



RELEASE NOTES



Version History

Version	Release Date	Details
14.0	21/10/20	New features, improvements and fixes.

Version 14.0

Upgrade Procedure

1. Upgrading from: All Platforms:

Please note that version 12.0 and above will require an AvoKey dongle. This can be purchased from Avolites and is included free of charge for new consoles purchased from 1st June 2019. For consoles where it is not already pre-installed this will need to be licensed and must be inserted in the correct USB port (please refer to AvoKey installation instructions) for the software to be licensed and run. You can find detailed information about the AvoKey dongle and the licensing procedure [here](#). It is important that a compatible version of the personality library is installed. The personality library installer and instructions for v14.0 can be found on the downloads page of the personality website. Some workspace shortcuts from previous software versions did not specify which screen a window should appear on. Workspaces in this state may not recall windows to the same screen as they did in previous versions and therefore may need to be re-recorded to work as expected in version 14.

2. Upgrading from: Consoles 12.0 and above:

Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 12.0 and above 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 storage device. Insert the USB stick in the console and select Control Panel > Titan Installers > Titan 14.0 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.

3. Upgrading from: PC any version:

Windows 10 (64-bit) is the only version of Windows supported for PC Suite, which includes Titan Go, Titan Mobile, Titan Simulator and Personality Builder. Please ensure you save and backup your shows before attempting to upgrade any software. You can download the latest Titan software [here](#). 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. This requires an AvoKey which must be inserted in one of the USB ports. If you have not done so previously follow the instructions in the Authenticator to license the software.

4. Upgrading from: Titan Remote Apps:

Users wishing to use Titan Remote with version 14.0 should download the new Titan Remote V14 app from the relevant app store. The existing apps will continue to work with previous Titan software versions. Please note the Known Issues for the Android app.

New Features

1. Virtual Faders:

A new window called 'Virtual Faders' has been added. This provides pageable handles with faders, legends and, optionally, blue, grey and black buttons that can be used in much the same way as their physical counterparts expanding the control surface virtually without additional hardware.

By default the Virtual Faders window contains a page selection and 10 virtual handles each comprising a fader, two buttons and a legend area. You can record, move or copy items here in

exactly the same way as with their physical equivalents and the current key profile action is shown on the keys. Touching the page section above or below the current page will increment or decrement the page respectively and touching in the middle will open the 'Goto Page' menu.

The fader size will adjust according to the size of the window. In the window appearance settings you can customise the contents such as the buttons, number of faders and whether to show the page display. These, along with the size and position, will store and recall with workspace shortcuts.

2. **Mask FX:**

Mask FX provides a quick way to stop running shapes and effects.

A new [Mask FX] softkey has been added to the Shapes And Effects menu; selecting this will open the 'Mask FX' menu. If no fixtures are selected the actions in this menu will apply to all fixtures; otherwise they will apply to the selected fixtures only.

- [Create Mask FX] will place a mask shape for all attributes and a mask effect in the programmer (similar to 'Block All Shapes' and 'Block Effect' in previous versions). Pressing <enter> in this menu will shortcut to this.
- [Create Mask Shape] will place a mask shape for all attributes in the programmer (similar to 'Block All Shapes' in previous versions)
- [Create Mask Pixel Map] will place a mask effect in the programmer (similar to 'Block Effect' in previous versions)
- While in this menu the attribute bank buttons will flash. Pressing an attribute bank button will place a mask shape for the selected attribute group in the programmer (similar to e.g. 'Block P Shape' in previous versions).
- [Clear Mask FX from Programmer] will remove any mask shapes and effects from the programmer.

If the mask is recorded in a cue or memory it will stop any running shapes and effects for the associated fixtures while it is active.

Mask Shapes replace "Block Shapes" in previous versions of the software. However, they are more powerful:

- They mask all shapes running on any attribute within an attribute group, including keyframe shapes. Old Block shapes would not affect any attributes which were not explicitly defined in the block shape itself.
- They mask shapes running on both the target fixture and any subfixtures it may have. Previously two block shapes, one for the fixture and one for the subfixtures, would have been needed to achieve this.

The old Block shapes are no longer listed in the list of available shapes for an attribute.

Note that the personality library must be updated for this feature to work. Also note that shows containing block shapes from previous versions will load and work as expected but the block shapes will now be named 'Mask'.

('FX' in this context refers to all types of effect, i.e. Shape, Key Frame Shape and Pixel Map.)

3. **Open Workspace Window Overlay:**

A new 'Open Window Overlay' has been added to provide a faster and more intuitive way of opening windows.

When in the 'Open Workspace Window' menu, an overlay of commonly-used windows is shown, including their name and an associated icon.

Selecting a window will open it on the display where it was selected. If the window was previously on a different display it will preserve the window's size and location when moving to the new display. Selecting the 'X' button at the top-right corner of the overlay on any display will close it on all displays and return to the root menu.

Double-pressing OPEN/VIEW now shortcuts to the 'Open Workspace Window' menu, providing a quick way to open and close the overlay. Tapping OPEN/VIEW again whilst in the overlay will return you to the View menu and close the overlay.

4. **Per-screen Workspace shortcuts:**

Functionality has been added to allow workspace shortcuts to affect only the screen they are placed on, or to affect a specific set of screens.

A new [Screens] softkey has been added to the 'Record Workspace' and 'Quick Record Workspace' menus. This shows which screen(s) will be recorded into the shortcut. In Quick Record, by default this will be the same screen as the workspace shortcut (except for on the

Sapphire Touch where it will be the left and right screens).

Selecting [Screens] will reveal a menu where you can toggle which screens will be recorded into the workspace shortcut. Select the relevant softkey to include or exclude as required. Selecting [No Filter] will record all screens. Selecting [No Filter] again while it is already selected will toggle to include all the individual screens providing a quick way to achieve the desired selection. Only windows on selected screens will be recorded and if [Remove Other Windows On Recall] is enabled this will only apply to these too.

When a single screen is selected, a [Recall As Recorded/Recall Where Selected] softkey will appear in the 'Record Workspace' and 'Quick Record Workspace' menus. When set to [Recall Where Selected] (default), windows in the workspace will be recalled directly to the same screen as the shortcut. When [Recall As Recorded] is selected, windows will be recalled to the same screen they were recorded on, as before. Where more than one screen is selected this option is not applicable and the button will change to read [Recall as Recorded (Multiple Screens)] to reflect this.

Workspace shortcuts set to [Recall Where Selected] are indicated with a target symbol and workspace shortcuts set to [Recall As Recorded] include the screen number(s) in the top-right corner of the handle. Workspace shortcuts set to remove other windows on recall are indicated with an 'X' symbol.

Pressing OPEN/VIEW followed by a workspace shortcut will reveal a new 'Recall Screen' menu containing softkeys representing each of the available screens along with an [As Recorded] softkey. Selecting [As Recorded] will recall the windows to the screens as originally recorded. Selecting one of the screen softkeys will recall the windows to the selected screen. This can be particularly useful where a workspace shortcut includes a single display.

5. **External Screen workspace shortcuts:**

Workspace shortcuts are now available on external screens. A new 'External Screen Workspace Shortcuts' user setting has been added (found under 'General'). When turned on (default), workspace shortcuts will be shown on any external screens. When turned off the workspace shortcuts will only be shown on the internal screens as before.

6. **Reset connected cue list next step:**

Pressing the Prev Cue and Next Cue buttons at the same time will reset the next step of the connected cue list to the cue after the current cue.

7. **Go back on stop:**

Pressing the Stop button for a connected cue list while it is paused will now function as 'Go back'. This provides a quick way to go back to the previous cue following cue times if required without needing a button or macro with the go back action.

8. **WebAPI picture legend support:**

It is now possible to get picture legends via WebAPI.

When using the command to get all handles `http://localhost:4430/titan/handles` to return the handle information it now includes in the returned JSON a link to the picture legend image as a png. This can then be downloaded separately. You can also change the image using the command `http://localhost:4430/titan/graphic/{graphicId}` where the body of the post request is the image data.

9. **[Options] shortcuts:**

The [Options] hardware key now provides a quick shortcut to opening the handle options for a given handle. Pressing [Options] and then selecting a handle will open handle options for that handle. In addition, pressing and holding [Options] and then selecting a handle key will open the key profile selection menu for that handle.

10. **Connect to Intensity and Size Masters:**

You can now [Connect] to intensity and size masters, allowing you to control the level via the wheels. All 5 overall Intensity master types (Grand, Swop, Flash, Preset, Playback) are now supported in addition to Size masters, Rate masters, and BPM masters.

11. **Disable Cue Links playback option:**

A playback option to disable execution of all 'Link After' and 'Link With' links in a cuelist has been added. This makes it easier to program and modify complicated sequences of cues.

Improvements

1. **Playback handle view redesign:**

The handle view (shown above/below the faders) for playbacks has been overhauled.

In the handle view for a cue list or chase, the cue number is now shown followed by the cue legend. When active, the current cue is shown at the top in light blue with a progress bar indicating the cue progress. The next cue is shown underneath in dark blue. This aligns the colours in the playback handle view with those used in the playback view for a more consistent experience.

For all types of playback, the next cue delay and fade in/out times are shown: an up arrow indicates in, a down arrow indicates out, and a lower case d and f represent delay and fade respectively where set.

2. **Options:**

Options for various handle types have now been unified providing a more consistent interface.

The [Playback Options] softkey has been renamed to [Options] and the Options button has been changed to link to this. Pressing the [Options] softkey or Options button followed by a handle or range of handles will open the Options window and softkey menu, which provide a consistent interface for setting options on any type of handle.

Various options have been reorganised and rearranged, including separating time options into their own category where relevant. Options that previously appeared in multiple categories now appear in only one, to reduce confusion. Where there are more than three choices for a particular option the option now displays as a single button showing the current selection and pressing this will reveal a popup menu containing the other choices.

Where a range of handles is selected a star symbol will appear next to any shared options that are not currently the same for all handles in the selection. Where there are three or fewer settings for a particular option all of the settings will display as if they are not selected and if one of the settings is selected it will apply to all playbacks in the selection. Where there are more than three settings a button with an asterisk (*) will be shown. Selecting this button will reveal a popup with the relevant settings and selecting one of these will apply it to all the playbacks in the selection. Where options have on/off toggle switches both the on and off part of the switch will display in white, and selecting on or off will apply this to all of the playbacks in the selection.

The [Renumber All Cues] softkey for chases and cue-lists has been removed from the Options menu - this feature can still be found in the playback view context menu or in the 'Advanced Cue List Options' menu ('Record Cue List' -> [Advanced Options]).

3. **Capture 2020:**

The integrated Capture Visualiser has been updated to Capture 2020.

In addition to improvements in the rendering and support for Capture 2020 project files, this fixes issues where fixtures were oriented 90° offset and did not match the stand-alone Capture when using project console link.

Capture 2020 provides different rendering quality settings to previous versions. This is reflected in an updated interface in the Capture Visualiser Settings window. Some of the factory macros relating to Capture Visualiser appearance settings have been removed as they are no longer available.

Please note it is important that a compatible version of the personality library is installed. The personality library installer and instructions for v14.0 can be found on the downloads page of the personality website.

4. **Titan Go key profile indicators:**

The text on the blue and grey keys above the virtual faders in Titan Go now reflect the assigned key profile action.

5. **Attribute Editor dynamic views:**

The editors in the Attribute Editor such as position, colour picker, blade and image control now dynamically adjust the size and position of the various controls according to window size. The position and blade editors are now always square, the image control is always shown in a 4:3 ratio, the complete colour picker will always be shown and they will all try to fill as much space as possible in the given window size. Additionally, the slider headers in the HSI/RGB/CMY mode of the colour picker have been removed to provide more space for the sliders themselves and when the colour picker is set to 'Channel' mode the picker will switch between a circular and rectangular model depending on window size.

6. **Icons in window furniture:**

An icon representing the window type has been added to the window title bars. This provides a graphical reference and matches the icons used in the new open workspace overlay.

7. **Snap button:**

Previously the snap button (either the physical key where present or via the Snap on/off factory macro) would only affect the snap behaviour for cue lists. It has now been changed so that this will affect the snap behaviour for chases or cue lists depending on which is connected. This is linked to the associated user setting. If neither are connected it will continue to affect cue-lists.

8. **Playback effect speed:**

A new 'Effect Speed Multiplier' property has been added to playback options for cues, chases and cue lists. This is a global speed multiplier over effects in all cues in a playback and is applied in addition to BPM masters and other modifiers.

9. **Colour mix first bank:**

Where a fixture contains controls assigned to both the colour and colour mix attribute banks the controls assigned to the colour mix bank are now shown before those assigned to the colour attribute bank on platforms that do not have separate colour and colour mix attribute bank buttons.

10. **Leave Other Windows on Recall option added to quick workspace record menu:**

The option to 'Leave Other Windows on Recall' has been added to the Workspace Quick Record menu. Previously, it was only available via the full Record Workspace menu.

11. **Incompatible show file warnings:**

The error message shown when attempting to load an autosave from an older version of Titan has been improved.

The prompt will now read 'This show file is not a full save and cannot be loaded into newer software versions. See event log for details.'

In the event log (opened directly from the menu by selecting [More Information]) the summary of the error will include the version of Titan that the show file was originally saved in.

12. **PioneerDJ prompt when no CDJs are connected:**

The PioneerDJ window will now show a 'No players found. Make sure the CDJs are connected and playing' prompt when CDJs are not connected or where they are connected but in an 'idle' state (i.e. the track has not been played yet).

13. **Shape beats and counts in programmer tags:**

The beat and counts shape parameters now highlight as in programmer where relevant.

14. **Edit Times menu greys out and prevents selection of unsuitable playbacks:**

While in the edit times menu the handle of any playbacks that do not have the ability to set times are now greyed-out and attempting to select these will do nothing.

15. **RECORD and CONNECT/CUE LED:**

If there is nothing connected the LED in the CONNECT/CUE button will no longer flash.

16. **Manual Crossfade overhaul:**

The Manual Crossfade functionality for cuelists has been significantly improved. Cuelists now do not fire the next cue automatically at the end of a manual crossfade. This means that at the end of a crossfade from Cue 1 to Cue 2, Cue 2 will be shown as the currently live cue at 100% progress, instead of Cue 3 being the live cue at 0% progress as before. This resolves issues where the display is confusing, as the user expects to be in cue 2 but appears to be in cue 3 (albeit at 0% progress).

Manual Crossfade now correctly crossfades FX of all types, respects cue Link settings, respects cue timing values, respects Scene Masters, and triggers Move In Dark actions as appropriate - see specific bugs below.

Manual Crossfade can now be freely interspersed with Automatic fades; you can use [Go] to commence an automatic fade from the current manual crossfade position, [Stop] to pause an automatic fade at any time, and you can "take over" an automatic fade and capture it for manual control by performing a level match with the fader.

When the currently live cue is being manually crossfaded a red 'M' will appear next to the current cue number in the playback legend area, and 'Manual' followed by the progress percentage will be shown in red in the wheel view if connected.

Where a playback in manual crossfader mode is assigned to a handle with a rotary encoder (i.e. Arena mini-screen), the rotary encoder no longer attempts to invert the direction of rotation at the end of each cue, as the user has no way of knowing which way is which at any

given point in time.

17. **Constrain IPCGBESFX indicator size in handles:**

The size of the IPCGBESFX indicator at the bottom of handles has been constrained so that it cannot become disproportionately large with large button sizes.

18. **UPS warning on power lost:**

If mains power is lost in consoles with a built-in UPS, a warning will now appear on all screens to alert you, and entries will be appended to the session Event Log.

When the power is restored another entry will be appended to the event log, and a warning will appear in the prompt area.

19. **Clear search filter if there are no results:**

When entering a menu with a search function (for example Options) any previous search terms will be cleared if there are no results. This should help avoid confusion where it can look as if there no options and the menu is not working due to an old search including those that might have been accidental.

20. **Titan Go restore fader position on page change:**

When changing page in Titan Go the faders will now move to reflect the level of different active playbacks on the same handle (where relevant).

21. **Titan Health Check Port Check:**

Titan Health Check will now check if there are any applications using ports required by Titan and prompt a warning with details if there are.

This solves situations where the software would remain on the grey loading screen forever and never start due to not being able to access the ports.

Log Collector will now also collect and package information about ports in use to aid diagnosis of similar issues.

22. **New manual:**

The manual has been changed to use an offline version of the new manual, found at <https://manual.avolites.com>. The new manual includes a more user-friendly UI and an improved Search function.

23. **Arena Mini-Screen playback level bars:**

If a playback was assigned to a rotary encoder on the Arena mini-screen, it was not previously possible to see the level of the playback. A level bar has now been added to the handle view.

24. **Create and collect memory dumps on crash:**

If Titan or the UI crashes, they will now produce memory dumps which can be used by Avolites to diagnose the cause of the crash. Application crash memory dumps and operating system crash dumps will be collected automatically by Log Collector and packaged along with the application logs.

25. **Authenticator displays hardware serial number that an AvoKey is locked to:**

If Authenticator is run and an AvoKey that is already licensed to another device is connected, Authenticator will now display the serial number of that device.

26. **Troubleshooting link shown if stuck connecting to Titan ("grey pulsing screen") :**

If the UI failed to connect to Titan, the interface could become stuck on the connecting screen ("grey pulsing screen") with no indication as to what the problem might be. If connecting to Titan seems to be taking abnormally long, we now display a link to some troubleshooting tips for this scenario.

27. **Set fixture levels via rotary encoders:**

It is now possible to set the preset and programmer levels of a fixture with an Arena mini-screen rotary encoder. This operates in the same way as setting the preset and programmer levels of a fixture via a fader.

28. **Scene Master reset:**

A new key profile action, Reset, is available for Scene Masters. When executed in Preset mode, this action clears the current preset state and returns it to empty, leaving the Scene master in the preset state. This can be used to discard the current state of the Scene master and start again building a new preset state.

Changes

1. **Connected Handle synchronised per user:**

The currently connected handle is now set per user for all clients in a TitanNet session. This means that if you have multiple consoles in a Multi-User session, if they are set to use the same User, they will share the same connected handle.

If you wish to have a different connected handle between different consoles in a Multi-User session, change to a different user on each console.

2. **UI Contrast:**

The UI background has been changed to provide a better contrast ratio and makes screens easier to read in high light conditions.

3. **Copy/Move:**

Pressing COPY or MOVE on consoles with separate buttons now opens relevant dedicated menus.

4. **Release mask from (Playback) Options root menu:**

Previously, pressing the attribute bank buttons while in the (Playback) Options root menu would set the playback release mask without any feedback in the UI. This has been changed so that pressing the attribute bank buttons while in the Options root menu no longer sets the playback release mask and instead just selects the associated attribute bank.

5. **Colour picker tabs:**

The tab order in the colour picker has been changed so that 'Channel' is the first option. Channel mode is also now the default option.

6. **Block Shapes in Shapes And Effects menu changes:**

To help differentiate mask shapes from the tracking options in cue lists the [Block Shapes] softkey in the Shapes And Effects menu has been renamed to [Block Tracked Shapes], the associated menu has been renamed from 'Block Running Shapes' to 'Block Tracked Shapes' where the prompt now reads 'Select a shape from a running cue list to block it tracking' and the [Block All Shapes] softkey has been renamed to [Block All Tracked Shapes].

7. **Block Effect renamed:**

The Block Effect toggle switch in the effect editor window has been renamed to Mask Effect in line with the new Mask FX function.

8. **Align softkey text revised:**

The [Align All Attributes]/[Align Programmer Attributes] softkeys in the Align Fixtures menu have been renamed to [Add All Attributes To Programmer]/[Add To Programmer, Matching Source] to try and reduce confusion over the function.

9. **Edit key profile options:**

Where physical buttons don't exist they now have a 'Virtual' prefix (for example the black buttons when using a Quartz are now named 'Virtual Black Key'). The touch key has been renamed to 'Touch/ Executor'.

10. **Clear selected Fixtures option no longer resets:**

The 'Clear Selected Fixtures' option in the clear menu now does not reset when entering the clear menu. This allows users wishing to always use this behaviour to set this option and leave it in that behaviour. When selected the first clear will just clear selected fixtures. The second clear press will clear all fixtures. If no fixtures are selected it will clear all fixtures. The clear selected fixtures option is now available via user settings, and is saved in the show and travels with the user.

11. **Titan Mobile default Line count is now 16:**

Previously, the default number of DMX Lines available on Titan Mobile was 12. This has now been increased to 16.

Bugs Fixed

1. **Imported images in Pixel Map effects are lost on show reload:**

If an image is imported into a pixel map effect, and the show is saved and then loaded, the image will no longer be present in the pixel map effect after the show is loaded. This issue is

now resolved.

2. **Panel crashes when opening playback view for faulty cues:**

Fixed a rare issue where the UI could crash when opening playback view for faulty cues.

3. **Invalid macros stop software from starting:**

Fixed an issue where faulty macros would prevent the software from starting.

4. **UI can freeze when resizing Attribute Editor Position control to be very small:**

Fixed an issue where it was possible for the UI to freeze if the Attribute Editor window was displaying the position editor and was resized to a narrow width.

5. **Window can get stuck when resizing:**

Fixed an issue where you could get into a situation when resizing windows where it would get partially stuck and the window would not appear if then closed and reopened.

6. **Synergy TitanNet error message:**

Fixed an issue where a TitanNet Active Node Lost error message would appear approximately every 30 minutes when connected to Ai.

7. **Edit group layout and Video Multi View on TNPs in console mode:**

Fixed an issue where the attempting to edit a group layout or open the Video Multi View window on TNPs in console mode would result in an error message being displayed.

8. **Take over masters override scene master:**

Fixed an issue where group masters set to take over would output the intensity of associated fixtures while the scene master was in preset mode.

9. **Controls get stuck after entering blind while creating key frame shapes:**

Previously if you entered blind mode via the shift menu while creating a key frame shape you would no longer be able to adjust the associated controls after exiting blind. Now if you attempt to enter blind mode via the shift menu while creating a key frame shape it will prompt a warning explaining this is not possible and won't do anything.

10. **Aligned fixtures stay on after clear:**

Fixed an issue where pressing clear after aligning fixture intensity would not release the aligned fixtures to the highest level (i.e. zero).

11. **Intensity stuck at full after snap to cue from non-active cue list:**

Fixed an issue where it was possible to end up with dimmers stuck on after using next cue or prev cue on an inactive cue list and then raising the fader with cue list snap enabled.

12. **Snap Back Snaps Forward when cuelist in manual crossfade mode:**

Fixed an issue where if a cuelist was in manual crossfade mode, executing [Snap Back] would cause the cuelist to snap forwards.

13. **Cannot use [Stop] after [Go] for a cuelist in manual crossfade mode:**

If a cuelist is in manual crossfade mode and [Go] is used to fire a cue, previously [Stop] would have no effect. Now, the fade is paused correctly.

14. **Cannot use [Go] mid-fade after [Go] for a cuelist in manual crossfade:**

If a cuelist is in manual crossfade mode and [Go] is used to fire a cue, previously [Go] would alter the length of the in-progress fade and not fire the next cue. Now, the next cue is fired correctly.

15. **Manually crossfaded cues do not crossfade shapes:**

Fixed an issue where shapes in cue list cues would not follow the fader level when set to manual crossfade.

16. **Manual crossfade does not fade pixel map effects:**

Previously, when manually crossfading cues containing pixel map effects, the fader level would not affect the pixel map effects in any way and instead would act as a go when reaching the end of travel. The fader level now proportionally fades the effects as expected.

17. **Manual crossfade ignores cues with delay in and zero fade times:**

Fixed an issue where cues with a delay in time and zero fade time would not fade correctly when set to manual crossfade.

18. Manual Crossfade ignores Link settings:

When a cuelist was in manual crossfade mode cues would not respect 'Link After' or 'Link With' settings. Link After cues are now fired automatically when the prior cue is completed. Link With cues are now manually crossfaded with the prior cue, taking fade, delay, and offset times into consideration as appropriate.

19. Manual Crossfade ignores Scene Master:

A cuelist set to manual crossfade mode would not interact in any way correctly when an assigned Scene Master was in preset mode; manual crossfade progress would not be correctly applied live on commit, and no crossfade behaviour was available. Now, on commit, the current manual crossfade position from Preset mode is applied Live.

20. Manual crossfade ignored after pressing Go an odd number of times:

Fixed an issue where manually crossfading a cue by fader in cue lists set to manual crossfade would not work immediately after pressing Go an odd number of times.

21. Go on partially manually crossfaded cue lists does not obey times:

Fixed an issue where continuing a partially manually faded cue in a cue list by pressing go would not complete over the expected time.

22. Changing cue list fader mode from manual crossfade after partial fade:

Fixed an issue where, after partially manually crossfading a cue in a cue list set to manual crossfade mode, switching the mode to a different mode and continuing the fade with go could cause unexpected results.

23. Faded cues completing after a previously-continued fading cue pauses the earlier cue :

If a cue partially manually crossfaded, and is completed with [Go], and then the subsequent cue is completed with [Go], when the subsequent cue completes, the previous cue could become paused erroneously. This is now resolved.

24. Automatically-continued manually-crossfaded cues do not respect out or attribute times :

If a cue was partially manually-crossfaded and was completed automatically with [Go], the cue's fade in time would always be used to fade the rest of the cue, even if intensities were going out or had attribute timing. The correct times are now respected.

25. Including a cue when cuelist set to Manual Crossfade results in attributes stuck at cue values :

If a cuelist was set to Manual Crossfade mode and a cue was included from the list, then the included fixture attribute would get stuck at the included value, and could no longer be changed. This issue is now resolved.

26. Move in dark doesn't work in manual crossfade mode:

Fixed an issue where relevant cues wouldn't move in dark when in manual crossfade mode. This issue was highlighted via Ideas and Features.

27. Move in dark doesn't move in the link offset time:

Previously when cue list cues were set to link after previous, fixtures were not considered for move in dark during the link offset time. Move in dark will now act during link offset times where possible.

28. Fade time override on Go is ignored if a fade is in progress:

Fixed an issue where attempting to override the fade in time of the next cue in a cue list using the syntax x Go while the current cue is still fading would cause the next cue to snap in rather than fade over the input time.

29. Cue list snap forward not working if not fired:

Previously, with cue list snap enabled, using next cue on an inactive cue list would fire the first cue but further presses of the next cue button would not fire the subsequent cues. This has been resolved and further presses will now fire subsequent cues.

30. Snap toggle doesn't affect manually stepping through chase steps:

Fixed an issue where the snap on/off toggle would not affect manually stepping through chase steps.

31. Snap cue progress:

Previously, completed snap cues in cue lists (either cues with fade time set to 0s or when using next/prev cue with snap turned on) would always report their progress as 0% complete in the connected wheel view and via WebAPI. This has now been changed so that the progress reports correctly as 100% complete.

32. Cue progress indicators get stuck in playback view:

Fixed an issue where it was possible for the green cue progress indicators to get stuck when opening playback view.

33. Timecode entry doesn't follow current source frame rate:

Previously the timecode entry in Playback View didn't follow the frame rate of the currently selected timecode source. This has now been resolved. Additionally any times will update to the source frame rate if the source is changed and the styling of the [Frame Rate] softkey in the Timecode menu has been revised to make it more obvious this is for information only.

34. Offsetting disabled timecode enables it:

Fixed an issue where applying a timecode offset to cues with disabled timecode would cause them to be enabled.

35. Select If by intensity stops working after patching fixtures without dimmer controls:

Fixed an issue where patching fixtures without dimmer controls would prevent Select If by intensity from working for all fixtures.

36. Cue list with duplicate cue numbers won't load from XML:

Previously, if a cue list is corrupted and has cues with duplicate cue numbers, the entire playback would fail to load from the XML file (for example when loading into a higher version of Titan). This has been changed so that if a cue list has duplicate cue numbers it will attempt to continue loading the playback and then report the errors.

37. Second import of a pixel map effect breaks import:

Fixed an issue where attempting to import the same pixel map effect twice would fail and prevent further imports.

38. Workspace shortcuts don't recall colour picker tab:

Fixed an issue where the colour picker tab wouldn't store/recall with workspace shortcuts.

39. Problems using Titan Go faders where UI scaling is not 100%:

Fixed an issue where in certain circumstances the virtual faders in Titan Go did not respond as expected when the display scaling was not set to 100%.

40. Dimmer shape in wrong group:

Fixed an issue in the shape file where one of the dimmer shapes was incorrectly linked to the colour attribute group instead of intensity.

41. RECORD -> CONNECT / CUE with nothing connected opens record menu:

Fixed an issue where pressing the RECORD button followed by the CONNECT/CUE button when there was nothing connected could result in the record menu opening.

42. Multi-user slave will not reconnect after crash:

Fixed an issue where in certain situations restarting a console set to backup in a multi-console session would cause the backup console to crash and not reconnect.

43. Outputs assigned to TNPs get lost in old shows:

Fixed an issue where DMX outputs could get lost when loading old shows containing outputs assigned to TNPs into TNPs.

44. Cue list UI gets stuck and stops updating:

Fixed a rare issue where all UI updates for a cuelist could get stuck and cease to update.

45. On-screen faders do not reset to 0% when unoccupied after changing page:

Previously, when changing playback page in Titan Go, if a playback fader was unoccupied after the page change the fader would not move. Its position now resets to 0% in this case.

46. Error on Pearl Expert LCD when changing fixture order for a cue:

Fixed an issue where an error could appear when attempting to set the fixture order using the Pearl Expert LCD screen.

47. **CodeMeter service sometimes not installed or running:**

It was possible for the CodeMeter service to become uninstalled or not be installed properly, which resulted in Titan failing to start. A HealthCheck has been added to ensure that the CodeMeter service is installed and running before attempting to start Titan.

48. **Titan would not start after HealthCheck performs an AvoKey firmware upgrade :**

After the AvoKey firmware is upgraded, it is necessary to restart the console. However, the HealthCheck step that performs the firmware upgrade did not enforce this, leading Titan to fail to start. The console now restarts after performing an AvoKey firmware upgrade.

49. **Titan miscalculates cue times when adjusting fade and delay times mid-fade :**

If cue times were modified for a cue that was currently mid-fade, Titan would miscalculate a number of internal values relating to the updated timings, resulting in incorrect output and UI glitches. This issue is now resolved.

50. **Excess CPU usage when using ST-DMX cards, sACN output, and sACN merge:**

On a console with ST-DMX output cards, if an sACN output merge is configured for a DMX port, and the console is simultaneously outputting data to the DMX port and to the merged sACN universe, then USB Expert's CPU usage will climb significantly, potentially even audibly. This issue is now resolved.

51. **Excess CPU usage if the output changes faster than the DMX refresh rate:**

If a console was outputting both network and physical DMX, and the output was changing faster than the DMX refresh rate, then USB Expert's CPU usage could climb unexpectedly. This issue is now resolved.

52. **Using 'Convert to Chase' or 'Convert to Cue List' could cause the UI to freeze :**

Resolved a rare issue where the UI could freeze when using the 'Convert to Chase' or 'Convert to Cue List' functions.

53. **Multiple physical outputs of the same name assigned to a line can crash sACN Merge Settings :**

Resolved an issue where, if multiple physical DMX outputs with the same name were assigned to a line, then sACN Merge Settings could not be opened.

54. **AvoKey compatibility issues with some hardware:**

Some very rare hardware configurations could result in Titan being unable to interact with the AvoKey successfully. This issue is now resolved.

55. **Authenticator fails to open and Titan fails to start in certain situations :**

In certain circumstances, Authenticator should open to indicate a problem with the AvoKey, but it did not. However, due to the issue with the AvoKey Titan would not start. Authenticator now correctly opens in this circumstance.

56. **Fixtures are oriented incorrectly after patching from Capture via CITP:**

Fixtures could be placed at the incorrect orientation when patched via CITP. Improvements to both Capture and Titan have resolved this issue.

57. **Rate Masters always shown at 100% level on LCD screens (Arena, Tiger Touch Wing) :**

Previously, rate masters would always display as having level 100% on the Arena and Tiger Touch wing LCD screens. They now display the correct level.

58. **Timecoded cue lists with disabled cues skip ahead:**

If a cue was disabled in a timecoded cue list, when the timer reaches the disabled cue's trigger time the cue list could fire the next enabled cue. This issue is now resolved.

59. **NDI Streams can be left open erroneously:**

When the stream finder is closed, it should close NDI streams that are no longer required. However, they could be left open, resulting in increased network traffic. NDI streams are now closed correctly.

60. **Toggling an attribute group in a release mask replaces the entire release mask :**

When setting the release mask for a playback, the first attribute group selection would always

replace the previous release mask instead of toggling the group. This issue is now resolved.

61. **Selecting softkeys in Playback Options Release Mask menu exits menu and pop-up :**

Fixed an issue where selecting a softkey to toggle an attribute group in the Release Mask menu in Playback Options would immediately close the menu, rather than just toggling the group. This issue is resolved by the new options interface.

62. **Playback Options Value fields only show the value for the last selected playback during multi-select :**

If multiple playbacks were selected, playback options would only show the values for the last-selected playback, and did not indicate if values diverged between the playbacks, resulting in confusion. The new options interface resolves this issue.

63. **Range select containing a fixture prevents playback options from opening:**

If a range selection of multiple playbacks was attempted where that range included a Fixture, playback options would not open. This issue is resolved by the new options interface.

64. **Multiple fixtures could not have their key profile changed at once:**

If playback options was opened for a range-selection of fixtures and the user attempted to change the key profile, either only the key profile for the first fixture would be changed, or the operation would break entirely and change the profile for zero fixtures. This issue is resolved by the new options interface.

65. **Playback Options window title missing playback legend:**

The legend of the selected playback was missing from the playback options window title. This issue is resolved by the new options interface.

66. **When selecting the Flash Fade In Time, only the first numeral is selected:**

When selecting the Flash Fade In Time field in Playback Options, only the first digit of the number would be selected. This issue is resolved by the new options interface.

67. **Changing the curve for a playback doesn't change the displayed curve:**

In Playback Options, if the curve for a playback was changed, the text on the option button would not change until the window was closed and reopened. This issue is resolved by the new options interface.

68. **Playback Options window title gets stuck after range selection including a fixture :**

If an attempt is made to open playback options for a range selection including a fixture, subsequently the title of the window would always display "Multiple Selection". This issue is resolved by the new options interface.

69. **Changing a Master's key profile doesn't change the displayed profile:**

In Playback Options, if the key profile for a master is changed, the indicated profile would not update. This issue is resolved by the new options interface.

70. **Options disappear when moving playback options for a BPM master to a new screen :**

If the Playback Options window was open for a BPM master and it was moved to a different screen, then all of the options in the window would disappear. This issue is resolved by the new options interface.

71. **Pressing [Clear] after setting the speed source for a playback re-opens the speed source selection menu :**

Sometimes, after having set the speed source for a playback, if the user pressed [Clear], the speed source menu would re-open. This issue is resolved by the new options interface.

72. **Loop Action option appears in different places between Playback Options and Playback View :**

The 'Loop Action' option would appear in a different place in the list of options between the Playback Options window and the options tab in Playback view. This issue is resolved by the new options interface.

73. **Selecting a master twice in the playback options menu closes the menu:**

If a master was selected more than once in the playback options menu, the menu would close. This issue is resolved by the new options interface.

74. **Changing playback options for both Masters and Playbacks results in wrong selection indication :**

If playback options was opened for a range selection that included both masters and playbacks, after exiting the menu the selection highlight could remain present erroneously. This issue is resolved by the new options interface.

75. **Playback options could show an incorrectly rounded number when setting BPM of a BPM master :**

If playback options was used to set a BPM value with many digits on a BPM master, the playback options window would display one value but the softkey menu would show another. This issue is resolved by the new options interface.

76. **BPM value in playback options for a BPM master highlights strangely:**

When using Playback Options to set a BPM on a BPM master, the numbers in the entry box would always be selected during entry, despite that not being how selection usually behaves with numeric entry. This issue is resolved by the new options interface.

77. **Resizing playback options window makes it close:**

If the user attempts to use the touchscreen interface to resize playback options, it would close. This issue is resolved by the new options interface.

78. **Settings flicker when changed in playback options:**

When a multi-way toggle setting was changed in playback options, the state of the toggle could flicker. This issue is resolved by the new options interface.

79. **Cue fader mode setting can be different between playback view options and playback options window :**

The state of the cue fader mode setting could appear to be different between the Playback View playback options interface, the Playback Options window and the Playback Options softkey menu. This issue is resolved by the new options interface.

80. **Playback options is slow:**

Playback Options would be slow to open and would slow down the more times it was opened. This issue is resolved by the new options interface.

81. **Options with different values across selection display inconsistently:**

When a setting had a different value across the range selection, it would inconsistently display one of the values, or none of the values at all. This issue is resolved by the new options interface.

82. **Softkeys permit modification of playback options that should be unavailable in a range selection :**

If multiple different handle types are present in a range selection for playback options, only the options common to all types should be shown. However, the softkey menu was unfiltered, and modifying a setting in the softkey menu caused options to become available in the playback options window. This issue is resolved by the new options interface.

83. **Selecting a curve in the playback options softkey menu causes the playback options window to disappear :**

If the softkey menu was used to select a curve for a playback, when a curve was selected the playback options window would close. This issue is resolved by the new options interface.

84. **Setting the key profile for multiple playbacks would create multiple duplicate undo restore points :**

If playback options was used to change the key profile for multiple playbacks at once, then multiple entries would be put in the undo history. However, one undo command would cause all modifications to be undone. This issue is resolved by the new options interface.

85. **Resetting options to default values causes playback options to quit:**

If [Reset to default value] is used for a playback option, then playback options would exit. This issue is resolved by the new options interface.

86. **Playback Options cannot be opened for palettes or macros assigned to Pearl Expert preset handles :**

If a Macro or Palette was assigned to a Pearl Expert preset handle, then attempting to open playback options for that handle would do nothing. This is resolved by the new options interface.

87. **Palettes cleared from Scene Master preset programmer persist to live:**

Previously if a non-quick palette was applied and cleared from the Scene Master preset programmer and then a quick palette was applied, the non-quick palette values would persist when committed to live. This has now been resolved.

88. Replacing a group used in shapes or effects results in incorrect UI prompts:

If a group which was used by a shape was replaced, the console would prompt the user with an incorrect error message stating that all fixtures were being removed from the group, and after the action the user would be left in an incorrect menu. The interface is now correct when groups are replaced.

89. PioneerDJ waveform rendering could cause the UI to freeze:

Under certain rare conditions using specific graphics hardware, it was possible for the PioneerDJ waveform view to cause the UI to freeze and stop responding. This issue has now been resolved.

90. PioneerDJ players reconnect at midnight:

If a PioneerDJ session continues past midnight, the players can momentarily disconnect and reconnect from the console, and users may observe the presence of a pumpkin. Any decks present on the network when this happens may have caused an error to be logged. This issue is now resolved.

91. Effects bound to an unavailable Synergy Surface misbehave:

If an effect was bound to an unavailable synergy surface, it would initially not run, until the Effect Editor was opened at which point the surface would be forcibly unassigned and the effect would begin running. Now, if effect editor is opened in this scenario, the surface is displayed as unavailable and the user is able to manually select a new surface as desired.

92. Restoring a master console after a show using a TNP had been taken over by a backup console could cause incorrect output :

If a backup console took over from a primary console in a backup configuration, when the primary console restored control, it was possible for the new primary console to lose control over the output when lines were assigned to a TNP. This issue is now resolved.

93. Console UI could freeze when updating palettes:

In some rare circumstances, the UI could freeze when a palette was being updated. This issue is now resolved.

94. Playback activeness would not always agree across consoles in multi-user:

If two consoles were connected in a multi-user session, it was possible for handles to get out of sync between consoles causing playbacks to appear as active on one console but not the other. This issue is now resolved.

Known Issues

1. Missing screen information in some workspaces from previous versions:

Some workspace shortcuts from previous software versions did not specify which screen a window should appear on. Workspaces in this state may not recall windows to the same screen as they did in previous versions and therefore may need to be re-recorded to work as expected in version 14.

2. PC Suite upgrade installers can cause the CodeMeter WebAdmin interface to be inaccessible:

If a PC Suite Upgrade Installer is run, then the CodeMeter WebAdmin interface will no longer be accessible. Users needing to access this interface can resolve this by manually re-installing the full CodeMeter runtime after running the PC Suite Installer.

3. Downgrading to pre-V12 versions is unsupported:

Please note that using upgrade installers for older versions of Titan after running the V12 recovery is not currently supported and will prevent the console from starting if attempted. If you need to downgrade to a previous version it is important that this is done via a relevant recovery stick only. Consoles not starting following an attempt to use an earlier upgrade installer can be fixed by running a recovery stick and selecting Full Erase option (if recovering to a version prior to V12, you can reuse the license which was emailed to you previously).

When downgrading from V12 to previous versions of Titan it is also important that the Sapphire DMX panel firmware is downgraded in any consoles with ST-DMX cards (Sapphire Touch, TitanNet Processor, Tiger Touch II and Arena). This is because new features in the firmware are not compatible with previous versions. To downgrade the firmware open USB

Expert Console and put any Sapphire DMX Panels into Boot Mode. This is found in the Service Tab. When the panels have re-appeared in boot mode, select Program which will open a file dialog. In the file dialog navigate to C:\Program Files (x86)\Avolites\UsbExpert\Panel Software and select the st_dmx.bin file. This will now install the previous ST-DMX firmware. Once this is complete do the same on all Sapphire DMX panels and then exit Boot mode. Now restart the console and you should now be OK to use the previous version of Titan. When you next upgrade to V12 you will need to carry out the firmware update again.

4. **Touchscreen input on Tiger Touch II consoles can become inverted after running calibration:**

In some circumstances, it is possible for the touchscreen calibration utility on a Tiger Touch II to leave the touch input inverted. Users of Tiger Touch II consoles are advised not to run the calibration utility at this time.

If you have been affected by this issue, an interim workaround can be applied by running the calibration utility and tapping the targets upside down, so that the touchscreen is re-calibrated to the correct orientation.

5. **Master console sometimes gets stuck in safe mode:**

The Master console sometimes gets stuck in safe mode when the network cable is removed mid-session and the backup takes over and then reassigned to be the backup console after reconnecting the network cable to the original master. Most of the time the backup console automatically relinquishes control of the TNP and the Master automatically reconnects to the TNP, sometimes the backup console gives you a softkey option of allowing the master console to assign all lines to the TNP, and every now and then the master console gets stuck in safe mode.

6. **Connecting an external touchscreen to a certain TNPs causes internal touchscreen issues:**

If an external touchscreen is connected to a TNP containing an LV67H motherboard, the internal touchscreen will not be assigned correctly, and will be mapped to the wrong screen.

7. **Android Remote has issues discovering Titan consoles and can disconnect during use:**

Due to a bug discovered in the Android operating system, certain newer Android phones may fail to discover Titan sessions on the network, and may disconnect seemingly at random while in use. We have published detailed guidance on how to mitigate this issue as FAQ-10035, which can be found at <https://www.avolites.com/support/titan-troubleshooting>. Users wishing for more information on the bug in Android (which we have reported to Google) can find more information at <https://issuetracker.google.com/issues/132686258>.

8. **Remote may crash in particularly complex showfiles:**

Due to a bug in the underlying communication system, the Titan Remote app may crash when loading or using particularly complex showfiles. Whilst we have made efforts to mitigate this problem, crashes may still occur. If this happens you can usually restart the app to continue.

9. **Cannot run Ai and PC Suite on the same host in a Synergy Session:**

It is not currently possible to use Synergy in PC Suite if Ai is on the same machine.

10. **Output can pause occasionally for a short time:**

In certain situations under heavy load, the output can pause briefly.

11. **Synergy Lightmap can very occasionally allow underlying fixture colour to display at high workloads :**

In certain situations where system load is higher than the specified maximum, fixtures running a Synergy Lightmap can occasionally show their underlying fixture colour rather than the colour obtained via Synergy.

12. **Synergy Multiview re-establishes NDI streams when window moved between screens:**

If the Synergy Multiview window is moved between console screens, the NDI streams must be re-established, which takes a few seconds.

13. **Undo programmer releases all applied Quick Palettes:**

When undoing a change to the programmer, all previously applied quick palettes are released.

14. **Pixel maps in single cues do not fade over fade-in time:**

Pixel mapped effects do not respect the fade-in time set on a single-cue playback.

15. **Layout Editor Triangle Arrange feature fails on certain fixture types:**

In layout editor, the triangle arrange feature does not set the height correctly when arranging

groups of certain fixtures.

16. Go key profile on cue playbacks cause fade to snap through black:

If the key profile for a cue playback is set to go and a fade-in time is set for the playback, then pressing the 'Go' key profile will cause the playback to fade in from black, instead of crossfading fixtures from their previous state.

17. For the PioneerDJ integration to function the console software may need restarting:

When opening the PioneerDJ window on occasion the waveforms will not populate. If this occurs and the bridge software is functioning correctly the software may not have detected the bridge. The console may need to be restarted for the connection to the bridge software to be made.

18. Capture visualiser render fault with Windows 10 versions prior to 1809:

When resizing or moving the capture visualiser window parts of the visualiser may temporarily remain rendered at the wrong location on the screen. Using other windows in the interface will cause the stale window to be removed. This only affects Windows 10 versions prior to 1809; this includes consoles on V12 recovery. This issue will be addressed on consoles in the future with a new recovery. PC Suite users should update Windows to version 1809 or higher to avoid this issue.

19. DMX output assignments in old shows are lost when lines transferred to a TNP:

When moving lines from a pre-V12 show file from a console to a TNP, physical DMX outputs are not automatically assigned to those line. Outputs can be assigned manually after the lines have been transferred to the TNP.