

Titan Release Notes

Version History

Version	Release Date	Details
17.0		Improvements and fixes. Improvements Changes Bugs Fixed Known Issues

Version 17.0

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 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: All Consoles:

Please note that version 16 and above will not work on the Pearl Expert, original Tiger Touch, Tiger Touch Pro or the first version of the Tiger Touch II, Sapphire Touch and TitanNet Processor. Further information including affected serial numbers can be found in the Avolites Product Support Policy [here](#). Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 16.0 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 storage device. Insert the USB stick in the console and select Control Panel > Titan Installers > Titan 17.0 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 (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:

Users wishing to use Titan Remote with version 17.0 should download the Titan Remote V17 app from the relevant app store. Please note the Known Issues for the Android app.

Improvements

1. Window performance improvements:

Following feedback from users it was found that opening and closing various windows could cause consoles to slow down. This has been significantly improved and the opening time of most windows has also been reduced. Specific improvements have been made for the following windows:

- Set List
- DMX Settings
- Playback Options
- User Settings
- Effect Editor
- Patch View
- Intensity View
- Timeline
- Timecode windows
- Various Handle Views (for example Fixture, Groups, Colours, Positions, Gobos and Beams etc.)
- Layout View
- Playback View
- Cue View
- Tracking View
- Attribute Editor (including selecting and clearing with fixtures selected)
- Show Library
- Channel Grid

2. General performance improvements:

Various changes have been made to improve performance:

- Previously, selection performance could slow down over general usage. This has been improved.
- The amount of memory the UI uses for cue information has been reduced.
- Removing restore points from the undo history no longer impacts the UI.
- Fixed a small memory leak that occurred each time a menu was opened.
- Reduced DMX output pause when saving large shows.
- Reduced impact on console interactions when Channel Grid and Intensity View windows are open.
- Updating any tracking for cue lists when loading slows from previous versions takes less time and is performed as part of the load ('Updating cue tracking' progress bar). This ensures the console does not run slowly immediately after loading.
- Merging values into long cues resulting in cues being created is significantly faster. (note if you don't want missing cues to be infilled you can use RECORD -> UPDATE)
- Large Synergy pixel maps now run more smoothly without pauses in the output.
- Fades between cues in cue lists and timeline fades are now smoother.
- Firing quick palettes no longer impacts responsiveness.

3. Colour picker improvements:

The colour picker now applies to all colour models in a selection regardless of the type of colour model or the selection order.

4. Personality Builder update:

Deleting attributes now automatically removes them from any cell masters (the master section of multi-celled modes) and when loading personalities if a cell master refers to a non-existent attribute it will continue to load and log an error. (previously this would prevent the personality from loading)

An 'Avolites Mode ID' property has been added to modes. When a personality is saved unique ID's will automatically be created for any modes that have not already been set and where available these will then be used when using fixture exchange and update personality in Titan.

It is now possible to import GDTF files into Personality Builder. 'GDTF Personality (*.gdtf)' has been added to the open file dialog file types. Opening a GDTF file will reveal a prompt where you can reveal and set various advanced import options if required and pressing OK will import the file with the current options.

Advanced Options:

- 'Use GDTF functions only'. Attribute functions will be imported as they appear in the GDTF file.
- 'Include Avolites and GDTF functions (where relevant)***'. Avolites factory standard functions for certain attributes will be included as well as the GDTF functions. This helps ensure compatibility with various software features such as the colour picker and provides standard controls for common attributes such as dimmer, pan, tilt, colour mixing and zoom while retaining the GDTF functions in case they are important.
- 'Replace GDTF functions with Avolites (where relevant)***'. GDTF functions will be replaced by Avolites factory standard functions for certain attributes. This ensures full compatibility with various software

features and provides standard controls for common attributes such as dimmer, pan, tilt, colour mixing and zoom. In the majority of cases this will be fine but in non-standard DMX implementations these could be incorrect and not match the behaviour of the fixture as expected.

- o 'Function name prefix off'. The function name will be either the ChannelSet name or the ChannelFunction name if there are no ChannelSets. Depending on how they are defined this might not fully describe what the function does.
- o 'Function name prefix on'. The function name will be prefixed with the ChannelFunction name wherever there is more than one ChannelFunction with the same dependency and ChannelSets are defined for at least two of these. This can help in examples where the ChannelSet alone does not fully describe what the function does but comes at the expense of longer function names.

** The Avolites factory functions and associated GDTF attribute name that they will be applied to along with other conversions are defined in the GdtfConverter.xml which is included in the Titan Fixture Library installers. For the best experience please ensure your personality library is up-to-date. It will still import GDTF files without this but in a simpler form.

5. Update personality improvements:

Previously, if a mode name had been changed, update personality would report that it couldn't find the mode and ask you to select a mode and where the name of a mode used as a cell was changed it would prompt saying this but provide no way to update. Modes can now have a unique ID number. If available this will be used instead of the name. If this is not available the software will try to determine the correct mode based on the number of channels in the mode. If it cannot find a match it will ask you to select a mode (including where the mode is used as a cell).

6. Cue list macro target console option:

It is now possible to specify which console a macro in a cue list applies to when fired in a multi-console setup. By default all macros in all cues will follow the 'Global' playback option. By default this is the master console. The global option can be changed in the cue list playback options ([Options] -> <cue list playback> -> [Playback] -> [Run Macros] with the following options:

- o [Off]: Macro links will not fire but can be configured individually.
- o [Master Console]: Macro links will run on the main console in a multi-console system (default).
- o [Source Console]: Macro links will run on the console that fired the playback.
- o [All Consoles]: Macro links will run on all consoles in a multi-console system.
- o [Disabled]: Macro links will not run, regardless of individual settings.

If required, the target console can be specified per cue/ macro. Selecting one of the macro softkeys after selecting one or more macro cells in the cue list playback view window will reveal a new [Runs On] softkey toggle where you can specify the individual macro behaviour for that cue as follows:

- o [Off]: Macro link will not fire.
- o [Master Console]: Macro link will run on the main console in a multi-user system.
- o [Source Console]: Macro link will run on the console that fired the playback.
- o [All Consoles]: Macro link will run on all consoles in a multi-console system.
- o [Global]: Macro link will follow the global cue list behaviour.

(when not set to 'Global' the individual setting will override the global cue list behaviour)

7. Convert between hardware trigger and item trigger:

It is now possible to convert suitable hardware triggers to the associated item and vice versa. This is particularly useful in situations where triggers may have been accidentally setup as hardware triggers and need to be changed to item so that they work as expected. After selecting an existing trigger, pressing the [Convert To ...] softkey will convert the trigger to the other type if it is suitable and the associated action will update to reflect this.

8. Release fade highlight:

Handles now highlight in yellow during a release fade to indicate they are still affecting the output.

9. Restore layout zoom level:

When editing layouts the zoom slider handle is now restored in line with the current zoom level.

10. Set colour values from macros and WebAPI:

It is now possible to set colour mixing values via macros and the WebAPI.

Macro examples:

- `<step>Programmer.Editor.Fixtures.SetColourControlValues(colour: "0,255,0", true, true)</step>`
- `<step>Programmer.Editor.Fixtures.SetColourControlValues(hsi: "240,100,50", true, true)</step>`
- `<step>Programmer.Editor.Fixtures.SetColourControlValues(colour: "#FFFF0000", true, true)</step>`

WebAPI example:

- `http://localhost:4430/titan/script/2/Programmer/Editor/Fixtures/SetColourControlValues?hsi=120,1,1,0&programmer=true&createRestorePoint=false`

(all assume there is a fixture selection)

11. Additional WebAPI functionality for controlling set lists:

It is now possible to get set list information and modify track names via WebAPI:

- Get set list information (including track ID's): `http://[ip]:4430/titan/setlist/{setListId}`
- Get track information: `http://[ip]:4430/titan/setlist/{setListId}/track/{trackId}`
- Get a suggested name for the next track:
`http://[ip]:4430/titan/script/2/SetList/SuggestTrackLegend?setList_titanId={setListId}`
- Rename track: `http://[ip]:4430/titan/script/2/SetList/UpdateName?trackId={trackId}&trackName={string}`

(to get the setListId you can use: `http://[ip]:4430/titan/handles?verbose=false&unassigned=true`)

12. Configuration option to enable WebAPI on all console types:

It is now possible to enable a mode where WebAPI commands can interact directly with the users UI on all console types (previously this was only available for the D9 and Titan Go). This can be enabled by setting `webapi.enabled` to true in the appropriate application `config.exe` file found in the application install folder. By default it is set to false (`<add key="webapi.enabled" value="false" />`). Note care should be taken when using this as it could affect users directly, for example if a command involves a large amount of processing.

13. Internal and External ports:

Ports can now either be 'Internal' (built-in) or 'External' (additional, for example those from a T2 plugged into another console). This makes it possible for ports to be correctly assigned when loading shows. If any expected ports are not available when loading the console will present a warning with an option to open DMX Settings. The type is indicated in the node names in the DMX Settings window. Where assigned ports cannot be found, the 'Missing' warning in the DMX Settings window is now red to help highlight.

14. Show console sACN name or serial number:

Titan consoles on sACN now include their serial number or name (if set).

15. Failed to import items error message improvement:

Importing items can fail if there is a mismatch between personality versions. If an import fails for this reason the error message now includes information about how to solve this by updating the personality in both files along with a link to the relevant section in the manual.

16. D9/T3 Tracking view connect:

It is now possible to use the CONNECT button on the D9 and T3 console to select cue lists in Tracking View.

17. T3 Cue button:

The CUE button on the T3 can now be used in commands, for example `RECORD -> CUE -> CUE` to merge into the current cue of a cue list.

18. Log Viewer Pro update:

The log viewer has been updated:

- Stability improvements to avoid crash on refresh.
- Verbose items are highlighted in blue.
- Device date/time changes are shown in the log.
- An extra column has been added showing the filename and index that the entry belongs to. This is particularly useful for sorting if the device date/time has changed.
- It is now possible to specify a date range when opening files or folders by selecting the 'From' radio button.
- It is now possible to drag-drop directories, files or text logs directly into the viewer.
- The status bar now shows the total and selected item count.

19. **Log Collector improvements:**

Log collection is now faster and 2 days, 7 days and 1 month buttons have been added to the Log Collector dialog that can be used to quickly set the log collection period (the default option is 2 days).

20. **Warn if remote version doesn't match:**

The remote app will now warn if it doesn't match the console version.

21. **Prompt when using Remote on Android without WiFi:**

In more recent versions of Android you are not able to connect to a WiFi network that has no internet unless you set the DNS to 0.0.0.0. A message has been added to the page that is displayed in the remote when there is no WiFi network suggesting to set the DNS to 0.0.0.0 to help in these situations.

22. **Titan Media Node installer improvements:**

The Titan Media Node installer now includes the correct version of CodeMeter so that it is possible to use this without installing Titan.

23. **Avolites Manual added to uninstall options:**

Avolites Manual has been added to the list of optional uninstall options. This makes it possible to retain the manual when uninstalling which may be useful if you have both Titan and Prism installed and want to remove one but keep the manual.

24. **Improved D9 DMX board error logging:**

The D9 DMX board error logging has been improved (firmware).

25. **D9 desk lamp colour component fade curves:**

Improved the fade curves of the D9 desk lamp colour components so that they fade more smoothly (note this is a firmware improvement and you will need to update the firmware via USB Expert).

26. **T2 firmware support for new audio chip:**

The T2 firmware has been updated to support the new audio chip (note this is a firmware improvement and you will need to update the firmware via USB Expert).

27. **D9 desk lamp colour controls:**

There are now separate Hue and Saturation wheels for the desk lamp in system mode.

Changes

1. **Record group default handle paging:**

Previously, when recording groups from the Record Group menu, the handle paging would default to Locked whereas other masters would default to Unlocked. Groups recorded from the Record Group menu now default to Unlocked handle paging to match.

2. **Fixture selection and cue view:**

Previously, selecting a fixture/ group would highlight the legend of any associated fixtures in Cue View and selecting a cell in Cue View would select the associated fixture. This has been changed so that there is no longer any link between cue view and fixture selection.

3. **DMX Settings window changes:**

In the DMX Settings window, 'DMX Output' has been renamed to 'Physical DMX Output' and the Streaming ACN and Physical DMX Output in Available DMX Nodes now include their priority in the header. 'DMX Lines' has been renamed to 'DMX Assignments on <x>' (where <x> is the device name). Available DMX Nodes for Streaming ACN and Art-Net now contain a 'New Multicast Universe' and 'New Broadcast Universe' respectively. There is now a concept of 'Internal' and 'External' physical DMX ports where 'Internal' are those that are the standard ports included with the device and 'External' are additional. The physical port type is indicated in both the available/assigned nodes as well as in the DMX overview.

4. **DMX Merge Settings window renamed:**

The DMX Merge Settings window has been renamed to 'Network DMX Node Settings' to better clarify its purpose.

5. **Playback fixture order menu:**

The [Next Step] and [Previous Step] softkeys in the playback Fixture Order menu have been renamed to [Next] and [Previous] respectively, the [Step number] softkey has been renamed to [X Position] and the prompt text has been changed so that they are the same as the Group Fixtures order menu to help clarify the functions.

6. **Colour picker filter names:**

The colour picker filter groups have been renamed and the letter prefixes have been removed from the filter numbers.

7. **HUD window removed:**

The HUD window has been removed from the open workspace window menu.

8. **PC Suite uninstaller labelling:**

Previously, the required components in the PC Suite uninstaller were labelled 'Avolites Components'. This has been changed to 'Titan Components' to help reduce confusion.

9. **Line assignment to DMX output:**

There is now a default port assignment of lines 1-8 to ports A-H and the software will attempt to preserve this when reassigning lines on different consoles or to TNPs. When assigning to a TNP, lines that don't have a port assignment will be allocated an available slot.

Bugs Fixed

1. **Crash when copying large number of fixtures:**

Fixed an issue where copying a large number of fixtures at once could result in the software crashing.

2. **Crash when exchanging large number of fixtures:**

Fixed an issue where exchanging a large number of fixtures with cells to fixtures with fewer cells could result in the software crashing.

3. **Potential crash when interacting with undo history:**

Fixed a potential crash that could occur when interacting with the undo history.

4. **Potential crash when entering and exiting menus quickly:**

Fixed a potential crash that could occur when entering and exiting menus quickly (in particular when using MIDI or timeline)

5. **Crash when attempting to fire next cue in a chase that didn't exist:**

Fixed an issue where attempting to fire a next cue in a chase that didn't exist could result in the console locking up.

6. **Rare crash:**

Fixed some rare issues that could potentially crash the console.

7. **Shows containing an exchanged fixture with a single quote in the mode name won't load:**

Fixed an issue where show files containing a fixture with a single quote (') in the mode name that had been exchanged would not load.

8. Save show and fixture exchange failing on very large shows:

Fixed an intermittent issue where sometimes it was not possible to save shows or fixture exchange would fail with very large shows.

9. Cue data doesn't save on restart for shows with a very large number of attribute values in playbacks:

Fixed an issue where cue data could fail to save when restarting the software if the show contained a very large number attribute values in playbacks.

10. Tracked shapes out of sync after cue only mask:

Previously, if a cue in a cue list contained a shape that ran across a cue only mask shape, the shape in the masked fixtures would not return in sync after the cue only cue containing the mask. The shapes on the masked fixtures now continue in sync.

11. Using [Block Tracking Shapes] on a tracked key frame shape results in a shape that can't be unblocked:

Previously, if a tracked key frame shape in a cue list was blocked via [Shapes And Effects] -> [Block Tracking Shapes] -> merge, the shape tracking switch wouldn't be shown in the UI and there would be no way to unblock as a result. The shape tracking switch is now shown in the UI as expected.

12. Shape tracking switch for blocked key frame shapes missing from playback view when moving between versions:

Fixed an issue where the shape tracking switch could be missing from the cue list playback view for blocked key frame shapes when moving between versions.

13. Mode 1 pixel maps with delay time but no fade don't output:

Fixed an issue where pixel maps on playbacks set to mode 1 would not output when fired if there was a delay time but no fade time.

14. Move in dark ignores pixel map:

Previously, when using the cue list move in dark function, fixtures would move while lit if the intensity was coming from a pixel map effect. Move in dark now respects intensity from pixel map and fixtures don't move.

15. Cues with mask shape don't output values for multi-celled fixtures:

Fixed an issue where values for multi-celled fixtures would not output where the cue also contained a mask FX.

16. Cell dimmers stay on when looping cue list with master fixture in first cue:

Fixed an issue where cell dimmers would stay on after looping from the end of a cue list if the first cue contained any master values for the associated fixture(s).

17. Autoloaded shapes stop running:

Fixed an issue where it was possible for autoloaded shapes to not run in consecutive cues when advancing through the cue list.

18. Merge into cue list with block removes values:

Previously, attempting to merge into multiple cue list cues where one or more of the cues was blocked would result in the values being removed from the block cue. Values are now merged into all cues as expected.

19. Attribute tracking flags for cues with no values disappear after toggling playback tracking off and on:

Fixed an issue where toggling playback tracking off and back on would result in any attribute level tracking flags being lost if the cues didn't contain any values.

20. Toggle playback tracking loses block shapes:

Previously, toggling cue list playback tracking off and on would result in any block shapes being lost. Block shapes are now preserved as expected.

21. Copy cue list does not copy tracked values:

Fixed an issue where tracked values would not copy correctly when copying a cue list with no hard values in the first cue.

22. Release all but current page macro doesn't release connected playbacks:

Fixed an issue where using the release all but current page macro wouldn't release a playback if it was connected to the wheels.

23. Attribute limit applies immediately while typing:

Previously, when setting an upper or lower attribute limit the limit would take affect immediately while typing. Now the limit is only applied after pressing enter.

24. DMX output order changes:

Fixed an issue where the DMX output assignments could become reordered when loading a show created on a console with a different type of DMX board.

25. First two DMX outputs unassigned when loading shows using T2 outputs:

Fixed an issue where loading a show containing lines assigned to a T2 as additional outputs would result in the first two outputs being unassigned.

26. Backup fails if media nodes are connected:

Fixed an issue where attempting to enter backup mode where a media node was connected would fail to sync.

27. Can't update personality of parked fixtures:

Fixed an issue where attempting to update the personality of parked fixtures would result in confusing error messages and fail.

28. Can't import palettes from celled fixtures:

Previously, attempting to import palettes from some shows with celled fixtures could result in a 'failed to import items' error message and the import failing. This has been resolved and the palettes should now import without error.

29. Can't import from shows with corrupted internal product name:

Fixed an issue where attempting to import shows created on PC Suite where the internal product name had become corrupted would result in a 'Failed to import show' and fail.

30. Can't include shape:

Fixed an issue where shapes couldn't be included if they had previously been imported in an earlier version of the software.

31. Duplicate dummy fixtures:

Previously, if a showfile somehow got into a state where it contained duplicate dummy fixtures it was only possible to load via the XML part of the show file which is used when loading shows created in earlier versions of Titan and the duplicate fixtures would persist meaning the error would continue to occur. Any duplicate dummy fixtures are now cleaned up during load so that it loads normally and will not occur again.

32. Channel Grid doesn't show pixel map effects:

Previously, when pixel map effects were running on fixtures they would not appear in the Channel Grid window when set to view effects. Now they do.

33. Shape Fixture View empty:

Fixed an issue where attempting to view a cue list shape would result in an empty view if there was a problem with the data in the showfile.

34. Arrange layout by fixture selection does not follow selection order:

Fixed an issue where attempting to use the arrange by fixture selection function for group layouts would ignore the selection order.

35. Clear all programmers does not clear selection:

Fixed an issue where Clear All Programmers in a multi-console session would only clear the programmer but not the selection.

36. Group layout cell scale not preserved across versions:

Previously, the scale property of cells in group layouts was not saved in the XML part of the show file which is used when loading shows created in earlier versions of Titan. This meant that the scale of cells in layouts would be lost and reset to default (100%) when loading shows created in earlier versions of Titan. The cell scale is now included in the xml part of the show file so that it will be preserved when loading shows created in Titan version 17.0 and later into more recent versions. Note, however, that unfortunately it is not possible to restore cell scales from shows created prior to version 17.0.

37. Preserve Capture theatre fixture locations when using Auto-Update:

Previously, after loading a Capture theatre, any locations of fixtures linked to patched fixtures would reset to their defaults after closing and reopening the Capture window with Auto-Update enabled. Now, where any linked fixtures do not have any physical locations, the locations from the Capture theatre will be preserved when opening the window with Auto-Update enabled.

38. Freeze master attribute doesn't freeze the associated attribute in cells:

Previously it was only possible to freeze celled attributes by freezing the attribute in each of the cells. It is now possible to freeze attributes in all of the cells via the master attribute.

39. Motorised faders don't follow level for timeline playbacks:

Fixed an issue where the level of motorised faders would not reflect the level of timeline playbacks and would need to be level-matched to take control.

40. Active Playbacks window doesn't show Arena wing:

Fixed an issue where active playbacks on the Arena wing would not show in the Active Playbacks window and firing a playback on the wing would also prevent the window from showing any playbacks fired from any location.

41. Record stuck when macros are assigned to encoders on a D9:

Fixed an issue where pressing and releasing the RECORD button would show the quick record menu rather than the record menu if any macros were assigned to encoders on a D9 console.

42. D9 DMX frame rate reset after disabling/re-enabling DMX output:

Fixed an issue where the DMX frame rate would be reset after disabling and re-enabling DMX output on D9 consoles.

43. Can't assign wheel 4 and 5 attributes to trackball on D9:

Fixed an issue where it was not possible to assign the attributes from wheel 4 or 5 to the trackball or intensity wheel on a D9.

44. Connect shape resets wheels:

Previously, after connecting to a running shape (CUE/CONNECT -> SHAPE) and pressing <enter> the wheels would revert to the mode they were in before. Now they stay connected to the shapes.

45. Invalid DMX output module assignment breaks DMX Merge window:

Fixed an intermittent issue where sometimes the DMX output would be displayed with an @ symbol rather than a letter in the DMX Settings window. When this occurred the sACN DMX Merge window would either not load or loaded with incorrect information.

46. RDM discovery not working with Obsidian Netron nodes:

Fixed an issue where RDM devices would not appear in patch when connected via Obsidian Netron nodes.

47. RDM messages send to all network adapters:

Previously, after an RDM device had been discovered over an Art-Net connection, related messages were sent to all active network adapters resulting in unnecessary and possibly undesirable network traffic. It now only sends messages on the adapter where the device was discovered.

48. Group layout zoom slider position incorrect after closing/reopening the window:

Previously, after setting a zoom level in the group layout window the zoom slider position would be different and out of alignment with the actual zoom level when reopening the window. Now the zoom slider position is maintained after closing/reopening the window and is aligned with the current zoom level.

49. Delete element from locked layout deletes from layout and associated handle:

Previously, if you tried to delete an element from a locked layout such as a playback, group or macro, the element would be removed from the layout and the associated handle would also be deleted. It is no longer possible to delete elements in locked layouts and instead it will prompt to unlock the layout. Additionally, the [Unassign Handles] softkey option has been removed from the delete menu when deleting elements from an unlocked layout as it was not relevant.

50. D9 LED startup state:

Fixed an issue where the LEDs on some D9 consoles could be left in a non-functional state on startup (firmware).

51. Animations don't display in the D9 prompt:

Fixed an issue where animations such as spinners did not render correctly in D9 console displays.

52. Improved startup and logging:

Previously it was possible for the console to start in an unknown state. The startup has been improved to try and prevent this along with improved logging.

53. Can't close virtual keyboard after locking console:

Previously, if the virtual keyboard was set to auto open and opened when setting the password to lock the console it was not possible to close it. Now it is possible to close the keyboard and it will automatically reopen if anything is input in the password field.

54. Patch view attribute behaviour cells don't update after setting:

Previously, when setting attribute behaviour such as curves in the Patch View window, the view would not update to reflect the new setting until you navigated away and back again. The view now updates immediately to reflect the current setting.

55. Recording as Cue Only doesn't show tracking state as expected:

Fixed an issue where, when recording a cue with tracking set to Cue Only, the Cue Only tracking state wouldn't be shown as expected.

56. Capture no longer warns when attempting to load an incompatible theatre:

Previously, attempting to load a Capture theatre created in a more recent version of Capture would result in nothing happening. Now it will display a prompt explaining this.

57. Record/copy/move macro creates duplicate undo steps:

Fixed an issue where recording, copying or moving a macro on a handle resulted in duplicate steps in the undo history.

58. Labelling inconsistency:

Corrected DMX and Art-Net labelling inconsistencies in various areas.

59. Patch View title bar invalid DMX warning message formatting:

Previously, when attempting to set an invalid DMX address, the title bar would incorrectly display an exclamation mark at the beginning of the message. Now the exclamation mark is displayed at the end of the warning message instead. This should hopefully improve everyone's ability to sleep at night.

60. Timed flash with pixel maps could get stuck:

Fixed an issue where performing a timed flash of playbacks containing pixel map effects could result in the playback getting stuck on and no output.

61. Cannot record on a D9 while connected to a timeline or intensity, rate, BPM or size master:

Fixed an issue where pressing record while connected to a timeline or an intensity, rate, BPM or size master

on a D9 console would incorrectly open the quick record menu and prevent recording.

62. Setting desk lamp colour on a D9 resets it's intensity to full:

Fixed an issue where changing the desk lamp colour on a D9 by any means would cause it's intensity to jump to full (note this is fixed in the firmware and you will need to update the firmware via USB Expert).

63. Timed flash memory with delay time is never killed:

Previously, performing a timed flash on a memory with a delay time set could result in the playback staying active. This has been resolved so that playbacks no longer remain active.

Known Issues

1. Attempting to load a v17 show into v16 may cause software to hang:

Loading shows created in higher versions of the software is not currently supported. Attempting to load a show created in v17 into v16 could cause the software to hang. It is recommended that you do not try to do this.

2. 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.

3. 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.

4. 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.

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 show files:

Due to a bug in the underlying communication system, the Titan Remote app may crash when loading or

using particularly complex show files. 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. Video Multi View 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. 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.

17. Playback View workspace shortcuts scroll mode resets to default for old shows:

As a consequence of adding the new 'Current Cue' scroll mode, when recalling the Playback View window via workspace shortcuts created in pre-Titan v16.0, the scroll mode will be reset to default. Re-applying the intended scroll mode and updating the shortcut(s) where necessary will save and load correctly again.

18. Diamond 9 Screens:

Adjusting screens brightness immediately after restarting the panels may cause the brightness to flicker.

19. Importing key profiles, macros and workspaces only imports one instance:

When importing key profiles, macros and workspaces it is currently only possible to import the item once and subsequent attempts will move the imported item. If you require more than one instance you can copy the imported item.

20. Panel temporarily unresponsive after losing connection to media server:

In rare circumstances, if the console loses connection to a media server the panel may become temporarily unresponsive.

21. Timed flash playback active for full length with delay and fade out times:

When using timed flash on a playback with delay and/or fade out times set the playback will remain active for the full length of the times set, regardless of how long the flash key is held. Note that flash fade out times can be set independently in which case the playback will only be active while the flash key is held.