

Release Notes for 2.7.0 BETA

Notes

Note that this software release is currently in BETA. While it has undergone thorough QA testing, please be aware that unexpected bugs or issues may still occur during use. We greatly appreciate your support and ask that you report any problems you encounter so we can continue to improve the experience.

Motive 3 is now compatible and packaged with this release. Please note that an up-to-date BlackTrax membership is required to meet the Motive dongle date requirement. Please contact BlackTrax Technical Support via support@blacktrax.ca for dongle upgrade assistance.

Motive Dongle Date Requirement:

July 2nd, 2025

Major changes:

- Added compatibility with Beacon 2.0 and Charging Station 2.0
- Added support for infinite / continuous pan & tilt fixtures
- Added Motive 3 compatibility
- Updated BTWYG to 2025 release version
- Fixed Rigid Surface orientation issue

Firmware Package Date:

2024.1

Build Numbers:

BlackTrax: 2.7.0.13779

BTWYG: 2.52.44.13

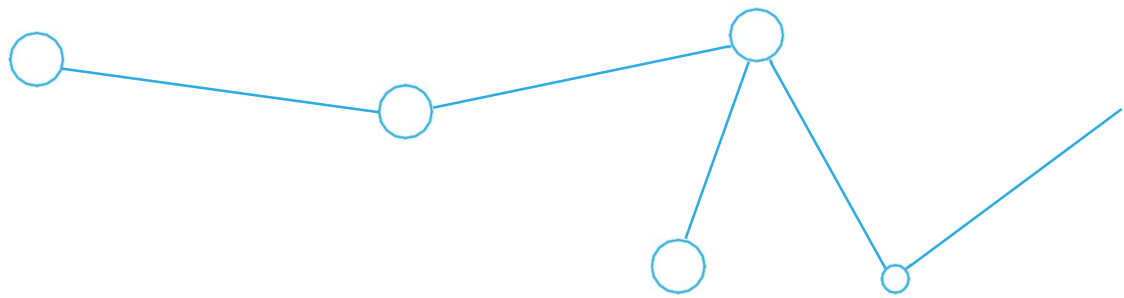
Motive: 3.3.3.1

Server Version Requirement:

2024.1 or Newer

Device Manager Compatibility:

2.7.0



Compatible with RTTrP Versions:

6
1.8.3
1.8.7
2.4.2

Known Issues:

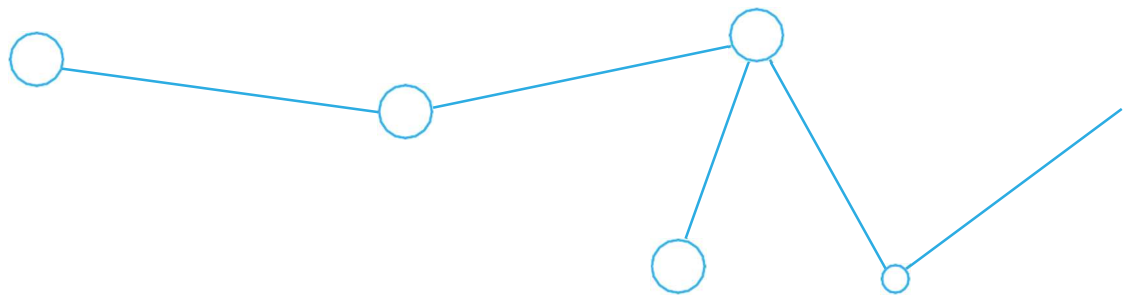
Importing an existing BlackTrax Project

- *If a pre-existing BlackTrax project included Mini Beacons, they will NOT be present in the Beacons Widget, and it will NOT be possible to add more Mini Beacons "due to existing IDs"*
- *To resolve this issue, please navigate to the Calibration View, Frame Calibration sub-view, and delete the Surfaces generated*
- *Proceed back to the Beacons Widget, you may now add in the missing Mini Beacons*
- *We highly encourage Saving this project once the above steps are completed*

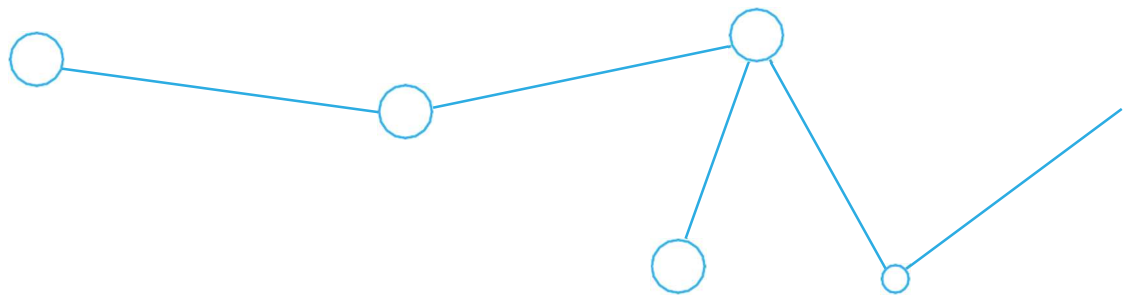
Features and Fixes:

New Features

- *Added compatibility with Beacon 2.0 and Charging Station 2.0*
 - *BlackTrax now recognizes and receives data from Beacon 2.0*
 - *Updated to be compatible with Device Manager 2.7.0*
- *Added support for infinite / continuous pan & tilt fixtures*
 - *BlackTrax can now automatically identify fixtures that are capable of infinite / continuous pan and / or tilt*
 - *If so, BlackTrax will disable auto pan flipping and find the shortest path to a valid pan or tilt angle that continues tracking the target*
 - *Note: Not all fixtures with continuous capabilities are compatible with this functionality or have been physically tested in-house. For questions or compatibility concerns, please contact our support team*
 - *New options have been added to allow users to modify the pan and tilt behaviors*
 - *Automatic (wysiwyg default):* *Automatically detects wysiwyg fixture profiles imported into BT as to whether the fixture has any continuous capabilities*
 - *Limited Pan/Tilt:* *Treat fixture as if it is NOT capable of Continuous Pan or Tilt*
 - *Continuous Pan:* *Treat fixture as if it is capable of Continuous Pan*
 - *Continuous Tilt:* *Treat fixture as if it is capable of Continuous Tilt*
 - *Continuous Pan & Tilt:* *Treat fixture as if it is capable of Continuous Pan and Tilt*



- *Added Motive 3 compatibility*
 - *Users can now update to the latest Motive 3 release (version 3.3.3)*
 - *New Features and Improvements include:*
 - *Added support for the Versa camera lineup*
 - *Simplified most of the menus on the toolbar including the File, Panes, and Help menus.*
 - *Added a camera list exporter for getting a CSV file containing all your devices.*
 - *Single User Camera Focusing Workflow Improved - You may now double-click on the aim assist button to have the software automatically zoom into a single marker near the center of the camera view. This makes the focusing process a lot easier to accomplish for a single person.*
 - *Mask Individual Markers - Added the ability to select a marker and mask only that marker for all cameras.*
 - *Improved continuous calibration for systems with any number of cameras.*
 - *Continuous Calibration Pane - Added a Continuous Calibration diagnostic section to the Info Pane. This allows you to enable Continuous Calibration, monitor what cameras need samples, manipulate anchor markers, and view information about Continuous Calibration partitions if you are using them. Using this pane, you may now view a list of Anchor Marker, rename them, select them, and export/import them for more detailed control. This is also how you control settings around the new feature Bumped Camera.*
 - *Active and Passive Anchor Markers for Continuous Calibration - Active and Passive markers may now be added to the scene to both aid continuous calibration with disconnected volumes and provide peace of mind regarding origin drift.*
 - *Added Partitions to Continuous Calibration - Allows cameras to be grouped together based on rooms or non-overlapping sections, for specialty applications.*
 - *Redesigned Calibration Pane Visuals - The new visuals include step-by-step instructions that guide new users through the calibration process.*
 - *Automatically Save Calibrations - After a calibration is completed the calibration file is automatically saved into a default folder for easy recovery.*
 - *Custom Camera Numbers - Added the ability to assign custom camera ID numbers to cameras. This will appear both in the 3D View as well as on the number on the physical camera.*
 - *Added a single button to turn off all physical status lights on all cameras.*



- *Record Duration - Record Added the ability to record for a predetermined amount of time.*

Improvements

- *Updated BTWYG to 2025 release version*
 - *Added export tag to identify fixtures with Continuous Pan and/or Tilt*
 - *Added new Cables feature*
 - *Added new Lens Flare Engine*
 - *Added new Seating Wizard*
 - *Added new Particle Effects*
 - *Added real modern People models to the Library*
 - *Added Pan Circles for moving head fixtures*
 - *Improved Fixture Width-Based Minimum Spacing Enforcement*
 - *Updated MVR Library to version 1.5*
 - *Updated NDI to version 6*
 - *For more details, please see the [WYSIWYG 2025 product page](#)*
- *Security Updates*

Bugs

- *Fixed: One of Rigid Surface's rotation axis was flipping unexpectedly*
 - *Rigid Surface now uses a new algorithm that fixes quaternion axis inversion related orientation issue*