

## **Release note for 2.3.6**

### **Notes**

BTWYG R42 does not contain the VR features added in WYSIWYG R42.

For a full list of WYSIWYG R42 Update 1 updates, please refer to WYSIWYG's release notes.

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

January 4<sup>th</sup> 2018

### **Major changes:**

- Trackables over RTTrPM
- Fixture Calibration's Pan-Flip Timing fixes
- BTWYG is now based off WYSIWYG R42 Update 1

### **Known issues:**

- None

### **Firmware Package Date:**

November 2018

### **Build Numbers:**

BlackTrax: 2.3.6.11814

BTWYG: 2.42.52.204

Motive: 2.0.1.38436

### **Server Version Requirement:**

July 2016

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

6

1.8.3

1.8.7

### **Features and Fixes:**

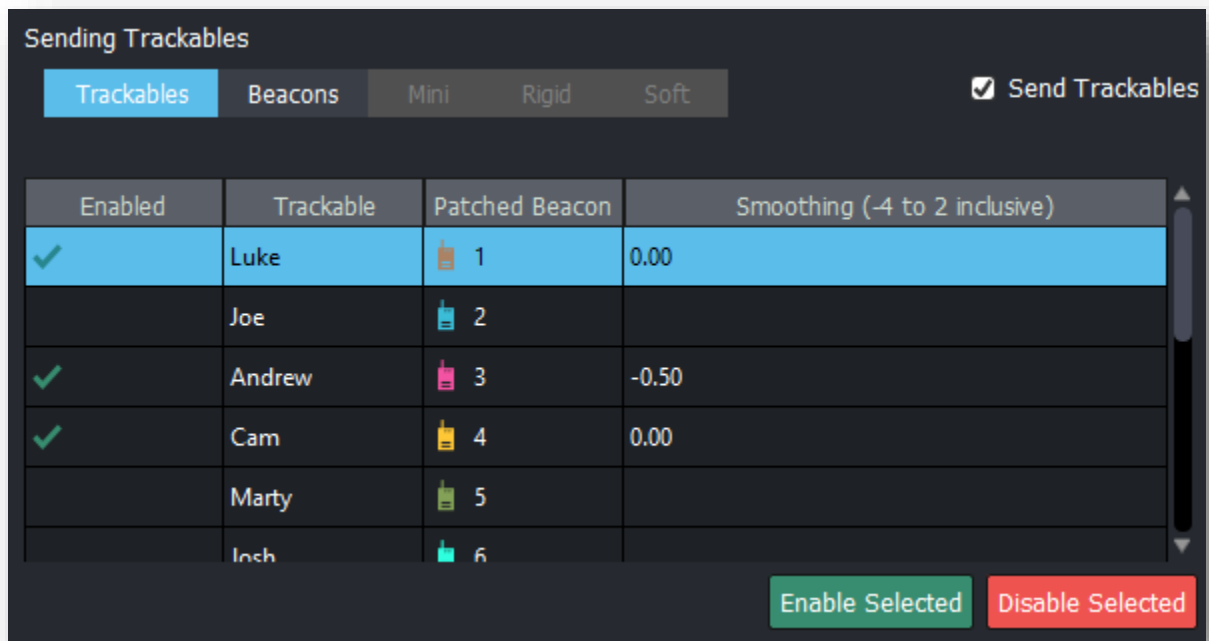
#### ***Bug***

- *Fixed: Large show files would cause Pan-Flip Timing in Fixture Calibration to either be delayed or not function correctly*
- *Fixed: Large show files would cause the manual control of pan and tilt in Fixture Calibration Mode to be slow*
- *Fixed: Trackable avatars would not return to CAD position when motion was lost in BTWYG*
- *Fixed: When BlackTrax is disconnected from BTWYG, Trackable avatars now return to their CAD position*
- *Fixed: BTX Mode status would not be reflected correctly between BTWYG's Device Manager and the BlackTrax Panel*

- *Fixed: BTWYG's BlackTrax Panel log would log information regardless of the selection of 'Enable Message Log'*
- *Fixed: Fixture shutter cut did not match the beam visualized in Shaded View*
- *Fixed: An object attached to a Frame or Trackable would move to a new position when scaled*
- *Fixed: DMX-Controlled Camera Paths would not play back if their layer was disabled*
- *Fixed: Sometimes DWG imports would result in some objects becoming much larger*
- *Fixed: When detaching an object from a Frame or Trackable, the object would appear in two locations in Design Mode's Wireframe view*
- *Fixed: Selecting fixtures by focus object or by position would not deselect previously selected fixtures*

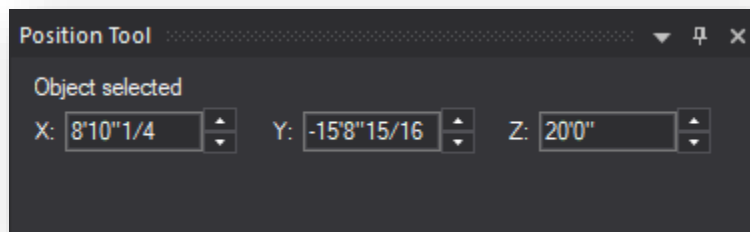
### New Feature

- *Trackables via RTTrPM*



- *In addition to Beacon IDs, Trackables are now sent over RTTrPM*
- *When a Beacon, Mini Beacon, Rigid Body Frame, or Soft Body Frame is patched to a Trackable, a BlackTrax output will instead send the name of the Trackable (for example 'Luke' instead of '1')*
  - *The position and orientation of the Trackable is generated from the Beacon or Frame that is patched to it*
  - *When a Trackable is re-patched to a different Beacon or Frame, the new Beacon or Frame's position is sent to the Trackable and out to the third party instead*
- *Beacons and Frames that are not patched to a Trackable will still send as Beacon IDs as in previous versions*
- *This allows users to re-patch Trackables to different Beacons and Frames in the BlackTrax software and all connected third parties will*

- receive the update without having to manually re-patch Beacons in every third party
- Enabling Trackables is the same as enabling Beacons and Frames; select the Trackables you want and select 'Enable Selected'
  - If a Beacon or Frame is patched to a Trackable, then the Beacon or Frame will not be able to be selected to be enabled in their respective tab
  - Smoothing may be applied per Trackable as well
- By default, this feature is off; to enable it select 'Send Trackables' in the 'Sending Trackables'
  - **Note:** Not all third parties may be compatible with this feature which is why this feature is off by default; please consult with either BlackTrax or the third party to confirm support
- BTWYG Position Tool



- A new widget that allows the selection of any object to show its current position and allow adjustments to it without needing to use the move tool or opening the properties menu
- Tooltips now appear displaying fixture information in BTWYG Shaded Views when hovering over fixtures
  - **Note:** Must be enabled in Shaded View Settings, General

### **Improvement**

- New Portfolios now start with 12 Trackables by default for both BlackTrax and BTWYG
- The colour of the stick beams in BTWYG is now labeled and displayed in the BlackTrax Panel in LIVE mode
- Scenes in BTWYG are now able to be recalled via keyboard shortcuts and DMX values
- Wireframe views now display less internal mesh lines for objects
- Ability to add a separator in the shortcut bar in BTWYG
- BTWYG library additions