

## **Release note for 2.2.0 BETA**

### **Notes**

As this is BETA, please be mindful of any bugs or issues you may come across and email [support@blacktrax.ca](mailto:support@blacktrax.ca) with any findings.

Please note that RTTrPA and Per Chapter Beacon assignments are no longer supported as of this release.

As more information is now being sent to BTWYG, a new Apply Option have been added to accommodate. If you do not wish to use BTWYG (and thus do not want BlackTrax to error at you after each Apply Changes), please turn off BTWYG Changes from the Apply Options setting menu in the Status Bar.

### **Motive Dongle Date Requirement:**

July 26<sup>th</sup> 2016

### **Major changes:**

- New smoothed Centroid solver, to gradually fade the Centroid when LEDs disappear, instead of snapping to the new position
- LEDs and Centroids are now visible in BTWYG, along with several other tracking focused features
- Per Trackable smoothing has been added allowing each Beacon to have unique smoothing applied when sending to third party clients
- Import and export has been added for outputs saved in a project file
- Removed Per Chapter Beacons due to lack of use and general confusion over the use of the feature
- Removed RTTrPA as a supported output as that protocol has now been discontinued

### **Known issues:**

- Fixture Groups are missing some functionality in Edit View (right click menu is missing)
- Fixture Groups' selection affects the other View's selection; it should not
- When deleting a Fixture Group in Edit View, Calibration View doesn't update until selection changes

### **Firmware Package Date:**

May 2017

### **Build Numbers:**

BlackTrax: 2.2.0.10369

BTWYG: 2.38.51.208

Motive: 1.10.1.3.28991

### **Server Version Requirement:**

July 2016

### **Compatible with RTTrP Versions:**

6  
1.8.3  
1.8.7

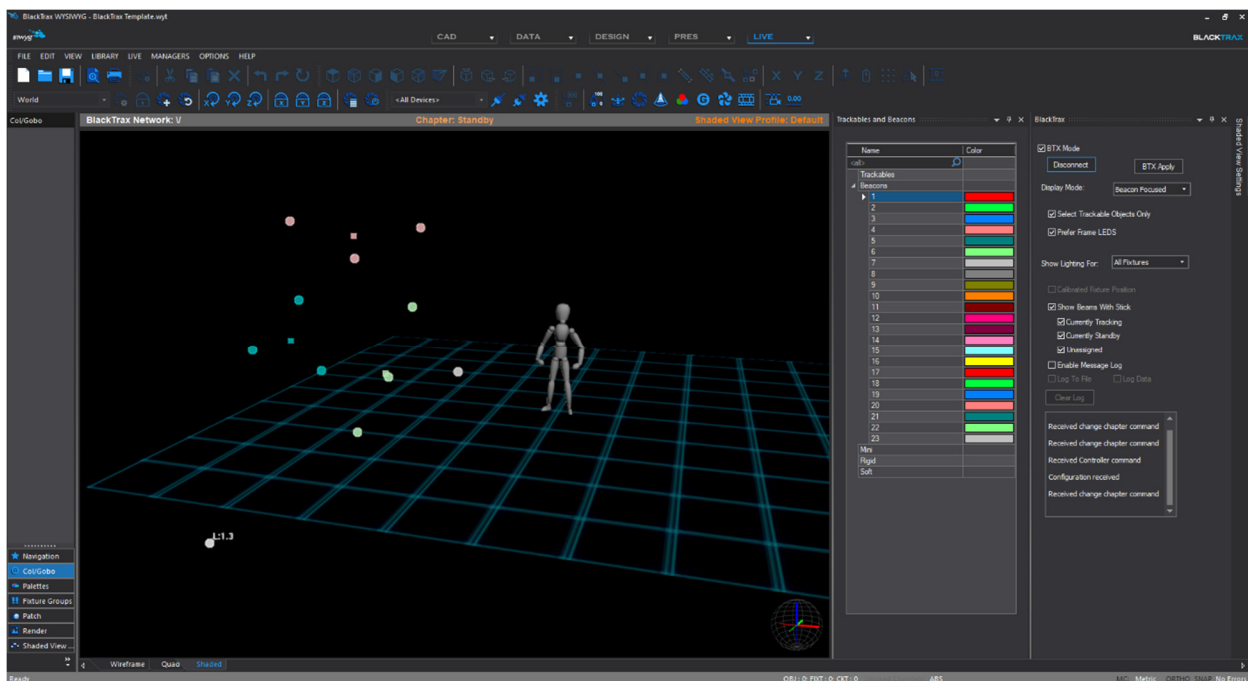
## Features and Fixes:

### **Bug**

- *Fixed: Rigid Frame Construction buttons were not disabled at GUI start; clicking them could cause a crash*
- *Fixed: Opening a project with 'Connect on Load' selected for the BlackTrax Network would crash BTWYG when the project was opened*
- *Fixed: Pan Flip Dimming would not work if Auto Douse but **not** Smooth Pickups were enabled in a chapter*
- *Fixed: Reaction time for Auto Douse may not work on the fade up in certain situations*
- *Fixed: Zones would only respond to LED 1 of a Beacon when LED 2 or LED 3 were selected*
- *Fixed: Input boxes will no longer lose focus once '.' was typed (meaning you can now type 2.5 in the Beam Control settings for example)*
- *Fixed: When copying/pasting fixtures, the over writing message will now only appear if there is an actual conflict*
- *Fixed: Several Chapters didn't show active fixture (light blue) during selection*
- *Fixed: LED Offsets wouldn't update when changing units until the fields were edited*
- *Fixed: Undo Stack sometimes wouldn't select the fixture the undo operation is being performed*
- *Fixed: Pressing enter while renaming a Trackable no longer loses the cell selection*
- *Fixed: Replacing a Beacon in Frame LEDs will now sort numerically*
- *Fixed: Beacons and Trackables in Beacon Patch are now locked to a grid (instead of free form, possibly creating overlapping Beacons / Trackables)*
- *Fixed: Using the arrow keys to navigate between outputs in Output Configuration may not result in all settings being recalled correctly*
- *Fixed: Error resolving subnet error in Output Configuration was being logged in both Messages and creating a pop up; it has been removed from Messages*
- *Fixed: Deleting an unused fixture calibration point no longer causes the fixture to become uncalibrated*
- *Fixed: Main GUI no longer exits full screen mode when BTEngine starts or restarts*
- *Fixed: Main GUI wasn't saving the layout when opening a project file (resulting in the layout to reset to the last saved configuration)*
- *Fixed: Beacon List wasn't being saved when the project file was saved resulting in potential loss of the Beacon List when the BTServer would reboot*
- *Fixed: Can no longer apply BTX Updates with no project open*
- *Fixed: Stick beams in WYG no longer show foot prints*
- *Fixed: Opening DWG or DXF in BTWYG, and selecting to convert blocks to fixtures would crash BTWYG*
- *Fixed: The Select Fixtures By Position sub-menu was not listing positions*
- *For other fixes as part of the WYSIWYG R38 Update 1 release, please refer to WYSIWYG's release notes*

## New Feature

- *New smoothed out Centroid solver*
  - *Now, when an LED is lost (per Beacon or Soft Body), the Centroid gradually fades over to the new centroid of the remaining LEDs instead of snapping*
  - *When an LED is seen again, the same fade is applied on the return to the new Centroid location*
  - *You can turn this setting off from System Configuration, Beacons*
    - *You can also control how much smoothing is applied to speed up / slow down the fade*
  - *This applies to all Beacons and Soft Bodies for both lighting and RTTrPM clients*



- *Several new BTWYG tracking specific features*
  - *View LEDs and Centroid positions of Beacons, rigid bodies, soft bodies, and Mini Beacons*
    - *New widget in BTWYG called Trackables and Beacons, to easily search for, select, and view colours of the various Beacons and Trackables active in the system*
    - *Two new display modes have been added to the BTX Panel – Beacon Focused (default) or Trackable Focused*
      - *In Beacon Focused, all Beacon LEDs and Centroids are visible regardless of patch status, but Trackable avatars are not visible*
      - *In Trackable Focused, only Beacon LEDs and Centroids that are patched to a Trackable are visible, as well as the avatars are visible*
    - *LEDs appear as solid circles and Centroids appear as solid squares in the Shaded View*

- When an object moves in front of a LED or Centroid, the circle / square changes to an outline instead of a solid shape
  - Select LEDs and Centroids either in Shaded View (via TAB) or via the new Trackable and Beacon widget
  - Selected LEDs and Centroids turn white and display the text of the what LED or Centroid they are, and if patched to a Trackable, what Trackable they are patched to
  - If only one LED is visible per Beacon, then a Centroid will not be displayed
- In LIVE Shaded View, there is a new option to only allow selection of Tracking objects (Trackables, LEDs, and Centroids) so you don't select lighting fixtures by accident
- There is a new BTWYG Apply Option in BlackTrax to send over this new information

Output	Status	Type	NIC	Communication	Address	Port
<b>New Outputs</b> d4	New	RTrPM	10.1.1.69	Multicast	238.210.10.1	24002
<b>Existing Outputs</b> Art-Net	Existing	Art-Net	2.0.0.9	Broadcast	2.255.255.255	6455
<b>Deleting Outputs</b> Yellow Rhino	Will be deleted	RTrPM	127.0.0.1	Multicast	238.210.10.1	24002

Create New  
 Delete Existing  
 Overwrite Existing

- **Export and Import for Outputs**
  - Two new file menus have been added to export and import the current project's output configurations
  - On export, all Outputs (other than RTrPL) is exported into a .btoc file
  - On import, a confirmation window will appear highlighting the outputs to be imported, and highlight any conflicts if found
    - You can choose which groups of outputs to import (just new ones, just conflicting ones, or both)
    - You can also choose to remove outputs not found in the import file, but found in the project
- **Fixture Groups for use in Edit View and Chapter programming**
  - Create Fixture Groups by selecting the fixtures you wish, then from the drop-down menu select 'New Group From Selected...'

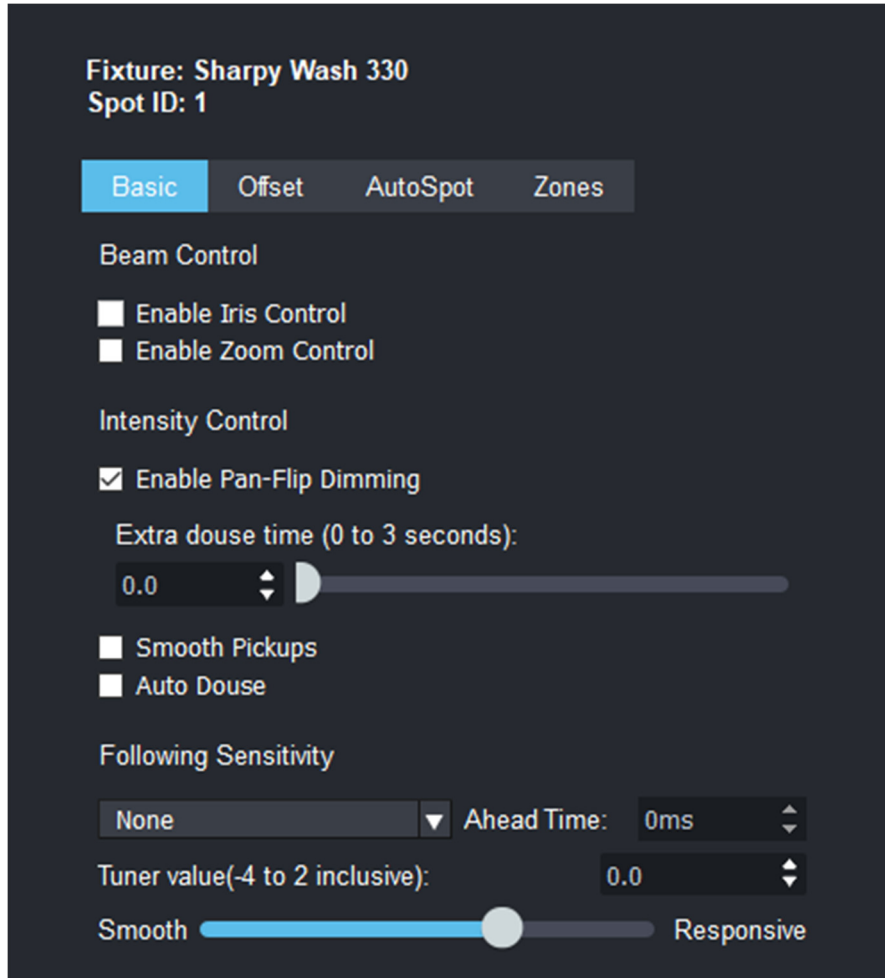
- *These groups are shared between Edit View and Fixture Calibration View*
- *When a Fixture Group is selected in Edit View, all fixtures within that group are automatically selected for easy assigning to Chapters*
  - **Note:** *You can turn this functionally off in System Configuration, Editing*

## **Improvement**

- *Per Trackable smoothing is now available for RTTrPM outputs*
  - *A new column has been added to the Trackables table to see what the current level of smoothing is*
  - *By selecting multiple Beacons at once, you can apply the same level of smoothing to all of them at the same time*
- *Automated Trackable creation in BTWYG*
  - *Trackables are automatically named and patched to the BT-Trackables motion universe upon creation (either from the file menu, copy and pasting, or arraying them)*
  - *Quick Motion Patch Tool is no longer needed and has moved back to the Quick Tools menu*
  - *Editing of Trackable names and patch information is no longer accessible as this process is now done automatically*
- *New BTWYG Template*
  - *Will automatically connect to BlackTrax when the project first opens*
  - *Includes 256 universes pre-patched*
  - *Changed Art-Net device to sACN device*
  - *Changed Camera layer to red instead of blue*
- *Added LED visible status to Trackable Details*
- *A Chapter / Book is always selected now, to ensure that the Library is always active / visible*
  - *As such you can no longer delete the last Chapter or Book in a project*
- *In Live View, the Standby Chapter and Standby Book is always at the top of the list, regardless of list position*
- *Ability to close all modules in BTEngine automatically from the Modules widget, or when the Main GUI is closed*
- *When making a new Motive project from BlackTrax it will first ask you where you want to save the file before starting Motive (this will set the session folder before boot up to avoid confusion of saving recording files in the template directory)*
- *Ability to reset BlackTrax and Motive settings directly from the Main GUI without needing to reinstall BlackTrax*
- *Apply Options (which settings are enabled) now save in the BlackTrax configuration file*
- *Added error codes to the unsupported fixture message to help identify specific issues with fixture profiles when contacting support*
- *Removed: the Per Chapter Beacon feature has been removed as of this version*
  - *Existing projects will continue to work with Per Chapter Beacons assigned, but if they are removed, or the Chapter is deleted you will not be able to recover them*
- *Removed: RTTrPA is no longer an output option in Output Configuration*
  - *Existing projects with RTTrPA outputs will be converted to RTTrPM outputs upon opening of the project*

## Design Review

- All Beacons, Mini Beacons, Rigid, and Soft bodies now display a colour in their Beacon icon, to clearly distinguish them apart from each other



- Fixture Settings now separate fixture name and spot ID onto separate lines
- Fixture Settings are now a tab based design instead of the '1 of 3' based design for faster navigation
- The size of the Fixture Setting dropdown (in the centre area) has been expanded to fit the names of all the features cleanly
- Undo Stack now displays Chapter name changes similar to Chapter description changes
- Unified how groups are created (using the Fixture Calibration groups as a reference)
  - Trackable Groups and Fixture Groups are now created by selecting the items you want, then from the drop down, selecting 'New Group From Selected...'
  - Deleting groups are possible via the Delete Group button
- Removed Centroid Type for Trackables with Mini, Rigid, or Soft Beacons patched to them

- **Note:** *If a Mini, Rigid, or Soft Beacon is patched to a Trackable with a custom Centroid type, the type will be reset back to 'All Available LEDs' when patched back to a classic Beacon*
- *Made a new Reset menu under Settings for sub settings for resetting BlackTrax, Motive, and BTEngine*
- *Output Configuration is now in the toolbar for faster access as well as receiving an updated icon*
- *Only Trackable tabs that are present in a project will be enabled in Output Configuration (Beacons, Mini, Rigid, Soft)*
- *Cleaned up the can't resolve subnet error in Output Configuration to be more clear*
- *Show Report now displays Linear+ as Standard Prediction*
- *The Messages widget now appears on the top layer of the GUI, and is always visible*
- *Messages now will stay open as long as your mouse is hovering inside the window*
- *BlackTrax now greys out inaccessible options in menus and widgets*
- *Improved the tabbing of the New Project window*
- *Removed BlackTrax version and 'Powered By' from BTWYG welcome screen*
- *Removed Motion from Third Party and DMX from Art-Net options from the BTX Panel (neither actually functioned)*