FX palettes empty on load show:**

Fixed issue where shapes in palettes were not always saved

2. **Palette fade times don't start at zero:**

Fixed an issue where firing palettes with timing would jump slightly before beginning the fade

3. **Inverted ranges don't fade from zero:**

Fixed issue where fade across ranges would start from 100% on inverted ranges

4. **Preload breaks swop:**

Fixed issue where preloading a playback would prevent swop working on the same playback until it was lifted

5. **Effect palettes don't reference:**

Previously cues containing effect palettes would only contain hard values and not the palette reference meaning any changes to the effect palette would not transfer to the cue. Effect palettes now reference in the same way as other types of palette

6. **Pre-update palette values persist in cue view:**

Fixed an issue where changes to palettes would not be represented in the cue view of a cue containing associated palette references. Now any updates to palettes are reflected correctly in the cue view

7. **Attribute fade and delay times don't work with fader modes other than zero:**

Fixed an issue where attribute fade and delay times didn't work if the playback mode was set to 1,2 or 3

8. **Dimmer level match:**

Fixed an issue where intensity levels by wheel could be overridden by preset fader. A preset fader will no longer have any effect until it reaches the level set by wheel at which point it will take over

9. **Merging intensity palettes in live cues followed by clear zero's output to stage:**

Fixed issue where updating cues via intensity palettes would result in output to stage going to zero when fixtures were cleared

10. **Tracking off values:**

Previously if channels were turned off in cues they would not track through correctly when replayed out of sequence. This has been resolved

11. **Shape palettes apply to all fixtures in programmer:**

Fixed an issue where shape palettes would apply to all fixtures currently in the programmer, not just those selected

12. **Editing linked chases or cuelists in unfold can break the link:**

Previously if you had linked copies of a chase or cuelist and made edits via unfold, the edits would not propagate to the linked copies. This has been fixed

13. **Fixtures removed from shapes still appear in shape fixture view:**

Previously fixtures turned OFF would still appear in shape fixture view. All parameters now correctly show as OFF

14. **Exchanges wrong fixtures from patch view:**

Fixed an issue where it was possible for the wrong fixtures to be exchanged when selected from patch view

15. **View palette empty after exchange:**

Fixed an issue where palette view would be empty after exchanging associated fixtures

16. **Reassigning masters via system menu resets level:**

Previously if you tried to move the handle of a master by reassigning via the system menu the level would be reset. This has now been fixed so the current level of the master is retained

regardless of how it is reassigned

17. **Chase direction LED's:**

Previously if you changed the chase direction via [Playback Options] the chase control LED's would not synchronise. This has been resolved

18. **No SMPTE tab in timecode workspace:**

Previously SMPTE was only selectable as a source from the timecode menu softkeys. A SMPTE tab has now been added to the timecode workspace

19. **Shape channels in cue view:**

It is now possible to see channels in cue view used for shapes even if the channel itself has no information. This means you can now see shapes applied to channels when selecting the shapes context filter

20. **Titan PC Suite not starting on some computers:**

In certain situations Titan PC suite would fail to start. This has been fixed

21. **Can't select parked line in patch view:**

Sometimes it was not possible to select the parked line in patch view until you selected another line filter. This has been fixed

22. **Pending and multiple dimmer repatch:**

Previously if you attempted to repatch a pending dimmer or a dimmer on a handle with multiple dimmers, all fixtures on the handle would be repatched to the new address. Now only the selected dimmer repatches

23. **Numeric selection of unfolded handles highlights as in programmer:**

Previously when selecting unfolded fixtures numerically the fixtures would highlight as in programmer. They now highlight correctly as in editor

24. **Next/ Prev selection on unfolded numeric range:**

Previously you could not use next/prev to cycle through numerically selected sub-fixtures. This has been fixed

25. **Shift+exit not working from key profile menu:**

Fixed the master exit function from key profile sub-menu's

26. **Remote attributes show as in programmer on console:**

Fixed issue where attributes changed on the remote would appear as in programmer on the console

27. **Range select legend in patch view replaces with fixture name:**

Fixed an issue where range selecting legends in patch view would replace the legend with the fixture name

28. **<n> thru syntax:**

Previously if you tried to use the syntax <n> thru it would only select <n>. This has now been fixed so that it selects all fixtures of the same type after <n>

29. **Thru auto correct syntax:**

Previously the console would try to autocorrect the syntax <n>.thru to <n> thru which could result in the wrong fixture selection. This has been resolved

30. **Palette legend does not update in palette view:**

Previously if you tried to edit the legend of a palette in view it would not update in the palette view. Now changing legend updates live in palette view title bar

31. **Cue view not updating when viewing different playback:**

Fixed an issue where the cue view remained open on a previous playback after viewing a new playback

32. **Automatic IP address conflict on multiple adapters:**

Fixed a rare situation where the automatic IP's starting 10.* or 2.* could be the same for

multiple adapters causing the adapter to switch back to a private range address (169.254.*.*)

33. Incorrect error when patching over dimmers:

Fixed an issue where attempting to patch a quantity of dimmers overlapping handles already containing dimmers would result in an error claiming the address was in use. The erroneous message will no longer appear and the dimmers will patch on top of existing dimmers as expected

34. [@[[@] not taking intensities to full following locate:

Fixed an issue where @@ wouldn't take intensities to full for a numeric group immediately after locating a different group

35. RDM quick patch assigns all fixtures to universe 1:

Fixed the RDM quick patch function ignoring the actual line connected and instead patching everything to line 1

36. Show library grid view headers:

Previously if you selected grid view in show library it would show dummy headers as rows. These no longer appear

37. Copying cue list causes cues to refire:

Previously when cuelists were copied the copy would not update tracking information correctly which could sometimes cause unexpected results when firing cues. This has been resolved.

38. Titan Health Check not appearing on external display from cold boot:

Previously it was possible that Titan Health Check would not move to the external display on a Pearl Expert without wing when starting the console. This has been fixed

39. Cannot apply edited personality for factory edits:

Previously it was not possible to apply edits made to factory personalities when using the edit personality function. This has been resolved

40. Manual crossfade connected view:

Previously, if a cuelist was set to manual crossfade, the connected wheel view would not update correctly when advancing through cues by fader. This has been resolved

41. Times in programmer breaks palette record mode:

Fixed issue where times in programmer would cause palettes to always record by channel

42. Numeric entry cursor jump:

Previously when entering values numerically it was possible to enter very large numbers eventually resulting the cursor jumping to the wrong position. A limit has been placed on the number of characters to prevent this happening

43. Bunch up not working:

Previously the copy and move functions would ignore the option to bunch up and always retain layout. Bunch up now works correctly

44. Set lists do not remember order:

Previously if you created multiple set lists, their order would be changed after save/load. This has been fixed so that the order is maintained

45. Preset palette view only shows information for first fixture type:

Previously if you patched more than one type of fixture with the preset palettes option enabled and viewed the resulting palette only the first fixture type patched would contain values. This has been resolved

46. Fixture selection from show library limited to current page:

Fixed an issue where selecting fixtures in the show library would select the associated handle in the current fixture page selected, rather than the actual fixture

47. Set list active page on show load:

Fixed an issue where the current page wouldn't highlight an associated track in the set list workspace on show load when pages are in set list mode and the set list workspace is already open

48. **Titan One times out on launch or new show:**

Fixed an issue where Titan One would wait for panels that don't exist, resulting in a delay before the software was usable

49. **Titan takes a long time to close when ending PC Suite session:**

Previously when closing Titan PC Suite, the Titan application would not close immediately. This has been resolved.

50. **Motorised master faders restore level on load show:**

Sometimes master faders would not correctly restore their level correctly on motorised faders when loading shows. This has been resolved.

Known Issues

1. **Selected key profile:**

Due to changes in the engine shows loaded from previous versions will have their selected key profile reset to default. Therefore when loading shows from previous versions it may be necessary to reselect your preferred key profile.