



RELEASE NOTES



Version History

Version	Release Date	Details
8.1	15/12/14	Improvements and fixes.

Version 8.1

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: Consoles 8.x:

Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 8.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 8.1 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.

5. 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.

Improvements

1. **Moved Playback Page display on Quartz:**

We have moved the location of the playback page display on the Quartz to the right of the playbacks. This ensures that the playback legends now line up with the playback faders.

2. **Merge Palette Defaults to Shared:**

We have changed the guessed palette type when merging information into an existing palette. It will now select shared instead of global. This is to allow easy access to updating palettes with specific fixture type information. It will still change to normal if differing information is detected in the programmer.

3. **Made CITP more tolerant of Bad Devices:**

With the previous version, if a device reported bad CITP information the device would be ignored. We have changed this so as much of the good information is used as possible. In some cases it allows you to still patch and see thumbnails from those devices. The user will still have to correct the bad data. This was added to allow versions of Arkaos to be patched when reporting malformed CITP information.

4. **ArtNet Legacy Frame Rate Option:**

A new ArtNet option has been added which allows full frame rate across all universes. This can be set by enabling the Legacy mode in the ArtNet settings. We have added this for compatibility with the DP2000 ArtNet to DMX converter. This setting will seriously effect the performance of your ArtNet and should only be used with the DP2000 device.

5. **ArtNet Overrun:**

The overrun option added to ArtNet allows you to specify that the console resends the last changed DMX frame 3 times before entering reduced frame rate operation. Although not part of the standard this was added for greater compatibility with certain ArtNet receivers such as the Artistic License Etherlynx 2.

Bugs Fixed

1. **All Pixel Map Outputs Freeze:**

Around once every 5 days of continuous use, all Pixel Map outputs from the desk will freeze. It is not possible to create new effects or fire new effects.

2. **Backup console stuck in Safe Mode:**

Sometimes when you shutdown the master console the backup console gets stuck in safe mode. You have to restart the software to output DMX.

3. **New Show does not reset DMX Module Options:**

When performing a new show all DMX module options such as ArtNet and Streaming ACN settings are not reset.

4. **Remote UI may stop updating for certain parameters:**

When connected to a master console the UI on the remote console may stop updating for certain parameters. This only occurs when in a Multi-User environment on consoles that are not the master.

5. **Corrupt characters from ArtNet Poll prevent saving DMX settings:**

Some ArtNet devices may report corrupted or unsupported characters in the ArtPoll response. When these nodes are added to your show the entire DMX configuration is not saved in the show file.

6. **Software crash with session lost screen:**

We have fixed crash issues which would result in Session Lost screens appearing to the user even when not in a session.

7. **Name "Broadcast Streaming ACN" incorrectly used:**

When Assigning Streaming ACN outputs, the nodes show up in DMX Settings as "Broadcast Streaming ACN". It should say Streaming ACN Universe X.

8. **Avolites AI, Patched with 1 Fixture through Active Fixture:**

When patching AI through active fixture, only a single fixture would be patched rather than the full number of fixtures. This only applies to AI V8 Beta release. The latest release on AI V8 is required.

9. **Playback Key Profile setting is not copied:**

When copying a playback, the selected key profile setting for the playback is not copied.

10. **Individual attribute clear causes fixture to release:**

In certain circumstances when Locating a fixture then changing and clearing a single attribute could result in the entire fixture releasing to the last used cue values.

11. **Show DMX Address for Fixtures workspace is not saved:**

The setting to hide or show the DMX address on fixture handles in the fixtures workspace was not saved in the show and would be lost after restart.

12. **Tiger Touch consoles with U-DMX cards stop sending DMX:**

Any Tiger Touch consoles with U-DMX cards fitted may stop sending DMX after around 6 hours of operation. This effects the original Tiger Touch and Tiger Touch Pro consoles. The Tiger Touch II consoles are unaffected.

13. **DBO not releasing:**

If the Grand Master is enabled, the DBO button blacks out the stage. But when releasing the button, the stage stays black, until the fader is brought down to zero and brought up again.

14. **Crossfade cue list with times does not work with Go button:**

If there are cue fade times on a cue list set to Manual Crossfader the Go button will only work once and then not work again. You can still progress the cue list by moving the fader up and down but the Go button will no longer have any effect. Cue lists without times do not exhibit this issue.

15. **Unable to connect V8.0 Pearl Experts to other V8.0 consoles:**

We have relaxed what versions can be connected together in multi-user to avoid this scenario occurring again. Please note that you are not able to connect consoles running V8.0 to V8.1.

16. **Auto Legends for Position Palettes show as Black Colour:**

A black colour swatch was incorrectly used to legend position palettes.

17. **Unable to set times on CueList Cue:**

Moving a cue between two cue lists results in you not being able to edit times on the moved cue.

18. **Pearl Expert Wing Wheels reset to Console Wheels:**

When choosing the Pearl Expert wheels to be on the wing, this setting would be lost after restarting the console.

19. **Grand Master fader disabled on restart:**

After restarting the console the Grand Master enabled setting would reset to disabled.

20. **In Unfold, merge requires double press:**

In unfold cue list a playback swop must be pressed twice before the replace/merge menu appears.

21. **Palettes from V7 Stuck:**

Some Version 7 Palettes cause fixtures to be stuck in the programmer in version 8.

22. **Preset Palettes break Chase Cue Timings:**

Using preset palettes in chase cues would cause the cue to have zero times. This would result in the chase running quickly and no ability to change the speed.

23. **Slow to Load or Startup:**

When loading some shows with filter relevant palettes enabled the console hangs for an extended period on loading show.

24. **Triggers not loading from V7 Shows:**

Triggers not loading into V8 from V7 show files.

Known Issues

1. **Trigger mappings across different consoles:**

Trigger mappings are stored on a per console basis. This can cause confusion when moving shows between consoles as only last version saved on that console will be shown.