



Titan One Quick Start Guide

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Quick Start Manual ET October 2012

1 Introduction

Welcome to the Titan One Quick Start Guide! Titan One is intended for two purposes:

- with the USB – DMX dongle plugged in as a full lighting control system that will output one universe of DMX or Artnet
- without the dongle connected it will become an easy to use Simulator that will output 12 lines of DMX or Art-Net with a spoiler, enabling you to program or edit a show on your laptop using any Art-Net visualiser, and then load this straight into any Titan console.

This document will get you started on Titan One, but remember all the features of the software are identical to those on our other consoles, so you can use the console manuals to get more in depth with the features.

We also offer free of charge Titan training at Avolites HQ in London – email training@avolites.com for more details, and we run regular Masterclasses around the UK. If you're international, then check out our distributor page on our website: <http://www.avolites.com/Distributors/Findyournearestdealer.aspx>

We also have a dedicated forum for Titan One users: <http://www.avolitesshop.co.uk/phpBB2/viewforum.php?f=12&sid=f9dd22a15b364869cf59509f1f379cc3>

This guide is designed to be used with the free downloadable Light Converse Theatre called 'Titan One Theatre', but of course if you have real fixtures, do use those instead!

The Light Converse file can be found here:

<http://lightconverse.net/lc/download-l.htm>

What you will need to run through this tutorial:

- A PC with Titan One installed and activated
- The Light Converse Titan One demo theatre installed (or real lights!)
- A beverage of your choice

Please remember that if you do not have the dongle plugged in, then the software will output a DMX spoiler every minute or so. Once you have the dongle plugged in, this disappears.

Enjoy!

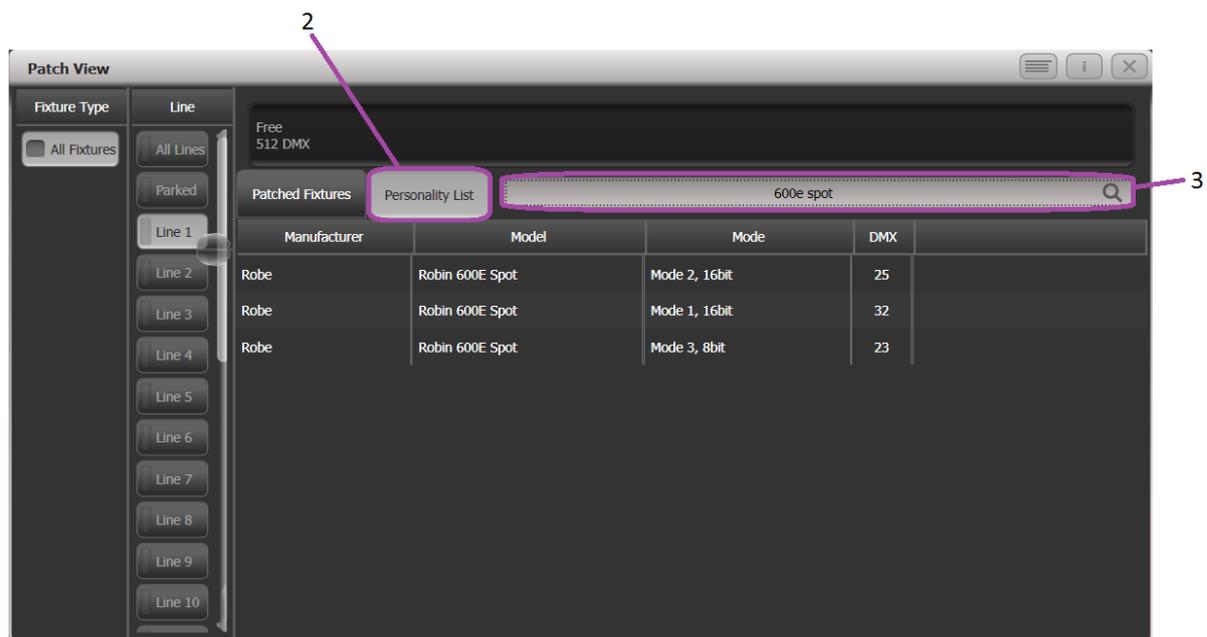
2 Layout

Titan One has been specially designed so that everything is available on a single touch screen. All the functions of the regular consoles are available, plus a few extras to help you move around the virtual console more easily, i.e. virtual faders and encoders.



3 Getting Started – New Show and Patching

1. To start a new show, go to [Disk], then press [New Show] and hit [Ok]. You will now have an empty showfile, with four default workspaces.
2. Now to start patching, press the [Patch] button. Press Softkey G [Patch View]. You have two tabs – “Patched Fixtures” and “Personality List”. As we have no fixtures patched into the desk yet, select “Personality List”.



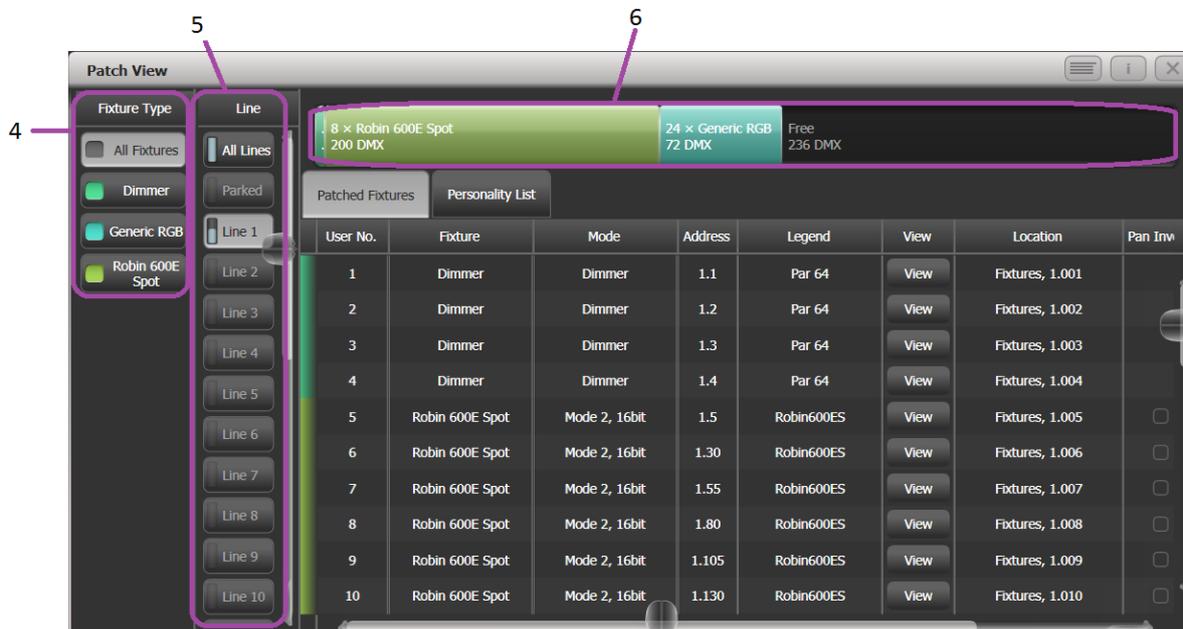
3. Click on the search bar, and search for Generic Dimmer. Choose the personality with one DMX channel from the list, and make sure you set the correct DMX Line and Address. Once you have done this, press the 'Patch Generic Dimmer' option on the softkeys.

The Patch List is as follows:

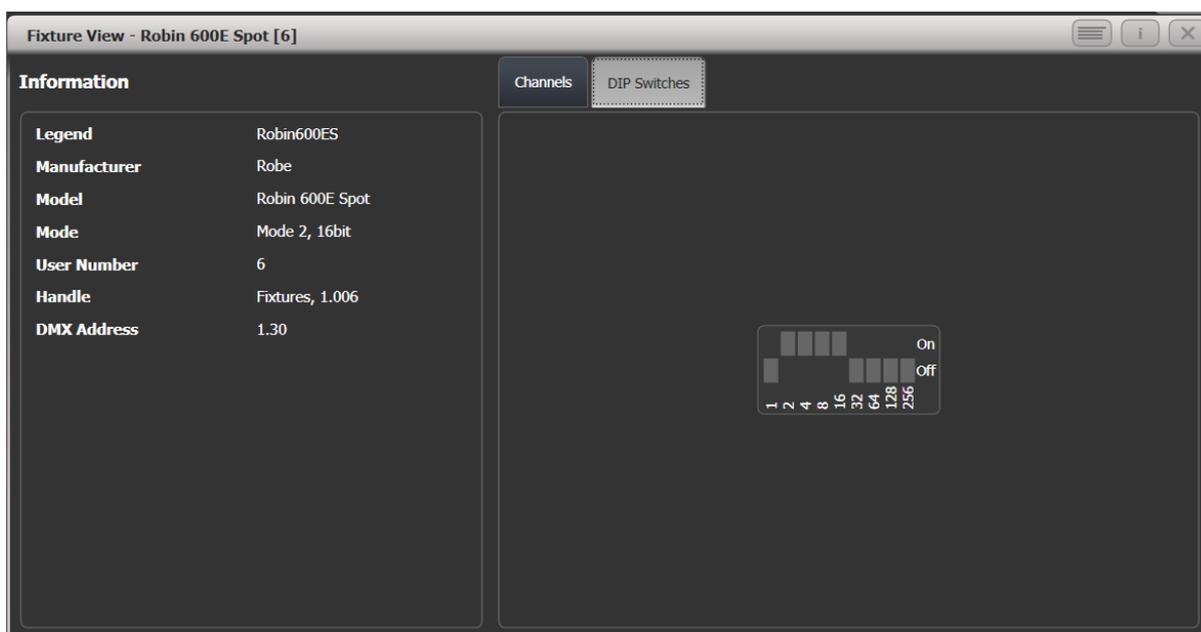
Quantity	DMX Start Address	Manufacturer	Fixture	Mode
4	1	Generic	Dimmer	1 channel
8	5	Robe	Robin 600e Spot	Mode 2
24	205	Generic	RGB	1 x RGB cell

As with any other Titan console, make sure the modes and addresses match those of the patch list, otherwise you are telling the console you are connected to the wrong fixture for the demo theatre. Make sure you exit Patch before trying to select fixtures by right clicking [Avo] and pressing [Exit]

When you have patched all your fixtures in, your 'Patched Fixtures' tab should look like this:



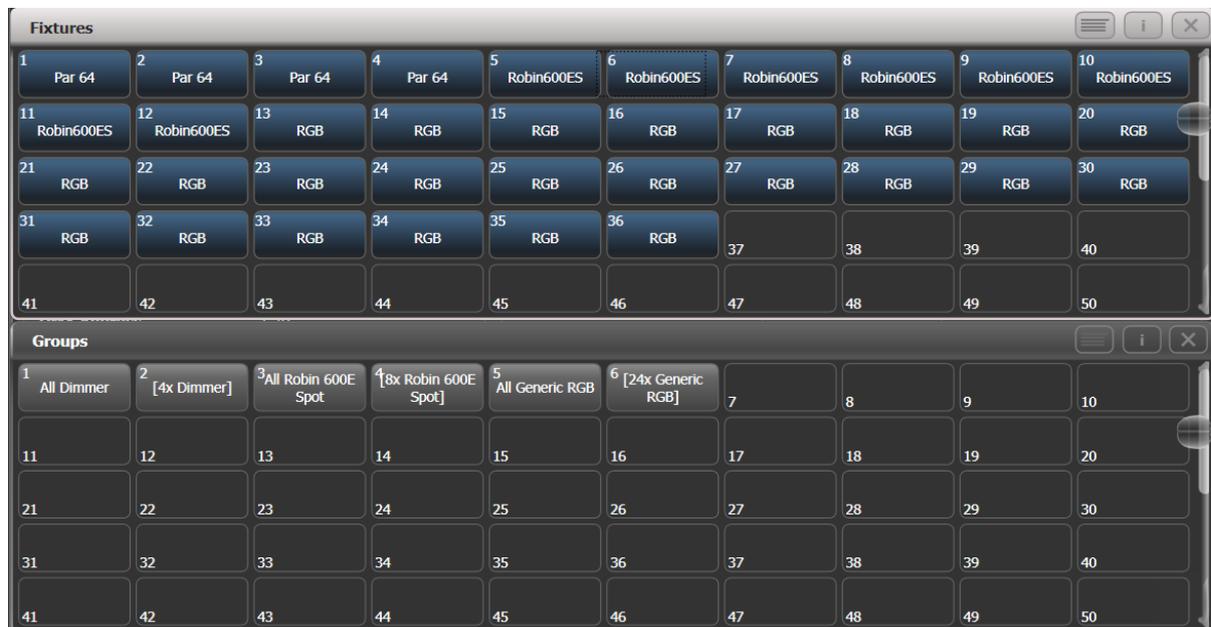
4. Each fixture has its own colour code
5. Each DMX line has a usage bar
6. The bar at the top of the screen shows how much of the universe is used up/free. In the main body of the window, you get a breakdown for each fixture which tells you the mode it's in, what its address is, the legend, where it's patched to, whether it's frozen, or pan/tilt inverted. When you press 'View', you get more detailed information about that fixture, including dip switch view:



4 Groups

4.1 Auto groups

At the moment, "Autogroup" is turned on in the Patch options, so if you go to the Fixtures and Groups Workspace, your page will look like this:



Auto groups create a master group for every new fixture type you have patched (i.e. All Robin 600e Spot), so that every time you patch more of the same fixture, they are added to this group, and also quantity groups, so every time you patch a quantity greater than 1, a group will be created for this.

4.2 Editing/Creating Groups:

To delete a group, press [Delete] on the Function keys and then double tap to delete a group. This delete syntax works the same for deleting everything on the console except fixtures ([Patch] + [Delete]) and workspaces ([View] + [Delete])

To rename a group, for example the [4 x Dimmer] to [All Par 64], use Softkey C [Set Legend] and the tap the group to rename. This way of renaming items is the same across the whole platform.

To make a new group, for example the floor spots, select the fixtures you want in the group (in this case, the last 4 spots you patched in), then simply click an empty group button and give it a name, then press [Enter] or tap it again.

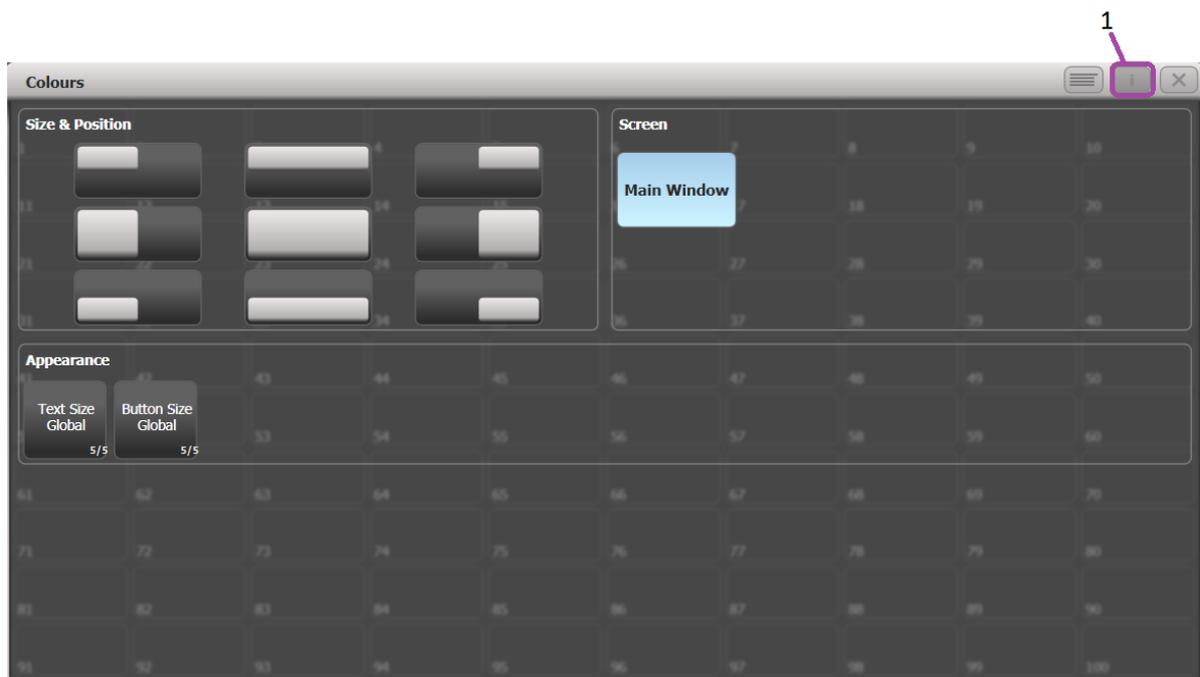
5 Workspaces

5.1 Creating your own workspace

The buttons down the left hand side of the screen are your workspaces. To save your own, simply arrange windows as you want them, then click into an empty workspace button, give it a name then press [Enter].

Softkey G [Open Workspace Window] will give a list of available windows to open.

1. Under the 'I', there are arrangement options including size and position of window, and button and text size.



6 Controlling Fixtures

6.1 Simple Commands

To lamp on your fixtures, select them and then press [ML Menu], and select the [Macros] option from this list.

To turn on your fixtures, press [Locate]. This puts the fixture to a home position and default values, but puts no information into the programmer. To clear this information from the programmer, press [Clear] – this will put your fixtures to zero (provided there is no dimmer information for them coming from playbacks), but leave other values in their current state.

For people who are used to [Clear] releasing the attributes and working with "@full" commands, if you right click the [Clear] button then Softkey D reads [Clear Options]. In

this menu you can toggle Sofykey C between [Freeze Current Values] and [Release to Playback Values]. If you want to always put dimmer information into the programmer when you turn a fixture on, then press [@] twice to send the fixture to full.

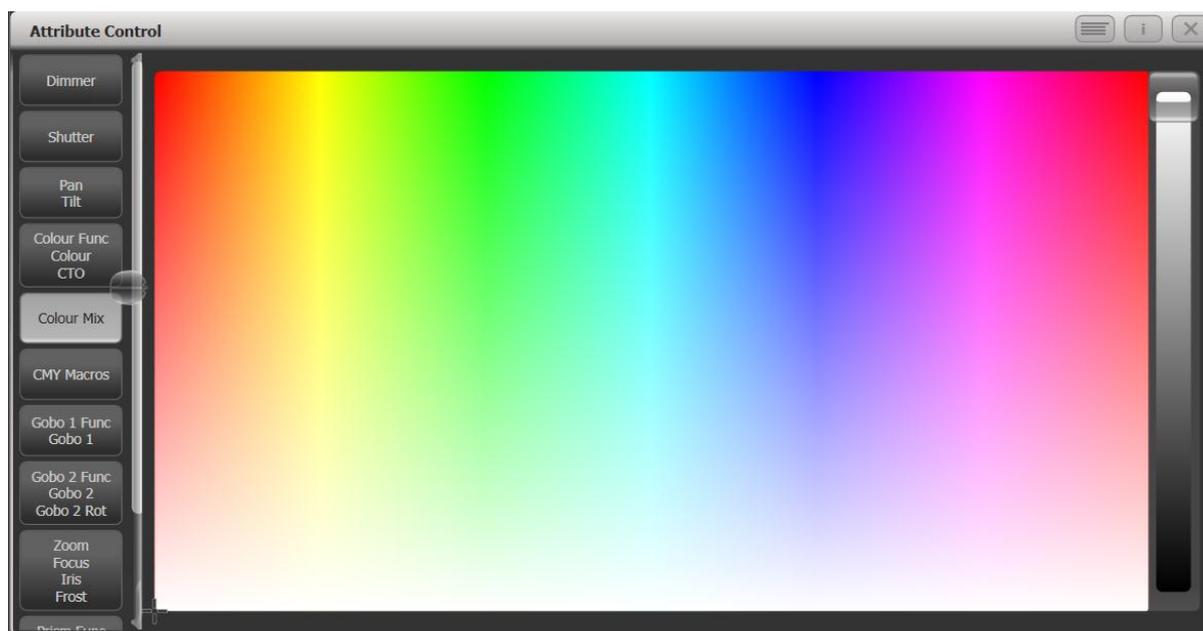
Once your fixtures are on, you have two ways to control them – using the wheels or the Attribute Control Window.

If you are using the wheels, then you can change attribute bank using the letters above the virtual encoders. As soon as you change a value, it will have a cyan circle around the letter, indicating that the value is now in the programmer. You can use the up/down arrows on the attribute to send a percentage value to 100/0, or to jump between a range, you can type a value in and then select where to assign it on the Softkeys, or you can use the virtual encoder above the attribute.



6.2 Attribute Control Window

With the Attribute Control Window, this will list every attribute the fixture has on the left hand side. This includes a full colour picker for CMY/RGB fixtures, visual keystoneing and blade control for media servers, fixtures with internal shutters or virtual barn doors, and video thumbnail previews for media servers that talk CITP (Ai, Hippotizer, Arkaos, Screen Monkey, Robe Digispot).



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If you select a percentage value and hold down, a slide bar will appear.

As with using the encoders, as soon as you change a value it will highlight in cyan, indicating it is in the programmer. If you then want to take this attribute out of the programmer, click it again and it will go grey.

6.3 Highlight

Highlight will let you see fixtures one at a time, very useful for creating positions where you want to be able to see where the rest of your fixtures are, but still be able to see which one you are controlling.

Select the group of Spots, then press [Highlight] and use the [Fix +1] and [Fix -1] to step through the fixtures.

7 Creating Palettes

7.1 Palette Types

A palette can be one of two types, either shared or normal.

A shared palette takes one piece of information, such as the colour mixing values for red, and shares it across all fixtures of the same type. This means that if I save a shared colour palette using one of the Spots then the rest of the Spots can use it, because they are exactly the same fixture, in exactly the same mode. If I then selected an LED parcan and tried to use that colour palette, as it is a different fixture then it will not be able to use that colour information. So, to create a colour palette for blue for all my fixtures, I would select at least one of each type of fixture, set them all to blue and then save it. As long as the fixtures of the same type all have the same value, the console will automatically save it as shared. As it is a shared palette, if I then add more fixtures of the same type into the showfile, they will immediately be able to use the shared values.

A normal palette will save each light in the programmer's individual value into the palette. This is mainly used for position palettes. If I point 4 fixtures at the centre vocals spot, they will all have different values for pan and tilt, and a normal palette will save these individual values for you. However, this means that the palette will only work for the fixtures that have values in the programmer when you save the palette. If you wish to add more fixtures into the palette later on you will need to update it.

7.2 Creating a Shared Palette

To create a shared colour palette:

First, press [Clear], then select at least one Spot and at least one LED parcan, and press [Locate]. Using the attribute editor, set the fixtures to red. See that the colour values above the encoder wheels are highlighted, showing that it is in the programmer. Now, open the Groups and Palettes workspace and double tap into an empty space in the Colour palette window. Where the palette has been saved, there is a 'C' for colour

information under the legend, and the 'S' in the top right corner indicates a shared palette. Auto legend has provided the colour picker information from the colour picker.

7.3 Creating a Normal Palette

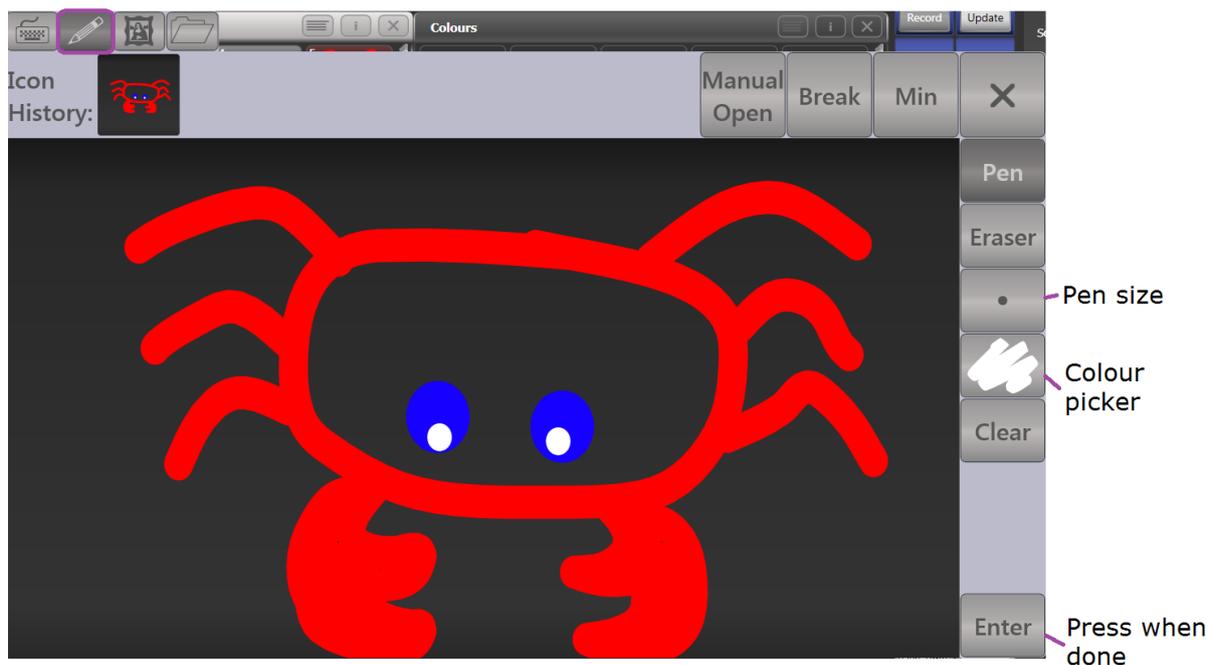
To create a normal position palette:

Press [Clear], select just the 4 floor spots and press [Locate] and move them into a drummer position. You can do this using [Fan] and [Highlight] to fine tune. Now click into an empty palette in the Position window and call it 'Drums'. The 'P' for position is lit up, and the 'N' in the top right demonstrates that this is a Normal palette.

Now because you have only moved these 4 fixtures onto the drummer, only these 4 have values in the palette – select all spots, locate them and then apply the Drums palette you just made – only those 4 floor spots will move. You will need to move all of your lights individually onto each position and then save it.

7.4 Quick Sketch

If you want to create a custom legend for a palette, group or anything else on the console, you can use Quick Sketch. To get to this, press [Set Legend] and then choose the palette to name. Now choose the [Picture] option on Softkey B:



8 Recording Cues

8.1 Record Modes

There are three main recording modes to create a cue or memory:

Channel mode - records only the channels you have changed for the fixtures in the programmer. Does not record values taken from [Locate]

Fixture mode - Stores all the channels for all the fixtures you have selected since last clearing the programmer, regardless of whether you have changed all the attributes or not

Stage mode - records all the channels for all patched fixtures which have a dimmer value of more than 0, or which have been selected since the last clear, regardless of whether that information comes from the programmer or from playbacks

Try this:

Press [Clear], then select the All Spots group and press [Locate]. Apply a band position palette and a colour palette. On the display above the wheels only position and colour information are in the programmer. Press [Record], choose [Create Memory] and on Softkey A that you can choose between channel/fixture/stage mode. Now record this information in both Channel and Fixture mode onto 2 separate playbacks.

Press [Clear] and repeat this process with the same group of fixtures, this time with an audience position palette and a gobo palette. Press [Locate] and [Clear]. You should now have ended up with 4 cues, 2 in Channel Mode and 2 in Fixture Mode.

Fire the first fixture mode cue by dragging up the virtual fader. You'll see that that it's recorded a value for everything, even dimmer, even though dimmer wasn't in the programmer. With this still up, fire the second fixture mode cue. Now even though colour wasn't in the programmer, the console recorded its current value, which was open white, so it has overridden it with open white. Fixture is the safest record mode, as the lights that you have been using will always go to the state when you recorded them, regardless of what they were doing before.

Select the fixtures, press [Locate] then [Clear]

Fire the first channel mode cue. The console is only being told to change position and colour information, it has not saved anything else – even though locate puts dimmer at full, it wasn't in the programmer so wasn't saved into the cue. Select the fixtures and put dimmer to full using the dimmers channel, NOT [Locate], proving that the desk is playing back the values that have been saved.

Select the fixtures, press [Locate] then [Clear]

Repeat this for the second record by channel playback.

Select the fixtures, press [Locate] then [Clear]

The console has not saved zero values for the other channels in the cue, it's just completely ignored them. Now, fire the first fixture mode cue, then with this up, fire the

second channel mode cue. Because the second cue only contains values for position and gobo, it will carry the last value for colour through, as it has nothing to change it with.

Now, have a go at record by Stage by keeping these playbacks up, then adding blinders information on top in the programmer and saving this first by Fixture, then the same information in Stage.

Select the fixtures, press [Locate] then [Clear]

Now, fire the record by Fixture playback you just created – this has only saved the information in the programmer – ie the blinders.

Kill this one, and fire the Stage playback – you'll see that it has captured everything that was above 0 intensity, regardless of whether the information came from the programmer or playbacks.

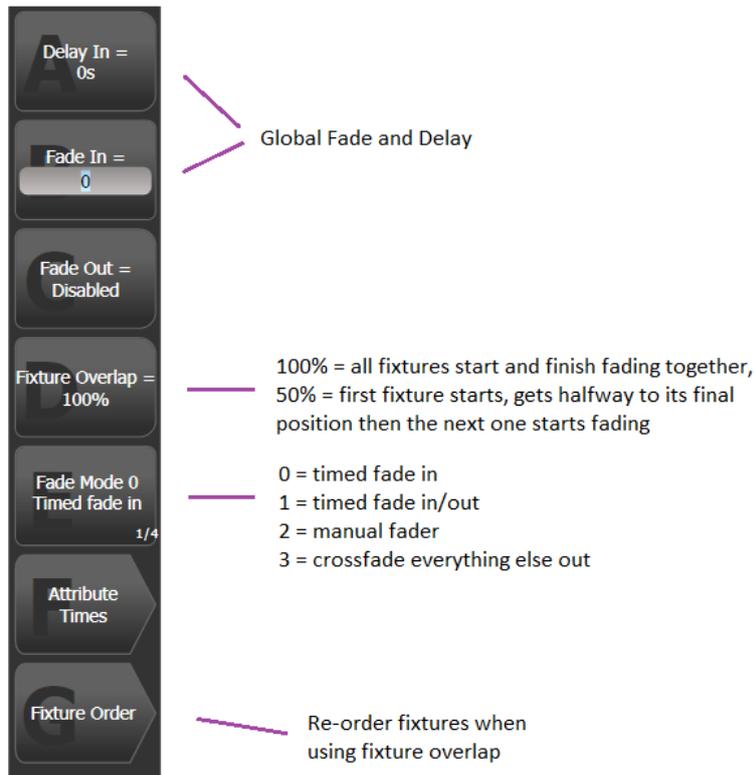
8.2 Tips

- To update a cue, simply make the changes you want to it, and then press [Record] and double tap the cue you want to merge into. When you merge information into a new cue, it will always merge in Record by Channel.
- When you [Merge] a cue, the new information is added in on top of the existing cue information. When you [Replace] a cue, you are effectively deleting and creating a new cue with only the new information in.
- To move an item, press [Move], select the item to move and then select the new location.
- To copy an item, press [Copy], select the item to copy and then select another location
- Playbacks also have the option to be [Link] copied, meaning if one playback is updated then all the ones linked to it will be also.

9 Basic Timings

9.1 Timing Menu

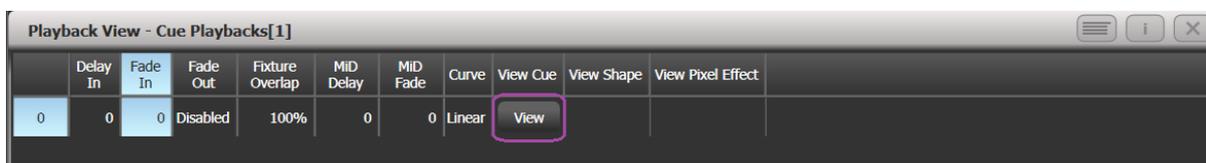
By default, all LTP channels will snap to the final cue position as soon as you fire the fader, and dimmer control is on the fader. To change this, press [Edit Times], then press the playback you wish to edit.

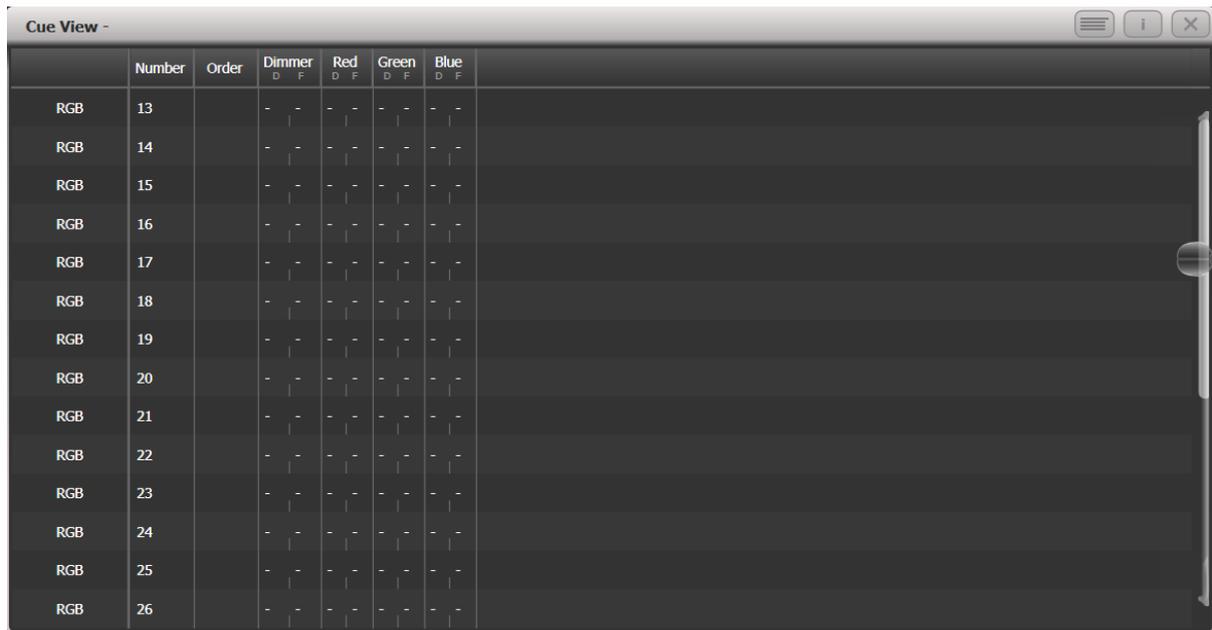


9.2 Attribute Timings

You can also get to Attribute group timings (eg all colour channels) by pressing the button above the encoders ([C] in this case).

To get to a breakdown of every individual attribute for every fixture, press the [View] button:





	Number	Order	Dimmer		Red		Green		Blue	
			D	F	D	F	D	F	D	F
RGB	13		-	-	-	-	-	-	-	-
RGB	14		-	-	-	-	-	-	-	-
RGB	15		-	-	-	-	-	-	-	-
RGB	16		-	-	-	-	-	-	-	-
RGB	17		-	-	-	-	-	-	-	-
RGB	18		-	-	-	-	-	-	-	-
RGB	19		-	-	-	-	-	-	-	-
RGB	20		-	-	-	-	-	-	-	-
RGB	21		-	-	-	-	-	-	-	-
RGB	22		-	-	-	-	-	-	-	-
RGB	23		-	-	-	-	-	-	-	-
RGB	24		-	-	-	-	-	-	-	-
RGB	25		-	-	-	-	-	-	-	-
RGB	26		-	-	-	-	-	-	-	-

The dashes mean that channel is currently using global times.

When you have finished editing times, simply press exit – the console saves changes as you make them.

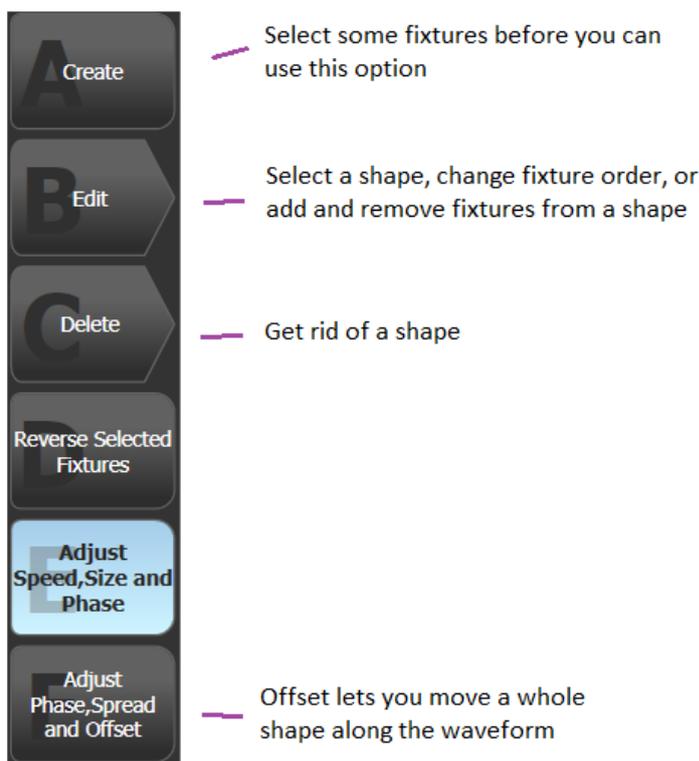
10 Simple Effects – Shape Generator

10.1 Creating a Shape

Depending on what you want to achieve, we have two effects engines in Titan – a shape generator for more simple effects, and a pixel mapper for more complex ones.

With shape generator, there are 3 parameters you can change for any shape – size, speed and spread, and the shapes are arranged by category. Go to [Shapes and Effects] and then choose [Shape Generator].

First, select some fixtures, [Locate] them and then select [Create].



10.2 Saving a Shape

Once you have an effect you are happy with, you can then use [Record] to save it into a playback. If you use Record by Channel then you can overlay this effect onto whatever playback is currently active.

Under [Playback Options] on Softkey B in the root menu, you can toggle whether a shapes size and/or speed is being controlled on a fader.

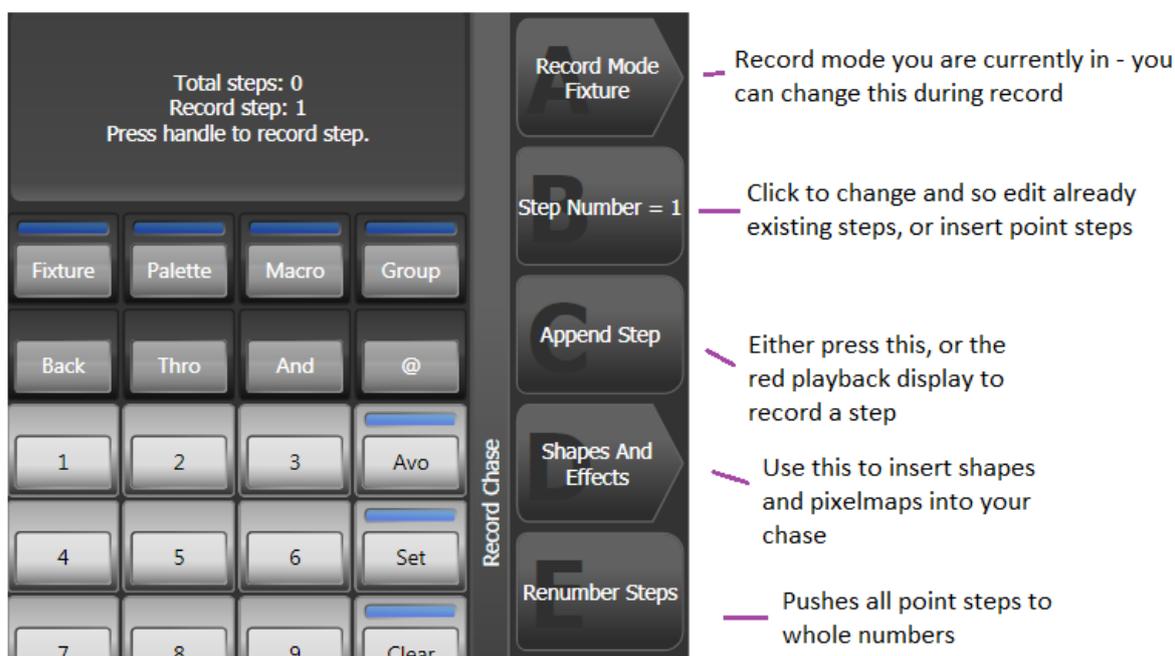
You can also record shapes as palettes into the Shapes and Effects Window. For more detail on this, please refer to a Titan manual.

11 Recording Chases

11.1 Starting Recording a Chase

Chases obey exactly the same rules of recording as normal cues do (Channel/Fixture/Stage), you are just recording a series of cues to loop in sequence onto a single handle. When you press [Record] and choose [Create Chase], then the first time you press a playback button, you are only assigning a handle for a chase. In order to record your first step, you must then press the button again.

Total steps = number of steps already in the chase
Record step = step number you are about to record



11.2 Editing a Chase

A chase will not track like a cue list will, and the chase direction and link options can be customised under [Playback Options].

To edit a chase, press [Unfold] and then choose the playback to edit – each step of the chase will then be laid out on a fader for you to edit. When you have finished editing, press [Unfold] again and this will put it back.

12 Cue Lists

12.1 Tracking

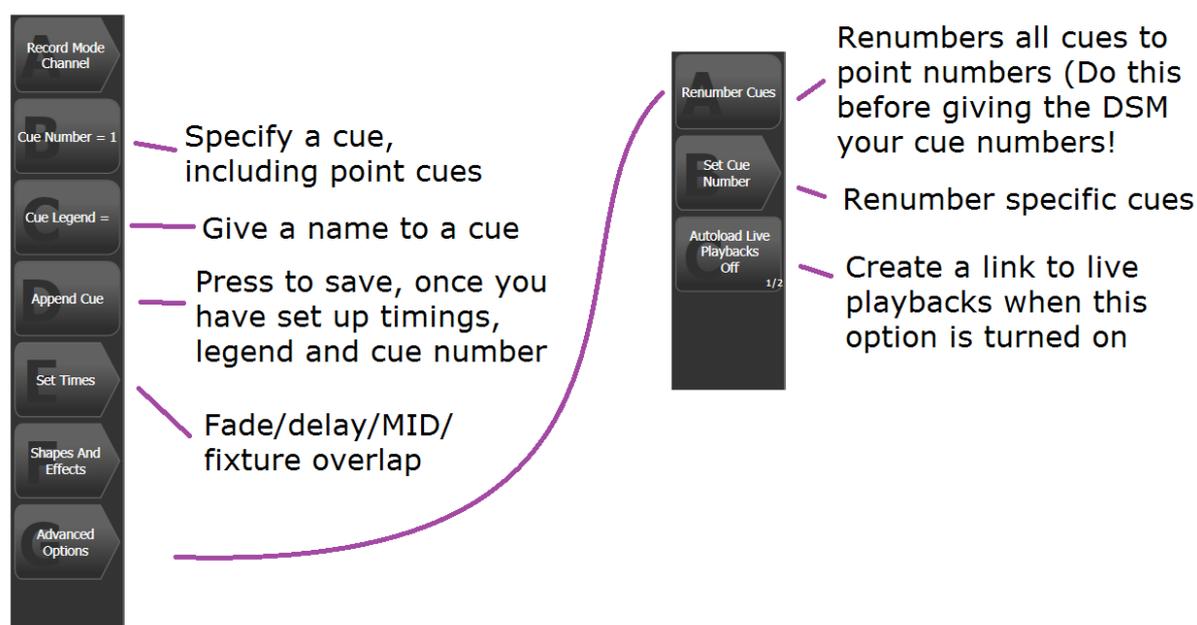
By default cue lists operate with tracking, this can be turned off under [Playback Options]. Having tracking turned on means that the cue list only records the changes you make, which is very useful for updating. For example, if in Cue 1, you set the colour to red, and then change the colour again in Cue 5 to blue, the red information is only actually saved in Cue 1, and is tracked through Cues 2 – 4. Therefore, if you change Cue 1 to yellow, this change will also track, so Cues 1 – 4 are now yellow, but Cue 5 remains blue.

12.2 How to Record

There are two syntaxs that can be used to record cue lists – the same way as for recording chases, and a more theatre style one. To use the theatre style one, the syntax is as follows when in record mode for a cue list:

Set the look up first -> [Record] -> [Cue] # -> [Enter]

You can also use the [Append Step] button whilst in record mode.



12.3 Editing

When you have finished recording, press [Exit] to quit. There are a number of things to customise under [Playback Options] including the fader mode, tracking and Move In Dark Options.

If you press [View] and then choose the cue list, you will get the following display appear:

Global timings How long until the link activates Move in Dark Options

Cue number

	Legend	Delay In	Fade In	Delay Out	Fade Out	Fixture Overlap	Link	Link Offset	Preload	Move In Dark (MID)	MID Inhibit	MID Delay	MID Fade	Curve	Tracking	Autoload
1	Cue 1	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	
2	Cue 2	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	
3	Cue 3	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	Load Chase Playb
4	Cue 4	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	
5	Cue 5	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	
6	Cue 6	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	
7	Cue 7	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	
8	Cue 8	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	
9	Cue 9	0	2	= As In	= As In	100%	Wait For Go	Disabled	<input type="checkbox"/>	Global	<input type="checkbox"/>	0	3	Linear	Global	

Choice of [Wait for Go], [Link After Previous] to create a follow on, [Link With Previous] to fire cues together

Dimmer curve per cue

Lets you link other playbacks into the list Link user defined or default macros in

	Move In Dark (MID)	MID Inhibit	MID Delay	MID Fade	Curve	Tracking	Autoload	Timecode	Notes	Macros	View Cue	View Shape	View Pixel Effect
1	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24		Lamp On Fixture;	View		
2	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24			View		
3	Global	<input type="checkbox"/>	0	3	Linear	Global	Load Chase Playbacks[9];	23:59:59.24			View		
4	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24			View		
5	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24			View		
6	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24			View		
7	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24			View	Tilt Saw	
8	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24		Lamp Off Fixture;	View		
9	Global	<input type="checkbox"/>	0	3	Linear	Global		23:59:59.24		Lamp On Fxture;	View		

More detailed breakdown of cue content

Choice of internal, clock for scheduler or winamp (MIDI and SMPTE on hardware consoles)

When you have a cue list connected, to update a live step, press [Record] [Cue] then choose from softkeys or [Cue] again to merge into current step.

To update a cue time, press [Live Time] to go into the current steps time. To edit a different cue, specify on Softkey A. If you then press an attribute button such as [C] for colour it will take you straight to colour timings.

12.4 Tips

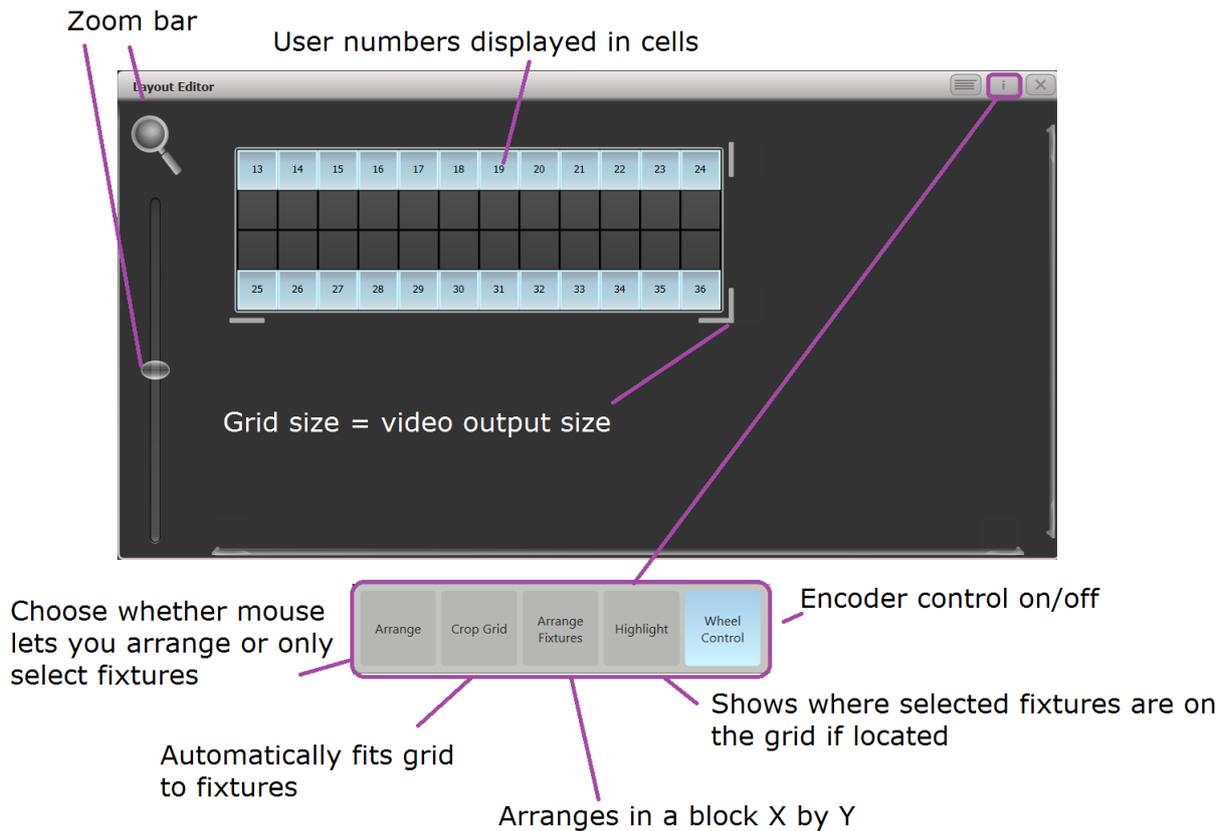
- Autoloads will not track, if they are to be used in consecutive cues they should be autoloaded into all required cues
- The default behaviour of a cue list is that when the fader is brought to zero, it will remain connected in the current cue. To kill it, press [Off] then the cue list. To make it always kill at zero, in [Playback Options] set [Fader Mode – Kill at 0]
- If you do not like working with tracking consoles, simply turn tracking to [Tracking Off] under [Playback Options]
- There is a global Move In Dark setting under [Playback Options]. If you want a single cue to be a live move, set that particular cue to [MID – Disabled]
- Right clicking [Avo] and pressing [Next Time] will snap back to the previous cue
- The blue and grey key functionality can be customised using the [Key Profiles] option under [Playback Options]
- Pressing [Cue] -> # -> [Enter] specifies the next cue to be fired
- Pressing [Cue] -> # -> [Go] immediately fires that cue
- To copy a cue from the active cue list, press: [Copy] -> [Cue] -> [#] -> [@] -> new [#]

13 Advanced Effects - Pixelmapping

13.1 Creating a Layout

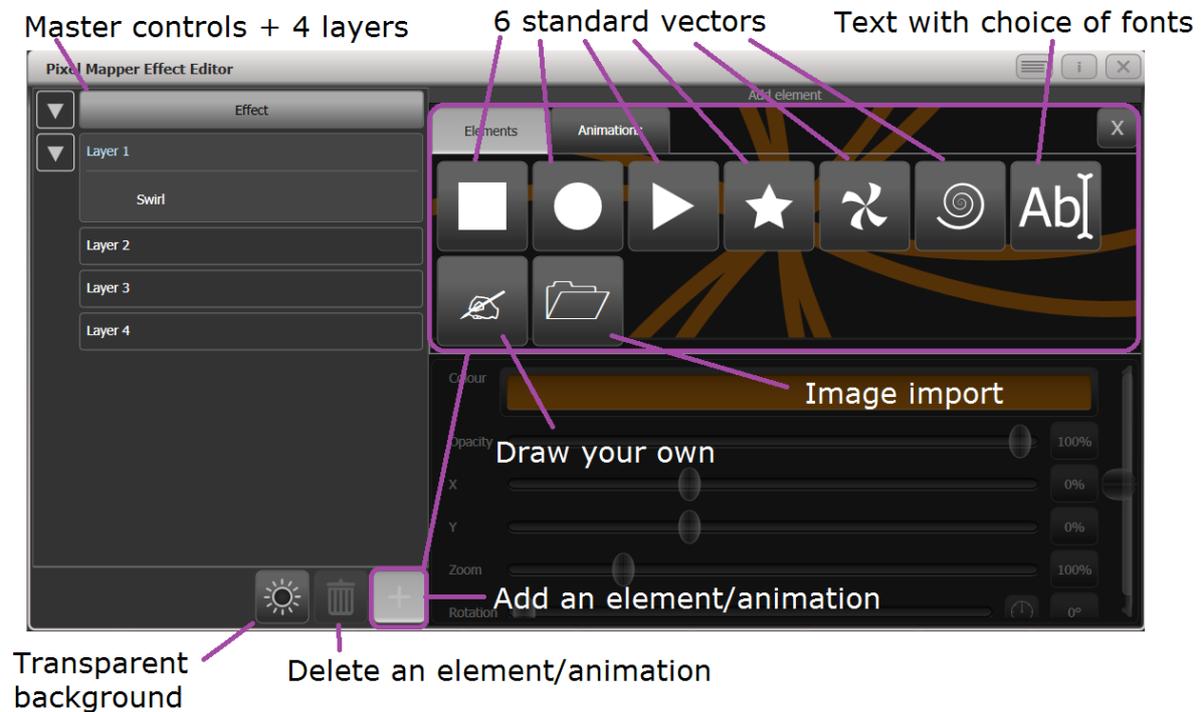
To create more complex and customisable effects, use Pixel Mapper. The layout is done on a group basis, so you could have the same fixtures in multiple layouts for different effects.

First create a group, and then go to [Shapes and Effects] -> [Pixel Mapper] -> [Edit Group Layout]

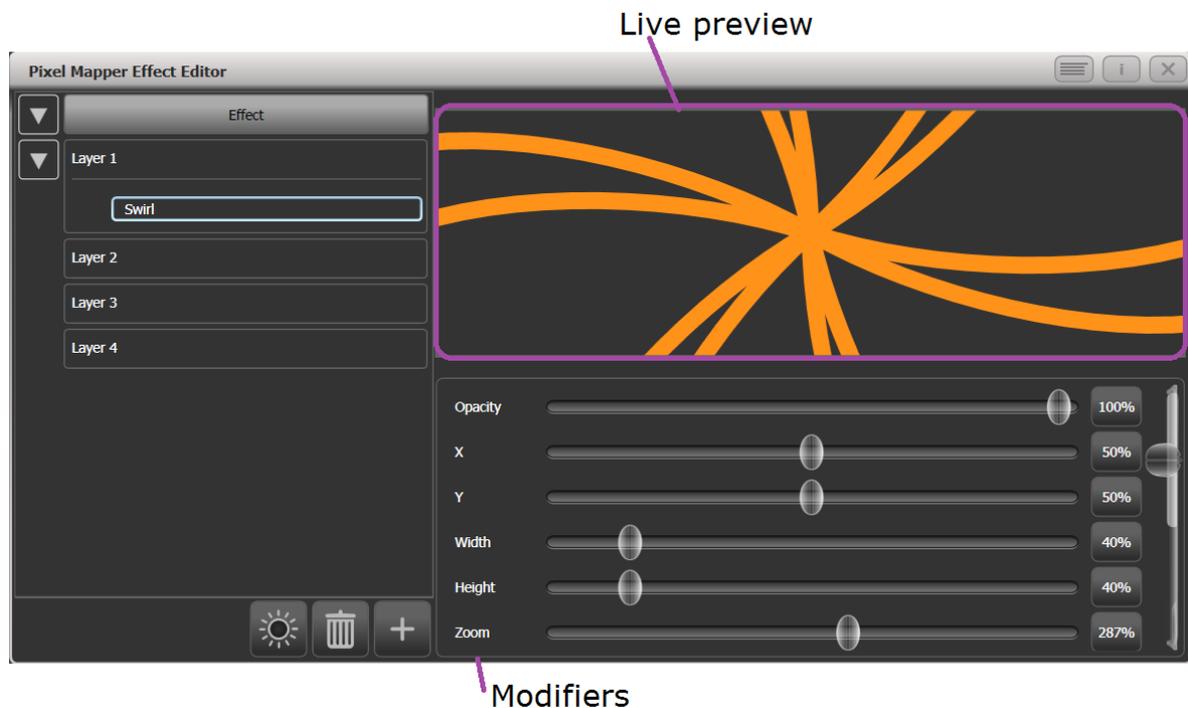


13.2 Creating an Element

When you have done this, the next time you select the group it will always apply this layout to it. Now locate them, and go to the workspace labelled [Effect Editor]:



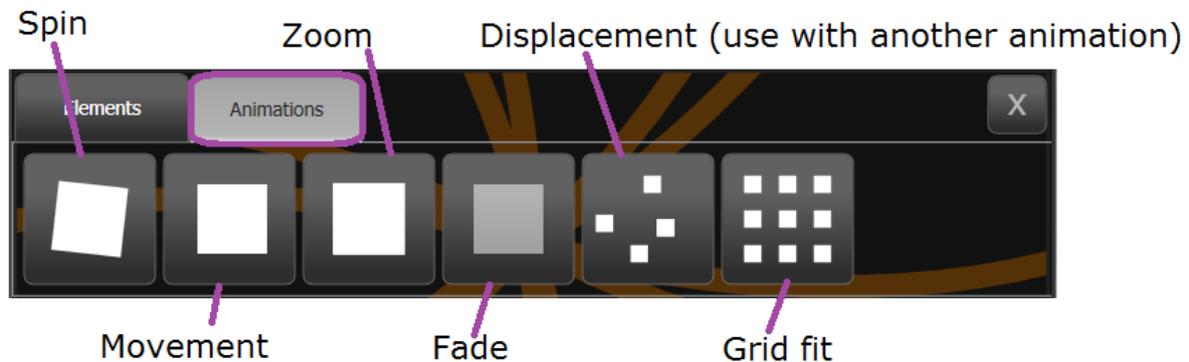
Create an element, and you then have lots of modifiers, including XY for positioning, width and height for stretching the element etc:



The colour of the layer is available under the master Layer controls (Layer 1, Layer 2 etc)

13.3 Adding Animation

Once you've made and adjusted your element, add an animation:



Have a go at layering up different animations with each other, different colours of the same element moving in opposite directions, and especially the draw your own tab – creating custom colour shapes is now incredibly easy.

13.4 Recording the Effect

Once you're happy with your effect, you can save it into a cue, chase or cue list with the same regular record modes. Remember, if you are using Channel, then dimmer will not be saved unless it is in the programmer.

14 Saving your show

Don't forget to regularly backup your show – press [Disk] then [Save Show]. You can save to either USB or the internal hard drive of your PC. Showfiles can be transferred between all consoles, so you could then load your show into the Tiger Touch.

There is also an Autosave feature which can be configured under [Disk]. We would recommend turning this off whilst running a show for optimum performance.

15 Have Fun!

Remember, this is only a Quick Start Guide. It by no means details everything the Titan Software is capable of (we have a manual for that), but it should hopefully have helped you to find your feet if you're new to the Titan platform.

Enjoy the software, and remember there are resources online to help you out – the dedicated Titan One forum on our website being the main one. Don't forget about training – for a full day on a console, contact either training@avolites.com in the UK, or your local distributor if you're international.