

Titan Release Notes

Version History

Version	Release Date	Details
16.0		New features, improvements and fixes. New Features Improvements Changes Bugs Fixed Known Issues

Version 16.0

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](#). For all consoles the software must be upgraded by running a version 16.0 recovery stick. You can find links to download the recovery stick creators by selecting the relevant console [here](#). Please follow the installation instructions provided when downloading the recovery stick creator. Please allow 48 hours for the upgrade and ensure you have backed up any show files you need (it is important shows are saved as full or 'Quick' saves - Autosaves are not forwards compatible between versions). Detailed information can be found [here](#).

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 16.0 should download the Titan Remote V16 app from the relevant app store.

New Features

1. Freeform Layout:

A new feature called Freeform Layout has been added. This provides the ability to arrange and select fixtures in a 2D layout that is independent of the fixture handles, along with an optional visual representation of the current state of the fixtures and is intended to help simplify fixture selection. Multiple layouts can be created providing the ability to have more than one arrangement of fixtures or to separate fixtures into specific layouts and they can also include playback, group and macro handles if desired.

A new 'Layouts' window and 'Layout' handle type has been added. Tapping on an empty handle in this window will open a quick record menu where you can optionally set a legend or user number for the layout

and tapping the handle again or selecting [Record Layout] will create a new layout. If any fixtures are selected these will be added to the layout and if the selection comes from a group, the group layout will be used. If a legend hasn't been specified it will automatically use the legend of the last fixture or group in the selection if relevant, otherwise it will default to 'Layout x' where 'x' is the layout user number.

Layouts can also be selected or recorded via GROUP->[Layouts]. This provides a way to open layouts by user number and when recording layouts this way [Store Layout] will record a layout that is not assigned to a handle. [View All] will open the Show Library window pre-filtered to Layouts.

Selecting a layout will open the 'Layout View' window where fixtures are represented as square 'elements' using the fixture halo as a border colour and, with default settings, the fixture number in the top left corner, the intensity level at the bottom (depending on zoom level) and a 'mimic' representing the output of the fixture based on its intensity and, where relevant, colour and gobo. These elements can be positioned anywhere in the layout and can be used to select and control the associated fixtures. A cyan highlight at the bottom of the element indicates the fixture is in the programmer, a tilde symbol in the top-right corner indicates an effect is running on the fixture and if a dimmer effect is running the intensity level colour will also change to yellow. If desired the colour of a dimmer mimic can be changed using the visualiser wheel controls (select fixture(s), toggle wheels to [Wheels=Visualiser], select colour attribute bank). Additionally, an angle arrow can be enabled to help indicate the orientation of an element. This along with the mimic*, user number and intensity level can be enabled or disabled globally for all elements in a layout via layout options (context menu 'Options' or [Options] -> <select layout handle>) as well as individually per element ([Options] -> <select element>). The halo border can be toggled between custom and auto in the window appearance settings in the same way as the Fixtures window. *Note that the number of fixture mimics is limited to 1000.

Layouts can be locked to prevent accidentally removing fixtures or changing their position. When unlocked (default), selecting elements allows them to be positioned and oriented. This can be toggled by touching on the padlock icon or the context menu option. When locked, touching fixture or group elements will select the associated fixtures and touching playbacks or macro elements will fire the associated items.

Adding and removing items:

- o COPY/MOVE -> select fixture(s), group(s), playback(s) or macro(s) -> touch in the Layout View window will add elements referencing the selected items(s) to the layout starting at that location.
- o Select fixture(s) -> RECORD -> <layout handle> will reveal a menu with options to [Merge], [Replace] and [Update Fixture Positions from Programmer]. Selecting the layout handle a second time or pressing [Merge] will add the selected fixture(s) to the selected layout starting at the top left position. [Replace] will remove any existing fixtures from the selected layout and add the selected fixture(s) to the layout starting at the top left position. If any groups were used to select the fixtures the group layout will be used for the element positions and [Update Fixture Positions from Programmer] will apply these positions to any associated elements already in the layout.
- o Elements can be removed from the layout via DELETE -> select elements (note the layout must be unlocked. also note that for playback, group and macro handles this will only remove the handle - the referenced items themselves will not be deleted)

When layouts are unlocked (default) the position of selected elements can be changed by dragging or by wheel. A grid is provided to assist arranging elements. This is visible by default but can be hidden if preferred via the 'Options' context menu or [Options] -> <select layout handle>. When dragging, the elements will snap to the nearest whole grid position. When adjusting by wheel you can toggle between '*Wheels Move Full Pixel*' (default) and '*Wheels Move Sub Pixel*' in the context menu. The former will snap to the nearest grid position whereas the latter will allow the elements to be positioned anywhere and ignore the grid. If desired, selected elements can be snapped to the nearest grid position by selecting '*Snap Selected Elements To Grid*' in the context menu. Additionally, selected elements can be rotated by wheel. With the context menu option '*Wheels Rotate Individual Elements*' selected, adjusting the angle wheel will change the angle of all the selected elements relative to their center while maintaining their position. With '*Wheels Rotate Selection*' enabled, the position of the selected elements will move relative to the center of the selection while maintaining their angle. In both cases the rotation will respect the '*Wheels Move*' setting. If required, the layout size can be adjusted by dragging on the corner handles and touching the '*Crop Grid*' context menu button will automatically adjust the size such that the grid is large enough to accommodate all the element locations and without any unused space on edges.

Selecting '*Arrange*' in the context menu will reveal a sub-menu with options to automatically arrange elements:

- o '*Shape*' provides options to arrange the elements by geometric shape in the same way as with group layouts.

- *'From Capture'* will take the locations from the internal Capture visualiser where available and apply them to the elements in the layout. [Projection] can be toggled to select the view to derive the positions and [Scale] can be used to help get the best result. [Apply] can be used to preview the result and adjust the projection or scale if required. [Apply and Exit] will get the positions using the chosen projection and scale and exit.

You can adjust the zoom level of each layout independently via the zoom slider (when shown) or by pinching on a touch screen and touching the *'Zoom to Fit'* button (when shown) will toggle between the current zoom level and one such that the whole grid is visible. When zoomed into a grid you can navigate using the scroll bars (when shown) and also by touching and dragging if the Pan mode option is enabled. Note that the size of the layout grid is currently limited to a maximum of 400x400. It is also possible to apply a background image via the options menu along with an opacity level and various scaling modes (by default the background image has an opacity of 75%). The toolbar, scroll bars and zoom controls can independently be hidden or shown (default) via the window appearance settings and you can switch between layouts either by touching a layout handle in the Layouts window or via the *'Open Layout'* context menu button which will open a menu where you can search/select from the available layouts or [Create New Layout]. If the Layout View window is opened without a selected layout it will prompt with options to select an existing layout or create a new one. Additionally, factory macros have been added to open the Layouts window and Layout View window (note that you may need to update the personality library for these to be available).

2. Tracking View:

A new window called 'Tracking View' has been added. This provides a way to view and edit the values and tracking of individual fixtures/attributes in a cue list.

A *'View Tracking'* button has been added to the Playback View context menu. Selecting this will open the Tracking View window with the associated playback cues. When *'Follow Connected Cue List'* is enabled (default) in the Tracking View context menu the view will show the cues for the connected cue list and *'Connected Cue List Mode'* will be displayed in the title bar of the window to make this clear. Selecting the *'Select Cue List'* option from the Tracking View context menu will open a menu where you can select other cue lists (either via the softkeys or by a cue list handle). The window will remember the last selected cue list when opened and if it is opened without a cue list it will prompt to select one.

Each row represents a cue in the selected cue list with columns representing the cue number, legend and tracking mode and values and tracking mode of attributes in the cue list. By default, the attribute column headers show the fixture halo, user number and legend and attribute name. Various column sizes can be cycled and, optionally, the cue legend, tracking columns, fixture legend and scroll bars can be hidden via the window appearance settings. The next and live cue highlight in a similar way as the cue list playback view and, similarly, there are window appearance settings to determine whether the view will manually or automatically scroll so that the next cue is visible (along with the offset from the top). When set to manual scroll, *'Manual Scroll'* will be displayed in the title bar of the window to help make this clear.

Various options are provided to sort and filter the information:

- The Attributes filters can be used to show only the attributes in the selected attribute group (default is show all attributes)*.
- The Fixture Type filters can be used to show only the selected fixtures (default is show all fixtures)*.
- When Filter By Bank Selection is enabled, the attribute filters will follow the current wheel bank and vice-versa*.
- When Filter By Fixture Selection is enabled, the view will be filtered to the current fixture selection (within the Fixture Type selection)*.
- The *'Cells'* context menu toggle determines whether cell information will be displayed (where relevant):
 - Cells Hidden - no cell information will be shown.
 - Cells Visible When Used (default) - columns for cells will be shown only where there are values.
 - Cells Visible - columns for all cells will be shown.
- Selecting the *'Sort'* context menu button reveals a sub-menu with options to sort: Attributes can be toggled between *'IPCBES Bank Order'* where any intensity attributes will appear first followed by position etc.) and *'Current Bank First'* where attributes in the selected bank will appear first followed by any remaining attributes in IPCBES order. Fixtures can be toggled between user number, last selected and DMX address. Lastly, the columns can be sorted so that they are grouped by fixture (*'Fixtures then Attributes'*) or attribute (*'Attributes then Fixtures'*).
 - *Note the attribute, filter by and fixture type filters can be shown or hidden via the window appearance settings. Default is shown. The 'Filter By' options can also be set via the *'Filter'* context menu button.

The cells show the value of the associated fixture/attribute for the cue. By default, where a value references a palette the palette legend and number are shown in addition to the value (in brackets). This can be changed to show just the value or just the legend via an option in the window appearance settings. A vertical bar on the right-hand side of the cell and the colour of the value indicates whether it is hard or tracked as follows:

- White represents redundant values.
- Green represents hard values where the level has reduced.
- Cyan represents initial or hard values where the level has increased.
- Magenta represents tracked values.
- Red represents a block.

Where the tracking mode of an individual fixture/attribute is not set to Global, a 'T' appended to the value indicates the individual fixture/attribute tracking mode is set to Track, 'B' indicates Block, 'BX' indicates Block Shapes, 'C' indicates Cue Only, 'SX' indicates solo and 'S' indicates Solo Excluding Shapes.

Selecting one or more cells in the view will open the 'Edit Cue Attribute' menu. Where it is possible to set a level for the current attribute function, inputting a value and pressing <enter> will apply this as a hard value to the selected attributes.

- [Select Function] will reveal a sub-menu where you can select functions if applicable or shortcuts to levels.
- [Tracking] will reveal a sub-menu where you can set the tracking mode for the selected attributes.
- [Set Hard Value] will record the values tracked into the selected attribute cells as hard values. Note that if there is currently no value the power on value will be used.
- [Delete] will remove selected (hard) attribute values from the cues (this will have no effect on non-hard attribute values. If no hard values remain as a result the attribute will be removed from the cue).
- [Delete Redundant] will remove the selected attribute values from the cue if the same value would have tracked into the cue. Note that it is possible to apply this to all cues/ all fixtures in a cue or all cues and fixtures by selecting the relevant row or column headers.
- [Off] will set the attributes of any selected cells to Off and [On] will turn on any selected attributes currently set to off.

3. Colour Filter Syntax Selection:

It is now possible to apply colours by filter number to relevant fixtures using the syntax @ <brand number> / <filter number>. For example, the syntax to set fixture with user number 1 to LEE 106 would be 1 @ 1 / 106 <enter>. Or to apply to selected fixtures @ 1 / 106 <enter>. Rosco 046 would be @ 2 / 046. Where consoles do not have a / button you can use a keyboard (physical or virtual).

4. Workspaces Window:

A new 'Workspaces' window has been added. This provides a way to store and recall more workspace shortcuts that can fit in the dedicated workspace handles area with optional paging and the ability to resize the buttons, specify the number of rows and columns and adjust the text size as desired. Workspaces imported using quick import will appear here.

Improvements

1. Recover from user configuration file corruption:

Previously a corrupt user configuration file could prevent the associated application from starting. This has been improved so that it will now fall back on a default configuration in this situation and allow the application to start normally.

2. Performance (general):

The speed of various software functions including update, selection (including patterns), @@ and clear has been significantly improved. This is particularly relevant for large numbers of fixtures.

3. Attribute Editor speed with large cell layouts:

Populating the Attribute Editor is now much faster for multi-celled fixtures with large layouts when set to show cells.

4. **Assigning masters:**

Assigning masters for the first time is now much faster.

5. **Adjusting group layout position by wheel:**

When adjusting the position of elements in a group layout by wheel they no longer lag behind. This is particularly relevant for large layouts.

6. **Key profile buttons dynamically size to fit:**

The key profile buttons in the Options window now dynamically change their size to ensure the name and actions are all fully visible.

7. **Channel level set in tens permits two-digit input:**

When formatting is set to channel levels set in tens, inputting a two-digit number will set as units. For example, 1@55 will set the value at 55 instead of 100.

8. **Delete individual attributes via Cue View:**

A new [Delete] softkey has been added to the 'Edit Control Values' menu that appears when selecting cells in the Cue View window which when pressed will delete the selected attribute from the cue. Additionally, this and the existing [Off] softkey now always appear at the top of the first page.

9. **Colour code tracked values in Cue View:**

Values in the Cue View window are now colour coded to match the new Tracking View window where white = hard values, magenta = tracked, cyan = increasing value, green = decreasing value and red = blocked. The Cue View context menu View/Hide Tracking Information toggle has also been renamed to Show/Hide Tracked Values.

10. **Multitouch in Timeline View:**

Multitouch has now been implemented in the Timeline View window providing the ability to pinch zoom and scroll.

11. **Increased Titan connection timeout:**

When starting the software, the timeout while waiting for a connection to the Titan engine has been increased to allow for slower machines/ large showfiles. In these situations it will initially display a 'Connection to Titan Engine seems to be taking longer than we expect, we are still trying to connect.' message to help make it clear what is happening. If, after one minute, a connection has not been established the message will change to 'Unable to connect to Titan Engine...'.
'

12. **Event Log message column:**

A message column has been added to the Event Log window which can provide additional details about errors. Where applicable the most important information is included at the beginning of the message ensuring that this is immediately visible even if the whole error message is too large to be displayed.

13. **Error details when attempting to load a show from a more recent version of Titan.:**

Attempting to load a show from a more recent version of Titan will now add an entry to the log explaining there was a problem loading and that it might not work correctly along with details about the version of Titan the show was created in.

14. **Group Layout Editor improvements:**

The Group Layout Editor has been updated to match the new Layout View window: Dedicated select, pan and lock toggle buttons have now been added, the zoom to fit button styling has been updated, handles to resize the grid have been added to the left-hand side, a border has been added to delineate between the layout area and other controls such as the toolbar and zoom, the 'Arrange/ Select Only' context toggle has been renamed to 'Locked/ Unlocked', the 'Snap' context menu button has been renamed to 'Snap Selected Fixture To Grid' and 'Wheels' has been added to the 'Position & Angle/ Cell Scale/ No Wheel Control' context toggle.

15. **Load surface assignments:**

A 'Load surface assignments from show file' toggle has been added to the Load Show menu and Show Browser window. When enabled (default), surfaces will be assigned according to the showfile where

applicable.

16. Copy surface:

It is now possible to copy surfaces. In the Synergy Settings window, pressing COPY and selecting a surface will open a menu with an option to [Create Copy]. The created surface will be unlinked.

17. Different error message for blocked shapes that don't exist.:

Where a show references a shape that does not exist and is blocked the event log will now show a 'Removed blocks for missing shapes' message. This is to help differentiate from missing shapes that are not blocked.

18. Missing media nodes:

When loading shows if any related media nodes are missing it will display a prompt saying 'Required media nodes were missing' along with buttons to cancel or unassign along with a window where you can reassign them if required.

19. Reduce D9 display changed error messages:

The wait time has been increased on detecting display changes to reduce the number of error messages.

20. Clean invalid values on load:

Improved cleaning of showfiles on load so that values that have somehow become invalid are removed.

21. Playback View scroll current cue:

A 'Current Cue' window scroll option has been added to the Playback View window appearance settings. When enabled the cue list will focus on the current cue.

22. Diamond 9 Keyboards:

Improved the Diamond 9 keyboards to reduce duplicated or missing key strokes.

23. Diamond 9 Main Screens:

Corrected the screen backlight drive to improve startup fade and prevent some instances of this screen switching off just after startup.

24. Diamond 9 Editor Screen:

Corrected the screen backlight drive to prevent some instances of this screen staying off after startup.

25. Diamond 9 Faders:

Improved the motor faders movement.

26. Import Workspaces and Macros:

It is now possible to import workspaces and macros from showfiles. Note workspaces imported using quick import will appear in the Workspaces window.

Changes

1. Minimum system render rate:

The minimum system render rate has been changed to 10Hz.

2. Group Fixture Order menu step softkey:

The text for softkey A in the 'Group Fixture Order' menu has been changed from 'Step number =' to 'X Position =' to help make it clearer that this also affects the layout.

3. Fixture Order menu:

The 'Next Step' and 'Previous Step' softkeys have been renamed to 'Next' and 'Previous'.

4. Titan application name:

The window name of Titan has been changed to 'Titan Engine' so that it is clear what the 'waiting for Titan Engine' message refers to when starting the application.

5. Virtual Panel changes:

The Pearl Expert and original Tiger Touch have been removed from the Virtual Panel as they are no longer supported.

6. **Simulator changes:**

Pearl Expert has been removed from the Titan Simulator as it is no longer supported.

7. **Diamond 9 Keyboard:**

The break key now requires Fn + Break.

8. **Removed default hardware workspace shortcut assignments:**

The default hardware workspace shortcuts have been removed (these are the workspace shortcuts that were previously assigned to the hardware buttons on consoles labelled as 'Workspaces, Macros and Executors').

Bugs Fixed

1. **Missing shapes affecting performance:**

Previously, if a show contained references to missing shapes this could potentially result in a slowdown in the software. References to missing shapes no longer cause slowdown and any references to missing shapes are now removed and logged when loading shows from previous versions.

2. **Invalid link offset prevents cues from firing:**

Previously it was possible to remove the link offset of cue list cues by inputting an empty field. This was invalid but was not obvious and would prevent the cues from firing. This has been changed so that entering nothing will set the value to 0 and when loading shows a value of zero will be applied to any cues that happen to be in this state ensuring that the cues will fire as expected.

3. **Missing or invalid subfixture user numbers prevent selection:**

Previously, if a sub-fixture had no user number it was not possible to open the Attribute Editor window with the associated super fixture selected. Similarly, if a sub-fixture was missing the primary (parent fixture) user number (for example 100 instead of 1.100) it was not possible to select the sub-fixtures. Now, when setting a sub-fixture user number, the primary user number will be automatically added and if a sub-fixture has does not have a user number attempting to select it will result in a prompt to assign a user number.

4. **Clear release to playback output incorrect after update active cue list:**

Previously, if clear was set to release to playbacks and an active cue list cue was updated, pressing clear would ignore the new values resulting in the wrong output. It now shows the correct output.

5. **Merge between key frame and normal shapes is not smooth:**

Previously, attempting to fade in a normal shape over a key frame shape over the same attributes would result in values snapping unexpectedly. This now results in a smooth transition.

6. **Shapes do not fade linearly:**

Previously, fading shapes would result in a non-linear fade. Shapes now fade in linearly.

7. **BPM masters change direction of reversed shapes:**

Fixed an issue where adjusting the speed of a reversed shape via a BPM master could cause the shape to run in the normal direction.

8. **Can't remove fixtures from shapes:**

Fixed an issue where it was not possible to remove fixtures from shapes once they have been recorded.

9. **Non-celled fixtures added to shapes running on sub-fixtures don't record:**

Previously, if, after creating a shape running on sub-fixtures, some non-celled fixtures were added to the shape, the recorded shape would only contain the shape on the celled fixtures. This has been resolved so that all the fixtures record as expected.

10. **Cues appended to cue only cues do not contain tracked values until reload:**

Previously, if, while recording a cue list a cue only cue was merged into the last cue, any tracked cues

appended would not obtain the tracked values until the show was reloaded. This has been resolved and the appended cues now gain their tracked values immediately as expected.

11. Fail to import show with missing personality version:

Previously, attempting to import a show where there was no matching personality version would result in the import failing. This has been fixed so that the show will still import normally.

12. Pixel maps using picture legends don't import:

Fixed an issue where importing pixel maps based on picture legends would not import the picture legend.

13. Can't import playbacks:

Fixed an issue where attempting to import playbacks in certain situations would result in a 'Failed to Import Items' error.

14. Shape spread on sub-fixtures doesn't import:

Fixed an issue where the spread of shapes on sub-fixtures would be ignored when importing.

15. Import multiple multi-celled fixtures fails first time:

Fixed an issue where attempting to import multiple multi-celled fixtures would fail on the first attempt but succeed on a second try.

16. Import cue list twice fails:

Fixed an issue where attempting to import the same cue list twice would fail to import the cue list properly the second time.

17. Cannot copy fixtures:

Fixed a rare issue where missing fixtures would prevent copy fixture from working.

18. Shared palettes do not appear in the Referencing Playbacks window:

Fixed an issue where palettes that were referencing other palettes would not show in the Referencing Playbacks window when selecting View Playbacks Using Palette for the source palette.

19. Timeline does not update to show external source after release:

Fixed an issue where, after releasing a playback in a timeline and linking it to an external timecode source, the UI would not update to show it was taking time from an external source which could potentially cause confusion.

20. Channel Grid and Intensity View don't always populate in Stage mode:

Fixed an issue where the Channel Grid and Intensity View windows would sometimes not populate correctly when set to stage mode.

21. Null reference exception on D9 editor screen:

Fixed an issue where 'null reference exception' could appear in the lower part of the D9 editor display.

22. Timecode connected cuelist softkeys do not highlight on start:

Fixed an issue where the softkeys of connected cuelists would not highlight correctly in the timecode menu when (re)starting the software.

23. Can't search user settings:

Fixed an issue where the user settings menu would not accept any text input preventing the ability to filter the menu options.

24. Manual type in Show Browser does not filter correctly:

Previously, selecting the Manual type filter in the Show Browser window incorrectly showed some non-manual types such as temporary saves created while in backup. This has now been fixed so that it only shows manual types (i.e. 'full' and Quick).

25. Cue view does not reflect referenced palette values set to off:

Previously, if a value in a palette referenced in a cue was set to Off, any cue views referencing the palette

would misleadingly show the On value. The cue view now shows the correct information.

26. D9 crash on restart:

Fixed a rare issue that could cause the software to crash when restarted.

27. Imported key frame shape issues:

Previously, imported key frame shapes would not appear correctly when viewed or show in the effect editor. This has now been resolved.

28. Append active cue list affects previous cue intensity:

Fixed an issue where, after appending a cue to an active cue list, the intensity from previous cues could unexpectedly snap off live.

29. Move cue to same cue error:

Previously, attempting to move a cue list cue in playback view would result in a 'Failed to get property value...' warning prompt. This no longer occurs.

30. Suppress optional healthcheck warning setting always resets on launch.:

Fixed an issue where the 'Show Optional HealthCheck Warnings' would always reset to enabled when starting the software.

31. Connect first playback macro sometimes does not connect:

Fixed an issue where, in certain circumstances, the connect first playback macro could sometimes fail to connect the wheels to the first playback as expected.

32. Key frame shapes missing from copied cue lists when loaded from XML:

Fixed an issue where key frame shapes in copied cue lists would be lost when loading the show from XML (for example when loading in a newer version of Titan).

33. Turning tracking off and on changes values:

Fixed an issue where turning a cue list tracking on and off could result in some values being incorrectly removed/ added.

34. Cues don't retrack on reassign node:

Previously, after reassigning a line (for example to a TNP), tracked values in cue lists would not work correctly until edited. When moving lines cue lists now retrack automatically.

35. Cues don't retrack on link to surface:

Previously, after linking to a (new) surface, tracked values in cue lists would not work correctly until edited. When linking to surface cue lists now retrack automatically.

36. Record mode can get stuck:

Fixed an issue where it was possible to get stuck in the record menu.

37. Timeline View exceptions:

Fixed an issue with Timeline View that was generating exceptions in the logs.

38. Timeline Table View lockup:

Fixed an issue where, in rare circumstances, a fault in the Timeline Table View could result in the software locking up.

39. Dimmers stay on with cue list fader at zero:

Fixed an issue where, in certain circumstances, after loading an XML show (for example when loading into a newer version of Titan) and firing cues in a cuelist containing dimmers, some dimmers could stay after lowering the playback fader.

40. Lockup after pressing Go after changing set list track:

Fixed an issue where it was possible to get into a state where the software would become unresponsive after changing set list track and pressing Go in quick succession.

41. Timeline exceptions when scrubbing into a mode 1, 2 or 3 cue:

Fixed an issue that was causing exceptions in the logs when scrubbing timelines into mode 1, 2 or 3 cues.

42. Titan incorrectly logs power restored:

Fixed an issue where the Titan event logs contained a large number of UPS power restored messages.

43. Attributes missing from wheels:

Fixed an issue where it was possible to lose the fixture attributes on the wheels after selecting fixtures.

44. Set lists disappear when changing users and handle worlds:

Fixed an issue where set lists wouldn't show after changing users and handle worlds.

45. TitanNet active node lost error message in backup:

Previously, in certain situations when running multiuser backup with Synergy the software would prompt a TitanNet active node lost error. The software has now been made more resilient to help avoid this.

46. TitanNet connection lost while uploading content via Synergy:

Fixed an issue where, in certain situations, uploading content via Synergy could cause the system to slow and lose TitanNet connection.

47. Cue values lost after importing a cue list containing palettes that have been deleted:

Previously, after importing a cue list containing a cue based on a palette where that palette was subsequently deleted, any tracked values would be missing. Tracked values based on palettes that have subsequently been deleted now import correctly.

48. Diamond 9 Rear Work Light:

The Diamond 9 rear work light now response correctly to fast presses.

49. Diamond 9 DMX Input:

The DMX In light now indicates when a DMX signal is present.

50. Diamond 9 Trackball Mouse Mode:

Fixed an issue where assigning mouse mode causes a left mouse click and unassigning mouse mode leaves the mouse continually right-clicking at the location you unassigned it.

51. Diamond 9 Program Panel:

Fixed an issue with BIOS access where pressing Go after restarting the panel could send an F2 key.

52. Flash Full/ Flash Out macros don't work when copied from the show library:

Fixed an issue where the Flash Full and Flash Out macros would not work if they were copied from the show library.

53. Crash when shutdown on UPS power:

Fixed an issue where the software could crash when being shutdown while on UPS power.

54. Tracking incorrect following reorder of cues by renumber.:

Previously, if the order of cues in a cuelist was changed as result of renumbering the tracking could be incorrect. Now, if the order of cues is changed as a result of renumbering the cues will be retracked to ensure the tracking is correct.

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. 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.

6. 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.

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. 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.

10. Undo programmer releases all applied Quick Palettes:

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

11. 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.

12. 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.

13. 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.

14. 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.

15. 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.

16. 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.

17. Diamond 9 Screens:

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

18. 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.

19. Layout from Capture direction arrow when pointing towards or away from the camera.:

When using arrange from Capture in layouts the direction arrow does not currently account for situations where the fixture is pointing towards or away from the camera.

20. Turning tracking on and off on a cue list can delete control tracking flags.:

If a non-blocking tracking flag (Track, Cue Only, Block Effects) is set on an attribute value with no underlying hard value, when tracking is turned off for the cue list the tracking flag will be lost.