

Ai Release Notes v12.0.1.1

Synergy

- [-] Synergy offer an innovative way to control an Ai server from a Titan v12 system.
- [-] It offers discovery over the network using the TitanNet protocol and allows automatic patching of layers from within an Ai system. All control is independent of DMX and takes up no lines on the desk.
- [-] A dedicated media browser window allows you to upload content from the desk to the server and convert it to AiM with Ai's dedicated transcoder.
- [-] Thumbnails are sent back to the desk and any update in the system is communicated back towards the desk. Ensuring that both Ai and Titan stay in synchronisation with each other.
- [-] Ai can share colour information from a video file back to Titan so that Titan can map the colour onto any number of lights in a setup. This is called 'LightMap'.
- [-] Titan has the ability to add fixtures and layers on an Ai server and even send a fixture full-screen to one of it's outputs.
- [-] Ai will auto populate the effects on the system and transfer the names and parameters back to Titan. If an effect updates during run time then Ai will synchronise this with Titan. This is specially useful for any Notch control where the layers of a Notch Block might have different names. Changing a Notch Layer in Ai will automatically update Titan on the parameters inside of that Layer.
- [-] Ai will feedback information about it's configuration to Titan automatically. If you add fixtures/layers then these will automatically show up on Titan ready to be patched in. If you add Media to Ai this will get sent back to Titan along with the thumbnail of the media.

Ai Demo Version

- [-] New watermark has been designed for the demo.
- [-] The watermark is on the outputs all the time rather than flashing up.
- [-] Watermark does not cover the User Interface.
- [-] Watermark does not cover inspector or browser.
- [-] Demo version requires AvoKey Editor in order to unlock the software.
- [-] Watermark covers Ai Ouptuts, Window Module and NDI Sender Modules.

Update to Project Structure

- [-] System settings, Artnet, has been updated to include a KiNet module to accommodate KiNet from the Output Page Modular LED Fixture.
- [-] System Settings, TimeCode, has been updated to fix a bug where the LTC was not correctly patched in.
- [-] System settings have been updated to support ProDJ tap feature. This will be released in a point version update later on.
- [-] All V11 projects will work on V12 however it is recommended on upgrading. This can be done via the project importer.

Update to Installer

- [-] Installer has an updated version of USB Expert - v6.7.66.
- [-] Installer has an updated version of the Codemeter Runtime - v6.90.
- [-] Installer will install dot net version 4.7.2 which is required for Authenticator/USB Expert/Synergy.
- [-] Installer will install Log Viewer Pro and Log Collector Pro.
- [-] Installer will install AiM codec including Adobe Plugins.
- [-] Added a Salvation Module Guide to the Distrib. This is installed under Help.

Updated UI Elements

- [-] BPM Widget has updated UI.
- [-] BPM now allows you to type in the BPM that is desired.
- [-] Time Code Widget has updated UI.
- [-] Time Code text has been made larger and more prominent to easily read the current value.
- [-] Time Code Enable/Disable has been changed to a toggle button to make it easier to know whether it's enabled or not.
- [-] Time Code Notch Sync has been changed to a toggle button to make it easier to know whether it's enabled or not.

- [-] Media Tiles have had an update to the information overlays.
- [-] Media Tiles Unsupported Codec and Transcoding thumbnails have been updated.
- [-] Buddy/Fixture Lock/Layer Lock have had their behaviours changed. If there is no function in the selection, then clicking will add. If there is a function on some of the selection then it will add only to the ones without the function. If all share the function then it will remove the function.
- [-] Text boxes in the interface you can now double click to clear and enter a new value.
- [-] Update Clip Properties so that you can now edit the audio volume per clip.
- [-] Added an ArtNet Control button to the Layer Controller. This allows the user to completely disable any ArtNet control for that layer and would stop it getting stuck with erroneous ArtNet packets.
- [-] Added a Synergy Control button to the Layer Controller. This is a read only button that informs the user whether that Layer has been claimed by a Synergy Session and is under control from Titan.
- [-] Increased font size where applicable throughout the interface. Also changed fonts from Salvation Default font to newer Ai font.
- [-] Added a Show/Hide button to the media banks to show hide the tiles. This has the same functionality as ‘:’.
- [-] Added an ‘Add Media’ button to the media tiles. This pops out a Windows Explorer window that allows you to select media and add it to the Media Tiles.
- [-] Added titles to Project browser and improved the text layout of projects.
- [-] Changing Media Bank automatically shows the media tiles if they were previously hidden.

Added FX

- [-] 093 - Barrel Distortion
- [-] 094 - Night Vision
- [-] 095 - Bokeh
- [-] 096 - Projective Blur
- [-] 097 - Gamma Correction
- [-] 098 - Dither
- [-] 099 - Scan Lines
- [-] 100 - Sepia Film Grain
- [-] 101 - Bubble Noise

Miscellaneous Updates

- [-] Added KiNet support for Modular LED Fixtures on the Output Page. There is a drop down on the universe to support this. Currently Only RGB pixel formats are supported.
- [-] Added Input Progression Module.
- [-] Added Animation Module.
- [-] Added additional error catching and logging to the system.
- [-] Added Media Tiles ingestion log. This log tells you what media was added at what points.
- [-] Added 3D Model ingestion log.
- [-] Added support for allowing duplicate items in the Transcoder. If you select this, then it will add the items to the queue and when transcoding will replace them with the already transcoded item.
- [-] If you replace a file that has been set to be transcoded on the media tiles, with something that does not need transcoding. Then it will automatically remove it from the transcoder list.
- [-] Added an option to enable/disable Audio in the transcoder. This can be done per clip or globally.
- [-] Can now drag a folder into the transcoder.
- [-] Write Patch Constant module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] Write Patch String module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] Calendar Trigger module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] Store Values module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] Store Sequence module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] CSV File Writer module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] Directory List module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] Trigger File module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] NatNet Client module has had the GL Out port removed and no longer needs to be wired up to start.
- [-] MediaTiles Trigger module has had the GL Out port removed and no longer needs to be wired up to start.

Bug Fixes

- [-] Fixed Project Importer not working correctly.
- [-] Fixed dangling memory issue with old USB Expert SMC connection.
- [-] Fixed bug using the project importer was deleting the newly created file.
- [-] Fixed small memory leak adding/deleting fixtures.
- [-] Fixed memory leak every time you changed page to the project browser page.
- [-] Fixed bug where disabling DMX Send from the System Settings didn't update the UI on the Output Page for the Modular LED Fixture.
- [-] Fixed unpredictable crash with the LTC module.
- [-] Fixed DotNet incompatibility warning. The warning now reads correctly 4.7.2.
- [-] Fixed a bug where the Output Mappings folder was not getting installed.
- [-] Fixed Project Importer opening up the StagePatch of the imported project and not closing it.
- [-] Fixed Arrow Keys not working in Media Tiles.
- [-] Fixed Projector Fixture not updating the colour output on the destination of the Output Page.
- [-] Fixed Resolume import not working if regions are rotated.
- [-] Fixed Network Playback Sync from grabbing incorrect/corrupted frames from the internal manager.
- [-] Fixed bug where changing the banks reset the bank position.
- [-] Fixed issue where mouse click was not properly registered when UI Widgets were overlapping themselves on the performance page.
- [-] Fixed bug when using the beat widget. *2 and /2 didn't always result in the correct value.
- [-] Fixed clipping issue on Modeller when getting too close/far.
- [-] Fixed a bug where if you replace an item on the Media Tiles then it would corrupt the transcode list.
- [-] Fixed a bug when loading projects that sACN was not outputting.
- [-] Fixed issue when triggering multiple media clips on different banks in a single cue caused some of the clips not to fire. Or for the wrong clip to occasionally fire.