

Release note for 2.3.4

Notes

IMPORTANT: All customers must update their btlicense.btl when upgrading to this release, due to the new output licensing system that has been implemented. If you have done this and are still getting an unauthorized system notification, please contact support@blacktrax.ca.

Motive no longer saves .ttp files; all configuration and calibration information are saved to the current session and re-loaded upon next start-up. Configuration and calibration information can be exported into profile XMLs and system calibration CALs for backup and re-loading purposes.

Maximum Residual in Motive now acts as a 'headroom' parameter. Motive will no longer split Stringers when the residual gets too high between cameras, as it now intelligently understands the Stringer's pulsed code as part of the triangulation. When the residual of two cameras exceed the residual set in Motive, the 'bad' camera will automatically contribute less to reconstruction.

Portfolio Manager replaces and improves traditional methods of opening project files. All project files are now opened via the Portfolio Manager, instead of directly opening the .btpj. For existing files, please use the new Import Portfolio option, located in the Portfolio Manager.

Art-Net inputs now start at 0 instead of 1. sACN remains starting at 1.

Beam Collision and Zoom/Iris functions have been reverted to the traditional style of using BTWYG's fixture position as their starting point. This can now be toggled between using BTWYG's position or the calibrated fixture's position for further control over this feature.

The Undo Stack has now been limited to only allow the last 10 steps as selectable at a time. All steps are still viewable, and all steps are still undo/redo-able (in batches of 10).

Apply Options has been removed in this version. 'Send Tracking Information to WYSIWYG' has been added to System Configuration, BTWYG in case BTWYG is not intended to be used.

Trackable Setting's Orientation toggle has been replaced with a new setting in System Configuration, Beacons called 'Process Classic Beacon Orientation'.

For a full list of WYSIWYG R41 Update 1 updates, please refer to WYSIWYG's release notes.

Motive Dongle Date Requirement:

January 4th, 2018

Major changes:

- BTWYG's Shaded View camera now moves around 3D space like traditional 3D programs and select mode is always enabled
- Improvements to Message clearing and license status notification
- BlackTrax can now control 16-bit intensity correctly
 - Note: A 16-bit fixture profile is still required for this feature to work correctly; please contact support@blacktrax.ca if you have any questions about the fixture you are using
- Auto Douse's reaction time is now working correctly for fade in
- BlackTrax will no longer reset Motive settings at every launch
- BTX Panel now saves its settings in BTWYG
- Fixtures on mirrored truss will now export to BlackTrax from BTWYG
- Bug fixes

Known issues:

- If Auto Douse and Smooth Pickups are set in a chapter, Auto Douse fade in time and reaction time will take precedence over Smooth Pickups fade in time and reaction time

Firmware Package Date:

November 2018

Build Numbers:

BlackTrax: 2.3.4.11406

BTWYG: 2.41.51.211

Motive: 2.0.1.1.38436

Server Version Requirement:

July 2016

Compatible with RTTrP Versions:

6

1.8.3

1.8.7

Features and Fixes:

Bug

- *Fixed: Main GUI would crash if a Mini Beacon tried to replace a Classic Beacon in the Frame LEDs widget*
- *Fixed: Main GUI would sometimes crash if a Trackable is removed during a BTX Apply that is also in a Trackable Group*
 - *The table in the Library widget would also display blank rows when this happens as well*
- *Fixed: BlackTrax can now correctly control 16-bit intensity fixtures during features such as Zones, Auto Douse, and Smooth Pickups*
- *Fixed: Centroids would report a slightly incorrect position when moved farther away from 0,0,0*
- *Fixed: Performance improvements in the Main GUI compared to v2.3.3 RC*

- *Fixed: Fixtures fading in and out because of Zones would assume the fixture is at 100% and base their timing on that instead of using the console's intensity (example: if the fixture is at 50% and you set a 10s fade, the fixture would fade over 5s)*
- *Fixed: Camera Calibration View was accidentally exposed when upgrading to 2.3.3 RC (a feature not yet released and thus not functional)*
- *Fixed: Every time BlackTrax would launch, it would reset Motive's settings if Motive was not open*
- *Fixed: Floating widgets now work correctly with fullscreen mode*
 - *In addition, the Main GUI will no longer start in fullscreen mode if it was exited in fullscreen mode*
- *Fixed: When launching a second instance of the Main GUI (when it's already running) would result in the splash screen flashing then disappearing*
- *Fixed: Toolbar icons would flash when switching views*
- *Fixed: Auto douse's reaction time for fade ups would sometimes be ignored*
- *Fixed: If Auto Douse was enabled on a chapter, and you enter Fixture Calibration mode directly from being in that Chapter, then Auto Douse would be working in Fixture Calibration mode when it should not be; this also applied when a fixture was frozen*
- *Fixed: If a Fixture is frozen when you exit Fixture Calibration mode it would remember it was frozen upon entering, resulting in the fixture being stuck in its home position; it no longer remembers that it was frozen*
- *Fixed: Dynamic Zones would ignore the 'When Motion is Lost' option and always be set to 'Assume Outside'*
- *Fixed: Dynamic Zones' offsets were backwards (+2 was actually -2)*
- *Fixed: Updating several fixture's offsets at the same time wouldn't correctly update all fixture's offsets*
- *Fixed: Output Configuration would lose selection for Rigid Bodies after Apply Changes is pressed*
- *Fixed: Discard Changes was not reverting Beacon Patch or assigning fixtures or Trackables to Chapters*
- *Fixed: Icon/Table View drop down in Edit View for Fixtures was not displayed correctly after rebooting the Main GUI*
- *Fixed: After rebooting BlackTrax, wrong Fixture and Trackable information would be displayed with the actively selected group in the Library widget*
- *Fixed: Missing Beacon from being patched to a Trackable during Apply Changes was being logged twice in Messages*
- *Fixed: When rebooting the Main GUI with Follower running, the crash and reload feature implemented in v2.0 (which has since been disabled) would activate incorrectly*
- *Fixed: When cloning and deleting a Chapter that you are currently in, in Live mode and Applying Changes, the status bar would report a very high number for the current Chapter, even though you would be moved back to the Standby chapter*
- *Fixed: Perspective settings were incorrectly being stored in the registry*
- *Fixed: BTWYG would not always correctly connect to the Main GUI after being launched*
- *Fixed: BTWYG was not releasing files correctly, resulting in Portfolio Manager not being able to successfully delete Portfolios*
- *Fixed: BTWYG would hang when changing to Design Shaded or Design Quad with camera paths in the file*
- *Fixed: Fixtures on mirrored trusses would not be exported to BlackTrax*

- *Fixed: BT-Trackables motion universe was not being creating when a Trackable was inserted for the first time via Enter or the command line*
- *Fixed: When motion was lost, Trackables would jump to a random location in Shaded view instead of going back to their CAD position*
- *Fixed: Selecting LEDs and Centroids in BTWYG was not selecting the associated Trackable in Trackables and Beacons*
- *Fixed: Trackables and Beacons in BTWYG will no longer be draggable/able to be removed from the application*
- *Fixed: BTX Mode is removed from Application Options (again) and only present in the BTX Panel*

New Feature

- *BTWYG Shaded View camera now moves around the 3D space like traditional 3D programs and select mode is always enabled*
 - *New mouse and keyboard shortcuts for moving around the 3D space are:*
 - *Left click – Select an object or click and drag to select several objects*
 - *Middle click – Pans around the space*
 - *Right click – Rotates around the space (if right click is pressed and the mouse isn't moved, the right click menu appears)*
 - *Scroll wheel – Moves the camera closer or farther away from the camera target*
 - *CTRL + scroll wheel – Moves the camera and the camera target together along the current axis*
 - *ALT + scroll wheel – Changes the camera's field of view angle*
 - *SHIFT + anything above (except for left click) does the same operation but slower to finer control*
 - *It is no longer possible to roll the camera with this new style*
 - *If you'd like to return to the classic camera style, a new option under Options -> Application Options -> General called 'Shaded View Camera Control' is available*
 - *'Other 3D Applications' is the new style described above and is now the default*
 - *'Traditional WYSIWYG' is the classic style seen in previous versions of BTWYG*

Improvement

- *Messages now prioritizes which messages to clear based on type, after 50 messages have been reached*
 - *Read info will be cleared first*
 - *Warnings will be cleared second*
 - *Errors will be cleared third*
 - *Unread info, warnings, and errors will be cleared last, and in that order*
- *BTX Panel in BTWYG will now save its configuration*
- *Based on feedback, Prefer Frame LEDs are now disabled by default in BTWYG*
- *BTWYG will no longer ask what type of dongle you are using and will default to a console edition*
- *BlackTrax Template is removed from BTWYG as it is now managed from the BlackTrax Portfolio Manager*

Design Review

- *When there is an issue with the system license, the 'Portfolio' button will turn red as well*
- *When a fixture's Following Sensitivity setting is set to None or Multiple, the Ahead/Delay Time and Tuner Value fields are hidden*
- *Updated wording of some Message messages*
- *The default layer for Trackables and axes in BTWYG is now called 'Trackables/Motion'*