



RELEASE NOTES



Version History

Version	Release Date	Details
11.3	25/03/19	Improvements and fixes.

Version 11.3

Upgrade Procedure

1. Upgrading from: All Consoles:

Please note that version 10 and above will not work on original Tiger Touch and Pearl Expert consoles without the 'Pro' upgrade including the UPS board. Additionally all consoles require 4GB of RAM and a 40GB SSD. Please contact Avolites for further information.

2. Upgrading from: Consoles 11.0 and above:

Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 11.0 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 media and follow these instructions: Insert the USB stick in the console and select Control Panel > Titan Installers > Titan 11.3 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:

Supported versions of Windows are Windows 7, Windows 8, Windows 8.1 and Windows 10. This affects Titan One, Titan Mobile, Titan Simulator and Personality Builder. Please ensure you save and backup your shows before attempting to upgrade any software. 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.

New Features

1. Shape View Groups:

It is now possible to see which groups are linked to a shape where relevant. A new 'Groups' column has been added to the Shape View window. Any groups linked to the shape will appear here with their user number and legend. Selecting a group will open the layout editor window providing a quick way to adjust the layout.

2. Referencing Palettes view:

It is now possible to see if a palette is being used in any playbacks. A 'View Playbacks Using Palettes' option has been added to the Palette View context menu. Selecting this will open a new 'Referencing Playbacks' window showing any playbacks and/or nested palettes the palette is used in (if any).

3. Macro colour properties:

It is now possible to specify colour values in macros or WebAPI for any properties or methods that use one (for example Halos). The prefix for this cast is "colour" and the value can be either a hexadecimal string or integer value. For example
`ActionScript.SetProperty("Handles.PendingHalo", colour:"#ffff0000")`

Improvements

1. Hide unpatched fixtures:

The fixture filters in views such as Patch View, Channel Grid, Intensity View and DMX View no longer include fixtures that are not currently in the show (for example those that have been exchanged or deleted).

2. **Shape View spread:**

A Spread column has been added to the Shape View window. This can be used to view and edit the shape spread parameter.

3. **Blind mode wheel view:**

When in blind mode the controls in the blind programmer are now represented in grey in the wheel view. This helps remind you that you are in blind mode.

4. **Maximum shape speed increased:**

The maximum shape speed has been increased from 300 BPM to 3000 BPM. This is particularly helpful in situations when using beats match to spread with a spread over a large number of fixtures.

5. **Patch View maintain window scroll position:**

Previously, when changing settings such as fixture address in patch view, the scroll position would reset to the top of the page. It now maintains the scroll position so you can continue editing in place.

6. **Prompt when removing all fixtures from a linked group:**

Where a shape is linked to a group a warning prompt will now appear if you attempt to remove all of the fixtures from the group with an option to [Cancel] or [Remove Fixture].

7. **Improve copy and delete fixture performance:**

Performance improvements when deleting or copying large numbers of fixtures.

Changes

1. **Kill Out of Range Playbacks defaults to off:**

In version 10.1 the timecode user setting kill out of range playbacks was changed to default on. This has been reverted so that it defaults off.

Bugs Fixed

1. **Align does not work across sub fixtures:**

Previously only the master controls would align when aligning multi-cell fixtures. This has been fixed so that cell values now align where relevant.

2. **Fader overrides swopped effects:**

Fixed an issue where moving a fader containing a pixel map effect while swopped out would cause the effect to go live at the current fader level.

3. **Next cue key profile doesn't loop:**

Previously the Next Cue + and - key profiles would stop at the ends of the list. This has been fixed so that they now respect the playback loop action - if the playback is set to loop it they will go to end/start of the list respectively. If the playback is set to stop on final cue they will stop at the ends.

4. **Next cue key profile ignores disabled cues:**

Previously the Next Cue + and - key profiles would not respect disabled cues. Cues set to disabled are now skipped when using buttons assigned to the Next Cue + and - key profiles.

5. **Linked playbacks ignore cue view on/off:**

Fixed an issue where linked playbacks would not follow any controls turned off or on in the original cue.

6. **Linked playbacks ignore removed fixtures:**

Fixed an issue where linked playbacks would not follow any fixtures removed from the original cue.

7. **Record next cue autofills with incorrect cue number:**

Previously when using the syntax RECORD CUE [NEXT] to insert a cue in a cuelist after the

current cue it would append the suggested cue number to the current input in the cue selection field. This meant that if a cue number had also been entered pressing the [Next] softkey could suggest a strange cue number. This has now been resolved.

8. Group filter for attribute behaviour on softkeys does not work:

Fixed an issue where attempting to filter the attribute options when setting attribute behaviour such as invert, limit, curve and freeze on softkeys by selecting a relevant attribute bank would suggest it had filtered in the prompt but did not actually filter the options.

9. Exit cue list cue options menu returns to root:

Previously pressing exit while in the cue list cue options menu would return directly to the root menu. It now goes back one level to the playback options menu.

10. MiD affects timecode accuracy:

Improved timing accuracy when using timecode on large shows with MiD

11. Frozen RGB channels do not follow virtual dimmer:

Fixed an issue where virtually mastered controls such as RGB would not be modified by the virtual controller when frozen

12. Input times to greater than two dp results in wrong value:

Previously when entering time values to a resolution greater than 2 decimal places where the second decimal place was a zero the next value greater than zero would overwrite the zero resulting in the wrong time. For example inputting 3.002 would result in a time of 3.02. Any values entered after two decimal places are now ignored.

13. Import fixture selection with conflicting user ID fails:

Fixed an issue where attempting to import a selection of fixtures containing a conflicting user ID would fail.

14. Error in Capture when wiped while closed:

Fixed an issue where the Capture window would say 'Error in Capture Component' when opened after wiping the show while the window was closed.

15. BPM playback option softkey text:

Tidied the BPM/multiplier on fader and reset multiplier on tap tempo softkey text when setting BPM master playback options.

16. Pixel map effects do not follow multiplier on linked BPM master fader:

Fixed an issue where the speed of pixel map effects playbacks linked to BPM masters would not respect the multiplier when assigned to the BPM master fader level.

17. Shared palettes incorrectly filter as not relevant with sub fixtures:

Fixed an issue where shared palettes would grey out when relevant sub fixtures were selected (with filter relevant palettes user setting enabled).

18. Playbacks show default text legend after setting picture legend:

Fixed an issue where, after setting a picture legend on a playback fader, a default text legend would appear in the touch playback area header until the page was changed.

19. Live palette recall ignores direction:

Previously applying a timed palette on a fixture selection with overlap would ignore the direction if changed in the pattern selection menu. This has now been fixed so that it does follow a different direction when set.

20. Update shape palette doesn't update in referenced playbacks:

Previously merging or updating a new shape pattern or parameters into an existing shape palette would end up adding a new shape and any playbacks referencing the palette would still fire the original one. Now update or merge replaces the original pattern and referenced palettes output the new pattern as expected.

21. Timed commit on scene master does not work when killing mode 2 or 3:

Fixed an issue where a applying a timed commit from preset to live for killed mode 2 or 3 playbacks would snap live without the timing.

22. Adjusting a group layout position in full pixel mode affects relative positions of any

fixtures that were straddling pixels:

Previously, when moving the position of a fixture selection in the layout editor in full pixel mode, all of the fixtures would snap to full pixels in the axis being adjusted. If the selection included fixtures that straddled pixel boundaries this could result in the relative positions being affected. Now the relative positions are maintained and only the whole selection snaps to pixels.

23. Direction out of sync after changing fixture selection:

Fixed an issue where the selection order could become out of sync with the order in the editor which could result in a different direction being applied.

24. Multiple playback option selection affects playback view:

Previously, selecting multiple playbacks for playback options would change the focus of the playback view to the last playback in the selection if already open. The playback view now stays focussed on the originally selected playback.

25. Pressing move twice prevents move:

Fixed an issue where pressing the move button twice would mean it would then not move anything.

26. Fade time remains selected after <enter> in Edit Group menu:

Fixed an issue where, after inputting a fade in or fade out time in the Edit Group menu, the input field would remain.

27. Key Frame Shape view parameters can't be edited:

Fixed an issue where the cycles parameter of key frame shapes would always should as 'Infinity' in shape view and it was not possible to edit any of the parameters by selecting them.

28. Delete group breaks pixel map:

Previously if a group referenced by a pixel map was deleted the pixel map would no longer work after saving and reloading the show. Attempting to delete a group referenced by pixel map effects will now only unassign the group from a handle and ensure it is still retained in the show to preserve the effect.

29. Fixtures missing from shows saved in older versions:

Fixed an issue where some fixtures would not load correctly from shows saved in previous versions of Titan.

30. Gobo swatches missing after update personality:

Fixed an issue where updating a personality that previously did not contain gobo swatches with one that does would not show the images in Attribute Editor.

31. Fixture overlap incorrect when attribute time set to global delay:

Fixed an issue where overlap wouldn't output correctly for attribute group fade times if the attribute group had a delay time set to global.

32. Chase speed playback option does not follow tempo units in seconds:

Fixed an issue where, if the tempo units were set to seconds in user settings, the speed parameter in chase playback options would be in BPM and result in unexpected results when edited.

33. Import user broken:

Previously importing a user would not work correctly. This has been resolved.

34. Record next next could result in a shape being stuck on:

Fixed an issue where using RECORD NEXT NEXT to add a cue containing a shape to a connected cue list and fire it could result in the shape not clearing and getting stuck on.

35. Pixel map effects do not reliably commit to live:

Fixed an issue where committing pixel maps in preset mode to live was unreliable and would not always work.

36. Shows containing duplicate Titan or Fixture ID's won't load:

Fixed an issue where, if a showfile saved from previous version of Titan contained duplicate

Titan or Fixture ID's, it would fail to load properly with a critical error.

37. **DMX outputs are unassigned after first license:**

Previously after licensing the software for the first time the default DMX outputs would not be assigned. This has now been resolved.

38. **Go fires wrong cue with fire first cue enabled:**

Fixed an issue where firing a cuelist set to fire first cue with go would skip one cue.

39. **Edit shape direction does not apply to all selected shapes:**

Fixed an issue where changing the direction of a shape would only apply to one shape even if there was more than one shape selected for edit.

40. **First cue link always wait for go when loading shows from other versions:**

Fixed an issue where, when loading shows saved in previous software versions, the link of the first cue of cue lists would be set to wait for go regardless.

41. **Patching is slow if there is a faulty personality in the library:**

Previously a faulty personality would slow down the patching of all fixtures. This has been fixed so that it no longer slows down the patching and if you try to patch the faulty personality it will prompt with an error.

42. **Exit or set group master options menu returns to root:**

Previously when in the group master options menu selecting an option or pressing exit would result in returning to the root menu. It now goes back one level to the 'Group Playback Options' menu.

43. **Edit fade time changes next cue to current cue:**

Fixed an issue where editing the time of a cue and pressing go would cause the current cue to refire.

44. **Software can get stuck when resizing windows with fixed grid sizes:**

Fixed an issue where the software could appear to get stuck if the size of a window with a fixed number of columns and rows was set very small.

45. **Timecode values are not loaded correctly from 10.1 shows:**

Fixed an issue where the cuelist timecode values in shows saved in version 10.1 would be incorrect when loaded into v11.0 or v11.1.

46. **Exchange loses swatches:**

Fixed an issue where after exchanging a relevant fixture there would be no gobo swatches in attribute editor.

47. **Software unresponsive when recalling palettes in particular situations:**

Previously if palettes contained multiple shapes, recalling nested palettes could take a long time and affect performance. Any unnecessary shapes in palettes are now pruned when loading shows saved in previous versions of Titan.

48. **Timed release ignores HTP controls:**

Previously when releasing a playback containing dimmer values that was assigned to a non-fader handle such as the playbacks window or executor buttons the dimmer values would not follow the release time and would snap off. This has now been fixed so that HTP controls in playbacks on non-fader handles will fade out over the release time. HTP controls in playbacks on faders will follow the fader level.

49. **Multiple softkeys focussed when repatching:**

Fixed an issue where it was possible to end up with both the address and user number text entry fields being shown as in focus in the Enter DMX Address menu when repatching fixtures after exiting and re-entering the menu. Also stopped the offset softkey from appearing erroneously.

50. **Wheels set to visualiser do nothing with single fixtures selected when set to scale/fan:**

Previously enabling the capture visualiser context menu scale-fan option would result in the wheels doing nothing if only one fixture is in the selection. Now if scale-fan is enabled with only one fixture in the selection the wheels will operate in position mode instead as there is nothing to scale or fan.

51. **Exchange fixture parks all fixtures if any ranges overlap:**

Previously, when exchanging fixtures with 'Use Source Address' enabled, if patching any of the new fixtures to the existing start addresses caused an overlap it would park all of the new fixtures and leave you in the handle in use menu. Now exchange will look at all of the ranges and prompt if there is going to be a conflict. Assuming you then choose to park conflicting fixtures it will maintain the addresses where it can and only park those that are being overlapped.

52. **Phase @ does not allow input:**

Fixed an issue where attempting to adjust the phase value of a shape via the edit shape parameter menu would ignore any inputs.

53. **Unable to update some personalities:**

Fixed an issue where some personalities would refuse to update properly where there were more recent versions available.

54. **Intermittent TNP UPS connection:**

Fixed issue where sometimes software would be unable to connect to the UPS panel on TitanNet Processors.

55. **Link to external Capture could sometimes get out of sync:**

Sometimes the reference between fixtures in console and external Capture would be lost or incorrect, this could prevent you from controlling the fixtures correctly from Capture. This has now been fixed.