



# Titan Release Notes

## Version History

| Version | Release Date | Details                                                                                                                                                          |
|---------|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 19.2    |              | Maintenance release<br><a href="#">New Features</a> <a href="#">Improvements</a> <a href="#">Changes</a> <a href="#">Bugs Fixed</a> <a href="#">Known Issues</a> |

## Version 19.2

### Upgrade Procedure

#### 1. Upgrading from: All Consoles:

Please ensure you save and backup your shows before attempting to upgrade any software. An automated upgrade path from Titan 18.0 or 19.0 is provided. You can download the latest Titan software by clicking on the relevant console [here](#). Full instructions for upgrading with an installer 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 19.2 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.

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

PC Suite requires Windows 10 or 11 (Intel/AMD 64-bit), 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, if fixture personality library is not installed it can be downloaded from the [Personality Website](#). An AvoKey is required to run the software which must be inserted in one of the USB ports.

### New Features

## 1. Video Multi View and Video Overlay:

The Video Multi View window and Video Overlay in the Group Layout Editor have been reinstated and now use the RTSP protocol. The main behaviour of the Video Multi view window remains relatively unchanged.

Internal Synergy streams will appear automatically. As discovery is not included with RTSP external streams need to be manually added.

After selecting a viewport in the Video Multi View window a new [+] button has been added. Selecting this will reveal a field where you can enter the stream URL in one of the following formats (the 'rtsp://' prefix is prefilled for convenience):

- `rtsp://[ip]:[port]/[streamName]`
- `rtsp://[hostName]/[streamName]`

After inputting a correctly formatted URL, pressing <enter> or the [Add] softkey will add the stream. The URL can be edited by selecting the pencil button and selecting the stream to edit. Similarly, manually added streams can be removed by selecting the trash button or pressing the DELETE key and selecting the stream to remove.

Selected streams will now store and recall in workspace shortcuts and manually added external streams will be saved and loaded in the showfile.

Note Synergy video previews require Prism 2.1.

## 2. D3 Core and D3-010 support:

This version adds support for the D3 Core and D3-010 hardware.

## Improvements

### 1. Video preview output when moving screen:

Previously when moving the View Multi View window to a different screen there would be a pause before it showed the previews. This has now been improved so that the previews continue without any delay when moving to a different screen.

### 2. Video Multi View delay:

Previously the View Multi View window would wait for the previews to arrive before you could do anything. This has been improved so that it is possible to interact while preview clips are still loading.

### 3. Prism Pixel Map UI element flicker:

Previously, adjusting the layout of fixtures in a group that is being used as a Synergy pixel map would cause the elements to flicker in Prism. This has now been improved so that adjusting the layout in Titan no longer causes any performance issues in Prism.

### 4. Use Titan show name in Prism:

When saving a show in Titan, the corresponding Prism project now saves with the same name.

### 5. Restrict timecode values to 24hrs:

In the previous version it was possible to set timecode values over 24hrs, either via the timecode field or by applying an offset. The timecode value is now restricted to 24hrs again as it was in earlier versions.

### 6. Log Viewer Pro improvements:

Various updates have been made to assist diagnosing errors including information from Codemeter and Windows event log files.

### 7. Window context menu:

The window context menu button is now accessible on all console types.

## Changes

### 1. **WebAPI changes:**

Reverted some of the changes made to WebAPI in Titan v19.0. Older call types can now be accessed by setting 'pre19Compatibility' to true in the config file.

## Bugs Fixed

### 1. **Maximum user number input inconsistent:**

Previously the maximum value permitted when setting a user number was lower than it should be in certain places such as the patch and macro menus. User number entry is now consistently limited to 5 digits (99999) across the software.

### 2. **User documents on an inaccessible network share prevents fixture library from loading:**

Previously, if the user documents folder was located on a network share that was inaccessible the fixture library would fail to load. Now if the user documents folder is inaccessible the fixture library will continue to load as normal.

### 3. **Loading shows with deleted layout results in errors in the logs :**

Fixed an issue where layout elements would remain after deleting a layout and report as errors when loading.

### 4. **Pixel map with image prevents playbacks firing:**

Fixed an issue where in certain situations playbacks containing pixel maps with background images would not fire when loaded in a different version of the software.

### 5. **Can't return to root softkey menu:**

Fixed a rare issue where it was not possible to return to the root softkey menu.

### 6. **Fixtures with missing power on or locate values won't load:**

Previously, if a show contained personalities that were missing power on or locate values the associated fixtures would have no attributes when selected. The software is now tolerant of missing power on or locate values and will try to use the first function in any offending attributes instead.

### 7. **CITP functions stop working after 24hrs:**

Fixed an issue where certain functions would stop working after a console had been running for more than 24hrs.

### 8. **Remote crashes when opening colour picker from set legend menu:**

Fixed an issue where the remote would crash when trying to open the colour picker from the set legend menu.

### 9. **D7 and D9 console legend does not update:**

Fixed an issue where the device legend would not update when changed in the system menu on D7 and D9 consoles.

### 10. **USB Expert service doesn't always start when restarting the software:**

Fixed an issue where occasionally the USB Expert service would fail to start as expected when restarting the software resulting in the console hardware not responding.

### 11. **Palette won't fire with negative fade time:**

Previously it was possible to set a negative fade time when firing a palette and attempting to fire would leave the palette in a held down state and not firing with errors in the logs. Negatives are now ignored and the palettes are fired as if it was a positive value instead.

**12. Titan freezes when search personality during index:**

Fixed an issue where attempting to search personalities while the software is indexing the library causes Titan to freeze.

**13. Personalities with corrupted swatches crash Titan:**

Fixed an issue where opening layouts in shows containing personalities with corrupted swatch data could cause Titan to crash.

**14. Unassign and load fails when loading shows with 64 lines and a media node:**

Previously when loading a show containing 64 lines and a media node with surface assignments and the load paused awaiting the servers pressing Unassign and Load would not continue to load the show as expected. The underlying issue may have also meant that you could not assign a 64th line if you had assigned 63 lines and a media node or attempting to use pixel map masters or Winamp controls could fail. These all now work as expected.

**15. Windows update breaks USB MIDI:**

Fixes an issue where USB MIDI stopped working after a recent Windows update.

**16. Manually connected Titan Remote session doesn't connect properly to Titan v16-18:**

Fixed an issue where a manually connected Titan Remote session would not connect properly to a console running Titan versions 16-18 resulting in some functions not working as expected.

**17. Titan Remote fire, kill and release playback not working correctly when connected to Titan v16:**

Fixed an issue where it was not possible to fire, kill or release playbacks using Titan Remote when connected to a console running Titan v16.

**18. TitanNet Sessions window shows error after a long period:**

Fixed an issue where the TitanNet Sessions window would report an error after a long period in a multi-user session.

**19. Hang on fixture exchange:**

Fixed an issue where in certain situations the UI could stop responding when attempting to exchange a fixture.

## **Known Issues**

**1. DHCP option in the network switch menu on the D7 and D9 does not show state correctly:**

The DHCP option for the Avolites network switch does not reliably work. Changing this option is best done through USB Expert.

**2. Not always possible to set the Avolites network switch IP address:**

It is only possible to set the Avolites network switch IP address after the IO panel has been fully powered down. It is not possible to set the IP address if the panel hasn't been fully powered down between software restarts.

**3. 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.

**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. Cannot run Ai and PC Suite on the same host in a Synergy Session without an active network connection:**

It is not currently possible to use Synergy in PC Suite if Ai is on the same machine unless there is an active network connection.

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

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

**8. 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.

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

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

**10. 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.

**11. 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.

**12. 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.

**13. 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.

**14. 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 lines. Outputs can be assigned manually after the lines have been transferred to the TNP.

15. **Diamond 9 Screens:**

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

16. **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.

17. **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.

18. **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.