RELEASE NOTES

Version History

Version	Release Date	Details
9.1	28/7/15	New features, improvements and fixes.

Version 9.1

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 9.1. 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 9.1.

2. **Upgrading from: Consoles 6.0 to 8.1:**

   For consoles the software must be upgraded by running a version 9.0 recovery stick. You can download the 9.0 recovery stick from here. Please follow the instructions given when downloading the recovery stick to install version 9.0. When running the recovery stick, selecting Standard Recovery will retain any shows saved on the console and preserve your previous license. If you are running a Full Erase recovery then you can reuse the license which was emailed to you previously.

3. **Upgrading from: Consoles 9.0:**

   Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 9.0 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 9.1 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.

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.

5. **Upgrading from: Titan Remote Apps:**

   Users wishing to use Titan Remote should download the new Titan Remote V9 app from the relevant app store. The existing apps will continue to work with version 8 consoles.

New Features

1. **Add/remove/align key frame.:**

   It is now possible to add/remove and align fixtures in key frame shapes. To add or remove fixtures there is a new button to the right of the key frame title in the effect editor. Pressing this will allow fixtures to be added or removed by selecting them in the same way as with normal shapes. The Align function works the same as all other align operations.

Improvements

1. **Filter relevant palettes occasionally slows.:**

   Occasionally after long programming sessions filter relevant palettes could become slow. This has been resolved.

2. **Autoincrement cue fixture order slow in very large shows.:**

   In large shows autoincrementing cue fixture order could become slow. This has been resolved.

3. **Not enough space save show error.:**

   If a drive doesn't have enough space to save a show it will now warn the user.

4. **Auto legend white and amber.:**

   Colour palette legends now include amber and white channels.

5. **Pixel mapper smoothing.:**

   Improvements to pixel mapper colour fade model.

6. **Imported RGB on CMY.:**

   Imported RGB palettes will now work on mapped CMY fixtures.

Bugs Fixed

1. **Global palettes on fixed wheel fixtures.:**

   Fixed an issue where playback references to global palettes for fixed colour wheel fixtures wouldn't work correctly.

2. **Numeric speed masters.:**

   Previously if you input a numeric value for a speed master the speed would be muliplied. Inputted values now work as expected.

3. **Cue view column widths change.:**

   Fixed column widths changing in cue view after toggling attribute filters.

4. **Keyframes in blind output to stage.:**

   Previously key frame shapes would continue to output to stage when in blind mode. This has now been resolved.

5. **Missing fast go presses in very large shows.:**

   Fixed issue where cue list cues in large shows could be missed if go was pressed very quickly.

6. **DMX line changes automatically.:**

   Fixed issue where the patch menu would change the DMX line from one input by a user.

7. **Random shape order live.:**

   Previously if a random order was applied to a shape in the editor, the random order would not be reflected on stage. This has been fixed so that the live output is in sync with the programmer.

8. **Aligned shape order.:**

   Fixed an issue where aligning shapes would result in the aligned fixtures all having a fixture order of 1.

9. **Undo key frame shapes.:**

   Fixed issue where undo wouldn't take key frame shapes out of the programmer.

10. **Multiple key frame order.:**

    Previously if you tried to change the order of multiple key frames the timeline and output would get confused. This has now been resolved.

11. **Text and picture legend.:**

    Fixed rare issue where a palette handle could display both text and picture legends simultaneously.

12. **Flash and swop ignores release to home.:**

    Fixed issue where flash and swop would ignore release to home setting.

13. **Clear key frame editor on blind.:**

    Previously when a key frame was in the programmer and the user switched to blind mode the effect editor workspace still showed the key frame. Now when entering blind mode the effect editor is cleared of the key frame shape.

14. **Shape in programmer breaks record by fixture.:**

    Fixed an issue where a shape in the programmer would prevent record by fixture recording all attributes.

15. **Delete key frame layer timeline sync.:**

    Fixed an issue where deleting a key frame shape layer would not update the timeline correctly to reflect this.

16. **Attribute times with thru don't obey overlapping order numbers.:**

    Fixed an issue where setting attribute times using thru would not obey overlapping fixture orders.

17. **Scale masters above 100%.:**

    Previously scale masters greater than 100% would not calculate correctly. This has been resolved.

18. **Timecode times with thru don't spread evenly.:**

    Fixed an issue where times didn't spread correctly when using the thru syntax in timecode format.

19. **Filter relevant palettes after update.:**

    Previously if a palette was updated to contain information for a new fixture type it would still grey out for the new fixture when filtering relevant palettes until the software was restarted. Palettes now filter correctly.

20. **Shape palettes don't apply to all patterns.:**

    Resolved an issue where parameters in shape palettes would only apply to the first pattern selected.

21. **Wheel display out of sync after selection pattern.:**

    Fixed an issue where the wheel display would not update correctly when using the wheel @ key after applying a selection pattern.

22. **Binary show fails to load after exchange.:**

    Fixed an issue where shows could fail to load following a fixture exchange.

23. **Point time values don't work in some languages.:**

    Fixed an issue where decimal points in times would fail in some language settings

24. **Include menu gets stuck.:**

    Fixed a rare issue where the software could get stuck in the include menu after including a cue.

25. **Group handle stuck in selected state.:**

    Fixed an obscure issue where a group handle could get stuck on after a fixture exchange

26. **Empty fixture window after unfold.:**

    Previously it was possible to unfold an empty fixture selection or a selection of fixtures without cells resulting in an empty fixtures workspace. This is no longer possible.

27. **Can't select fixtures after changing user.:**

    Fixed an issue where changing between users and handle worlds could result in some fixtures becoming unselectable.

28. **Version 7 shows not loading correctly.:**

Fixed an issue where version 7 shows wouldn't load correctly into version 9

29. **Swap number broken in edit groups.:**

Previously the option to swap numbers when using the renumber function in edit groups didn't work. This has now been fixed.

30. **Shape size doesn't load correctly from previous versions.:**

Fixed an issue where the shape size playback option would reset to fixed when loading shows from previous versions.

31. **Scale masters don't release on delete.:**

Previously if a group master was assigned to a fader, set to zero and then deleted, any associated fixtures would be stuck at zero with no way to regain intensity control. This has now been fixed.

32. **Corrupt personalities prevent shows from loading.:**

Fixed an issue where corrupt personalities in showfiles could cause the software to fall over when loading.

33. **Park conflicting doesn't work properly.:**

Fixed an issue where the [Park Conflicting Fixtures] option when repatching did not work correctly.

34. **Mode 2 causes clear to release to locate.:**

Previously if a mode 2 or mode 3 playback was active and a palette was applied to the associated fixtures/controls subsequently clearing the programmer would result in the controls returning to their locate values. This has now been fixed so that the LTP values remain unchanged on clear.

35. **Clear via @ menu deselects.:**

Fixed an issue where fixtures could incorrectly become deselected when releasing or clearing individual attributes.

36. **Delete pixel map animation stops output.:**

Fixed an issue where deleting a pixel map animation could result in no output to stage.

37. **Pixel map effect release.:**

Previously pixel map effects would ignore release times and snap out. They now follow release times as expected.

38. **Shape order on copied fixtures lost.:**

Fixed an issue where shapes on copied fixtures would lose their order after a save/load operation.

39. **Shape order on stage wrong after add fixture.:**

Fixed an issue when occasionally adding fixtures to shapes and then editing the shape fixture order could result in the output to stage being different to the actual order in the programmer.

40. **Shape fade out.:**

Previously shapes in playbacks would ignore fade out times and snap. They now follow fade out times as expected.

41. **SMPTE panels won't come back.:**

Fixed an issue where the SMPTE panels would often not return on a ST following a panel reset.

42. **Set list track move causes lock.:**

Fixed an issue where moving a set list track onto itself more than once would result in the software locking up.

43. **Wheel times on @ does not adjust all selected fixtures.:**

Fixed an issue where using the @ keys to input wheel times only adjusted one fixture rather than the whole selection.

44. **Non-linear attribute curves cause lock on reconnection to node.:**

Fixed an issue where the Titan engine could terminate after a non-linear curve had been set on a control and node connection had changed (for example takeover from backup).

45. **Key frames ignore offset.:**

Previously key frame shapes would ignore attribute offsets. This has now been resolved.

46. **Macro legends with ampersand prevent cuelists from loading.:**

Fixed an issue where cuelists would not load correctly where they contained cues linking to macros containing an ampersand in their legend.