



Titan Release Notes

Version History

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

Version 19.0

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 is provided. You can download the latest Titan software by clicking on the relevant console [here](#). Full instructions for upgrading both 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 19.0 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.

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. Record from input:

This version adds the ability to assign sACN inputs to lines which can be used to follow the output of another console and record cues and palettes.

A 'New Input Universe' has been added to the Streaming ACN (sACN) nodes in DMX Settings/Available DMX Nodes. These are shown in purple to distinguish from output nodes and can be assigned to any line just like (and addition to) output nodes where the 'Input Universe' is the sACN universe that the input will be listening to. The input universe will automatically be set to the highest assigned number +1 and by default the name is 'Input Universe x' where x is the universe the input is listening to but these can both be changed if required in the node properties (cog icon).

Where inputs have been assigned to lines, details of the input universe(s) are included in the line header, the refresh rate is shown on the input universe and a status indicator is displayed on both the header and input universe providing a visual indication of the state of the input (green = currently receiving data/ amber = currently holding data/ grey = no data). Held data can be cleared by selecting the 'Clear DMX Input Cache' DMX Settings context menu option.

A new 'Input' column has been added to the DMX View window which shows all received input channel levels. This column can be shown or hidden via the 'Input Data' window appearance toggle (default is shown).

The level of fixtures/attributes patched in the same line can be set to follow the value received on corresponding universe/channels. For example, with a dimmer patched to line 1 channel 1 and input universe 2 assigned to line 1 on the receiving console, the dimmer value can be set to follow the level of channel 1 received from a console sending on sACN universe 2.

Attributes following live DMX input output the received value live and are placed in the programmer just like when setting levels locally. These can then be recorded to cues or palettes at any time as normal (note that if the received DMX value is out of the range of functions defined for the corresponding attribute it will fall back on a 'Raw DMX' value).

There are two ways to set an attribute to follow the input level:

- A new [Live DMX Input] softkey has been added to the 'Edit Control Values' and 'Adjust Attribute Value' (@) menus. Selecting either of these will link the level of that attribute to the level of the corresponding channel(s) received on the sACN input universe assigned to the same line. For example, with an sACN input universe 2 assigned to line 1 and a dimmer patched to line 1 channel 1 if you select the dimmer and access the 'Adjust Attribute Value' menu* and then select the [Live DMX Input] softkey, a 'DMX Input' watermark will appear behind the level in the wheel display and the level will now follow the level of channel 1 on the sACN universe 2 being received (*the 'Adjust Attribute Value' menu can be reached either by touching the middle of the 'Dimmer' attribute in the wheel display or by pressing the @ button for the wheel corresponding to the 'Dimmer' attribute where available). The live DMX can also be set via the 'Edit Control Values' menu which can be accessed by selecting one or more cells in the Channel Grid window. An 'input' icon will appear next to any attributes currently following live DMX input in the Channel Grid and (if relevant) Intensity View windows.
- A new [Live DMX Input] softkey has also been added to the 'Include' menu. This provides a way to quickly set entire fixtures to follow the live DMX input. Selecting the [Live DMX Input] softkey will open a new 'Include Live DMX Input' submenu with options to set an attribute mask if required (by default this is set to include all relevant attribute groups). Selecting [Include Live Input] or pressing <enter> will set all of the attributes of the selected fixtures included in the mask to follow the live DMX input.

Setting a value locally, for example by adjusting a level by wheel, by recalling a palette, numerically or pressing clear will disable the live DMX input for the associated attribute(s).

2. **Freely assignable universes:**

It is now possible to assign inputs or outputs to any line between 1 and 9999 (maximum of 64 lines total).

When patching if the chosen line hasn't already been assigned one will automatically be assigned and output nodes will automatically be added for any modules where Auto Assign is enabled in the associated module properties. Attempting to patch to an unassigned line number after a total of 64 lines have been assigned will show a warning prompt.

3. **Release to quick palette:**

It is now possible to release to quick palettes if there are no other related playbacks to release to. A new 'Release To Quick Palette' toggle has been added to User Settings/Release. When enabled release will return to quick palette values if there are any.

4. **WebAPI password:**

New WebAPI commands have been added to verify and set passwords:

You can verify if a password is valid by using

`http://<ip>:4430/titan/script/2/LockMode/VerifyPassword?password=<string>` which will return one of the following values:

- 0 = Programmer password
- 1 = Incorrect password
- 2 = Venue Mode password

You can also set the programmer password by using

`http://<ip>:4430/titan/script/2/LockMode/SetSavedPassword?password=<string>` or the venue mode password with `http://<ip>:4430/titan/script/2/LockMode/SetLockScreenWorkspacePassword?password=<string>`

5. **D3 Console Shutdown Prompt:**

Pressing the power button on D3 consoles will prompt if you want to turn off the console. Note that if the software isn't running this will not appear. In this case you can turn off the console from the tools menu using the new Turn Off Console option.

Improvements

1. **Capture 2024:**

The Capture component has been updated to the Capture 2024 version. Note this version uses a different library compared to the components used in previous version of Titan. When updating the personality library it is important to install the library relevant to version 19.0.

2. DMX Setting improvements:

A switch to toggle the DMX module output on or off has been added to the Available DMX Nodes module headers in the DMX Settings window. When enabled the icon highlights in blue with a light blue header and when disabled any associated outputs that have been assigned will appear visually faded in the DMX assignments section. This provides a more accessible switch and makes it easier to see which modules/ outputs are enabled without needing to view the module properties.

Filters have been added to the top of the DMX Settings window when viewing nodes. You can now filter to only show Outputs, Inputs or All. Separately a toggle switch has been added to show or hide disabled outputs.

It is now possible to assign sACN or Art-Net universes to all lines. When selecting sACN or Art-Net universes to assign (multicast, broadcast or input) a new [Assign All By Line Number] softkey is available. Selecting this will assign one of the selected universes to each line where the universe = line number. If a line already has a universe of the chosen type assigned nothing will be changed on that line.

An Auto Assign toggle switch is now available in the DMX Module Properties. When enabled the associated node will be added to a line when a new line is assigned (for example via the DMX Overview window or automatically when patching a fixture to an unassigned line).

It is now possible to assign lines in the DMX Overview tab of the DMX Settings window. Selecting the + button at the bottom of the window or the 'Assign Lines' context menu option will present a new 'Assign Lines' softkey menu where you can choose the node the lines are being assigned to and set the start line and quantity. It is also possible to set this numerically with the syntax x THRU y where x is the start line and y is the end. Selecting the 'Assign' softkey or pressing <enter> will then assign the new lines.

3. DMX Settings, DMX View and Patch View only show used lines:

The DMX Settings, DMX View and Patch View windows now only shows lines that are in use.

4. Unassign lines with parked fixtures:

Previously, if fixtures were patched to a line and then parked, it was not possible to unassign the line. This has now been improved so that you can unassign lines regardless.

5. Sync Synergy surface properties with Titan:

Changing the layer names and surface halo in Titan will now also update in Prism.

6. Log any channel value conflicts on Capture active fixture patch:

If duplicate channel values are encountered when patching active fixtures from Capture Titan will now report that this in the Event logs to help make it more obvious why fixtures have not been added as expected (channel values in Capture are used for user numbers in Titan which are unique).

7. Show loading time with large numbers of timeline triggers:

Improved the loading speed of shows containing large numbers of timeline triggers.

8. Improved memory usage:

Improvements to reduce memory usage of the Attribute Editor and handle workspaces over time.

9. Timeline live record replace by trigger type:

A new [Replace By Trigger Type] option has been added to the Timeline Live Record menu. This performs the same function as the [Merge] option in previous versions causing any triggers of the same type being recorded to be removed from the target track if they overlap (the [Merge] option now adds to the existing triggers - see bug fixes).

Changes

1. Art-Net disabled by default:

When starting a new show (with wipe DMX settings enabled) the Art-Net module is now disabled by default.

2. **Network switch settings menu:**

On consoles with a network switch, the Network Switch settings have been moved from the Network Settings menu to a separate option in the System menu (below Network Settings). This is intended to help reduce confusion over the various IP address settings.

In consoles where there is more than one interface selecting this will open a menu where you can select which switch you would like to edit and selecting one of these will then open a menu where you can set the IP address of that interface. In consoles where there is only one interface the menu will go directly to the IP address setting.

3. **Adjust Attribute Value On/Off:**

The [On] and [Off] options to turn attributes on and off in the Adjust Attribute Value (@) menu have been moved to a sub menu accessible from the [On/Off] softkey.

4. **Video Multi View and Video Overlay removed:**

The Video Multi View window and Video Overlay in the Group Layout Editor have been removed.

5. **Backup console line count licence requirements:**

Consoles can only be used as backup if they have the same licensed line count or more than the master. The number of licensed lines for the console and other network sessions is shown in the TitanNet Session Settings window along with a 'Can Backup' help popup.

6. **Panel update state now clearer in USB Expert:**

Previously if a panel could be updated you had to refer to the service tab in USB Expert. Now the connected panels will show if there is an update available.

7. **Internal visualiser auto patch limit:**

When a system has less than 8,000,000 KB of memory the Capture autopatch is now limited to 500 fixtures. The maximum quality setting is also reduced.

Bugs Fixed

1. **Quick dimmer palettes snap off after playback fader level match:**

Previously, after firing a quick dimmer palette, firing a playback with the same dimmer would cause it to snap off when killing the playback. Now the playback fader will level match and take control once it has reached the level of the dimmer in the palette and fade according to the playback (fade) level.

Note that a side-effect of this fix is that it is now necessary for something to take control of the attribute in order to remove it (for example by selecting the fixture and using the wheel, by locating and clearing, by a relevant playback or by firing another quick palette). Previously you could just select the fixture and press clear.

2. **Can't touch Tools menu after performing panel reset on Diamond series consoles:**

Fixed an issue where it was not possible to touch the Tools menu after performing a panel reset on Diamond series consoles.

3. **Quartz desk lamp intensity not set correctly on boot:**

Fixed an issue where the desk lamp intensity would not restore correctly on boot.

4. **Release button in Synergy Settings does not release screens:**

Previously, pressing the release button in the Synergy Settings window would not unlink all linked screens as expected. This has been resolved.

5. Cue list shapes on subfixtures don't load into later versions correctly:

Previously, if a show containing cue lists with shapes on subfixtures was loaded into a version of Titan that was higher than the version it was saved in there were confusing errors and if tracking was turned off and back on again on the cue list playback it would create multiple shapes and track after blocks incorrectly. This has now been resolved and shapes on subfixtures created in earlier version of Titan will now load and behave correctly when loaded into version 19.0.

6. Undo history stops updating for current user after starting a new show:

Fixed an issue where, if a different user is selected and then a new show is started, the undo history stops populating in the prompt and Undo History window but it was still possible to undo/redo.

7. Timed flash mode 1 playback with global fade time gets stuck:

Fixed an issue where it was possible for a playback set to mode 1 and with a global fade time to get stuck on after performing a timed flash with a large number of entries in the log which could slow down the console.

8. Output snaps to black then fades back in when merging into a playback:

Fixed an issue where it was possible for the output to snap to black then fade back in when merging into a cue where a palette had changed.

9. Recall Tracking View from workspace set to connected cue list mode does not show connected playback:

Previously, if you recalled a workspace shortcut containing the Tracking View window set to connected cue list mode it would show the cue list that was connected when the workspace shortcut was recorded. It now shows the currently connected cue list as expected.

10. Go back on cue list does not activate playback:

Fixed an issue where pressing a key set to the 'Go Back' action on a cue list did not activate the cue list as expected and any controls related to the associated cue would not release.

11. Chases in playback groups don't kill on fade completed:

Fixed an issue where chases in playback groups would never kill with the playback group kill point set to fade completed.

12. Palette values in playbacks don't turn off:

Fixed an issue where using the [Off Playback Values] option in the off menu and selecting a palette would not switch off associated values in playbacks containing the selected palette as expected.

13. Patch view can appear empty:

Fixed an issue where occasionally it was possible for the patch view to appear empty despite there being patched fixtures.

14. RDM problems cause menu timeout:

Fixed an issue where it was possible for the menu to timeout if there are problems receiving RDM data.

15. Cannot create panel memory dump:

Fixed an issue where the shell was unable to create a memory dump of the panel if the destination folder for the memory dump did not exist.

16. Attempting to install Titan after installing Prism 1.3 fails:

Fixed an issue where attempting to install Titan after installing Prism 1.3 would fail due to the CodeMeter version.

17. Usb Expert Program button greyed out:

Fixed an issue where, after entering boot mode for panels in Usb Expert, the Program button could grey out prevent you from updating the firmware.

18. Firing palettes in blind breaks non-blind quick palette release:

Previously, releasing a playback after applying a palette in blind mode would fail to release to any underlying quick palettes and instead would release to the locate values. This has been fixed so that it now releases to the quick palette as expected.

19. Changing Synergy console link deletes layers:

Fixed an issue where, if you had one console connected to prism then released it and connected a different console all of the layers would be deleted in prism.

20. Timeline merge live record replaces triggers:

Previously, selecting the [Merge] softkey after performing a live record on a timeline would replace any triggers rather than merge. Triggers are now merged as expected.

21. Active fixtures from v17 won't load:

Fixed an issue where active fixtures patched in a v17 show wouldn't load.

22. D7 UPS status:

Fixed an issue where the UPS warning may not show on the D7 after the console lost power.

23. Authenticator distributed with 18.0 doesn't start:

Fixed an issue where the Authenticator distributed with version 18.0 didn't start as expected.

24. Removed DC UPS firmware from USB Expert:

The version of DC UPS firmware in USB Expert could result in some TNP touch screens not working. It has been removed from USB Expert.

25. Quartz auxiliary panel update:

Firmware provided so the desk lamp brightness is no longer inverted when powering up the Quartz.

26. Q Server firmware update:

The Q Server firmware has been brought in line with what is shipped with the servers.

27. D9 fader firmware updated:

Changes have been made to the D9 fader firmware to make the fader movement quieter and the level match more reliable. These changes have not been made to the sequence faders.

28. D9 IO firmware updated:

On a D9 with the Avolites network switch it should now be possible set DHCP mode from USB Expert.

29. D7 fader firmware updated:

Changes have been made to the D7 fader firmware to make the fader movement smoother and the level match more reliable.

30. D7 program panel firmware updated:

Issue fixed on the D7 program panel where the macro 10 LED did not light up. Sequence fader reliability improved.

31. D7 encoder panel firmware updated:

Fixed an issue where some encoders could send rotation values while pressed, also fixes an issue where pressing two encoders could press a third.

32. D7 IO firmware updated:

Fixes an issue where on some hardware sound to light would not work. Improves the ability of the console to set and store the network switches IP address.

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:

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. 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.

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

16. Diamond 9 Screens:

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

17. 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.

18. 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.

19. 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.