RELEASE NOTES

Version History

Version	Release Date	Details
11.4	21/08/19	Maintenance Release

Version 11.4

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 11.4 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 8.1 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.

Bugs Fixed

1. **Invalid sub-fixture cells preventing show loading:**

   Occasionally it was possible to end up with a show file with sub-fixture cells which did not correspond to the correct fixture type, which could cause a show to fail to load. These invalid cells will now be removed allowing the rest of the show to load.

2. **PC Suite cannot be installed on Windows 10 Enterprise LTSB:**

   The Titan PC Suite Installer would refuse to run on computers running Long Term Servicing Branch (LTSB / LTSC) versions of Windows 10 Enterprise. The installer now permits PC Suite to be installed on these versions.

3. **Key Frame Shapes not visible in cues and cannot be included after show file version upgrade:**

   After upgrading a show from a previous version, key frame shapes recorded into cues would not be visible in Playback View, and could not be included into the programmer. Such shows are now repaired so that key frame shapes act correctly.

4. **Tracked shapes reported as deleted after show file version upgrade:**

   After upgrading a show from a previous version, tracked shapes in cue lists would be reported as having been removed from the showfile when they should not have been; however, the tracked shapes would still play back correctly. Tracked shapes are no longer removed during show file cleanup.

5. **Disabling shape tracking behaves incorrectly after show file version upgrade:**

   After upgrading a show from a previous version, a cuelist which contained tracked shapes and subsequently had shape tracking disabled would no longer contain the correct (non-tracked) shapes. Disabling shape tracking after upgrades now preserves the non-tracked shape information from when the cuelist was recorded.

6. **Global Shape Palettes failing to load or import:**

   After upgrading a show from a previous version, Global Shape Palettes would not function correctly. Global Shape Palettes could also not be imported. Global Shape Palettes now load correctly.

7. **Playback Page legends lost after software restart in certain old shows:**

   In certain showfiles that had been upgraded from previous versions, playback page legends would be lost when the software was restarted. Playback page legends are now stored and loaded correctly.

8. **BPM Master gets stuck and cannot be changed:**

   It was possible for BPM Masters to become stuck on a particular setting and refuse to change; changes have been made to improve reliability of setting BPM masters.

9. **Preset faders would not override playback levels:**

   If a playback was controlling the level of a fixture it was not possible to use the preset faders to change the level although you could control them using the wheels.

10. **Pixel Maps can sometimes fail to run on TNPs:**

    Certain show load issues could cause the Pixel Mapping engine on a TNP to become unusable and fail to produce any output. This issue has been contained such that in this error case the Pixel Mapping engine can continue to function.

11. **Align non-functional on attributes not in programmer:**

    Align would not act on any attributes of a destination fixture which were not already in the programmer. Align now acts on all attributes of the target fixture according to the Align mask.

12. **Random fixture order cannot be recorded:**

    A fixture selection with the order set to Random would record into playbacks and groups as if the order had not been applied. Random order now records correctly.