

TITAN

SOFTWARE UPDATE 1.3 → 1.5

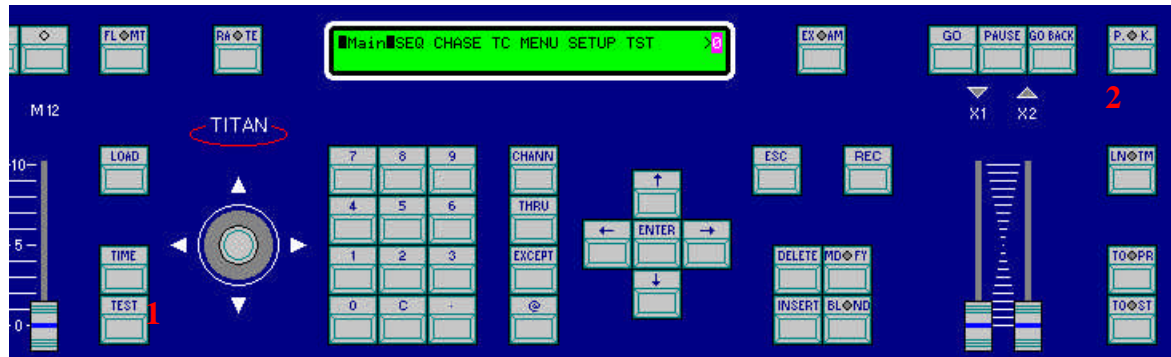
IMPORTANT!
 After each software updating, should be do a Cold Reset:

- Switch Off the console
- Press and hold down pressed ←
- Switch On the console, and after a few seconds...
- Release ←

NEW KEYS

TITAN has new keys:

THE KEY...	IS REMPLACED FOR THE KEY...
WAIT	TEST ((1))
FL-MC 6 SYNC	P.K. ((2))



NEW FUNCTIONS

Channels TEST in the manual field

There is a **TEST** function. This function permits us to check channels in scene in a isolated way. This function only works with the channels activated in the manual field.

Pressed Keys	Results in Scene
CHANNEL # TEST	All channels of the manual field fade-out at 0%, except the <u>channel #</u> that it fades-in at 100%. This channel is at 100%, in scene, up to TEST is pressed again, or this channel is edited.

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TEST	All channels of the manual field fade-out at 0%, and the <u>channel #+1</u> fades-in at 100%. This channel is at 100%, in scene, up to TEST is pressed again, or this channel is edited. The <u>channel #+1</u> will be, the next channel to the last used channel by the TEST function, or the last selected channel with the keyboard.
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The fade times are of 1.8 seconds maximum (from 0% at 100%).

More presets

The range of preset numbers have increased from 0.1-599.9 to **0.1-799.9**

Park Curve

There is a new curve: The curve 5 or curve Park. A dimmer with Park curve assigned is always at 100% and it can not be controlled by its channel.

This curve is very used to give service in the backstage.

Sequence

There are new functions for the sequence operation:

It is possible to edit the preset in **X1**, with the editor in Stage mode, pressing:
MD.FY TO.PR or **MD.FY TO.ST**

It is possible to edit the preset in **X2**, with the editor in Blind mode, pressing:
MD.FY TO.PR or **MD.FY TO.ST**

It is possible to edit, directly, the out time (**T**) of the step in **X2**, pressing:
TIME TO.PR or **# TIME TO.ST**

New Attributes for the Sequence steps (Text and Command)

From this version, the sequence steps admits a text and a command: the associated command is executed when its step begins the crossfade from X2.

For this, the display uses 2 screen to the steps edition (or the exam):

■ St X1 ■ Pr0 T T T ⊕ J	St X1 Pr 0
st X2 Pr1 T T T ⊕ J	St X2 Pr 1

Each line has the information about one step.

And, in the monitor:

	Step	Pr	T↓	T↑	T⊙	Jump	Text	Command
X1	0	0						
X2	1	1						
	2	2						
	3	3						
	4	3.5						
	5	4						
	6	5						
	7							

Each line has the information about one step, in the same order that the display.

Text

Each sequence step can have a text of 16 alphanumeric characters.

To edit the text:

- Select with the cursor the “text” cell, first cell of the second screen in the display. This cell appears empty when is not edited.
- Enter the desired text (see below).
- Move the cursor to accept it and follow editing.

Delete the test:

- Access to the cell ■ *Current show text* ■
- Press **DELETE**

Text edition:

While a text cell is selected, some of the TITAN keys toggle its function to permits us to enter text.

To edit numbers in the text, use the numeric keyboard.

To edit letters, use the channel flash keys and the function keys that have its letter or special function. This letters and functions are drew over each key.

The special functions for the text edition are:

Function	Associated key	Comments
SPACE	GO . PS	Inserts a space with no-character.
←	DIR	Deletes the previous character.
SYM	ST . EP	Accesses to the symbols ; “ # \$ % & ‘ () * + , - . / (Press this key as many times as will be necessary, and then, press ENTER to accept it)
ENTER	BLK . OUT	Moves the cursor to the next character and accepts the edited symbol. Very used to place the cursor without to delete.

Command

The command associated to the sequence step is entered using 2 cells, one of them for the command type, and the other for the numeric data.

The command is executed at the same time that its steps begins the crossfade in from X2.

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The command types are:

Type	Function	Numeric Data
Pag	Loads the page...	900 – 999
GoM	Activates the master...	1 – 12/24/36
Mac	Executes the macro...	1 – 24/36/48
Rs2	Executes the Rs232 command...	1 – 999
	No command is done	No data

To edit the command type:

- Select the first cell of the command (this cell is empty if the command is not edited).
- Press **INSERT** as many times as will be necessary to see in the display the desired type command. (among its option there is a empty option, used to delete the command)
- Move the cursor and follow editing.

To edit the numeric data of the command:

- Select the second cell of the command (this cell is empty if the command is not edited).
- Enter the numeric data in accordance with the command type (see the previous table).
- Move the cursor and follow editing, or press **ENTER** to end.

New “attributes” and new “modes” for the Chases

The TITAN chases has been modified deeply, some of their parameters are totally new, others has been extended and others has been eliminated.

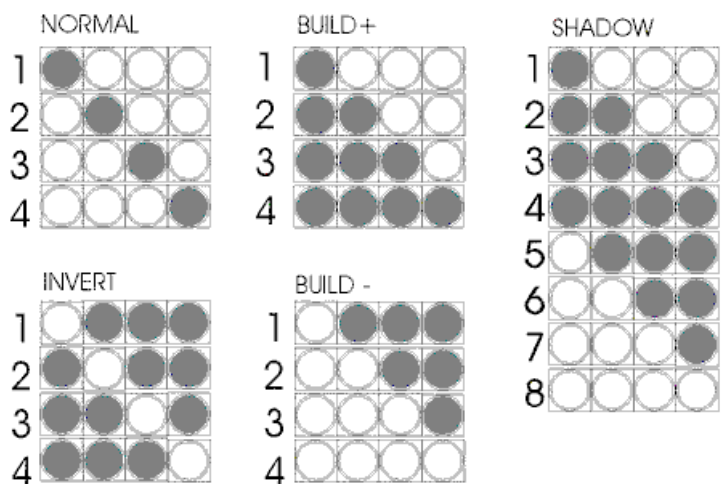
In the next table, you can see the current chase parameters:

Parameter	Name	What is it?
Name	8##	The chase name is a number (801-899). This number permits us to name the chase for its recording, loading, deleting, etc.
Type	PRESET CHANNEL GROUPS	Is the type of content of its steps. Each step contents a number of channel, of presets, or a group. All the step chases are the same type.
Fade Time New	T	Is the fade time of a chase. When a chase is executed in automatic mode (GO), the chase fades in scene in this fade time. When a active chase is deactivated in automatic mode (GO), the chase fades out scene in this same fade time.
Step time	StepT ó StT	Is the time that each step is in scene before to be replaced by the next step. The step time only is computed when the chase is in automatic mode (GO). In manual mode (STEP) the step time is not computed.
Direction	> < ><	Defines the order of succession of the steps in scene: > ascendant (1, 2, 3...8, 9) < descendant (9, 8, 7... 2, 1) >< cyclic (1, 2, 3... 8, 9, 9, 8, 7..., 2, 1)

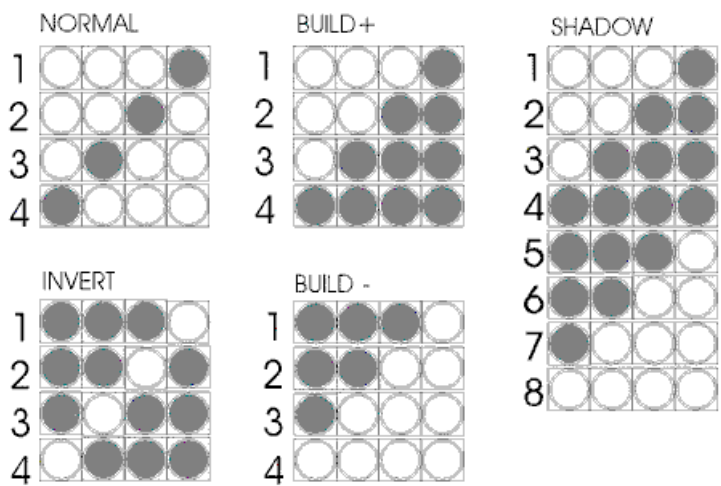
<p>Mode</p> <p>Extended with the mode XF</p>	<p>_ </p> <p>/ </p> <p> \</p> <p>^</p> <p>XX</p> <p>XF</p>	<p>Is the mode in that the steps are activated or deactivated:</p> <p>_ The step jumps in scene and jumps out scene.</p> <p>/ The step fades in scene and jumps out scene.</p> <p> \ The step jumps in scene and fades out scene.</p> <p>^ The steps fades in scene and fades out scene.</p> <p>XX The step cross fades in scene with the previous step (no-dipless).</p> <p>XF The step cross fades in scene with the previous step (dipless). In dipless, the level of the channels that are in the current step and the next step, never decreases beneath the minimum level stored.</p>
<p>Attribute</p> <p>New</p>	<p>NORMAL</p> <p>INVERT</p> <p>BUILD+</p> <p>BUILD-</p> <p>SHADOW</p> <p>RANDOM</p> <p>CHAOS</p>	<p><u>NORMAL</u>, the chase begins with all its steps deactivated, and then, each step is activated in scene and the previous step is deactivated.</p> <p><u>INVERT</u>, the chase begins with all its steps activated, and then, each step is deactivated in scene and the previous step is activated.</p> <p><u>BUILD+</u>, the chase begins with all its steps deactivated, and then, each step is activated in scene but, the previous step is not deactivated.</p> <p><u>BUILD-</u>, the chase begins with all its steps activated, and then, each step is deactivated in scene but, the previous step is not activated.</p> <p><u>SHADOW</u>, the chase begins with all its steps deactivated, and then, each step is activated in scene but, the previous step is not deactivated, when all steps are in scene, each step is deactivated in scene but, the previous step is not activated, to the end, all steps are deactivated.</p> <p><u>RANDOM</u>, the chase begins with all its steps deactivated, and then, the steps are activated in scene in random order and with a step time random too. This mode is very used to simulate flames, fire, etc.</p> <p><u>CHAOS</u>, the chase begins with all its steps deactivated, and then, the steps are activated in scene in random mode (order, level and number) and with a step time random too. This mode is very used to simulate flames, fire, etc. that they need more than one step in scene.</p>
<p>Base Preset</p> <p>New</p>	<p>Pr</p>	<p>This preset is activated in scene with the chase, and this preset is in scene during the chase is active. Is the static light base of a chase.</p>
<p>STEPS</p>		<p>Are not limited. The steps of a chases are the same type. Each step only has a item (a channel, a preset or a group). The steps are succeeded in scene in controlled way for the direction, the mode, the attribute and the step time.</p>

Graphic example for the chase **attributes and directions**. This example is based in a channels chase with 4 steps, where an active channel is showed like “ ”, and a deactivated channel like “ ”.

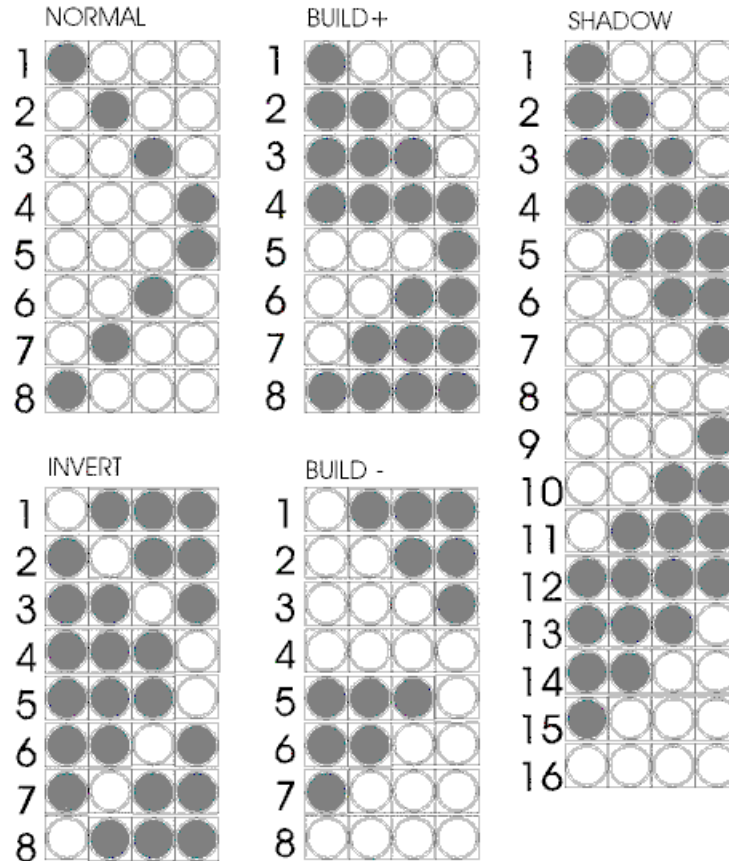
Ascendant direction (>)



Descendant direction (<)



Cyclic direction (><)



Editing a Chase

To store the desired chase, we have the command:

- **8## REC**

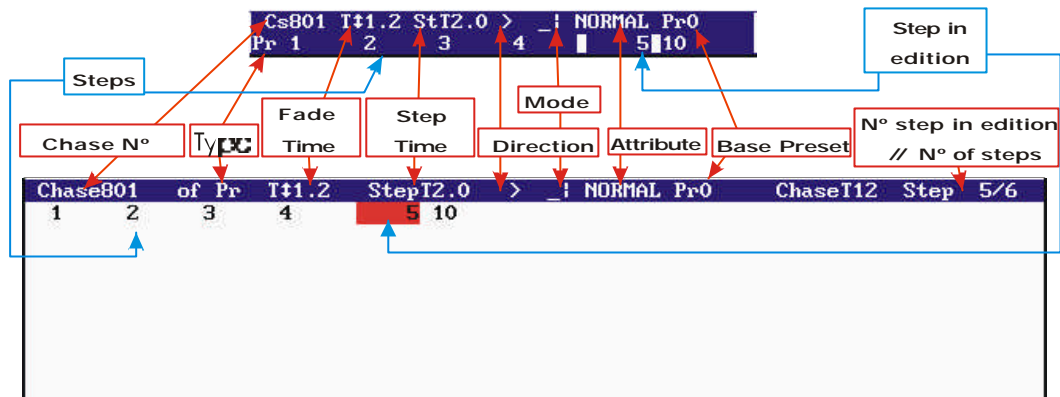
And now, this command has been extended with a new command to store the **next free chase** (last stored chase +1), for this, press:

- **800 REC**

The edition table of the Chase

The new parameters, in the display and in the monitor:

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The edition way, of the chase parameters in this edition table, hasn't changed.

The default step time, **StT**, and the fade time, **T**, is a 'cut' time (0,1 sec).

These times can be compressed between 0 and 999.9. But the times with 3 digits and decimal point only are showed with its 3 digits.

To edit the **direction, mode or attribute** of the chase, place the cursor in the corresponded cell, and toggle between the available options pressing **INSERT** as many times as will be necessary.

Only in the monitor, it is possible to see the next information:

The total time for a lap of the chase, this time is calculated in base at the step time and the steps number, (ChaseT 12 in the previous draw).

The number of the step in edition (selected with the cursor) and the total of the chase steps (Step 5/6 in the previous draw, in other words, the step 5 is been edited in a chase of 6 steps).

From this version it is possible **to insert or to edit a blackout step** in the chase, for this, enter the number **0** instead of the number of preset or number the channel.

New commands to access to the edition table of a Chase

To access to the edition table of a concrete chase, you can press:

- **8## REC** or **8## MD.FY**

To access to the edition table of a chase loaded in the masters **Mn & Mn+1**, you can press:

- **MD.FY Mn** or **MD.FY Mn+1**

To access to the edition table of a chase loaded in the chaser, you can press:

- **MD.FY GO.PS**

Macros

The macros are a "shortcut" to do, quickly, commands that we use frequently, in a very easy way (with a simple key) or playbacks commands.

The macros can be executed manually or automatically (from a sequence step or the events list), in this way, a macro permits us to do any function in a synchronized way.

Each macro has a conjunct of keys - 99 keys maximum. These keys are “pressed” by the system each time that the macro is executed.

The macros number depends of the TITAN model:

TITAN-48	24 macros
TITAN-72	36 macros
TITAN-96	48 macros

P . K (Programmable Key) is the function key that permits us to access to the macros (for storing or for execution).

The Flash-Channel keys are associated with the macros selection:

The Flash-Channel 1 (in Macro mode) is associated with the Macro 1

The Flash-Channel 2 (in Macro mode) is associated with the Macro 2

...

The Flash-Channel 24 (in Macro mode) is associated with the Macro 24

...

The LEDs of the Flash-Channels keys, when these keys are in Macro mode, indicates us:

LED at Off	No-macro stored
LED at ON	Macro stored
LED blinking	The macro is being stored

Storing a New Macro

The TITAN macros are stored in “live” mode. In others words, when the macro storing process begins, the user must press the desired keys, these pressed keys are stored in the macro in the same order that they have been pressed.

The faders and joystick movements never are stored in the macros. The time between keys never is stored in the macros.

To store a new macro:

- Press **P . K**
Its LED is lit to indicates us that the Flash-Channel Keys are in Macro mode, and now, it is possible to select the Macro that you want store. (The LEDs of the Flash-Channels keys show us the macros status).
- Press the Flash-Channel key that is associated with the new macro (its LED must be at OFF. The **P . K** LED is blinking, and in the monitor status line a MAC flag appears (in a red filed). If it is needed, the system goes to the **Main** menu (to start the macro from a known point), and the macro is ready to the edition.
- Press the desired console keys in a correct order (in others words, execute the desired function).
- Press **P . K** to end the macro edition.
The **P . K** LED is at OFF. The MAC flag disappears and the Flash-Channel keys return to the Channel mode.

Macro execution Manually

To execute a Macro manually:

- Press **P . K**
Its LED is lit, indicating that the Flash-Channel keys are in Macro mode.
Press the Flash-Channel key that is associated with the desired macro.

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The macro is executed.

The **P.K** LED is at OFF, indicating that the Flash-Channel keys are in channel mode.

It is possible to set the Flash-Channels keys in Macro mode in a permanent way, in this way you can execute macros. To set the Flash-Channel keys in a Macro mode:

- Press **P.K P.K**

Its LED is lit, indicating that the Flash-Channel keys are in Macro mode, and in the monitor status line, the MAC flag appears (in a blue field).

In this status, to execute a macro:

- Press the Flash-Channels key associated with the desired macro.
The system goes to the **Main** menu, to execute the macro from the same point that the macro was stored.

The macro is executed.

The MACRO menu

Inside **MENU**, there us the **MACRO** option. This option permits us:

1. Edit the macro text.
2. Delete the macro.
3. Exam the macros list to edit them.

To access to the **MACRO** option, from the **Main** menu:

- Select with the cursor **MENU**
- Press **ENTER**. The **MENU** options appear in the display.
- Select with the cursor **MACRO**
- Press **ENTER**. The macros list appears in the display:

Menu Macro	02	Text for macro 02	DELETE
09 macros	04	Text for macro 04	DELETE

To the left of the display, the number of stored macros appears (in this example 9 stored macros). In a display screen you can see information about 2 macros (in this example the macros 02 & 04). Each macro of the list has 3 cells:

Cell 1: The macro number (no editable)

Cell 2: The macro text.

Cell 3: The **DELETE** function. This function permits us to delete the macro.

To place the cursor in the desired cell of the macro for edition, press:

Key	Function
→	Moves the cursor to the next cell of the macro in edition
←	Moves the cursor to the previous cell of the macro in edition
↓	Move the cursor to the same cell of the next macro
↑	Move the cursor to the same cell of the previous macro

To edit a macro text, for example, text for the Macro 02, from **MACRO**:

- Select with the cursor the Text cell, in this example **Text for macro 02**
- Edit the desired text
- Follow editing, or press **ENTER** to return to **MENU**.

The macro text appears in the macros exam display (see below) and is used in the events list of the **TC**.

To delete the macro text, for example for the macro 02, from **MACRO**:

- Select with the cursor the Text cell, in the example *text for macro 02*
- Press **DELETE**. The text is deleted and this text cell appears empty.
- Follow editing, or press **ENTER** to return to **MENU**.

To delete the stored macro, for example the Macro 02, from **MACRO**:

- Select with the cursor the **DELETE** of the desired macro (that appears in the same line).
- Press **DELETE**. The macro is deleted.
- Follow editing, or press **ENTER** to return to **MENU**.

Macros List Exam

To exam the macros list in the display, press:

- **EX.AM P.K**

It is not possible to exam the macro contents.

In this macros list use the arrows keys to access to the desired information.

Access to the MENU/MACRO screen

To access, directly, to the **MENU/MACRO** screen, press:

- **MD.FY P.K**

Remote Control Support

The 1.5 TITAN software version is the first version that supports the **remote control**.

In the TITAN consoles provide before the July/2002, to install the remote control system, besides of the own remote control is needed to install a additional hardware (the REMOTE connector) and a software version 2.0 or later.

For more information about the TITAN Remote Control (TRC) and its working mode, see its user manual.

New option: SETUP RMT

This options permits us to configure the communication with the Titan Remote Control, TRC.

To access to **RMT**, from the **SETUP**:

- Move the cursor, pressing →, up to select the option: **RMT** .
- Press **ENTER**.

In the display:

Setup.Rmt	DISABLE	ENABLE	ID	DMX	>0
Disable	Id=8	Dmx=100.1			

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DISABLE/ENABLE

These options permit us to enable or not this communication. If **RMT** is **DISABLE** the remote control never takes the console control (by default option).

If **RMT** is **ENABLE** the remote control can take the control of the TITAN. If **RMT** is **ENABLE**, in the status line of the monitor, the flag RMT appears. And, if the TRC takes the console control, this flag appears in a red field:



Notes:

To take the control from the TRC, double click in its **ON** key.

To take the control from the TITAN, double click in its **EXAM**key.

ID

ID is a identification number for the codification of the communication. The console only “listens” to the remote control with the same **ID** that the console **ID**. The **ID** is a number in rank 1 - 8.

With Id=1 to Id=7, the console only “listens” to the remote controls with the same **ID**. The communication has codification.

Id=8 is the generic value, and by default value. A console with a Id=8 listens to all remote controls. The communication has not codification.

To edit the **ID**, press:

- The desired number (1 to 8).
- Move the cursor up to the option **ID**
- **ENTER**. (In the Display inner line, the new Id appears).

DMX

The console permits us to configure a dimmer as a warning visual signal. Working with the remote control, each time that the console shows a message of warning, confirmation or fault, this dimmer blinks. By default, this dimmer is the dimmer 100.1 (dimmer 100 of the OUTPUT-1). You can edit here any dimmer of the 1024.

To edit a **DMX**, press:

- Desired dimmer number (1.1 to 512.2).
- Move the cursor up to the option **DMX**
- **ENTER**. (In the Display inner line, the new Dmx appears).

New option: SETUP SPD-DMX

TITAN permits us to control the speed of DMX frame. This characteristic is very used to adjust the DMX output of TITAN with old DMX receivers or receivers, exactly, no standard.

To configure the DMX speed, access to **SPD-DMX**, from **SETUP**:

- Move the cursor, pressing →, up to select the option **SPD-DMX** .

- Press **ENTER**.

In the display, the 3 available options appear:

Setup.Spd-Dmx	FAST	MEDIUM	SLOW
Fast			

FAST is the DMX speed by default.

Some parameters of the DMX frame depend of the selected speed:

Parameter	Norma DMX 1990	TITAN – FAST	TITAN –MEDIUM	TITAN - SLOW
Break Length	Minimum 88 μ s	100 μ s		
MAB Length	Minimum 8 μ s	46 μ s		
Bytes/packet	1-512 channels	512		
Break to break	170 μ s – 3 sc	50 ms	100 ms	150 ms
Updates/s	1-44	20	10	7

New option: SETUP DMX-IN

TITAN has a DMX input, from this DMX input, TITAN can receive DMX channels (48/72/96). It is possible to disable or to enable this DMX input, that by default is **ENABLE**.

To change this option, access to **DMX-IN**, from **SETUP**:

- Move the cursor, pressing \rightarrow , up to select the option **DMX-IN** .
- Press **ENTER**.

In the display:

Setup.Dmx-In	ENABLE	DISABLE
Enable		

In the inner line, the current configuration appears.

Note:

The DMX input channels are showed in dark blue in the monitor.

New option: SETUP VGA

TITAN permits us to change the monitor look, in concrete, it permits to set the monitor in a white background or in a dark grey background.

To change this option, access to **VGA**, from **SETUP**:

- Move the cursor, pressing \rightarrow , up to select the option **VGA** .
- Press **ENTER**.

In the display:

Setup.Vga	LIGHT	DARK
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When **LIGHT** is selected, the monitor appears in white background.

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When **DARK** is selected, the monitor appears in dark grey background.

New option: MENU ATR

From this menu you can to configure the console channels. Indicating that channels are HTP or LTP, that channels are linked and the behaviour of the LTP channels.

A HTP channel works under the philosophy: The **highest level takes precedence**. The conventional lighting channels are always HTP.

A LTP channel works under the philosophy: The **last level takes precedence**. The control channel for colour changers, gobo wheels, colour wheels, etc, are always LTP.

A link, between 2 channels, helps us to edit the levels of both channels in simultaneous mode, using for that the 2 directions of the Joystick. This function can be used to associate a lamp and its colour changer, 2 movement channels (pan and tilt), etc.

To select **ATR**, from **MENU**:

- Move the cursor with → up to select this option, **ATR** .
- Press **ENTER**.

The display:

Setup. Atr	EDIT	DEFAULT	PON	POFF
Htps:48	Ltps:0		Priority: Off	

Attributes Edition – Menu / Atr / Edit

To access to the table of channel attributes, select the **EDIT** option, inside **ATR**:

- Move the cursor using → to select the option **EDIT**
- Press **ENTER**.

In the display:

Ch1	HTP	LINK
Ch2	HTP	LINK

This table has 4 columns:

Column 1.- The channel number that we are editing.

Column 2.- The channel type, HTP or LTP.

Column 3.- LINK label.

Column 4.- The linked channel number. If there isn't link this column is empty.

To move the cursor use the arrow keys:

← & → to select the attributes of a channel.

↑ & ↓ to select the previous or next channel.

With the cursor in the column 2 of the desired channel, to toggle between the HTP & LTP type press **INSERT**.

With the cursor in the column 4 of the desired channel, enter the channel number to link.

Each time that you move the cursor, the precedent data is accepted. To quit of this table, press **ENTER**.

By Default Attributes – Menu / Atr / Default

By default, all system channels are HTP and no channels are linked.

To return to the channel attributes by default, select the option **DEFAULT**.

Inside **ATR** menu, inner line, you can see the number of HTP channels and the number of LTP channels.

In the monitor, the LTP channels are marked with a asterisk, *. In the next example, the channels 1 to 3 are LTP:

GM100	100%	BLK-OUT	OFF	Jy	Jx	A.Single	Stage	Seq.Fixed															
1*	2*	3*	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48

LTP Channels, behaviour – Menu / Atr / Pon - Poff

A LTP channel can answer to the philosophy “Last Take Precedence”, or to a philosophy of “Priority” (where some playbacks have more preference than others to take the control). From the **ATR** menu, the Priority can be activated (ON – selecting the option **PON**) or can be deactivated (OFF- selecting the option **POFF**)

In the display inner line, you can see the Priority status:

Priority:ON or **Priority:Off**

LTP Channels

A LTP channel can be used to control:

- Colour changers or scrollers.
- Colour wheels of moving lights.
- Gobo wheels of moving lights.
- Prisms wheels of moving lights.
- Effects wheels of moving lights.
- And any other DMX element that it doesn't need fade in scene.

A LTP channel appears with a asterisk, *, near its number, in the channel exam displays and in the monitor.

When a LTP channel is controlled by a playback (master, sequence, manual field...), its number appears in the corresponding colour field. If the LTP channel has a level but it is not controlled by a playback, it appears in a white filed (without colour code); this LTP channel is in **tracking** mode.

GM100	100%	BLK-OUT	OFF	Jy	Jx	A.Single	Stage	Seq.Fixed															
1*	2*	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
F 23																							
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48

In the previous example, the channels 1 & 2 are LTP (*). The channel 2 at 23% is controlled by the manual field, and the channel 1 at 100% is in **tracking** mode.

When a conventional channel (HTP) is controlled for more than one playback (masters, sequence...) the channel level will be the level of the playback with greater value for this channel.

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When the HTP channel is not controlled for a playback, is at 0%.

When a LTP channel is controlled for more than one playback, its behaviour depends of the LTP mode selected in TITAN. (See below).

When the HTP channel is not controlled for a playback, it can be at 0%, or can be at the last used level (**tracking** mode).

In general, a LTP channel:

1. Isn't controlled by the General Master (**GM**) or the **BLK.OUT** key.
Example: The channel 1*, controlling a colour changer, is at 80% (green colour). If you move the **GM** fader, the colour doesn't change.
2. Isn't controlled by the Master of masters (**M**) or its blackout key.
Example: The channel 1*, controlling a colour changer, is at 80% (green colour) in a master 1. If you move the **M** fader, the colour doesn't change.
3. Isn't controlled by the master of the manual filed (**A**).
Example: The channel 1*, controlling a colour changer, is at 80% (green colour) in the manual filed. If you move the **A** fader, the colour doesn't change.
4. The fader of control of chases level doesn't control the level of the LTP stored in its steps.
Example: The active chase step has stored the dimmer level of a moving light at 100% (HTP), and the value of its colour wheel at 50% or red (LTP). If the chase is at 100% is scene, the dimmer is at 100% and the colour at 50% (red). If the chase is at 50%, in scene, the dimmer is at 50% and the colour at 50% (red). The chase "look" doesn't change.
5. During a fade, jumps at its target value in 0,1 seconds. The LTP channels don't fade.
Example: A master has stored the dimmer level of a moving light at 100%, and the value of its colour wheel at 50% or red. When the master fader is moved of its 0, the colour wheel is in red (50%), and the dimmer level follows the fader movement. The dimmer level arrives its 100% when the master fader arrives at its 100. During the fade-in process of the dimmer the colour is always in red.
6. A LTP channel, in manual field, always follow to the fader movement. To free a LTP of the manual field, move its fader at 0. The minimum level for that a LTP channel is in scene is 01.
7. Isn't controlled in the preheat function.

LTP channel in "PRIORITY: OFF" mode

Priority: Off is by default mode for the LTP channels in TITAN.

A LTP channel takes its scene level of the playback activated latest.

When a LTP channel is activated from a playback, the channel jumps at the stored level in the playback, at the same time, it is freed of the playback control and its level is maintained in scene in **tracking** mode.

A LTP channel is activated from a playback when:

1. A master fader is moved out its 0.
2. A master is activated automatically (**GO**) or flashed.
3. Each time that a chase step is activated.
4. Each time that a new crossfade begins in the sequence, pressing GO or moving its X2 fader.

A LTP channel doesn't lose its level information. This level is maintained in scene in **tracking** mode until the level is modified with other playback or the manual filed.

LTP channels in “PRIORITY: ON” mode

Priority: On is a special mode for LTP channels.

A LTP channel takes its scene level of the playback activated latest if, and only if, there is no playbacks activated with a greater priority.

When a LTP channel is activated from a playback, the channel jumps at the stored level in the playback and the playback controls its level in scene.

When the playback, that controls a LTP channel, is deactivated, the LTP channel is freed of this control and its level is maintained in scene in **tracking** mode, or is controlled for the next active playback in priority order.

The playbacks, in priority order, are:

- Master 1 to Master 12 /24 /36 (depending of the model).
- Chaser.
- Sequence, concretely the X2 step.

Examples:

While a LTP channel is controlled with the master 1, others playbacks can not control it.

While a LTP channel is controlled with the CHASER, any other master can control it.

While a LTP channel is controlled with the Sequence, any other playback (masters or chaser) can control it.

Comparative example

Suppose that the channel 1 is LTP and the channel 2 is HTP. These channels are loaded in the next playbacks (using groups or presets) with the next levels:

Playback	M1	M2	M3	M4	X2 (SEQ)	CHASER
Contents	1 y 2 @50	1 y 2 @20	1 y 2 @30	1 y 2 @100	1 y 2 @25	1 y 2 @01

If now, these playbacks are activated or deactivated, in scene ...

PLAYBACK	Scene for <i>POFF</i>		Scene for <i>PON</i>	
	Canal 1*	Canal 2	Canal 1*	Canal 2
Activate M1	50	50	50	50
Activate M2	20	50	50	50
Activate M4	100	100	50	100
Activate M3	30	100	50	100
Activate CHASER	01	100	50	100
Activate X2	25	100	50	100
Deactivate M1	25	100	20	100
Deactivate M2	25	100	20	100
Deactivate M4	25	30	30	30
Deactivate M3	25	25	01	25
Deactivate CHASE	25	25	25	25
Deactivate X2	25		25	

The colour code of the table is the same that the colour code in the monitor.

Observe that the channel 2, HTP, has the same behaviour in both cases.

Philosophy example:

A chase, in the Master 1, has stored the channel 1* at different levels (different colours of a scroller).

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The master, M3, has the channel 1* at 01% (white colour of the scroller).

Activate M1 (colours chase) and then, activate M3 (white colour).

For **Priority: On**, in scene the channel 1* is doing the colours chase. To set the channel 1* in white, deactivate M1. While the chase is active, its information can not be overwritten.

For **Priority: Off**, in scene, the channel 1* is in white. To set the colours chase, activate the M1 again. Then, to set the channel 1* in white, activate the M3 again. Both master have the same priority and both can take the control of the channel 1*.

Linked Channels

Any control channel can be linked with a second control channel. These LINKS are configured in the **MENU / ATR / EDIT** (See chapter 6).

A LINKS help us to edit both channels at the same time, from the manual field, using the 2 directions joystick.

A LINK, between 2 channels, can be used to:

- Associate the HTP channel that controls a lamp (HTP) with the LTP channel that controls its colour changer.
- Associate the channels that control the movement of a moving light (pan & tilt). In this case, both channels are HTP.
- Associate the channels that control the movement of pan and fine pan (or tilt & fine tilt) in a moving light. In this case, both channels are HTP.
- Associate the LTP channel that controls a gobos wheel and the HTP channel that controls the gobo focus in the same moving light.
- Etc.

A LINK of 2 channels, only is operative when these channels are edited using the joystick.

- The channel 1 has a LINK with the channel 2.

Select the channel 1 using the keyboard and move the joystick:

CHANN 1 {move Joystick}

Move the Joystick - vertical direction to edit the channel 1.

Move the Joystick - horizontal direction to edit the channel 2.

Select the channel 2 using the keyboard and move the joystick:

CHANN 2 {move Joystick}

Move the Joystick - vertical direction to edit the channel 2.

The Joystick- horizontal direction is empty.

- The channel 1 has a LINK with the channel 2, and the channel 2 has a LINK with the 25.

Select the channel 1 using the keyboard and move the joystick:

CHANN 1 {move Joystick}

Move the Joystick - vertical direction to edit the channel 1.

Move the Joystick - horizontal direction to edit the channel 2.

Select the channel 2 using the keyboard and move the joystick:

CHANN 2 {move Joystick}

Move the Joystick - vertical direction to edit the channel 2.
 Move the Joystick – horizontal direction to edit the channel 25.

Select the channel 25 using the keyboard and move the joystick:

CHANN 25 {move Joystick}

Move the Joystick - vertical direction to edit the channel 25.
 The Joystick- horizontal direction is empty.

The LINKS permit us to select, automatically, the linked channel in the joystick (horizontal). A LINK is used to associate channels that are edited in conjunction.

New option: MENU PB-ZERO

The **PB-ZERO** menu is composed by initialisations functions. These functions permit us:

- Configure the modes and temporal functions of TITAN in a status by default.
- Put at “zero” all TITAN Playbacks (masters, chaser and sequence)
- Put at “zero”, only, the masters output.
- Put at “zero”, only, the sequence output.

To execute these functions, select the **PB-ZERO** option, from **MENU**:

- Move the cursor to select the option **PB-ZERO**
- Press **ENTER**

In the display:

Menu.Pb-Zero	STATUS	ALL-PB	MASTERS	SEQ
--------------	--------	--------	---------	-----

Now, to execute one of these functions, for example **ALL-PB**:

- Move the cursor to select the option **ALL-PB**
- Press **ENTER**. The system requests confirmation.
- Press **ENTER** again.

STATUS

This function returns to TITAN to a status by default. When you execute this function, in the console:

1. Any exam page is cancelled.
2. Any selected menu is cancelled, returning to the main menu (**Main**).
3. In the manual field, the first channels bank is selected, and, if it is necessary, the DOUBLE mode is cancelled, and the macro mode, for the channels keys, is cancelled.
4. Any modification process is cancelled, and the macro storing is cancelled.
5. The active **LN-TM** function is cancelled.
6. The active **RA-TE** function is cancelled.
7. The active **P.K** function is cancelled.
8. The Blind mode is cancelled.
9. The **Mn** keys are configured like GO keys (**FL-MT** function with its LED at off)
10. It is necessary, the **blackout functions** are deactivated.

ALL-PB

This function permits us to put at “zero” the outputs of the console. When you execute this function, in the console:

1. The manual field is emptied (all manual channels at 0%).
2. The masters and Chaser outputs are putted at zero. Each master maintains its content. The masters with groups or preset are initialised at 0%. The Chaser and the masters with chase are deactivated and initiated at 100% for its level and its speed.
3. The sequence output is putted at zero. The sequence is maintained, but they is initiated with the step 0 in X1 (at 100%) and step 1 in X2 (at 0%).

MASTERS

This function puts at zero the outputs of the masters and the Chaser. When you execute this function, in the console:

1. The masters and Chaser outputs are putted at zero. Each master maintains its content. The masters with groups or preset are initialised at 0%. The Chaser and the masters with chase are deactivated and initiated at 100% for its level and its speed.

SEQ

This function puts at zero the sequence output. When you execute this function, in the console: The sequence output is putted at zero. The sequence is maintained, but they is initiated with the step 0 in X1 (at 100%) and step 1 in X2 (at 0%).

Time Code – TC

TITAN permits to synchronize the show with a time code, **TC**, this time code can be obtained from a external source, as **SMPTE** or **MTC** (Midi Time Code), or from a internal source, **INNER**. In resume, the TITAN time code can be un SMPTE code, MTC code or INNER code, and all of them are clock signals in absolute value.

From **TC** (in the **Main** menu) it is possible to select the type of time code to use, and edit the “events” of the synchronization.

A “event” is a **playback action** with a value of time code associated:

The time code is a clock value with **hh:mm:ss:ff** format:

hh	Hour, from 0 to 23
mm	Minute, from 0 to 59
ss	Second, from 0 to 59
ff	Frame, from 0 to 29. Implicating a precision of 1/30 of second.

The playback action is executed at the same time that the time code of control arrives to its associated time code, and TITAN has the next event types:

- Execute a sequence step, **Stp**.
- Load a master page, **Pag**.
- Activate a master, **GoM**.
- Execute a macro, **Mac**. (See the chapter 14)
- Execute a RS232 command, **Rs2**. (See the chapter 15)

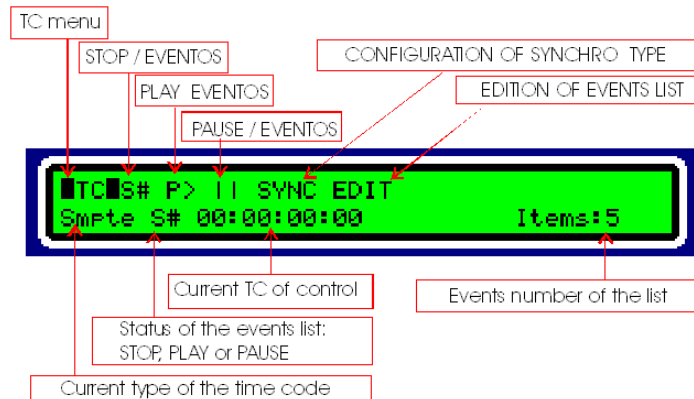
The TC menu

The synchronization is based in the execution of events, execution controlled with a time code.

To access to he **TC**, from the **Main** menu:

- Select with cursor **TC**
- Press **ENTER**

In the display, the commands appears in the upper line, and the lower line is the status line:



TC

This command is the menu name, and it permits us to return to the **Main** menu. To return to the **Main** menu:

- Select with the cursors **TC**
- Press **ENTER**

S#

STOP command. It permits us to deactivate the execution of the events list. If the **TC** is in **S#**, no events will be executed. In case of a **INNER** time code, the signal clock is stopped and initiated to 00:00:00:00

To set the **TC** in **S#**:

- Select with the cursors **S#** and press **ENTER**

P>

PLAY command. It permits us to activate the execution of the events list. If the **TC** is in **P>**, the events will be executed and controlled by the time code of control. In case of a **INNER** time code, the signal clock is started (begins its time count from its current value).

To set the **TC** in **P>**:

- Select with the cursors **P>** and press **ENTER**

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//

PAUSE command. It permits us to deactivate the execution of the events list. If the **TC** is in **| |**, no events will be executed. In case of a **INNER** time code, the clock signal is stopped, but it maintains its value. (the time count is not initiated).

- Select with the cursors **//** and press **ENTER**

SYNC

This command permits us to select the source type for the time code, the source type to execute the events list:

- Select with the cursors **SYNC**
- Press **ENTER** to access to **TC.Sync** options

In the display:

TC.Sync SMPTE MTC
Inner S# 00:00:00:00 Items: 5

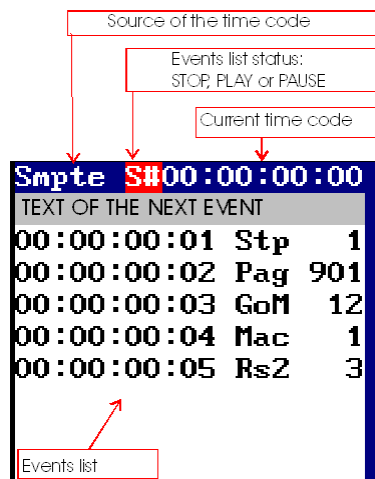
- Select with the cursor the desired option, for example **INNER**
- Press **ENTER** to accept it.
- Press **ENTER** to return to the **TC** menu.

When the selected time code is **SMPTE** or **MTC**, the user has no control of the time code, this time code is generate by a external source, and the show can be synchronized with (or from) other elements (video, audio, etc).

When the selected time code is **INNER**, the user has control of the time code, this time code is generated by the console. In this case:

- The STOP command, S#:** Stops the signal clock, and initiates it at 00:00:00:00
- The PLAY command, P>:** Starts the signal clock from its current value.
- The PAUSE command, | |:** Stops the signal clock, but this signal maintains its value.

The value of the time code of control, its selected source – **SYNC**, and its status, appear in the lower line of the **TC** menu, and in the monitor:



EDIT

This command permits us to edit the events list, with its action and its associated time code value. To access to the events list:

- Select with the cursors **EDIT**
- Press **ENTER**. The events list appears in the display and in the monitor:

```
00 00:00:01 Stp 1
  Inner S# 00:00:00:00          Items: 5
```

In the first line, the event in edition appears. The lower line shows us the **TC** status.

```
TC          Inner S# 00:00:00:00          Items:5
Line Code  Play Item Text
00:00:00:01 Stp 1
00:00:00:02 Pag 901
00:00:00:03 Gof 12
00:00:00:04 Mac 1
00:00:00:05 Rs2 3
XX:XX:XX:XX
```

In the monitor, the events list appears, and in its status line (blue line) the **TC** status appears.

Display and monitor are the cursors in the same cell. To move the cursors, press:

Key	Function
→	To access to the next cell of the event in edition
←	To access to the previous cell of the event in edition
	To access to the same cell of the previous event.
	To access to the same cell of the next event.

Editing the events list, it is possible:

- To edit the actions, and after, to edit the time code values.
- To edit the time code values, and after, to edit the actions.
- To edit a event completely, its time code value and its action.

To edit the events list, by cells:

<p>Time Code 00:00:00:00</p>	<p>The associated time code is edited in the first 4 cells. Remember that when this value coincides with the control time code, its action is executed. The time code format is hh:mm:ss:ff The first time that you access to the events list, the time code value is showed as XX:XX:XX:XX, where XX indicates us that it has not value.</p> <p>To edit the time code value:</p> <ul style="list-style-type: none"> • Select with the cursors the first cell, 00 • Enter the hours value (0-23) • Press → to select the second cell, 00 • Enter the minutes value (0-59) • Press → to select the third cell, 00 • Enter the seconds value (0-59) • Press → to select the fourth cell, 00 • Enter the frames value (0-29) • Move the cursors and follow editing, or press ENTER to return to TC <p>It is possible “to capture” this value from the current time code (control signal). Remember that the current time code is showed in the monitor status line and in the display lower line. To capture the current value:</p> <ul style="list-style-type: none"> • Select with the cursors any of the time code cells, 00 • At the desired moment, press INSERT
--	---

	<p>The cursors are moved to the same cell of the next event automatically.</p> <ul style="list-style-type: none"> Follow editing events, or press ENTER to return to TC. <p style="text-align: center;">The time code value of each event is unique. The events are ordered by the value of their time codes.</p> <p>To capture or to edit time codes, it is not necessary that the events list is activated (P>). But, if it is activated, at the same time that the time code is captured, the action is executed.</p> <p><u>To delete an event:</u></p> <ul style="list-style-type: none"> Select any of the time code cells 00 of the desired event. Press DELETE The event is deleted of the events list.
Play	<p>It is the fifth cell, and is the action type to execute. The possible actions are:</p> <p>Activate a sequence step, Stp. Load a master page, Pag. Activate a master, GoM. Execute a macro, Mac. Execute a RS232 command, Rs2.</p> <p>To select the action type:</p> <ul style="list-style-type: none"> Select Stp (this cell can appear empty if it has not been edited). Press INSERT as many times as will be necessary to see the desired type. Follow editing, or press ENTER to return to TC.
Item	<p>It is the sixth cell. This cell has the numeric data associated with the action type:</p> <p>If the action is Stp, is the step number (0-999) If the action is Pag, is the page number (900-999) If the action is GoM, is the master number (1-12/24/36) If the action is Mac, is the macro number (1-24/36/48) If the action is Rs2, is the command number (1- 99)</p> <p>To edit the numeric data:</p> <ul style="list-style-type: none"> Select the cell 1 (this cell can appear empty if it has not been edited). Enter the desired number, # Follow editing, or press ENTER to return to TC.
Text	<p>It is not an editable cell. It shows the text associated to the sequence step, or to the macro, or the Rs232 command.</p>

Playback of the Events List

To execute the events, the **TC** must be is **P>** (Play).

The control time code and the events list are showed in the monitor (the next event is always in the first position) and in the **TC** menu. The events are ordered by the time code value.

When the control time code arrives the time code value of the event, this event is executed:

If the event is Stp #	TITAN executes: # TO.ST GO
If the event is Pag #	TITAN executes: # LOAD
If the event is GoM #	TITAN executes: Go-Master-#
If the event is Mac #	TITAN executes: P.K Flash-Canal-#
If the event is Rs2 #	TITAN executes: GO of the RS232 command

Notes about the MTC connection

The MTC signal (MIDI TIME CODE) concerns to the MIDI protocol, and it must be connected to the MIDI-IN connector.

Although MTC concerns to the MIDI protocol, it is not necessary to configure the MIDI parameters of the **MIDI** menu. TITAN can receive MTC, inclusively with the MIDI port at **OFF**.

Only a exception: The MIDI port (including the MTC reception) doesn't work, not at all, if the RS232 port is active (at **ON**). See the chapter 15.

New Option, the Rs232 Commands: MENU/RS232

TITAN permits us to integrate a small control for Rs232 equipments; equipments as slides machines, audio equipments, video equipments, etc...

To control a external Rs232 equipment, TITAN provides us a commands editor.

The commands list (all the commands edited for a concrete device) can be stored as a independent file (device file) in the memory card.

A edited command can be executed at any moment, from the commands editor, from the sequence, or from the events list.

The TITAN Rs232 port only sends commands.

Some resources of TITAN are divided between the Rs232 port and the MIDI port. For this reason, both ports can't be actives (**ON**) at the same time.

The MIDI port is used when is active in its **MIDI** option, to send or to receive MIDI commands, and when the events list is controlled with a external MTC signal.

Rs232 Commands Editor

The commands are edited from the **RS232** option, in **MENU**.

This option permits us to configure the port parameters and to edit the commands contents. It is needed to have the manufacturer specifications of the Rs232 equipment that we wish to control.

Suppose, that we wish to control a slide machine, for example KODAK EKTAPRO, using its RS232 protocol; protocol that is known as P-Com.

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The first step is to configure the port parameters:

Parameter	Values for RS232 TITAN	Value for P-Com (specifications)
<i>BAUD</i>	9.600 (9K6) 19.200 (19K2) 38.400 (38K4)	9600 baud
<i>DATA</i>	7 8	8 data bits
<i>PARITY</i>	EVEN ODD NONE	No parity
<i>STOP</i>	1 2	1 stop bit

These parameters adjust the transmission speed and data format:

- BAUD* is the transmission speed.
- DATA* is the number of data bits.
- PARITY* is the used parity type.
- STOP* is the number of the stop bits.

To configure the serial port, and from the **Main** menu:

- Select with the cursors **MENU**
- Press **ENTER**
- Select with the cursors **RS232**
- Press **ENTER**

The display shows us the next options:

```
Menu.Rs232 ON OFF PORT CODE DISK
Off
```

- Select with the cursors **PORT** to access to the port configuration.
- Press **ENTER**

The display shows us the parameters (upper line) and their current status (lower line):

```
Rs232.Port BAUD DATA PARITY STOP
          9K6    8  NONE    1
```

- Select with the cursors **BAUD**
- Press **ENTER** as many times as will be necessary to read in the lower line the desired value.
- Select with the cursors **DATA**
- Press **ENTER** as many times as will be necessary to read in the lower line the desired value.
- Select with the cursors **PARITY**
- Press **ENTER** as many times as will be necessary to read in the lower line the desired value.
- Select with the cursors **STOP**
- Press **ENTER** as many times as will be necessary to read in the lower line the desired value.
- Select with the cursors **Rs232.Port**
- Press **ENTER** to return to the previous screen. **The port is configured.**

The second step is to edit the commands that we need to use:

Command example (Name)	Command Content for P-Com (String)
Slide advance	*0D *00 *00 *15 *00 *00
Slide backward	*0D *04 *00 *15 *04 *00
Go to the slide 0	*FB *1C *00 *F9 *00 *00

Each command is composed for a **Name**, and its **String** data.

TITAN permits us to edit up to 99 commands.

To edit a command, and from the **Main** menu:

- Select with the cursors **MENU**
- Press **ENTER**
- Select with the cursors **RS232**
- Press **ENTER**

The display shows us the next options:

```
Menu.Rs232 ON OFF PORT CODE DISK
Off
```

- Select with the cursors **CODE** to access to the commands list.
- Press **ENTER**

The display and monitor shows us the commands list:

```
01 name_of_01 String_of_01 GO
02 name_of_02 String_of_02 GO
```

Each command is showed in one line.

The **name_of_01** cell has the command name (10 characters maximum).

The **string_of_01** cell has the command data in ASCII format or in Hexadecimal format (20 characters maximum).

The last cell is a **GO** function, that it permits us to execute the command at any time.

To move the cursors in the commands list, use the arrow keys.

- Select with the cursors **name_of_01** to edit the name of the first command.
- Type the desired text, in the example: **ADVANCE**.
- Select with the cursors **String_of_01**
- Type the desired data in text mode, in the example: ***0D*00*00*15*00*00**
- Optional. If the Rs232 port is at **ON** (see below) select with the cursors the **GO** function and press **ENTER** to execute its associated command (for testing).
- Repeat this process as many times as commands you wish to edit.
- Press **ENTER** to return to the previous screen.

Text edition

During a **Name** or **String** cell is selected, some TITAN keys toggle to text mode.

To type numeric characters, use the numeric keyboard.

To type text characters, use the Flash-Channel keys and some function keys (each key, that can toggle a text mode, has its "associated character" printed over it).

The special text functions are:

Function	Associated key	Comments
SPACE	GO . PS	Permits us to insert a empty character.
←	DIR	Deletes the previous character
SYM	ST . EP	Accesses to the next symbols ; “ # \$ % & ‘ () * + , - . / (Press this key as many times as will be necessary, and then press ENTER to accept it)
ENTER	BLK . OUT	Moves the cursor to the next character and accepts the edited symbols. Very used to place the cursor without to delete.

Commands edition. Formats

The commands are edited in text mode, and they can have 2 formats:

Hexadecimal format. Each data is preceded by a asterisk, *

ASCII format: Each data is typed directly.

Each ASCII character has a binary code associated, and this is the code sent.

Each hexadecimal value has a binary code associated, and this is the code sent.

For this reason, to obtain the correct binary code, the console needs know the format used to edit the *String*. When you edit in hexadecimal format, type the asterisk (*) before each data.

Example of 3 values in the different formats:

ASCII format	Hexadecimal format	Binary format (in 8 bits)
0	*30	0011 0000
3	*33	0011 0011
A	*41	0100 0001

Execution of the Rs232 Commands

To execute Rs232 commands is needed that the Rs232 port is active, at **ON**.

To active the Rs232 port, and from **Menu . Rs232**:

Menu . Rs232 ON OFF PORT CODE DISK On
--

- Select with the cursors **ON**
- Press **ENTER**. The Rs232 port is activated.
If the MIDI port is active, this will be deactivated by the system; and if the events list is controlled with a external MTC source, the events list will be forced to stop, **S#**. (See The MIDI & Rs232 ” – page 30)
In the display lower line, the current port status appears, **On**. This status appears too in the monitor (near the display visualization).
- Select with the cursors **Menu . Rs232**
- Press **ENTER** to return to the previous screen.

With the Rs232 active, it is possible:

1. To execute the command, at any time, using its associated **GO** function (inside the commands list, **CODE**)
2. To execute the Rs232 command, at the same time that a sequence step. See the chapter 4.
3. To execute the Rs232 command, at the same time a event of the events list. See the chapter 13.

Storing a Device File

The edited commands (**RS232/CODE**) and the port configuration (**RS232/PORT**) are stored:

1. With the show (**MCARD**)
2. As a independent file or **device** file. These device files permit us to load a command list and its configuration at any moment (**RS232/DISK**)

To store the commands list and its configuration (**device**), and from **Menu .Rs232**:

```
Menu.Rs232 ON OFF PORT CODE DISK
Off
```

- Select with the cursors **DISK**
- Press **ENTER**. The display (with 2 screens) shows us the next option:

Rs232.Disk EXAM LOAD RED DEL TEXT ->	Rs232.Disk SysexRXD SysexTXD ->
---	---------------------------------

These options are the same options that the of **MCARD** in **MENU**, but they works only with **device** files. The **device** files permits us to have a collection of commands lists and their configurations, organizes for Rs232 equipments (slide machines, video equipments, audio equipments, etc.)

The **DISK** options:

Rs232.Disk	Present in the 2 screens. It permits us to return to Menu .Rs232 : • Select with the cursors Rs232.Disk and press ENTER .
->	Present in the 2 screens. It permits us to change from the screen 1 to the 2 (or vice versa): • Select with the cursors -> and press ENTER .
EXAM	To exam the device files stored in the memory card: • Select with the cursors EXAM and press ENTER . • Use the arrow keys to access to more information. • Press ENTER to return to the previous screen.
LOAD	To load a device file from the memory card to the console: • Select with the cursors LOAD • Enter the device number, #, and press ENTER . The device # is loaded as active device in the console.
REC	To store the current device to the memory card: • Select with the cursors REC • Enter the new device number, #, and press ENTER . The device # is stored in the memory card.
DEL	To delete a device file of the memory card: • Select with the cursors DEL • Enter the device number, #, and press ENTER . The device # is deleted of the memory card.

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TEXT	<p>To associate a text to a stored device file in the memory card:</p> <ul style="list-style-type: none"> • Select with the cursors TEXT • Enter the device number, #, and press ENTER. • Type the desired text. • Press ENTER to accept the text.
SysexRXD	<p>To send a device file from the memory card to a PC, or other console, using System Exclusive format by the MIDI port (MIDI-OUT):</p> <ul style="list-style-type: none"> • Select with the cursors SysexRXD • Enter the device number stored in the memory card, #, and press ENTER. TITAN begins to send the file. <p>Note: The PC, or other console, must be in reception mode (see the chapter 6 – MENU/MCARD for more information).</p>
SysexTXD	<p>To receive a device file from a PC, or other console, to the memory card, using System Exclusive format by the MIDI port (MIDI-IN):</p> <ul style="list-style-type: none"> • Select with the cursors SysexTXD • Enter the new device number to store in the memory card, #, and press ENTER. TITAN is in reception mode. • Send the device file from the PC, or second console. <p>Note: The PC, or other console, must be in sending mode (see the chapter 6 – MENU/MCARD for more information).</p>

The **Devices** files are not accessible from **MCARD**
 The **Shows** files are not accessible from **RS232/DISK**

The MIDI & Rs232 Ports

The MIDI port and the Rs232 port have in common some resources. For this reason, both ports can not be actives at the same time.

The MIDI port is active:

1. To send or to receive Notes & Controllers MIDI (**MENU/MIDI**)
2. To receive MTC sync (**TC/SYNC**)
3. To send or to receive files in Sysex format (**MENU/MACARD** & **MENU/RS232/DISK**)

By default the port is pre-configured (but no active) with the resources of the MIDI port.

When the Rs232 port is activated (**MENU/RS232/ON**):

- If the **MENU/MIDI** option is at **ON**, it will toggle at **OFF**.
- If the option **SYNC**, of **TC**, is at **MTC** in play mode (**P>**), it will toggle at stop mode, **S#**, and the **MTC** sync will not be read.

When the MIDI port is activated (**MENU/MIDI/ON**):

- If the **MENU/RS232** option is at **ON**, it will toggle at **OFF**.

When, in the events list with **MTC** control, the command PLAY (**P>**) is executed:

- If the **MENU/RS232** option is at **ON**, it will toggle at **OFF**.

The monitor shows us the status of both ports (near the display visualization):

MD	*	On
RS		Off

<-- MIDI status (in this example at **On**)

<-- Rs232 status (in this example at **Off**)

The asterisk, *, marks the pre-configuration of the resources, (inclusively if both ports are at **Off**).

Off Line Editor for PC (Windows)

TITAN has a Off Line Editor for PC (Windows system).

This simulator can be downloaded from www.lt-light.com

Installation

PC 486 or superior.

Operative System: WIN95/WIN98/WIN2000, WIN-NT or WIN-XP.

If the PC hasn't much video memory, configure its video for 256 colours (16 bits).

The downloaded simulator program is zipped: WTITAN.zip

Copy the WTITAN.zip file, in a new folder in the HD.

Unzip it in its folder:

The file WTITAN141.EXE is extracted, and it is ready to execute.

The numbers of the file name are a reference to the software version (the version numbers are the same in the console and in the simulator).

Execute the program WTITAN141.EXE

In the PC monitor, you can see: a TITAN simulated monitor and the own console panel.

Working in the simulator

All functions and modes are equals that in the console. If necessary, read the console user manual.

With the PC mouse:

“Click” on a key to press it (including the external triggers), or

“Drag” the faders and joystick to move them.

Special notes:

The monitor bitmap and frontal panel bitmap can be dragged to place them in the desired position on the PC monitor.

To move 2 faders at the same time (very used for X1 & X2 faders):

- Press **CTR** and click, with the mouse, in the first fader cap.
- Then, click, with the mouse, and drag on the second fader cap. Note that both faders are moved at the same time.
- Free **CTR**.

Special functions in the Simulator

The simulator has some special functions that they aren't in the console.

These functions are in the third screen of **MENU / MCARD**.

These functions permit us to store and load the shows in the **memory card** using other formats.

These functions are thought, mainly, to exchange shows.

THE MEMORY CARD IN THE SIMULADOR

The TITAN simulator imitates a **memory card**. The physical card is simulated with a file of 512K named **wtitan.lt2**. This file only is read using the TITAN simulator.

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Inside **wtitan.lt2** are stored the shows created with the simulator.

The first time that you access to the menu **MCARD** (in the simulator), it is needed format the **memory card** (this process creates the **wtitan.lt2** file).

To store, to load and to exam the shows in the simulator, use the same functions that in the console.

In the simulator, the **memory card**, is not a physical card, is the PC file **wtitan.lt2**

REC-LOAD A SHOW IN A FILE

The commands **FileREC** & **FileLOAD**, in the third screen of **MCARD**, permit us to load shows from a computer file, and to store shows in a computer file. These commands are very used to create a shows-library, a backup copy, etc.

To store a show of the **memory card**, like a computer file, from the **MCARD**:

- Insert the show number to transfer (this show must be in the **memory card**).
- Move the cursor to select the option **FileREC**
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the computer file. This computer file will have the same data that the selected show.

To load a computer file like a show of the **memory card**, from the **MCARD**:

- Insert the show number to store in the **memory card**.
- Move the cursor to select the option **FileLOAD**
- Press **ENTER**. If the entered number (show) exists in the **memory card**, the system requests us confirmation. Press **ENTER** again to confirm, or try it entering other show number.
- A dialogue windows appears. Select a name and directory for the computer file that you want load like a show.

REC-LOAD A SHOW IN ASCII FORMAT

The commands **AsciiREC** & **AsciiLOAD**, in the third screen of **MCARD**, permit us to translate ours shows to ASCII LIGHT CUE.

ASCII LIGHT CUE is a standard format created by the USITT to exchange shows of different consoles and manufactures.

Using ASCII LIGHT CUE format, it is possible to recover shows of others console models , (like HYDRA, by LT) or shows of others console of others manufactures (like ETC, COMPULITE, etc); and vice-versa (a TITAN show can be recovered in other consoles).

The ASCII format doesn't store the complete data of a show (each manufacture has some specific data and others data depend of each console – pages, macros...). The ASCII format always stores the basic data of a show (presets , patch, fade times...).

The ASCII LIGHT CUE files can be opened with a text editor, and, in TITAN has extension *.txt.

To store a show of the **memory card**, like a ASCII LIGHT CUE file, from the **MCARD**:

- Insert the show number to transfer (this show must be in the *memory card*).
- Move the cursor to select the option *AsciiREC*
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the ASCII file.

To load a ASCII LIGHT CUE file like a show of the *memory card*, from the **MCARD**:

- Insert the show number to store in the *memory card*.
- Move the cursor to select the option *AsciiLOAD*
- Press **ENTER**. If the entered number (show) exists in the *memory card*, the system requests us confirmation. Press **ENTER** again to confirm, or try it entering other show number.
- A dialogue windows appears. Select a name and directory for the ASCII file that you want load like a show.

REC A SHOW LIKE A TEXT FILE

The *TxtREC* command, in the third screen of the **MCARD**, permits us to create a text file that has all the show data.

This text file can be edited (and printed) using any PC text editor... It is possible to delete some data, to insert some comments, or to change the letter type and the document format, etc. This tool is very used to obtain printouts of the data of our show.

To “print” a show of the *memory card*, storing a text file in the PC, from **MCARD**:

- Insert the show number to transfer (this show must be in the *memory card*).
- Move the cursor to select the option *TxtREC*
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the text file.
- Then, you can edit this text file using a text editor, and / or you can print it.

NOTES ABOUT THESE SPECIAL FUNCTIONS

In the same way that with the LTSYSEX format, the formats FILE, ASCII & TEXT can not work with the active show (the console show); these formats only work with the shows stored in the *memory card*, (to work with the active show, record this show in the *memory card*).

And only it is possible to work with one show at the same time. Will be necessary repeat the same process for each show that you need “translate”.

Using the MIDI port in the Simulator

The TITAN simulator can use the MIDI port of your PC, if it exists, to send shows (or to receive) using the MIDI System Exclusive (LTSYSEX format)

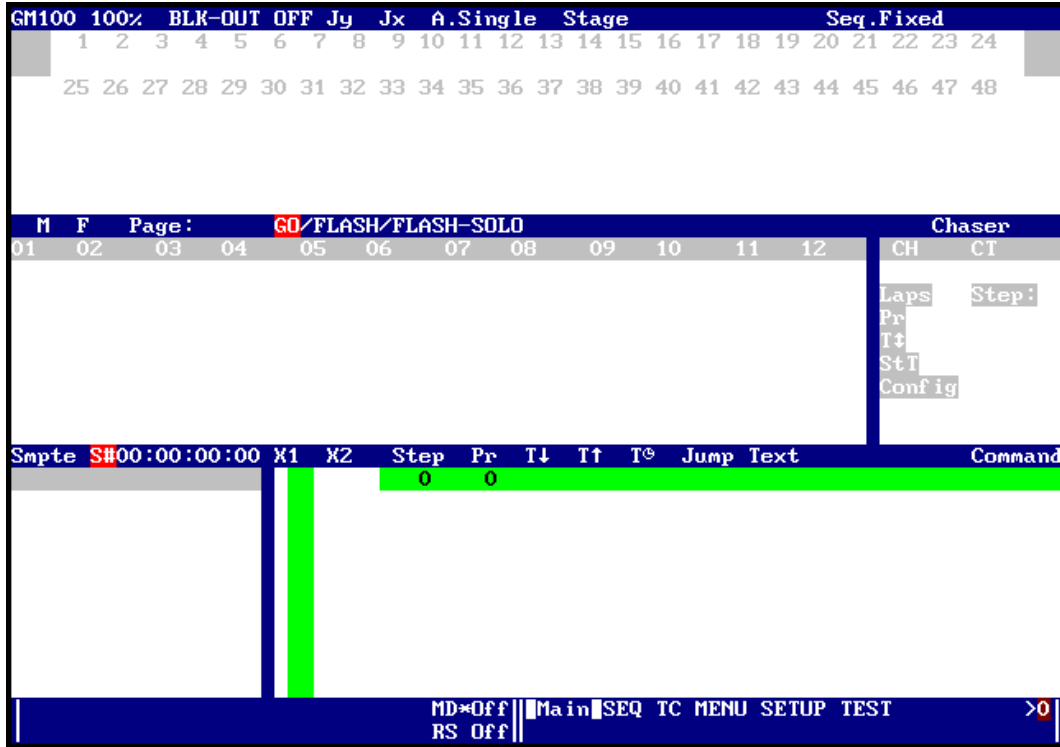
To configure the MIDI port in our simulator, click, with the mouse, on the MIDI port bitmap. A configuration window is opened.

This is the way to communicate a shows of a physical card (in a TITAN console) with a show of the *memory card* of the TITAN simulator.

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New format for the monitor

From this version, the TITAN monitor has a new format:



The main changes are in the masters zone, chaser zone and sequence zone. An a new zone, for the events list, appears.

IMPROVEMENTS

The edition by keyboard in the manual filed

Now all level assignments from the keyboard (@@, @50, @00 or ESC) are done in a fade-in or fade-out.

This fade is of 1,8 seconds maximum (from 0% at 100%).

Presets and groups modifications

When the **MD.FY** function is activated in *Stage* or *Solo* mode, to modify a preset or group, its content fades in scene in 2 sec.

New distribution of menus

The previous SETUP menu, now is divided in 2 menus: **MENU** and **SETUP**.

This new menus have the next options:

Menu	PATCH	LTP	TRIGGER	MIDI	SOUND	PRHT
MCARD	MACRO	RS232	PB-ZERO	DEL-SEQ		
Setup	SEQ	XF	RMT	GM	BEEP	LEDS
LIGHT	SPD-DMX	DMX-IN	VGA			LNG

Inside **MENU**:

The options **PATCH**, **TRIGGER**, **SOUND**, **PRHT**, and **MCARD** have no changes.

The option **DEL-SEQ**, the previous **DELETE** command of the main menu, has been included inside the **MENU** options. (Only it has changed its name and localization).

The **MIDI** option has been improved (see below).

The options **LTP**, **MACRO**, **RS232**, and **PB-ZERO** are new (explained before).

The **RST** option has disappeared in favour of the **PB-ZERO** option.

Inside **SETUP**:

The options **SEQ**, **XF**, **GM**, **BEEP**, **LEDS**, **LNG** and **LIGHT** have no changes.

The options **RMT**, **SPD-DMX**, **DMX-IN** and **VGA** are new (explained before).

Menu MIDI

Inside the **MENU / MIDI** option, the edition of the MIDI Code is done with full screen in the VGA monitor. When you select the option: **CODE / EDIT**, in the monitor, the assignments table appears to do more easy the edition of this table.

Menu SEQ

When **SEQ** is selected, the edition cursor is placed in the step in X2 (no in the first sequence step).

The RATE function

At any moment, it is possible to **return to the default sequence speed** (rate at 100%) pressing:

- **RATE RATE**

To **exam the current rate value**, press:

- **EXAM RATE**

Storing the Next Page or storing the Next Chase

2 new commands has been included to store the next page or the next chase.

These commands permit us to store a new page or new chase with the next number to the last stored number (of page or chase). These commands are:

- **900 REC** (and the new page is named automatically with the next number to the number of the last stored page)
- **800 REC** (and the new chase is named automatically with the next number to the number of the last stored chase)

The Show stores the Page 0

When a show is stored, automatically, a page 0 is stored too. This page 0 has the masters contents at the moment in which the show was stored.

After, when this show is loaded, automatically, this page 0 is loaded in the masters.

Loading Pages with an active Chase

If a chase is active in the masters, and one page is loaded, if this chase has its 2 control faders at 0 (including if the faders and locked at FF and 100%), when the chase is deactivated, the new masters content are loaded automatically, now it is not necessary to move these faders.

Warning and Fault Messages

Now, if the “beep” is active, ON, and if the “beep” is inactive, OFF, in the monitor, the warning messages (and fault messages) appears in a red field to attract the attention of the user.

Manual field in Double mode

Now, the **SG.DB** LED is blinking when the Double mode is active.

In the monitor, the *A.Double* flag appears in a red field.

The objective of these changes is to attract the user attention when the Double mode is active.

SOLVED BUGS

Chaser. The LED of the GO.PS key

When the chaser had loaded a chase, and the chase was active in automatic mode, the LED of its **GO.PS** key was lit and not was blinking. Now, this LED blinks always that its chase is active in automatic mode; using the same code that the LEDs of the masters with a chase.

Chaser. The Direction LEDs

If chase (loaded in the chaser) was deleted, the console was empty the chaser automatically, but the direction LEDs was not at off. This bug is solved.

Masters

When it were loaded a show, and then, were loaded a page, the faders that they were over its 0, upon moving them, its current output level was jumping to its physical value (with a possible light jump), this faders were not locked at 0. This bug is solved.

Modifications

In some case, when we were modifying presets or groups, level jumps were produced. This bug is solved.

Monitor. The edition screens

When you were working in a edition screen (of chase, of sequence, of channels patch or edition of the MIDI code), and in this point, you were activating the **MD.FY** function, and when you were deactivating this **MD.FY** function: the display was in the Main menu, but the monitor was following show the edition screen. In this situation, **EXAM EXAM** was necessary to return to the scene screen. This bug is solved.

The TRIGGER function

When a external trigger was assigned with the keys from **SG.DB** to **BLK.OUT**, these keys was changed by the flash keys of the masters from **M1** to **M7**. This bug is solved.

The EXAM function

The help message, of the **EXAM TIME** command, was erroneous. This bug is solved.

ASCII files (Only for OLE)

Wasn't possible to load Groups recorded in an ASCII file (Menu/MCARD). This bug is solved.

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