

# Titan Release Notes

## Version History

Version	Release Date	Details
15.1		New features, improvements and fixes.

## Version 15.1

### 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 matching version of the personality library is installed. The Titan Fixture Library installers and instructions can be found on the downloads page of the personality website.

#### 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 15.1 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.

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

Windows 10 (64-bit) is the only version of Windows supported for PC Suite, which includes Titan Go (used with all Avolites Titan PC hardware including T1, T2 and 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:

Titan version 15.1 is compatible with the Titan Remote V15 app. Users wishing to use Titan Remote with version 15.1 should download the Titan Remote V15 app from the relevant app store. Please note the Known Issues for the Android app.

### New Features

#### 1. Synergy Support for Prism Zero:

It is now possible to control Prism Zero via Synergy. This includes the ability to easily connect via the Synergy Settings window, select media and control all Prism Zero parameters via Synergy Fixtures, upload content from Titan to Prism Zero via the Media Browser window, output preview via the Video Multi View window and apply the output as a pixel map source (lightmap).

With 'Enable Synergy' turned on in Prism Zero -> Settings -> Synergy, Prism Zero will attempt to connect to any Titan devices on the same network and will show 'Connected' in the Connection Status if successful.

Any Prism instances will then appear as unmatched layers in the Synergy Settings window. Linking these to a new surface will add a Synergy Fixture for control and pixel map source of the associated Prism instance (to use this feature please ensure you have installed the latest Titan Fixture Library).

## 2. Venue Mode:

A new feature called Venue Mode Workspace has been added. This mode allows basic control of pre-programmed shows with editing disabled and is particularly useful for fixed installs or situations where the lighting operator is not present and it is helpful to provide limited control while preventing changes to the programming. It is also possible to set the software to start in this mode if required.

A new 'Lock' section has been added to User Settings where you can set the various related options:

- 'Lock Screen Background' - Sets an image to display when locked (this was previously found in the Display section).
- 'Venue Mode Workspace' - When set, any permitted windows\* in this workspace will be displayed when the console is locked, the window controls will be hidden, fixture selection is disabled, quick palettes are enabled, all hardware controls are disabled and, where relevant, any virtual hardware controls will be hidden. Additionally, to provide a cleaner interface, handle indicators such as fixture number and IPCGBESFX are not displayed. Full control can be restored by entering the temporary or programmer password (if set), either directly while in venue mode, after selecting the Programmer Mode button from the venue mode screen or from the lock screen when fully locked. If a venue mode workspace is not set, locking the console will show the lock screen as in previous versions. Selecting [Clear] will remove a set workspace.
- 'Venue Mode Password' - When set this will enable an option to lock and unlock the software in venue mode. If the software is locked and a venue mode workspace has been set, entering the venue mode password will display the venue mode interface. This password could be given to persons that have permission to use the software in venue mode but not full control. Selecting [Clear] will unset the password and disable the option to lock in venue mode.
- 'Programmer Password' - This password will unlock the console and restore full control and can be used when locking the console instead of (or in addition to) a temporary password. Note the programmer password must be set in order to startup in locked or venue mode. If the password is lost or forgotten entering the master password 68340 will always unlock the console and restore full control ensuring you cannot end up completely locked out. Selecting [Clear] will unset the password.
- 'Lock on Startup' - This toggle option determines which state the console will start in. 'Shutdown State' (default) will start in the state it was in when previously shut down. 'Locked' will start locked. 'Venue Mode Workspace' will start in venue mode. This can be used in conjunction a locked start up show. Note that a programmer password must be set in order to startup in locked or venue mode.

\* Permitted windows are:

- Active Playbacks
- Audio Triggers
- Capture Visualiser
- Channel Grid
- Colours
- DMX
- Event Log
- Fixtures
- Gobos and Beams
- Groups
- Intensity View
- Macros
- Media
- Pioneer DJ
- Pixel Map Preview
- Playback Groups
- Playbacks
- Positions
- Shapes and Effects
- Synergy Fixtures
- Timecode 1-4
- Video Multi View
- Virtual Faders

### 3. **Fullscreen Titan Go:**

It is now possible to set Titan Go to full screen. This can be toggled via System -> [Display Setup] -> [Fullscreen Mode], via User Settings -> Display or by pressing F11. When full screen mode is enabled the application window will expand to fill the entire display that it is currently on and the title bar, taskbar (if relevant) and window borders are hidden so that only the Titan interface is visible maximising the available space. The mode and current display are preserved when closing the software and will be restored when the software is started providing a way to automatically start in full screen mode if desired. Full screen mode is disabled by default.

### 4. **Lamp On/Off All Fixture Macros:**

Factory macros for Lamp On and Lamp Off All Fixtures have been added providing a way to quickly lamp on or lamp off all patched fixtures containing equivalent fixture macros. These are particularly useful for install environments. To use these please install the latest Titan Fixture Library.

## Improvements

### 1. **Suppress Optional Health Check Warnings:**

It is now possible to suppress optional Health Check warnings such as whether the Personality Library has been updated within the last 6 months. This is particularly useful for unmaintained install environments. This can be toggled between Enabled and Disabled in System/ [Titan Shell]/ [Show Optional HealthCheck Warnings] (default is Enabled).

### 2. **Diamond 9 Mini Screen Minimum Brightness:**

The minimum brightness for the mini screens on the Diamond 9 consoles has been adjusted to avoid getting in a situation where the backlight is completely off.

### 3. **Unlicensed Output Lines Indication:**

Where output lines are disabled by licence these are now indicated with 'No Licence'. If an output is assigned this will be highlighted in red, otherwise it will appear visually faded.

### 4. **Pioneer CDJ-3000 Support:**

ProDJLinkBridge has been updated to support CDJ-3000s.

## Changes

### 1. **Titan Mobile Replaced by Titan Go:**

The Titan Mobile application has been merged into Titan Go providing a unified interface. A new [Virtual Hardware] toggle option has been added to System -> [Display Setup] and User Settings -> Display. When set to Auto (default), the virtual hardware controls will be automatically hidden when a Titan Mobile is connected. When set to Disabled, the virtual hardware controls will be hidden. When set to Enabled the virtual hardware controls will be shown. This provides the ability to use both the physical and virtual controls (when a control surface is connected) or, similarly, hide the virtual controls when using Titan Go if desired. A new System button has been added to the top left of the window providing a way to access the system menu if the virtual hardware controls have been hidden and there is no physical control surface connected.

### 2. **Window Shortcuts Removed:**

The F6 to F12 open window shortcuts have been removed.

### 3. **Set Lock Screen Background Moved:**

The Lock Screen Background user setting has been moved from the Display section to the new Lock section.

### 4. **New Logos:**

Various logos such as Titan Go and Titan Simulator have been updated with new styling.

### 5. **Timecode glitch user settings renamed:**

The timecode glitch user settings and associated tooltips have been changed removing the word MIDI to make it clearer that they apply to all types of timecode signals.

## Bugs Fixed

### 1. **Clearing programmer then selection prevents wheels from functioning:**

Fixed an issue where, after clearing the programmer with clear preference set to programmer then selection, moving a wheel would no longer affect the value of the associated control.

**2. Autoloads kill with fader at zero:**

In version 15, lowering the fader of a cuelist to zero would kill any autoloading playbacks in the current cue and would not re-fire if the fader was raised again. This has been fixed so that lowering the fader to zero does not kill autoloading playbacks as per pre version 15 behaviour.

**3. Diamond 9 softkey display update on restart:**

Fixed an issue where the softkey display on Diamond 9 consoles would continue to show 'Loading Show' after the software has started until it was touched.

**4. Workspaces in unavailable regions are not recorded:**

Previously, recording a workspace would filter according to the screen they were intended rather than the screen they were actually on. This meant that, for example, windows intended for an external display but automatically moved to the main screen because the external display wasn't connected would still be considered as being on the external display and therefore would not record in a workspace if the filter was set to main. Recording a workspace will now filter according to where a window currently is, rather than where it might have been intended.

**5. Various errors:**

Fixed various errors discovered in log files.

**6. Faulty DMX in causes buffer overrun:**

Previously if a DMX cable with an intermittent fault was connected to the DMX input port on a Diamond 9 console, the quantity of errors being produced could potentially overwhelm USB Expert and cause the panel to lock until it was reset. This has been resolved so that USB Expert cannot become overwhelmed and cause a panel lock up and also so that it will only log a fault on a DMX cable once.

**7. Seeking SMPTE or MTC with glitch detection enabled causes timecode to go to zero:**

Fixed an issue where seeking a SMPTE or MTC source with glitch detection enabled would cause the timecode to go to zero potentially resulting in related playbacks being killed incorrectly.

**8. Timeline flash and swop triggers get stuck on:**

Fixed an issue where jumping around a timeline linked to a SMPTE or MTC source could cause flash and swop triggers to fire out of sequence and become stuck on.

## Known Issues

**1. 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.

**2. 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.

**3. 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.

**4. 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.

**5. 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>.

**6. 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.

**7. 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.

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

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

**9. 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.

**10. 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.

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

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

**12. 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.

**13. 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.

**14. 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.

**15. 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.

**16. 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 can be resolved on consoles by running the v15 recovery or later. PC Suite users should update Windows to version 1809 or higher to avoid this issue.

**17. 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.