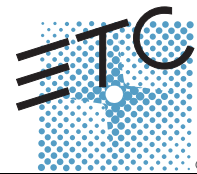


ETC® Release Note

Eos®/ Ion™ Lighting Control Family Software



Product Line:

Eos Lighting Control Family

Description:

Version 1.4.4 software

Eos Lighting Control Family Software Components

Eos/Ion Console Main Application	1.4.4.9.0.21
ECU	1.4.4.9.0.0
XPe (Eos)	1.4.4.9.0.0
XPe (Ion, RPU)	1.4.4.9.0.0
XPe (RVI)	1.4.4.9.0.0
XPe (Ion RPU)	1.4.4.9.0.0
ACN Libraries	1.0.3.8.1.92
ETCNet2	4.0.17.9.0.1
AppMux	4.0.7.9.0.0
Network Common	1.0.2.9.0.47
Network IPCFG	1.0.1.9.0.41
Carallon Library	4.4.0.9.0.8

Engineering Change Master (ECM):

500004834

Effective Date:

January 29, 2009

Purpose

The purpose of this release is to correct a small number of critical issues, including Midi In on Ion. This release delivers enhanced reliability and is highly recommended for all Eos and Ion installations. Version 1.4.4 also provides software support for networked Radio Focus Remote (RFR) operation. Revised RFR firmware is required for networked RFR functionality. This firmware can be installed from the Eos/Ion shell in the RFR tab. Please see the Radio Focus Remote Version 2.0.0 Release Note for more information on installing firmware.

For any questions relating to the contents of this release or the behavior of this software, please contact ETC Technical Services at the office nearest to you. A list of ETC offices is given at the bottom of this page.

Availability

You may obtain this release of software by downloading it from the Downloads section of the ETC website, www.etcconnect.com.



Note:

There are hard key cap changes associated with the v1.4 software release. If you are upgrading from 1.3.1 to 1.4.4, you will need to obtain these keycaps. To obtain the new hard key caps, and a key cap puller, you will need to request a software upgrade kit (which includes the key caps) from the Eos/Ion download page. You can do this when you download the software. You can also request a kit by contacting ETC Technical Services at the appropriate office indicated at the bottom of this page.

Instructions for changing the key caps are included later in this document.

It is recommended that you check the ETC website for the most up-to-date software (both for your console and offline software) to accompany this release.



Corporate Headquarters ■ 3031 Pleasant View Road, P.O. Box 620979, Middleton, Wisconsin 53562-0979 USA ■ Tel +608 831 4116 ■ Fax +608 836 1736
London, UK ■ Unit 26-28, Victoria Industrial Estate, Victoria Road, London W3 6UU, UK ■ Tel +44 (0)20 8896 1000 ■ Fax +44 (0)20 8896 2000
Rome, IT ■ Via Ennio Quirino Visconti, 11, 00193 Rome, Italy ■ Tel +39 (06) 32 111 683 ■ Fax +44 (0) 20 8752 8486
Holzkirchen, DE ■ Ohmstrasse 3, 83607 Holzkirchen, Germany ■ Tel +49 (80 24) 47 00-0 ■ Fax +49 (80 24) 47 00-3 00
Hong Kong ■ Rm 1801, 18/F, Tower I Phase 1 Enterprise Square, 9 Sheung Yuet Road, Kowloon Bay, Kowloon, Hong Kong ■ Tel +852 2799 1220 ■ Fax +852 2799 9325
Service: (Americas) service@etcconnect.com ■ (UK) service@etcconnect.com ■ (DE) techserv-hoki@etcconnect.com ■ (Asia) service@etcconnect.com
Web: www.etcconnect.com ■ OSF 4.1.9.1 ■ Copyright © 2008 ETC. All Rights Reserved. ■ Product information and specifications subject to change.
■ 4250M1100-1.4.4 ■ Rev A ■ Released 01/2009 ■ ETC intends this document to be provided in its entirety.

ETC Release Note:

Eos/lon Software v1.4.4

Documentation

The current documentation for Eos is the Eos v1.4 Operations Manual Revision B. The current documentation for lon is the lon v1.4 Operations Manual Revision B. Please keep this release note with your user manual for descriptions of the newest features, changes and bug fixes in Eos/lon. ETC manuals can be downloaded free of charge from ETC's website at www.etcconnect.com. They are available in portable document format (.pdf), and viewable with Adobe® Acrobat® Reader™ v6.x and later.

Compatibility

ACN

The software is compatible with all Net3™ products that meet or exceed ESTA ratified standard BSR E1.17 2006 Architecture for Control Networks (ACN) and the current draft specification of BSR E1.31 Streaming ACN (sACN).



CAUTION:

Eos show files are forward compatible to v1.4.x. However, v1.4.x show files are not backward compatible to v1.3.x and previous. Once you load a v1.3.x show file and then save it under v1.4.x software, you may lose some show data if you try to revert the show file to v1.3.x software.



WARNING:

*Eos show files created in **versions prior to v1.2.0** will have some compatibility issues when upgrading to v1.2.0 or later. Show file data (palettes, cues...) pertaining to moving lights and their beam and some color information will be lost in the upgrade. This is due to the work that's been done to improve the fixture library. Conventional lights/shows are not affected.*

ETCNet2 Network Compatibility

This release is compatible for the exchange of EDMX and/or configuration information with the following ETC hardware and software:

- **Eos®/lon™ Lighting Control System** - Version 1.0.0 and later software.
- **Congo™/Congo jr** - Version 4.0.0 and later software.
- **Emphasis® Control System** - Version 1.4.0 and later software.
- **Obsession® II Control System** - Version 5.1.x software.
- **Network Configuration Editor (NCE)** - Version 4.x.x and later software.
- **Net3 Four Port Gateway (ETCNet2 mode)** - Version 4.0.0 and later software
- **Net3 Show Control Gateway** - Version 1.0.0 and later software
- **Net3 I/O Gateway** - Version 1.0.0 and later software
- **ETCNet2 DMX Node** - Version 4.0.6 and later software.
- **ETCNet2 Two Port Node** - Version 4.1.4 and later software.
- **Unison®** - Version 1.9.x software.

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Eos/Ion Software v1.4.4

Incompatibility

Eos/Ion v1.4.4 is incompatible with hardware and software running ETCNet2 software prior to those listed above.



CAUTION:

Until your ETCNet2 nodes and Net3 gateways are updated to the versions listed below by NCE v4.2 or later, you must turn off/disable the (DHCP) Address Server in the Eos Configuration Utility (ECU). In the ECU: Settings>Network>Net3 Settings. Make sure "Enable Address Server" is unchecked.

Software Versions that are compatible with DHCP servers:

ETCNet2 DMX Node (4.0.6)

ETCNet2 Two Port Node (v4.1.4)

ETCNet2 Video Node (v4.0.2)

Net3 Four Port Gateway (ETCNet2 mode v4.0.3 or later)

Eos/Ion v1.4.4 is incompatible with hardware and software running ETCNet1

Key Enhancements in v1.4.4

- Bug fixes.
- Adds support for networked RFR.

Key Enhancements in v1.4.3

- Bug fixes.
- Adds support for networked RFR. (This functionality is not available until revised firmware for the RFR is released.)



Note:

When show files written in software versions prior to v1.4.0 are opened in v1.4.0, assert flags will be displayed with all blocked cues, channels, and/or parameters. This maintains the exact editing/playback behavior exhibited before this change to block behavior.

Any new blocks added to the show file in v1.4.0 software will not auto-generate the assert flags.

Installation Instructions

New Eos or Ion consoles will ship with the current version of software loaded and you do not need to update the software in the console to begin using it.



Note:

All processors on the Eos/Ion network must be running the same version of software. Therefore, you must also update all RVIs and RPUs when you update your console.

Software Installation

To update your console or offline software to the v1.4.4 release, you will need to download it from the ETC website, load it to a USB device, and then transfer it to your console from the USB port using the Eos Configuration Utility (a.k.a. Eos Shell).



Note:

During installation, the following error message may appear:

"Installshield could not shut down AppMux."

If this message appears, click {OK} and allow the installation to complete. The error will then be resolved when the system completes the reboot process.

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Eos/Ion Software v1.4.4

To update your console to v1.4.4:

- Step 1: Download the software from the ETC website (www.etcconnect.com - click "Downloads" at the top of the page) and transfer it to a USB memory device.
- Step 2: Insert the USB device containing the software into an available USB port on the console.
- Step 3: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos/Ion software (**Browser>Exit Eos**) or by starting up Eos and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 4: Click on the **{Settings}** button. The settings window will open.
- Step 5: Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
- Step 6: Scroll down in the window until the **{Software Update...}** button is visible. Click this button.
 - This scans the root directory of all available drives (USB drives) for valid installers.
- Step 7: When the "Update Software" dialog pops up, click on **Eos_Console_v1.4.4.9.0.21**, then click **{Install}**.
 - This launches a standard Installshield application to direct you through the install.
- Step 8: Click **{Next}** to start the installation process. A dialog box will open warning of losing show data if not saved to disk.
- Step 9: Click **{Yes}** to continue. The console will install the software.
- Step 10: Click **{Finish}** to complete the installation process. The console will automatically reboot and then enter the ECU welcome screen.

Offline Software

The offline software installers now include the drivers for ETC USB devices (such as fader wings). When you first connect a USB device to your Windows® XP or Vista® PC, the "Found New Hardware" wizard will appear and prompt you to install the drivers. Select the appropriate option based on your operating system (see below).

XP - Select the "Install the software automatically (Recommended)" option. This should appear in the second screen of the XP "Found New Hardware" wizard.

Vista - Select the "Locate and install driver software (Recommended)" option. This should be the first screen of the Vista "Found New Hardware" wizard.

After completing the wizard procedure, the USB device should be operational with your PC.

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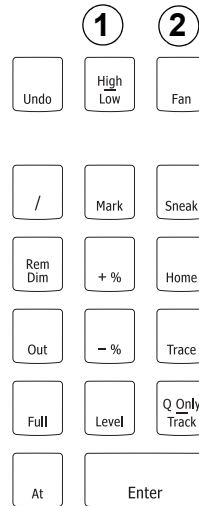
Key-Cap Update

From Eos v1.3.1 to v1.4.x, two keys have been re-mapped and require that you change the physical keys on the console keyboard to match the software.

- Step 1: Use the key puller provided to remove the two keys shown below in the order indicated below.
- Step 2: Place the keys in their new correct locations and press them down firmly.
- “High/Low” replaces “Relate” and “Fan” replaces the blank key.

Below is the correct orientation to use the key puller for these keys.
Remove “Relate” and the adjacent blank key.

Remove the keys in the order shown by the numbers next to each location.



This is the correct final position for the keys.
“High/Low” replaces “Relate”.
“Fan” replaces blank.

Issues Corrected in v1.4.4

- 4697 MIDI in not working with Ion
- 4684 Master Playback not synced between master and client
- 4675 Mastered manual cue causes previous cues levels to snap
- 4670 Unmapping sub releases playback levels
- 4657 **[Replace With]** across multiple cues, removes blocks and replaces wrong levels
- 4650 Lamp control macros not playing back

Known Issues Remaining in v1.4.4

- 4734 Advanced Partial show read ignores cue ranges starting with a decimal cue
- 4733 ASCII export doesn't distinguish between follow time and hang time
- 4732 RFR configuration not working via shell
- 4729 ASCII Export tracked channel levels sometimes have erroneous levels
- 4722 Information lost on re-registration of Pathport Gateways
- 4716 Copying cues to subs isn't copying everything if you start with a point cue
- 4694 Rolling the mouse wheel while fades are in progress causes the displays to update very slow.
- 4689 The About Channel – Usage window is not updating correctly when a channel has been deleted.
- 4685 Independent subs are outputting a 0 when the slider is at home
- 4673 Able to get multiple instances of the same tab # when in a 3 external monitor configuration.
- 4671 On startup, motorized pot not moving to inhibitive sub
- 4669 **[Clear]** **[Enter]** should not unown captured channels
- 4668 Marks are playing back even if sub sets intensity above zero
- 4665 Snapshots not remembering fader pages on fader wings
- 4664 With the Command History window open, the Page UP/Down keys do not work.
- 4663 Wrong cue fired on startup
- 4654 **{Make Absolute}** not working across range of cues in blind

Known Issues Remaining in v1.4.4 [Continued]

- 4649 Patch address grid is inaccurate near the bottom
- 4647 Copying and creating gobos doesn't update the fixture
- 4642 Changes made in fixture editor not updated in Cues, Palettes, Presets
Workaround: Edit the fixture before patching the copy OR Modify the patch in a different way after editing the fixture
- 4635 User should not be able to configure a GM as 2 or 3
- 4634 GM snaps to level after re-enable
- 4619 Setting level in blind doesn't remove effect
- 4616 Rem Dim and Highlight are removing a Subs level when that Sub is overriding a manual value.
- 4612 lon – booting up with the Grandmaster at 0% causes lights to flash.
- 4603 Macro that changes user Id, puts user in odd Learn state.
- 4598 RFR requires reboot after Eos power cycle.
- 4597 Absolute effects always fading in HS space, even if all steps are CMY
- 4595 Eos/lon offline windows not repositioned correctly when going from 2 monitors down to 1.
- 4585 Can't close virtual direct selects if opened after removing a button module
- 4584 Undefined faders should have blank bump/assert/go/stop buttons
- 4552 **[Next/Last]** after completed command line is reposting last command
- 4545 Shutter dependencies not selectively recording consistently
- 4540 When 'Serial Enable' is disabled in Show Settings, EOS still Subscribes with IO Gateway
Workaround: Set 'Serial Enable' to Enabled AND Set Group ID to an unused Group number, then restart the application.
- 4525 Running a macro with <Setup> in it causes Record Target keys to go into blind mode.
Workaround: Press the **[Blind]** key will exit you out of this mode. (You don't have to restart the application.)
- 4517 Applying a discrete time to a channel cannot be undone.
- 4516 **[Recall From]** and **[Group Cue]** ignore the part # if you specify one
- 4515 lon, cannot record or edit **[Swap]** into a macro.
- 4500 When in fine mode, encoder displays do not update when they cross into new output ranges
- 4494 SHELL - entering an invalid IP address disables networking after reboot
- 4488 Stop/Back not changing effect attributes (rate, size, etc)
- 4487 **[Home]** leaves some color values manual
- 4483 Undoing a copy to parameter not undoing entire range
- 4478 Param table displays deleted channels the same as patched channels.
- 4440 **[Chan 1 Make Absolute CueOnly]** not working
- 4425 **[Chan 1 at Full Channel Check]** Next undoing manual encoder changes
- 4422 Changes to serial settings on Eos require a restart
- 4421 PSD displays previous cue as fading when you delete the fading cue
- 4419 Addresses of patched custom fixtures aren't updated when fixtures DMX is edited.
- 4415 With multiple cuelists, **[Live]** while already in live is not changing to active cue list
- 4414 A zero-parameter fixture can be created
- 4402 Can still put "invisible" parameters on the command line by pressing encoders on lon
- 4396 Channel Tombstone view doesn't page from last to first channel
- 4389 After removing Params when Expanded, they are only removed from the Main Display, not the Expanded Display.
- 4375 Can edit a macro that is running when macro has "Wait for Input" command
- 4371 Encoder clutch not toggling back after a calibrate command
- 4368 In Macro Editor, some Fader Controls don't work.
- 4362 Moving single part of multipart channel in Patch removing parameters from remaining part
- 4339 lon LCD is not displaying an active cue that owns no levels correctly.
- 4322 There is no indication when a fader is removed from rate control, until next go
- 4321 Fader wing load displaying Sub syntax error on command line after released
- 4290 Cues without tracking intensity not displaying "MK" in intensity field
- 4288 About Channel/Marks In field showing incorrect information
- 4285 Some target syntaxes not working with **[Next]** **[Last]**
- 4266 Effect **[Grouping]** doesn't work with non-default **[Trail]**

Known Issues Remaining in v1.4.4 [Continued]

- 4263 Using **[Copy To]** **[Live]** to copy a single parameter causes all dependent parameters to get copied to Live.
- 4256 Selecting specific parameters with **[+]** and **[-]** modifies the entire respective category's level.
- 4250 Pan inverted on some VL fixtures
- 4244 When in "Effects Status" or "Live/Blind Effect Edit" the **[Home]** keys on the encoder display do nothing.
- 4230 If you have a copied fixture patched and change its home values for parameters, all parameters above 0 will flash
- 4214 Intensity effects allowed <0 and >100
- 4213 RVI and Offline cannot expand when in Eos Client mode
- 4209 Show control list label applied to incorrect location.
Workaround: Create the event list first, then label it. **[7][Enter][7][Label][xyz][Enter]**
- 4204 The console does not remember the patch flexi state when closing then re-opening the display.
- 4150 Switching to 100 channel view doesn't change expanded displays
- 4146 Backup can incorrectly indicate tracking
- 4128 Intensity master indication not shown on 2 x 10 or 2 x 20 LCD display
- 4122 Macros sometimes not able to load cues
- 4116 Ion Client command line doesn't highlight User n | Client when not tracking
- 4113 Vista Client blocks Net2 and sACN packets.
- 4102 Submaster HTPing with Captured manual level
- 4098 Mac laptop channel display zoom not working
- 4092 Clearing out of a highlight state by pressing **[High/Low]** again does not take channels without background levels to their home position
- 4041 RPU does not boot with a 15 inch VGA monitor connected
Workaround: Boot the RPU without the monitor connected, then connect after boot has completed.
- 3998 Lightwright Ascii files not importable unless you give it a file extension
- 3987 Unable to Display Group with many channels
- 3981 **[1][Focus][Pr1][Pr2]** should set only focus parameters
- 3823 Cue delay time does not apply to an effect
- 3814 Some displays not restored by persistent storage
- 3796 Macro wait displayed incorrectly above command line
- 3730 With 3 monitors, expanding a tab to the right from M2 expands to M1
- 3727 Moving a single part of a part cue to a whole cue is incorrect
- 3712 On Ion, clicking **[Data + Category]** turns off the filter button, but not filter mode
- 3674 If Master hangs, there is no indication on backup
- 3624 Snapshot always restore virtual fader modules to page 1.
- 3623 Snapshots will not recall virtual controls to the LCD's, if direct selects are open
- 3592 Virtual A/B faders don't work with split fades
- 3581 Cannot un-park channels that are not in your partition.
- 3578 Channels above the number of channels in setup are being displayed.
- 3557 Backing out of a manual cue does not reset fader
- 3556 Manual up/down fades should split when both faders reach zero.
- 3547 Blackout button does not register in macro editor
- 3544 Able to connect two Backups to Eos.
- 3486 **[Fader Controls]** and encoder movements should be ignored by macros
- 3455 EOS always subscribes to MIDI System Exclusive In
- 3416 Lose LED momentarily when you switch sub types in blind
- 3415 Snapshot does not restore monitor configurations correctly.
- 3374 Whole cue info not visible on cue with many parts
- 3329 When an address conflict occurs within different parts of the same channel, a confirmation is not required.
- 3275 Selecting an address that is in a range that a fixture is already using does not assign the whole range to a channel
- 3062 Changing effect types in blind does not update automatically
- 2990 EOS always subscribes to MIDI/SMPTE Timecode with ID = 1
- 2937 MIDI time code events not syncing up between Master and Backup after opening from a different show
- 2914 EOS not responding to Stop all or Resume all MIDI instructions
- 2823 Fader combination buttons not recording to macros

Known Issues Remaining in v1.4.4 [Continued]

- 2769 Cue X Copy To Cue Y should copy chan level commands exactly
- 2764 The timing is incorrect when stealing/overriding channels from a Step Effect via a cue.
- 2753 Going from the Patch display to the Blind display via **[Cue] [Cue]** causes a syntax error.
- 2737 In table views of Live/Blind, flags (eg M, B) are cut off on channels 5/10/15/20/etcetera.
- 2636 The MSC command format 7F for All-types does not work.
- 2590 Applying a block to a cue where an effect is tracking causes effect to be replaced by level preceding effect
- 2567 Step Based Effects - Out of range values for on state and off state are allowed
- 2406 Physical Slider Pot handles do not accurately track between two consoles when moving multiple pot handles.
- 2316 Step Effect – deleted steps reappear if an arrow key is the first key pressed after deleting.
- 2066 A macros that includes the **[Tab]** button is a macro that causes a syntax error.
- 2050 Faders that do not physically track are causing levels to jump.
- 1996 **[Select Active]** is not grabbing active channels within a single part.
- 1568 In Live, <Channel> **[X] [At] [Enter]** is leaving a move to zero level when previous cue was null
- 1564 **[Flip]** is not sending fixtures to the exact same position.
- 1289 Cannot specify a parameter on the command line and use the Encoder.
- 453 Independent Submaster channels incorrectly turn grey.