Titan Release Notes

Version History

Version	Release Date	Details
19.1		Maintenance release Bugs Fixed Known Issues

Version 19.1

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 19.1 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.

Bugs Fixed

1. **AvoKey Locked:**

Removing the AvoKey before shutting down the software could previously cause the software to permanently lock down.

2. **Panels unresponsive after failed update:**

When updating panels in USB Expert the update can fail on a D9 or D7. An option is now offered on update to restart the affected USB port on failure.

USB Expert also now has an option to "Cycle USB Ports", this can be used if panels are unresponsive. This can interrupt the output of the console.

3. **D9 and D7 Faders not returning to 0:**

Changing page could result in a playback not being killed when bringing down the fader. This happened when touch was not detected by the fader.

4. **Incomplete update list in USB Expert:**

Where a console had multiple panel updates often the panels wouldn't be listed in the Auto Update list.

5. **Panel status not shown for connected panels:**

   Panels with updates available would not show when they were in boot mode.

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.