

## **Release note for 2.2.2**

### **Notes**

The new default timing for Centroid Jump Smoothing is 50ms. If upgrading from 2.2.0 or 2.2.1, this setting will remain at 100ms. It is recommended to change this setting back to 50ms.

Please note that RTTrPA, Per Chapter Beacon Assignments, and Centroid Types are no longer supported as of this release.

As more information is now being sent to BTWYG, a new Apply Option has been added to accommodate this change. 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:**

- Bug fixes and improvements for Centroid Jump Smoothing, Auto Douse, and Smooth Pickups

### **Known issues:**

- When changing between chapters that has the same zone, and the fixture is currently dousing out because of that zone, the fixture will return to console control and then fade out based on the zone fade time

### **Firmware Package Date:**

August 2017

### **Build Numbers:**

BlackTrax: 2.2.2.10548

BTWYG: 2.39.58.206

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: Several issues with Auto Douse and Smooth Pickups on chapter changes*

- *Fixtures may flash to 100% on chapter changes when Auto Douse and Smooth Pickups were enabled (either individually or both enabled)*
- *Fixtures may flash to either 0% or 100% on chapter changes if Smooth Pickups were enabled on the previous chapter, but disabled on the new chapter*
- *Fixtures may flash to 0% on chapter changes if Auto Douse was enabled on the previous chapter, and Smooth Pickups were enabled on the new chapter*
- *Fixtures may flash to 0% on chapter changes if Auto Douse and Smooth Pickups were enabled on the previous chapter, but only Auto Douse was enabled on the new chapter*
- *Fixtures' intensity would get stuck during a fade if a chapter change occurs while the fade is in progress and motion is still lost*
- *Fixed: Apply Options were not be saved*
- *Fixed: Searching for and selecting fixtures in Several Chapters resulted in the wrong fixtures being selected*

### **Improvement**

- *Additional logic has been added to determine the decay and smoothing time of a centroid, when Centroid Jump Smoothing is enabled*
  - *A centroid's displacement between two points will dynamically affect the smoothing time now*
  - *Larger movements (running) will result in the smoothing time being reduced significantly, meaning the old centroid position will decay into new centroid position faster*
  - *Small movements (standing) will result in the smoothing time being reduced slightly or not at all, meaning the old centroid position will decay into new centroid position near the time specified in System Configuration*
  - *Smoothing time is the maximum amount of time a centroid may be smoothed; the greater the displacement between centroids, the shorter this time becomes*
  - *The dynamic decay is relative to the smoothing time – the longer the smoothing time is, the longer it will take for the dynamic decay to show an effect*
- *New default centroid smoothing time is 50ms*
  - **Note:** *If upgrading from 2.2.0 or 2.2.1, you will need to reset your BlackTrax settings, or manually change this value to 50*
- *Improved BTEngine shut down on Main GUI close and added a warning if a module fails to close*