3 Quick Start

3.1 Quick Start

This section is a quick guide on how to do most things on Avolites Titan consoles. Each section has a link to take you to the appropriate manual section for more details.

- <This> indicates a physical button on the console
- [This] indicates a softkey option on the touchscreen (the A-G menu buttons)
- {This} indicates an option in a context menu

Most functions on Titan use the Workspace Windows shown on the touch screen(s). To open different windows press the <View> button (on some consoles this is labelled <Open Window> - the manual refers to this as the <Open/View> button). A selection of icons is shown on each screen which you can press to open the different windows. You can save different arrangements of windows to the Workspaces buttons (either in a block to the left of the softkeys, or down the side of the screen, depending on the console). See Workspace Windows (Section 5.2) for more details.

3.2 Patching fixtures

Press <Patch>, [Dimmers] or [Fixtures].

For Fixtures, from the softkeys choose fixture manufacturer (type on keyboard to filter the list) then fixture type, then fixture mode.

Set [DMX Line] and [Address]. Console will automatically set these if you don't change them.

Press buttons in the Fixtures window to patch the fixture, or patch fixtures on faders (except the main playback faders) by pressing the blue select button (See Patching Fixtures or Dimmers (Section 6.2)).

To patch a number of dimmers or fixtures at once, draw a selection box over buttons on the screen, or on physical buttons hold down first select button and press last in range. Or, set [Quantity] in the patch menu.

To change DMX address or line, use [Repatch Fixtures] (see Repatch Fixtures (Section 6.3.8)).

3.2.1 View fixture patch

To see an overview screen of how the console is patched, press <Open/View> then <Patch> to open Patch View (Section 6.3.1).

3.2.2 Setting fixture options

Press <Patch>, [Edit Fixtures], or use the Patch View screen.

3.3 Controlling fixtures

Select fixtures for control by pressing select buttons. Fixture buttons turn blue when selected.

Press <Locate> to "home" selected fixtures with lamp on. If fixture is patched on a fader, the fader controls the dimmer. Hold <Locate> and press attribute button to remove that attribute from the locate (e.g. to locate without changing pan/tilt, hold <Locate> and press <Position>). See the Locate (Section 7.1.2) section for more information.

Select attribute to control using attribute bank buttons (labelled Intensity/Dimmer, Colour, Gobo etc), then turn the wheels to set fixture. Display shows which attribute each wheel is controlling. (See Changing Attributes Using the Wheels (Section 7.2.1)).

Open Attribute window (Section 7.2.4) on-screen (<Open/View> then one of the attribute bank buttons such as <Position> or <Intensity>) to select attributes from buttons and to control sub-fixtures of battens/arrays. (See Fixtures with Multiple Cells (Section 7.1.4)).

Use Palettes to store often-used colours, positions etc. for instant recall, see next page.

3.3.1 Fixture Groups

Fixtures may be grouped (Section 7.4) for quick selection of different arrangements of fixtures, press <Group>, [Record Group], select fixtures for group, set legend using [Provide a legend], press a handle to store. If the handle has a fader it becomes a master fader for the group. Order of fixture selection is remembered for use with shapes. Physical layout of fixtures in group can also be set for use with pixel mapper or shapes.

3.3.2 Shapes & Effects

Titan can use preset shapes from its Shape Generator (Section 9.2), patterns you create yourself (key frame shapes (Section 9.3)) or pixel mapped patterns (Section 9.4).

Select some fixtures. The order in which you select the fixtures is used by shapes.

At top menu press [Shapes and Effects], [Shape Generator], [Create]. Select attribute of shape then select a shape to run.

Or from the Shape Library window (double press <Open/View>, [Shape Library]) you can select a shape directly. Filter the list of shapes using the attribute buttons.

Use the wheels and [Adjust Speed, Size and Spread]/[Adjust Phase, Spread and Offset] to configure the shape. Spread distributes the shape across a number of fixtures.

Key frame shapes (Section 9.3) are similar to a chase (Section 11.1) but you can spread the sequence across fixtures.

To use Pixel Mapper (Section 9.4), save fixtures to a group, select the group. Use Layout Editor (Section 7.4.2) to set the real-world layout of the fixtures. Then use Effects Editor to create effects on the pixels.

3.4 Programming cues and chases

3.4.1 Cues

Set up the look to be recorded.

Press <Record>.

Set [Record Mode] to [Channel] (saves only modified attributes), [Fixture] (saves all attributes of fixtures which have been modified or are selected), [Stage] (saves all attributes of all fixtures with non-zero dimmer), or [Quick Build] (merges palettes and playbacks into the cue when you select them).

To store, press a fader **Select** button, a macro/executor button or a touch button in Playbacks window. (See Creating a Cue (Section 10.2)).

3.4.2 Chases

Press <Record> twice (or <Record> then [Create Chase]).

Press **Select** button, a macro/executor button or a touch button in Playbacks window.

Set up the look for the first step, press playback select button to store. Repeat until all steps stored. Quick Build mode can be used to merge palettes and cues into chase steps.

Press <Exit> to finish storing chase steps. (See Programming Chases (Section 11.2.1)).

3.4.3 Timings

All times (cue times and fixture attribute times) are stored in the programmer and are saved when you store a cue.

To edit times in the programmer before saving, press the <Times> button (previously labelled <Set> on Quartz/Titan Mobile/Sapphire Touch/Tiger Touch and <Next Time> on Pearl Expert/Tiger Touch 1).

For chases, speed and fade can be set with wheels A and B when the chase is running.

To edit times in a saved cue, at top level menu press [Edit Times] then the select button for the playback. Timing options are set from softkeys.

 [Fixture Overlap] sets each fixture to fade in sequence (100%=all together, 0%=fixture waits for previous one to complete). See Fixture Overlap (Section 10.5.1).

 [Attribute times] sets individual fade times for different attributes.

[Fixture order] changes sequence for shapes and Fixture Overlap.

See Cue Timing (Section 10.5) for more details.

3.4.4 Cue Lists

Cues may be stored in a Cue List (Section 12.2) which allows a full show to be run from a Go button. Chases can be included using Autoload (Section 12.2.4). Cue lists can run in tracking or non-tracking mode, set from [Options].

3.5 Programming palettes

Set up the attributes to be recorded. If attribute is the same for all fixtures of one type (e.g. colour), only one fixture need be set up and palette will be "shared".

Press <Record>, <Palette> (See also Quick Record below).

Use [Set Mask] to choose attributes to record/exclude. If you are storing in a palette touch button the mask is automatically set.

Touch a button in one of the Colours/Positions/Gobos workspace windows to store the palette.

See Creating Palettes (Section 8.2) for more details.

To recall palette, select fixtures, select recall mask using Attribute Bank buttons, press palette button.

To set a legend, press [Set Legend] then the palette's button. Press [Picture] to draw a picture legend.

3.5.1 Quick Record

Press an unused button in one of the palette windows - the button turns red with a +. Press again to save the palette. The mask is automatically set to match the window (e.g. Positions window is masked for only position attributes). See Palettes - Quick Record (Section 3.5.1).

3.5.2 Busking with palettes

To fade palettes when busking a show, select fixtures, type fade time on the keypad then recall the palette (you have to do this each time). If no fixtures selected, palette will recall to all applicable fixtures (called a Quick Palette. Quick Palettes do not go into the programmer so don't use when programming).

To set fixture overlap (Section 8.6.3), type 0-100 then press [Set Overlap], then recall the palette.

To set a fade time for all palettes (Section 8.6.4), press Palette then [Master Time].

3.6 DMX network setup

The console will control up to 64 universes of DMX. You patch fixtures onto one of 64 **DMX Lines** which may be routed to the XLR sockets on the console or to Art-Net or sACN universes over Ethernet (see DMX Output Mapping (Section 19.6) for details).

- If using the T1 / T2 / T3 hardware the output is limited to the first one, two or sixteen universes respectively. A console would normally output up to 16 universes itself, further Titan Network Processors (TNP) units would be connected to the network using TitanNet to control up to 64 universes. For simple programming or rigs with lots of space in the patch you may be able to output more than 16 universes from a console but operating speed may be affected.

Multiple consoles can be linked by Ethernet to provide a multi-user (Section 5.5) system, or to provide automatic backup (Section 16.6.2).

Go to the **System** menu (<Avo> + <Disk>), press [DMX Settings].

Select a Node on the left (where the DMX is going to). On the right, select the DMX line it will be fed by. The small {Cog} buttons set properties for Nodes/Lines. See DMX Output Mapping (Section 19.6).

To change the IP address of the console, press [Network Settings] on the **System** menu (see Network Settings (Section 21.1)).

To change User Settings (Section 19.5) which let you personalise how the console works, hold down <Avo> and select [User Settings].

3.7 Tips and tricks

The following section gives you some quick ways to operate Titan. <n> means type a number on the keypad. "<Avo> +" means hold down the first button.

3.7.1 Fixture control and recording

- Select all fixtures: <AVO> + <ALL> <ALL> <ALL>
- Select all fixtures with non-zero intensity: <Select If> <Select If>
- Set full intensity in the Programmer for selected fixtures: Tap <@><@>
- Set intensity value <n> in the programmer: <@> <n> <Enter> (value as 0-99 unless you've changed the user settings)
- Clear over a time: <n> <Clear> will clear over that time
- <Wheel @> Keys: Allow fast Access to Freeze, Off, Or on for the attribute active for that wheel. Tap it twice for 100% of a percentage based attribute (such as Intensity, RGB or CMY). (more)
- How to see/select cells on multi cell fixture: Use <Unfold> then tap fixture.
- Group Pattern Selection: Click and hold <Group> then select from the soft keys Odd/Even etc

- Quick Pattern Selection: Select fixtures or Group then click <ALL> to select within selected fixtures a pattern such as odd, even, random – etc
- Select all cells in the currently selected fixtures: <.> <Enter>
- Quickly set record type: press <Record> once for Cue, twice for chase, three times for cue list, four times for timeline
- Quick open record palette menu: <AVO> + <Palette>
- Quick open record group menu: <AVO> + <Group>
- Quick open record macro menu: <AVO> + <Macro>
- Record time into palettes/cues: <Time> key to put times in the programmer
- Entering timecode times: Use <Through> and <And> buttons as left/right arrows to go between hours, minutes, seconds etc.
- Select "Move" on consoles which don't have a Move button: <AVO> + <COPY>
- Want to Move/Copy/ Delete lots of items: Use the <Latch Menu> after <COPY>, <MOVE>, or <Delete> to stay in that menu

3.7.2 Playback and running a show

- Set BPM/Rate directly: <n> then tap one of the master's keys (any of them) and it will set that as the BPM/Rate %
- Fire Macro <n> times: Type number then fire macro, macro will be played that many times
- Change fade time of next Cue: <n> <GO> - fades in the next cue in a cue list in <n> seconds, overriding the programmed fade time
- Release all running playbacks: Double tap <Release> to release ALL running playbacks
- Quickly create Mask FX: Double tap <Mask FX> to create Mask FX for selected fixtures, or all fixtures if nothing selected
- Legend Wing Pages: Set Legend then <Go Page> on the wing.

3.7.3 Views, menus and windows

- Quick open Patch View: <Open/View> <Patch>
- Quick Open Fixtures Window: <Open/View> <Fixture>
- Quick Open Groups Window: <Open/View> <Group>
- Quick Open Macros Window: <Open/View> <Macro>
- Quick Open Attribute Editor: <Open/View> <Options>
- Quick Open Active Playbacks: <Open/View> <Off>
- Quick Open Position Palettes Window: <Open/View> <Position>
- Quick Open Colour Palettes Window: <Open/View> <Colour>
- Quick Open Gobo and Beam Palettes Window: <Open/View> <Gobo> (or <Open/View> <Beam>)
- Quick Open Shape Palettes Window: <Open/View> <Shape>
- Quick Open Intensity View: <Open/View> <Intensity>
- Quick Open Cue List View of connected Cue List: <Open/View> <Connect/Cue>
- Quick exit menus to the top: <AVO> + <EXIT>, this will also exit the Unfold Menu

- Search deep in menus: use the search box to find menu options faster.
- Options missing in a Menu: Check to see if you have typed in the search box in the prompt area by accident
- Window too small to Adjust: <Open/View> <Min/Max> to resize window
- Move Window to different screen: <AVO> + <Size/Position> Moves the currently selected window to another screen.
- Close All Windows: <AVO> + <Close>
- Delete a workspace select button: <Open/View> <Delete> {Workspace button}
- Move or Copy a workspace select button: <Open/View> <Move> {Workspace button} or <Open/View> <Copy> {Workspace button}
- Move Camera in Capture with wheels: In the Context Menu {Camera Move} then how you want to move the camera

3.7.4 Setup, operating system and hardware

- Save the show instantly: Tap <DISK> <DISK>
- Get the next available channel to patch: In patch view, if you need to quickly find the next available DMX address you can click on the 'space' between the fixtures in the Bargraph and if you are patching it will automatically put this address as the next patch address
- Set the time: Click on the clock in the top bar. Always check the time zone before changing hours to prevent licensing issues
- Set Desk Lamp or Screen Brightness: Enter the system menu (<AVO> + <DISK>) use wheels to adjust (only some consoles have brightness control)
- Hard Key Not Working: Use the Virtual Panel from the [Tools] panel in the top toolbar to get you through till it can be repaired.