Release note for 2.0.2 BETA

Notes

IMPORTANT: When updating to BlackTrax v2.0.2 from 1.x, you must first uninstall BlackTrax v1.x before installing v2.0.2. This can be done with the v1.x installer; once run it will prompt you to remove BlackTrax. Follow the steps to remove BlackTrax, then you may continue to install v2.0.2 as per normal. As BlackTrax will be installing new, please ensure the installer installs for all users on the machine.

As this is a BETA, please be mindful of possible bugs and unexpected behavior. Please report all bugs to support@blacktrax.ca.

When upgrading from v1.x, all application settings will be re-set to defaults - If you changed any default settings please verify each application to ensure your system is still configured correctly.

There is a new licensing security system used to authorize hardware devices with the BTServer. Please be sure to download the required license files and follow the instructions found here. Note that for this release, your system will only warn you if your license is invalid, but will not prevent access to any features or functionally.

Dongle Date Requirement:

August 4th 2015

Major changes:

- Books – Ability to have multiple Books of Chapters, useful for having more than 255 DMX controllable chapters and for organizing Chapters into different categories/scenes, etc
- Frame improvements – All new reporting, apply changes now works for Frames, and constructing and reset works for individual Frames
- Bug fixes

Known issues:

- When a recording is stopped in Motive with the Edit Tools window open, Motive will crash
- Motive reconstruction bounds are inverted on the X axis (minimum X actually affects the maximum X)
- Fixture settings with drop down menus that have inconsistencies between several fixtures are not currently shown
- Fixtures without iris may display they have iris enabled in table view, if set through multi-fixture settings

Firmware:
2.7.0.41

Secondary Applications:
BTWYG: 2.36.76.214
Motive: 1.8.23633

Compatible with RTTrP Versions:
6
1.8.3
1.8.7

Features and Fixes:

Bug

- *Fixed: GUI no longer crashes when you apply changes in fixture calibration mode with no chapters*
- *Fixed: Follower no longer crashes when applying changes while actively in a previously empty chapter that now has trackables and fixtures in it*
- *Fixed: sACN from ETC EOS consoles no longer interferes with BlackTrax*
- *Fixed: GUI crash when entering offset information into the Rigid Frame Construction widget with no Frame selected*
- *Fixed: Third Party would not receive offsets made to a Rigid Frame's orientation*
- *Fixed: It is no longer possible to apply a 'Home' orientation for a Rigid Frame several times*
- *Fixed: The selected Frame indication in Rigid Frame Construction may not always update*
- *Fixed: You can no longer un-name a Frame*
- *Fixed: Selection inconsistencies between Rigid Frame Construction, Frame LEDs, and centre area widget for Frame selection*
- *Fixed: Frames were sometimes not being cleaned up from the Tracker Beacon list after removal*
- *Fixed: Frames were not removed from the project during project close*
- *Fixed: Adding, deleting, renaming, or re-ordering a Frame's LEDs will trigger a 'change' in the file, thus prompting for a save at the next project change or GUI close*
- *Fixed: Trackable Details no longer displays removed beacons from a Frame*
- *Fixed: Tracking Adapter was sending different orientation values than what the GUI was displaying*
- *Fixed: Fixture settings could be displayed on the wrong fixture depending on sort in icon view (real programming not affected, just display was affected)*
- *Fixed: Following Sensitivity can become squished then disappear*
- *Fixed: Show Report wouldn't display the zone name, only underlying patch information*
- *Fixed: Imperial or Metric drop down menu in Project Properties could display the opposite option in certain situations*
- *Fixed: 8-Bit systems are supported again*

New Feature

- *Books – Ability to have multiple Books of Chapters, useful for having more than 255 DMX controllable chapters and for organizing Chapters into different categories/scenes, etc*
  - *Ability to create a Book, which then contains Chapters. You must first create and select a Book before you can create, edit, or add Trackables/Fixtures to a Chapter*
  - *Two new widgets – Running Books and Edit Books. Both function the same way as Running and Edit Chapters respectively*

- - *Both can be found in the toolbar and view menu in Live and Edit view respectively*
  - o *Two standby values now, DMX value 0 for both the Book and Chapter control will trigger a system standby*
    - *Set the Book control channel in the Project Properties widget*
    - *The raw incoming DMX value for both the Book and Chapter control channel is now displayed in their respective Running widgets which is useful for determining which control channel is actively in standby*
    - *Status bar also displays the active Book as well as the active Chapter*
      - *It will show 'System Standby' if in Book standby, or will display 'Book X Standby Chapter' if only Chapter control is in standby*
  - o *On a new project, you may choose between a single Book project or a multi Book project*
    - *You may also toggle this change at a later date from the Settings Menu*
      - ***Note:*** *You may only return to a single Book project if you only have one Book*
  - o *Edit Chapters displays the current book selected*
  - o *The centre area in Edit View now displays Book and Chapter selection*
  - o *Show Report now supports multi Book project*
  - o *BTWYG now displays current Book and Chapter status*
  - o ***Note:*** *Cue currently only supports single book projects*
- *Rigid and Soft Frames now display battery status*
  - o ***Note:*** *Battery status is sampled once every few minutes from all beacons that are contributing to the Frame and the lowest battery level at the time will be displayed*
- *Expert users only - Ability to manually edit a fixture's DMX high and low values for pan and tilt in the .btx file*

Improvement

- *Several improvements to the way Frames are constructed and reported*
  - *All Frame changes now follow the same logic as lighting programming changes – Apply Changes must be pressed to confirm any change (this replaces 'Accept Frames')*
    - *Changes are Blind/Live now reflect Frame status*
    - *A new drop down menu in the status bar allows you to select which type of change you wish to apply – programming (lighting) or frame changes*
      - *By default, both programming and frame changes are checked by default*
      - *Changes Blind/Live will only reflect status of currently selected apply options*
      - *Any change to a Frame now triggers the Changes are Blind status*
    - *When constructing, resetting, or changing centroid/orientation offsets for a frame, that particular Frame's new construction is temporally applied live so you may see changes in real time*
  - *Better reporting of current construction status*

- LEDs not ready – Not enough LEDs have been added to the Frame LEDs widget
- Ready to Construct – Enough LEDs are ready and added to the Frame, and construction is now ready
- Constructing – Remaining LEDs… - The Frame is actively constructing a solution. It will continue to construct until either all LEDs are seen, or the user finishes constructing prematurely. Remaining LEDs details which LEDs are not yet seen by the solver
- Constructed – All LEDs are seen and a solution has been generated.
- Constructed – Missing LEDs: A solution has been generated and applied prematurely by the user (by Applying Changes), so not all LEDs have been used to create the solution. The Rigid Frame will only use LEDs from the original construction to determine position and orientation
- Individual LED visible indication has been added to the Frame LEDs table
- A new Info column has been added to Frame LEDs widget to indicate each LED's function in the Frame's solution
- Construct all Frames now becomes construct the currently selected Frame
  - All Frames no longer apply to the beacon list when one Frame is constructed
- You can now reset individual Frames without resetting all Frames (Reset All Frames have moved to the bottom right of the centre area)
- You can now apply centroid and orientation offsets separately from each other
- Creating a new Frame automatically selects that Frame
- Added a warning to the Frame LEDs Widget to indicate if the LEDs are in a different order than the current rigid body construction
- Constructing a Frame first resets the previous construction
- Soft Frames still show Current Position, but other options are greyed out
- The Beacon widget has been divided up into separate tabs for Beacons, Rigid Frames, and Soft Frames
- Fullscreen mode can now be toggled by F11
  - **Note:** GUI no longer starts in Fullscreen mode by default
- Zones are now controlled in seconds instead of milliseconds
- XML Show Report option has been removed
- BTWYG and Follower communication buffers have been increased to 20x their original size

Design Review

- Moved DMX control option for Books/Chapters to the centre area in Live View
- A warning will now appear if you are using a different universe for Book/Chapter control and merge channel monitoring – BlackTrax currently only supports monitoring a merge channel located on the same universe as the Book/Chapter control channels
- Tooltip for Edit Chapters no longer just says 'Chapters'
- Renamed 'Frame Construction' to 'Rigid Frame Construction'
- Re-organized the buttons for Rigid Frame Construction

- *Changed 'Virtual Beacon View' to 'Frame Calibration View'*
- *Changed 'Following Settings' to 'LED Following' in the Edit View's fixture display settings drop down*
- *Removed the 'min' from the battery life time estimates*
- *Show Report no longer refers to Frames as 'Models'*