Release note for 2.0.3 Release Candidate

Notes

We have now entered Release Candidate, so although more stable than the BETAs, please be mindful of any possible bugs and unexpected behavior. Please report all bugs to support@blacktrax.ca.

When upgrading from any previous version of BlackTrax (including the BETAs), 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 (this includes Tracker's beacon list).

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.

IMPORTANT: We have now enabled the security system, which means if an invalid license is detected the system will no longer receive position information until a valid license is updated.

Mini Beacons are still in the prototype stage, and not available for purchase as of this release. You may only create up to 256 Mini Beacons in the software currently.

Dongle Date Requirement:

August 4th 2015

Major changes:

- Added support for Mini Beacons
- Motive and BTWYG can now be launched from the Main GUI with all default settings ready to go (these will only work for new projects)
    - A new BTWYG template with 12 universes pre-patched is also now included
- Messages is less intrusive and can be set to only show for warnings and errors
- Lots of bug fixes, particularly in Follower and fixture control
- Frame improvements, including auto-applying centroid and orientation offsets, multi-select LEDs and Beacons, easier ways to add, move, and delete LEDs from a Frame, clone Frames, and more
- Turn off Fixture Calibration's colour, gobo, and prism control to return control back to the console
- Improvements to the installer (BlackTrax System Update) to be faster and more intelligent

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)
- Queued fixtures in fixture calibration release their colour, gobo, and prism and all fixtures release when zoom/iris is changed

- LED Tabs in Beacon Patch don't show proper Y and Z values for beacons' LEDs
- Chapter programming information for fixtures will be lost if you re-patch a fixture to a different universe (within the same universe is okay)

Firmware:
2.7.0.41

Secondary Applications:
BTWYG: 2.36.76.223
Motive: 1.8.0.2 (Build 23633)

Compatible with RTTrP Versions:
6
1.8.3
1.8.7

Features and Fixes:

Bug

- *Fixed: Follower would control random attributes of fixtures thinking it was a zoom channel*
- *Fixed: Pan-flips would sometimes cause the fixture to become 'locked out' where intensity would not return, even from the console*
- *Fixed: Follower could crash if it tried to recover a show different then what was last loaded*
- *Fixed: In certain situations, Follower's DMX input would become stuck on one option or become disabled*
- *Fixed: GUI could crash during project close*
- *Fixed: When recovering a show, the message to indicate a show was recovering is now displayed again*
- *Fixed: When changing between beam and point collision type zones, in rare circumstances, the collision type would still act as a beam, even when point was selected*
- *Fixed: When updating one rigid body's offsets, all other rigid bodies will no longer stop updating*
- *Fixed: Sensitivity's tuner value would not update unless a change to the type of algorithm happened first*
- *Fixed: Tuner value would not be copied when copying and pasting fixtures*
- *Fixed: Pan-flip delay times now update without needing to reboot Follower*
- *Fixed: Messages no longer continue to move down every time it is opened, eventually disappearing off the bottom of the screen*
- *Fixed: Fixtures without zoom or iris can no longer have zoom/iris applied if applied through multi-fixture selection*
- *Fixed: Fixtures without zoom/iris can no longer be assigned a zone with beam collision*
- *Fixed: Selecting multiple fixtures at once now display 'Multiple' for fixture settings' drop down menus with conflicting settings*
- *Fixed: Selecting fixtures in BTWYG now display the active fixture in BT while in Edit View*
- *Fixed: Table View for fixtures in Edit View sort by Spot ID now*
- *Fixed: Table View now shows a horizontal scroll bar when the table becomes large with settings*

- *Fixed: Table View's active fixture selection was not clear*
- *Fixed: Clear selection no longer unselects the current chapter/book*
- *Fixed: Apply Changes no longer returns the active chapter to the standby book if in manual mode*
- *Fixed: Missing zones from a project no longer display a random ID code*
- *Fixed: Libraries widget's fixture tab will no longer resort incorrectly when assigning or removing fixtures from a trackable*
- *Fixed: Fixtures in the Libraries widget sort from lowest to highest instead of highest to lowest*
- *Fixed: Adding a Trackable using the '+' no longer results in a duplicate error*
- *Fixed: SHIFT+Down/Up key will scroll the Libraries widget table when selecting items*
- *Fixed: The keyboard shortcut 'F3' no longer takes you to Fixture Calibration View*
- *Fixed: Progress bar for assigning beacons in Fixture Calibration View appears again*
- *Fixed: Changing units before selecting a fixture would cause X,Y,Z boxes to shift in position*
- *Fixed: Changing units trigger apply changes again*
- *Fixed: Edit Chapters widget will now display the current book when first switching to book mode*
- *Fixed: Selection from BTWYG was not applying in fixture calibration view*
- *Fixed: Log in BTWYG auto-scrolls to the bottom instead of the top*
- *Fixed: When removing zoom/iris from a fixture, WYG no longer gets confused between console and BT beam size*
- *Fixed: Beams and footprints would still appear in wireframe view, even when stick beams are enabled but all sub-options are disabled*
- *Fixed: Opening a new project, or creating a new project, would not always prompt for a save of the current project*
- *Fixed: Closing the new project window no longer keeps the window active, but hides it behind the main screen making it in-accessible*
- *Fixed: New project window would not appear if no project was currently loaded into the GUI*
- *Fixed: GUI can no longer enter an empty project state by a failed project opening*
- *Fixed: GUI entering and exiting full screen would resize the window to odd sizes*
- *Fixed: Rebooting the GUI in windowed mode now remembers its closed position*
- *Fixed: Removed '?' from pop ups (they didn't do anything)*
- *Fixed: Removed minimize and maximize from certain pop ups*
- *Fixed: Apply Changes no longer resets the group you have selected in Live View*
- *Fixed: Messages no longer display backwards slashes in some messages*
- *Fixed: Missing show file now displays a proper error message in Messages*
- *Fixed: Tabbing in Project Properties now tabs in the correct order in Book mode*
- *Fixed: Long Frame names no longer trail outside of the Beacon in Beacon Patch*
- *Fixed: All letters now fit in the widgets' header bars (letters like 'g' and 'p' were cut off)*
- *Fixed: The divider position in Beacon Patch is now saved*
- *Fixed: The table now follows the Frame LED's table when re-organizing LEDs*
- *Fixed: Applying Changes while a Frame is still constructing without seeing its LEDs will no longer result in a false constructed status*
- *Fixed: In rare situations with per chapter beacons, no beacon would be displayed but the visible status would update correctly in Live View*

- *Fixed: When using per chapter beacons, sometimes global beacons would not appear in the Show By Chapter option*
- *Fixed: Live View's table's header no longer bolds when a cell was selected*
- *Fixed: The installer is now able to upgrade directly from v1 installations*
- *Fixed: Installer will no longer install other types of BlackTrax releases' configuration files (example: BETA will no longer install Release Candidate configuration files)*

New Feature

- *Ability to add Mini Beacons to your project*
    - *Create and delete Mini Beacons from the new 'Mini' tab in the Beacon widget*
    - *Create ranges of Mini Beacons (example 1-10)*
    - *Delete several Mini Beacons by selecting all you wish to delete and press the delete button*
    - *Mini Beacons' Beacon ID and LED 1 are the same value*
        - *Example Mini Beacon 1 has LED Index 1, and a binary value of 4094*
    - *Mini Beacons appear as purple beacons in Beacon Patch, and start with 'M'*
    - *A new Mini Beacon toggle has been added to Beacon Patch*
    - *A new type of Beacon is found in Tracker – M for Mini Beacon*
    - *Apply changes when new Mini Beacons are added or removed (applied Mini Beacons are displayed with a checkmark in the 'Applied' column)*
- *Two new options have been added to New Project – Motive Project and BTWYG Project*
    - *Both projects load Motive or BTWYG with a template file that automatically pre-configures all settings needed for operation*
    - *It is recommended when starting new projects to launch Motive and BTWYG through these options to help reduce set up time*
- *Messages have a new option to only display for warnings and errors*
    - *When a non-error or warning is logged, the status bar will highlight the message icon until you check it*
    - *Messages that are new since the last time Messages was open have a green icon*
- *The BTWYG Update icon in the status bar has been enabled as a button so that you may apply incoming BTWYG updates via the status bar*
- *Ability to invert a fixture's pan or tilt status directly from BlackTrax*
    - ***Note:** Once calibrated, this setting will revert to WYG's setting; this is useful for troubleshooting, but should not be used as a replacement to inverting the fixture in WYG*
- *You can now turn off BlackTrax's clearing of colour, gobo, and prisms in fixture calibration mode from the System Configuration widget*
- *A new option has been added in Follower's advanced Output tab – output RTTrPL in the legacy format (v1)*
- *BlackTrax will now install a configuration file to preset the wand length and set the Running layout as the default in Motive*
- *Frame will now apply centroid and orientation offsets without the need to manually apply*
    - *Apply buttons have been removed*
    - *A new setting in System Configuration has been added to define how much time there is between making a change and when it goes live*

- *Ability to clone Frames, copying over centroid and orientation offsets as well as LED selection (construction will not be copied)*
- *Replace a Frame's beacon with another beacon easily by right clicking the LED from the beacon you wish to replace and choose 'Replace Beacon…' (a new construction will be needed)*
- *Reset Frame now clears all orientation and centroid offsets*
- *New colour status indicates the Frame's construction status*
  - *Green: Constructed*
  - *Yellow: Ready to construct or constructing*
  - *Red: Not ready to construct*

Improvement

- *Local Dampening's properties have been opened up to allow a smaller set of values; this results in the feature being more responsive and less jumpy*
- *Scrolling with a mouse wheel has better increments for centroid and orientation offsets when working with Frames (Centroid is 0.01m per wheel and CTRL+Wheel is 0.1m and orientation is 0.1 degrees per wheel and CTRL+Wheel is 10 degrees per wheel)*
- *Drag and drop multiple beacons into the Frame LED table at once*
- *Delete multiple LEDs from the Frame LED table at once*
- *Construct Frame now alerts 'Changes are Blind' to indicate apply changes must be pressed*
- *Clear selection has been split into separate clear buttons per Trackable, Fixture, and Several Chapters view*
- *Trackable Groups can now be used to filter Trackables in Edit View's Libraries widget as well now*
- *You can now sort by fixture setting in table view in Edit View*
- *A confirmation has been added for removing Rigid and Soft Bodies*
- *Trackable details now shows classic and mini beacons to avoid confusion over what that widget does*
- *Simulator's batch creation now starts at beacon 1 instead of beacon 0*
- *Fixture Calibration's LED is not visible message now details which Beacon is not visible*
  - *If several LEDs are not visible before clicking okay, the most recent will be displayed*
- *GUI will always start in Edit View upon startup now*
- *Default zone collision type has been changed to point collision instead of beam collision*
- *Apply Changes now saves the current view before applying (meaning the GUI will not reset widget locations if you have customized them before switching to another view)*
  - *This also applies to Change Book Mode and switching to Fixture Calibration View via the status bar's toggle button*
- *Floating widgets (like Beacon Patch and System Configuration) will stay open when changing between views*
  - ***Note:** Their position will still be unique to each view*
- *BTX panel in Live Mode in BTWYG now opens by default*
- *BTX Apply is now also found in CAD mode, under the BlackTrax menu in BTWYG*
  - ***Note:** You must be connected to the Main GUI for the option to be active*
- *New BTWYG template includes 12 universes pre-patched*

- *Default option has been changed from allowing outgoing selection to BTWYG to allowing incoming selection to BTWYG*
- *BTX Mode checkbox has been removed from Additional Interfaces in BTWYG (must be accessed from the BTX Panel now)*
- *Tracking Adapter's default is more manageable to work with (not tiny and collapsed)*
- *License file no longer prompts you for the files during install, a menu item in the Help menu now takes you to the license file folder*
- *The public key is now installed with BlackTrax so you don't need to update it every time you update your license file*
- *BlackTrax installer no longer prompts for user account, user name, or type of installation resulting in a more automated upgrade experience*
- *BlackTrax System Update improvements*
  - *Faster performance*
  - *Pop ups start in focus*
  - *Switched to WinZip Self Extractor as the extractor for a more automated process and the ability to inform the user the process is still running*
  - *Indication in the system tray that the process is still running*
  - *Version numbers of the software being installed are now displayed*
  - *Motive is installed first to ensure BlackTrax can properly install its custom files*
  - *Custom WYG profiles are attempted to be copied out of the Library folder after BTWYG uninstall, and copied to C:\bt_run_time\Custom WYG Library; you may re-add these to the library once the installation is complete*
    - **Note:** *This is not guaranteed to copy all profiles, only profiles not included in the original BTWYG installation*

Design Review

- *Calibration sub-view toolbar will now only appear when you are in the Calibration View*
  - *When Calibration View is selected, the last used calibration view will be loaded*
- *Made the Apply Changes circle noticeably larger and the 'Changes: Blind' text red*
- *Calibration View menu in View menu now highlights when a Sub-View is selected*
- *Beacons that don't have certain information (such as orientation for Soft Frames, or button pushes for Rigid Frames) will now display 'Information not available' instead of null values in Beacon Patch*
- *Aligned Beacons' icons vertically (such as centroid and orientation)*
- *BlackBox Network in BTWYG have been renamed to BlackTrax Network*
  - **Note:** *Any previous projects will upgrade automatically to the new network profile, but opening a file with a 'BlackTrax Network' in an older version of BTWYG will result in the network being removed and a missing library item error*
- *Most tables have been updated with a new darker blue colour to help distinguish currently selected and active selection*
- *'Modules' widget has been renamed to 'Module Status' and has been made accessible to all views via the Modules menu*

- *Frame LED's Beacon ID and LED Index columns have been reversed to highlight the beacon ID first*
- *Icon and Table view's fixture setting display drop-downs have now been aligned to be in the same order*
  - *Table view's defaults have been changed to show the most commonly used features*
- *The Zone tab in Libraries has been updated to match the same style as Fixtures and Trackables*
- *Trackable Group in the Libraries widget has been expanded to allow for longer names and moved above the search*
- *Trackable Group's delete button is disabled when the 'All' group is selected*
- *Trackables now use a '-' icon instead of a trash can to match Fixtures in the Libraries widget*
- *Renamed 'Patch Info' to 'Spot ID' for Fixture Calibration search*
- *Renamed 'Reset Table' to 'Reset Sort' in Fixture Calibration View*
- *Renamed searching for Trackables in the Fixture tab of the Library widget from 'WYG Trackable' to 'Trackable' for clarification of which field was being searched*
- *Renamed 'Change Units' to 'Display Units' to help clarify this setting only changes what is displayed to the user, all values are still entered in as metric*
- *Failed Frame ID creation now reports the correct error*
- *Missing BTX, Tracker, or Beacon information now results in a more descriptive error*
- *Added degree symbols to angles in some places*
- *Added unit symbols to distances in some places*
- *Terminology updates*
- *Spelling mistake updates*