

# ETC® Release Note

## Eos® Family Lighting Control Software



Product Line:	Eos Family Lighting Control
Description:	Version 2.2.0 software
Engineering Change Master (ECM):	500012570
Effective Date:	2014-06-12

### Purpose

This release supports direct output to a lighting rig via a PC/Mac, via a new product called Nomad. This change means that a personal computer can also be used as a primary or backup in a system with ETC provided hardware. Nomad 256, which outputs to a 1/2 universe replaces the current Eos Client Kit. 2.2 also supports Nomad Puck, which is the Nomad dongle in an ETC-supplied mini-computer. This release also adds new display and navigation tools, single monitor snapshots, and includes a variety of changes to effects and offset controls.



**Note:** *Eos Nomad PC and Eos Nomad Mac replaces the previous download options for offline/client software.*

This software release is highly recommended for all users of the Eos Family platform (Eos Ti™, Eos®, Gio®, Ion®, and Element™).

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](http://www.etcconnect.com).

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.

### Documentation

The current documentation for Eos Titanium, Eos, and Gio is the Eos Family v2.2.0 Supplement to Operations Manual Revision A, and the Eos Titanium, Eos, and Gio v2.0 Operations Manual Revision A. The current documentation for Ion is the Eos Family v2.2.0 Supplement to Operations Manual Revision A, and the Ion v2.0 Operations Manual Revision A. The current documentation for Element is the Eos Family v2.2.0 Supplement to Operations Manual Revision A. and the Element v2.1 User Manual Revision A. Please keep this release note with your user manual for descriptions of the newest features, changes and bug fixes in Eos Family. ETC manuals can be downloaded free of charge from ETC's website at [www.etcconnect.com](http://www.etcconnect.com). They are available in portable document format (.pdf), and viewable with Adobe® Acrobat® Reader™ v6.x and later.



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### Affected Products of This Release

The following Eos Family products are affected by this software release:

- Eos Titanium
- Eos
- Gio
- Ion
- Element
- Eos Remote Processor Unit (RPU)
- Eos Remote Processor Unit 3 (RPU3)
- Ion Remote Processor Unit (RPU)
- Net3 Remote Video Interface (RVI)
- Net3 Remote Video Interface 3(RVI3)
- Nomad (Client/Offline)
- Nomad Puck

### Key Enhancements in 2.2.0

- Support of Nomad 256, 1024, 1536 and 2048
- Support of Nomad Puck 256, 1024, 1536 and 2028
- Fixed Tab Numbers
- Framed, user adjustable displays
- Multiple workspaces per display
- Single Monitor Snapshots
- User designation of where new tabs open
- New channel distribution tools for Offset
- Channel level effect overrides
- Default Preheat time
- Additions to About
- Macro editor changes
- Add snapshots to Element
- Ion, Element, Ion RPU, and the Net3 RVI are now shipping with Windows 7 and a revised motherboard/SSHD.

### Key Enhancements in 2.1.0/2.1.1/2.1.2

- GUI and output performance optimizations
- BMP and tap rate for effects
- Tabs in Element
- Cue list index in Element
- CIA favorite in Element
- [Shift]+ Direct Select to post unterminated to the command line
- Magic Sheet enhancements
- Changes to Magic Sheet channel selection
- [Query] {Unpatched}
- Parameter allocation counter in About
- Increase channel count to 16,000 (not available in Element)

### Key Enhancements in 2.0.1

- Latching data and time
- Rem Dim at percentage of current value
- User -based Capture Latch
- Loading a cue with a temporary time
- Increase number of submasters to 999

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- Partitions on cue lists
- Auto-block clean up
- Auto-block indicator in PSD
- Changes to Update defaults
- Cut cues via [Shift] + [Go/Back]
- Indication of unsaved show data
- Mirror mode selection from shortcuts
- Magic Sheets on Direct Selects
- [Recall From] [Park]
- Change to Swap in Patch
- Channel Subgroups
- Import Custom Gobo images
- Increased number of pixel maps to 40
- Patch by Channel in Virtual Media Server
- Addition of 2nd color picker in Virtual Media Server
- FDX dimmer feedback

### Issues Corrected in v2.2.0

- RND 0027021 Cannot change Invert P/T or Swap P/T on multipart channel is a part of the same channel has already been modified.
- RND 0026974 Unpatched Desk Channel Parts Can Cause Shutter and Color Issues on Other Channel Parts
- RND 0026969 [Effect 1 Step 1 MoveTo] results in syntax error
- RND 0026906 Single Monitor snapshots recalled from the command line should only affect the monitor from which they were recorded
- RND 0026890 Backup and Client devices are displaying different manual levels while using level wheel.
- RND 0026876 Nomad Launch Eos/Element selection
- RND 0026875 Nomad (without a dongle)- [Primary] should be replaced with [Offline w/viz]
- RND 0026847 Loading a Cue with a temporary time is permanently changing the time.
- RND 0026733 Live Rem Dim Preset not working
- RND 0026696 new Direct Select x25 implementation.
- RND 0026641 [chan 1 thru 5 Recall From cue 1] does not include the order of effect channels
- RND 0026623 Magic Sheets - add clock item
- RND 0026606 Some displays should only allow one instance.
- RND 0026601 New focus rules for "Controls" displays
- RND 0026595 Nomad - add popup virtual face panel window
- RND 0026580 Virtual Keyboard layout changes
- RND 0026538 Changing the home value for a parameter in patch requires a restart.
- RND 0026506 Shell - allow user configurable number of displays in Nomad mode
- RND 0026481 Shell changes for Nomad
- RND 0026445 Able to create multiple By Type channels in palette if channel isn't patched
- RND 0026366 Not possible to fade an NI in cue that fades intensity out and marks for another cue
- RND 0026364 Issues with French keyboard
- RND 0026350 New Channel Distribution commands after [Offset]
- RND 0026283 Fixed Tab Numbering
- RND 0026269 Pressing Tab should advance to the next numerical tab from the one in focus.
- RND 0026255 Add NOMAD Dongle Support
- RND 0026226 Allow user to designate where new tabs open
- RND 0026199 Make grids more interactive by adding click support to cells
- RND 0026188 Updating after [At enter] that sets manual reference is updating reference instead of cue
- RND 0026181 Allow BPM to be a cue level override for effects
- RND 0026159 Effects List Next/Last versus arrow button navigation.
- RND 0026154 Changes to Snapshots
- RND 0026151 UDP commands can't send text for labels
- RND 0026118 An out of sequence cue ignores Marks on channels that fade the intensity out before the mark
- RND 0026091 Display Virtual Media Server crossfade level in superscript by intensity in tombstone view

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### Issues Corrected in v2.2.0 [Continued]

RND 0026083 [Record Preset Next] creates a manual reference that doesn't work with query

RND 0026073 Cells in channel display table view are not clickable

RND 0026069 Highlight Rem Dim Preset is always treated as Full intensity

RND 0026067 Pixel Mapping - In/Out Point does not always take effect immediately

RND 0026062 PSD - active cue highlight rendering issues when last column hidden

RND 0026042 [Effect 1 Rate At Enter] in live should set rate to previous cue's rate

RND 0026026 [Chan X Scroller Calibrate] in Live can calibrate the frame to 1 DMX less than the current value being output

RND 0026019 Goto cue must be fired twice after an effect with Number of cycles and stopHold exit is fired

RND 0026011 [chan 1 thru 5 +%] with multiple cues selected, includes inactive channels

RND 0025967 RDM GUI Doesn't Update on a Rig of Identical RDM Fixture Types

RND 0025937 Eos Offline Mac installer is creating the ETC folder with the wrong permissions.

RND 0025897 Absolute Effects - Action 1 thru n Time (the SK) deselects all but action 1.

RND 0025878 About Palette/Preset

RND 0025796 Loading a New Show File Does Not Remove Attached Dimmer Errors

RND 0025786 BPM should impact all times of a step based effect instead of just the step time

RND 0025783 [Update Enter] should make updated cue the selected cue in PSD

RND 0025780 Manual levels are being updated even if they are inhibited by exclusive sub

RND 0025769 About Macro.

RND 0025757 Edit a Fixture's Parameter from 16 Bit to 8 Bit then back to 16 Bit, and Full DMX Control is Lost

RND 0025755 Single monitor snapshot implementation

RND 0025747 RDM Dimmer data not displayed until eos is restarted.

RND 0025731 Text justification off in table/spreadsheet views with negative values

RND 0025729 Inverted Pan tilt does not output correctly after changing fixture's user range until a restart or goto cue out

RND 0025712 Using [Update By Type] on a tracked value of a By Type Palette is causing the default channel to become active in Live.

RND 0025693 Editing a curve does not affect output until live level is changed for other reason

RND 0025686 Making an inhibitive sub exclusive is posting a syntax error

RND 0025675 Recall From/Copy to of nested data can yield absolute result if preset doesn't have data for new channel

RND 0025653 Parked addresses don't output in Offline when Offline Output is Enabled

RND 0025629 Better indication of Live/Blind state throughout application

RND 0025625 RFR commands stop working when the console is in the Fixture Editor

RND 0025614 Console runs random macro if typing while iRFR is entering macro number.

RND 0025609 Eos is not displaying all of the Jands HPC AirGap RDM properties.

RND 0025608 Add Default Preheat time to setup

RND 0025607 [Fader Page] from an empty page should skip to next page with content

RND 0025597 Restarting after loading a file with an inhibitive sub sets inhibitive sub to incorrect position

RND 0025587 Display physical fader page and id in cue list index's playback column

RND 0025586 Clearing labels is too difficult from ASCII keyboard

RND 0025582 Channels snap with sneak and LTP in cues

RND 0025581 Changing the language of a console is causing the PC keyboard to not work.

RND 0025575 About Cuelist

RND 0025574 Snapshot does not change which tab is open on non-focused monitor

RND 0025566 Manual split time cues not using down fader

RND 0025565 Channel About - channels inhibited by an IMaster should be so indicated.

RND 0025551 [Group Sub] should include subs effect channels

RND 0025536 Output column of Patch Display, doesn't show fading values on Backups and Clients

RND 0025535 Minimum button autorepeat speed is too slow

RND 0025534 A non [User\_Mode] macro fired by a cue or showcontrol should clear the background command line

RND 0025526 Add more parameters to the All\_MSpeed button

RND 0025509 Add Support for ETC - DMX/RDM 1 Port Gateway to EOS

RND 0025508 Fixture Library is NOT Selecting the Proper Default Value for DMX Outputs

RND 0025477 Add ability to split workspaces into 2, 3, or 4 sections

RND 0025468 Deleting a channel in patch does not delete tracking levels from By Type Palettes

RND 0025467 Cannot label non-running effects from live

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### Issues Corrected in v2.2.0 [Continued]

- RND 0025466 When firing multiple macros at same time, empty or deleted macro will stop other macros from firing
- RND 0025465 Learning a BPM value with multiple Effects specified on the Command line - the BPM value is only applied to one Effect.
- RND 0025460 Creating new effect actions or steps should require a confirmation
- RND 0025452 Beam Sub Category Organization
- RND 0025439 EOS Is Not Exposing the RDM "Preset Playback" Command
- RND 0025435 Macro Editor changes
- RND 0025417 FDX 2000: Display "AF Load High" Status as "AF Breaker Trip" & "AF No Load" Status
- RND 0025415 Update is including other users highlight rem dim levels
- RND 0025379 Default About display
- RND 0025368 [Chan 1 CopyTo 2 OnlyShow] in Patch creates redundant By Type channels in by type palettes
- RND 0025364 Non-even effect trail not working with number of cycles
- RND 0025315 Moving level wheel while labeling channel in patch stops labeling
- RND 0025285 An immediate entry effect with a rate of 0 doesn't steal from other effects when fired
- RND 0025284 The {Blackout} button in the Grandmaster level / Blackout dialog window (that opens in the CIA) should be relabeled to {Disable Blackout}.
- RND 0025275 In Live, [GoTo Cue #] applies an autoblock to tracked parameter values.
- RND 0025260 Copying a 16bit parameter to an 8 bit parameter with a reverse DMX range can hang
- RND 0025194 The PSD should allow scrolling in Element
- RND 0025182 Properties Area in the Device List remembers last selected option even if this isn't the current setting.
- RND 0025122 The manual reference override indicator 'R' is displayed when copying channels that have referenced values to channels that are not part of that reference.
- RND 0025020 Element Offline: Clicking on the Fader Ribbons changes Fader page
- RND 0024929 The Patch, Device List / Dimmer display is different between the Master and the Backup.
- RND 0024801 Master regaining control from backup causes output issues with EDMX (Net2)
- RND 0024799 Deleting a range of steps in effects is causing additional steps to be deleted.
- RND 0024764 In Magic Sheets, clicking on an address object and then a second address object is posting Copy To on the CL.
- RND 0024762 About not showing output value when the MSB of a 16-bit channel is parked
- RND 0024693 On/Off key in Step Effects should just be labeled On.
- RND 0024600 Consoles in Client mode should NOT output on local DMX ports by default
- RND 0024412 [goto cue at% Time enter] continues to fade track after all other params complete
- RND 0024302 Double Patched Pixel Mapped Channels Remain Stuck at Highest Level
- RND 0024023 [Effect X MoveTo Effect Y] on Step based effect with no channels in any steps gives syntax error
- RND 0023981 After takeover, draft sACN outputs flicker
- RND 0023915 Show file modified indicator is displayed when CEM or RDM errors appear
- RND 0023890 A pixel map that uses a Start Channel outputs incorrectly
- RND 0023711 No pixel map output when running offline with offline output enabled
- RND 0023706 Changes to exposure of Rotating and Index parameters [Additional Virtual Mode Parameters & Catalyst Updates]
- RND 0023672 Shell - add option to display clock in 24-hour format
- RND 0023644 Offline: Tabbing the Pixel Map Edit Display to other screens only navigates the pixel map.
- RND 0023616 When opening a show file built on Mac Offline, the button text on magic sheet enlarge and no longer fits in the space given.
- RND 0023536 [group 1 offset 3/1 + group 1 offset 3/2] only selects offset 3/1
- RND 0023354 Advanced Show File open or merge should limit target fields to 5 digits
- RND 0023162 Mac - hovering over the PSD splitter with a mouse does not show the vertical resize cursor
- RND 0022882 Channel level asserts use timing of Part 1, regardless of which part they are asserted in.
- RND 0022568 Links to Non-existent cues should be so noted in the PSD
- RND 0022363 Hang countdown time shows an F instead of an H before the time
- RND 0021654 RecallFrom and CopyTo do not include effect attributes like rate and size
- RND 0021057 Magic sheet should indicate Live/Blind
- RND 0020437 Display m speed parameters by default in table view
- RND 0018137 The CIA should indicate the name of the file you are opening on an open/merge command.
- RND 0017907 Mac Offline should allow Viz support via Streaming ACN and/or Artnet
- RND 0017648 Should be able to Query for channels with a specific discrete time in Live
- RND 0016984 Print to PDF should use showfile name by default, not "ShowFile".

### Issues Corrected in v2.2.0 [Continued]

- RND 0016421 Cue list index does not display anything on expanded monitors
  - RND 0016349 The buttons on the Virtual Slider Control module do not call the Help Messages
  - RND 0016209 The selected Cue area (at the bottom of the Live and Blind displays) resets the column widths back to default on a Live / Blind change.
  - RND 0016079 Blind/Spreadsheet. Changing parameters and any patch change is changing the displayed page.
  - RND 0015700 (Mac only) offline does not send/receive UDP strings
  - RND 0015203 Discrete channel effect overrides
  - RND 0013970 Effect Status Display (ESD), after recording an Effect into a Cue, the ESD shows the Effect number in magenta.
  - RND 0013966 In the Effect Status Display (ESD), pressing [Attribute X] [At] is not working correctly for all Effect attributes.
  - RND 0013296 Eos Offline for Mac should not require Admin privileges
  - RND 0012900 [Escape] on the console does not work to close the virtual PC Keyboard in the CIA.
  - RND 0012322 There should be an "offset" button in sub, palette and preset blind views, and step-based Effect editing.
  - RND 0011709 Mirror displays can show 2 command lines
  - RND 0011590 Absolute Effect editor, [Action] [1] [Thru] [2] works, but [Action] [1] [+] [2] causes a syntax error.
  - RND 0010855 [Chan 1 thru 5 Effect 1 At Enter] and [Effect 1 At Enter] should remove effect 1 from those channels
  - RND 0005266 Effect Status display does not allow a value of 0 to be entered for Size, Shape, h Form or V Form. It also does not allow a - to be entered for Axis.
  - RND 0005119 Offline Client displays notifications while the app is minimized
  - RND 0004742 RFR loadQ, Goto Q, Playback display, Go, and Stop/Bk are inconsistent.
  - RND 0002759 Entering number in Step Effect Blind should sometimes default to Step selection not effect selection.
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### Known Issues Remaining in v2.2.0

- RND 0027148 [Shift + Escape] to lock desk can't be learned into a macro
- RND 0027099 Physical Direct Select Displays are not removed when Eos is started without physical direct selects
- RND 0027004 USB RFR does not work on Windows 8.1
- RND 0026888 Nomad, sACN output should be output on all NICs when enabled in the shell  
**Workaround:** While we don't have a reproducer, if a Nomad gets into this mode then saving the settings from the offline shell will fix it. (It will change sACN NICs to "all")
- RND 0026874 RFR does not work on Mac Nomad using USB to connect to base station or handset, it does work using the network
- RND 0026691 Martin Mac Viper Profile 16B Ext. – Selected Gobos are one off after placing the wheel in Rotate mode.  
**Workaround:** This appears to purely be a GUI problem. The fixture library and definitions are correct. Change mode from spin- to index to rotate = bug Change mode from spin- to rotate = no bug
- RND 0026600 Magic Sheets - items with "User" target are not working
- RND 0026596 The operating system should associate Eos show files (.esf) with our software and be able to be opened directly
- RND 0026551 Condition of PSD is not saved in persistent storage.
- RND 0026258 With shift down Effect Form encoder still displays Horizontal instead of vertical
- RND 0026147 When shutter strobe is marking, intensity outputs nonzero value output strobe  
**Workaround:** The user can either Disable automark on that cue, or put the shutter mode change in a follow cue.
- RND 0026088 Delay time causes display issues with shrunken time columns in PSD
- RND 0025881 Opening a magic sheet is clearing the command line
- RND 0025821 Undoing the deletion of a fixture from the Fixture Editor causes scroller calibration to be lost
- RND 0025691 [shift + select] doesn't restore psd columns on expanded displays
- RND 0025337 About Submaster
- RND 0024594 Paging arrows do not work with main displays when command history is visible in the CIA
- RND 0024093 RFR/iRFR/aRFR in Channel Check mode, [Chan @ Full Full] stops [Next/Last] from working.
- RND 0023453 Channel Pixel is unpatched with changes to show patch.
- RND 0023195 Magic Sheets - svg images containing "etc\_symbol\_\*" tags only render tagged elements
- RND 0022856 Pixel Mapping - flash causes ALL parameters of a fixture to flash, not just intensity-related parameters
- RND 0022673 Mirroring client can't clear message after master loses its backup
- RND 0017727 Asserting an I-Master Cue List not at full is lowering level before fading up
- RND 0016827 Snap Intensity Params are fading on timed HTP sub bump
- RND 0011875 Eos Client - Windows 7 compatibility issues
- RND 0011798 Build Step effect with Stop/Hold exit, stops at off states, not on states

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### Known Issues Remaining in v2.2.0 [Continued]

RND 0011789 LED doesn't blink when bumping Inhibitive subs  
RND 0011779 Rem Dim does not override intensities coming from Intensity Effects.  
RND 0011587 Resizing of the channel column in step effects doesn't stay as configured when you change steps  
RND 0010705 Element Channel/Submaster status not being followed on mirroring device

### Compatibility

#### ACN

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

#### ETCNet2 Network Compatibility

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

- **Eos® Family Lighting Control System** - Version 1.0.0 and later software.
- **Congo™ Family Lighting Control System** - 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.
- **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.

### Incompatibility

Eos Family v2.2.0 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)*

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Eos Family v2.2.0 is incompatible with hardware and software running ETCNet1.

### Installation Instructions

New Eos Family 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 Family network must be running the same version of software. Therefore, you must also update all RVIs and RPUs when you update your console.*

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### Software Installation

To update your console or offline software to the v2.2.0 release, you will need to download it from the ETC website, unzip the file, 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).

#### To update your console to v2.2.0:

- Step 1: Download the software from the ETC website ([www.etcconnect.com](http://www.etcconnect.com)) - click "Downloads" at the top of the page.
- Step 2: Unzip the file.
- Step 3: Transfer the unzipped file to a USB memory device.
- Step 4: Insert the USB device containing the software into an available USB port on the console.
- Step 5: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos Family software (**Browser>Exit**) or by starting up the console and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 6: Click on the **{Settings}** button. The settings window will open.
- Step 7: Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
- Step 8: 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 9: When the "Update Software" dialog pops up, click on **ETC\_EosFamily\_Console\_v2.2.0.9.0.96**, then click **{Install}**.
  - The software will copy to the hard drive before launching a standard Installshield application to direct you through the install.
- Step 10: Click **{Next}** to start the installation process.
- Step 11: Accept the terms of the license agreement and click **{Next}**.
- Step 12: A dialog box will open warning of losing show data if not saved to disk. Click **{Yes}** to continue. The console will install the software.
- Step 13: Click **{Finish}** to complete the installation process. The console will automatically reboot and then enter the ECU welcome screen.

### Offline and Client Software

For system requirements and installation instructions for Windows and Mac clients, please see the Eos Family Client Kit Quick Guide v2.0.



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### Firmware Updates

The following table shows the current firmware versions. For information on updating firmware, please see the ECU appendix of your console's manual.

Desk	Module	Current Firmware Version	Desk	Module	Current Firmware Version
<b>Element</b>			<b>Ion RPU</b>		
	Element Face Panel Board Firmware	1.1.90.Build 6 XPE / 1.2.90Build 7 for WEST*		Eos RPU Front Panel	1
	I/O Board Firmware	1.3.0.9.0.5		I/O Board Firmware	1.3.0.9.0.5
<b>Eos</b>			<b>RPU3</b>		
	Eos 1x5 Button Module	1.3		T3 10x2 RPU Button Board Firmware	1.1.0.9.0.1 (1.1.9.1)
	Eos Encoder Rev A:	1.7		I/O Board Firmware	1.3.0.9.0.5
	Eos Keyboard Rev C:	1.1	<b>RVI</b>		
	100mm Motorized Fader Rev D:	1.4 (or) 2.0		Eos RPU Front Panel	1.0
<b>Eos RPU</b>			<b>RVI3</b>		
	Eos RPU Front Panel	1.0		T3 10x2 RPU Button Board Firmware	1.1.0.9.0.1 (1.1.9.1)
<b>Gio</b>			<b>Ti</b>		
	Gio Fader Board Firmware	1.1.0.9.0.3(1.1.9 build 3)		Gio Fader Board Firmware	1.1.0.9.0.3(1.1.9 build 3)
	Gio Face Panel Board Firmware	1.1.0.9.0.3(1.1.9 build 3)		Gio Face Panel Board Firmware	1.1.0.9.0.3(1.1.9 build 3)
	Gio 6x2 Button Board Firmware	1.1.0.9.0.1(1.1.9 build 1)		Gio 6x2 Button Board Firmware	1.1.0.9.0.1(1.1.9 build 1)
	I/O Board Firmware	1.3.0.9.0.5		T3 6x1 Button Board Firmware	1.1.0.9.0.1(1.1.9 build 1)
<b>Ion</b>				I/O Board Firmware	1.3.0.9.0.5
	Ion Face Panel Revision F:	1.3			
	I/O Board Firmware	1.3.0.9.0.5			



#### **Note:**

*\*For Elements that have Windows 7 installed but do not have firmware v1.2.90 or higher, please contact ETC Technical Services.*

### Dual NIC Update

This feature allows the console to be connected to two separate networks. Dual NIC is available on Eos Ti, Gio, and RPU3. The new hardware for Ion, Element, Net3 RVI, and Ion RPU also include the dual NIC feature. For the second NIC to work fully, you must also install the ETC GCE Net3Svc v3.1 or higher. GCE is available for download from the ETC website ([www.etcconnect.com](http://www.etcconnect.com) - click "Downloads" at the top of the page).

Example applications:

- Support 2 separate Net3 Gateways, networks or sACN devices
- Support 2 separate networks (e.g., one sACN, one artnet, or one sACN and one Network Attached Server)
- One network for 'output' devices (sACN, EDMX, Artnet...) and one network for controls an interfaces (Consoles, RPUs, Show control)
- One combined network and one limited traffic for wireless devices



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**Note:**

*The two Ethernet ports must be configured to separate networks (subnets).*

*For proper operation, the two ports must NOT be connected to the same physical network.*

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### To enable the second network port

To configure the second Ethernet port on your console to match factory defaults, follow the instructions below. Otherwise, you may configure the second port to match your system requirements.

- Step 1: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos Family software (**Browser>Exit**) or by starting up the console and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 2: Click on the **{Network}** button. The network window will open.
- Step 3: Set the IP address for port 2.
  - IP Address - 192.168.91.101
  - Subnet Mask - 255.255.0.0
- Step 4: Enable DHCP Service for Port 2.
- Step 5: Click **{Accept}**. A reboot of the desk is required.

# ETC Release Note:

## Eos Family Software v2.2.0

### Software Components

#### Eos Family Lighting Control Software Components

Eos Family Console Main Application	<b>2.2.0.9.0.96</b>
ECU	2.2.0.9.0.34
XPe (Eos)	2.2.0.9.0.3
XPe (Eos with 2400 video card)	2.3.0.9.0.5
XPe (Eos RPU)	2.2.0.9.0.3
XPe (Eos RPU with 2270 video card)	2.3.0.9.0.2
XPe (Eos RPU w BCM motherboard)	2.4.0.9.0.4
XPe (Ion)	2.2.0.9.0.3
XPe (Ion with BCM motherboard)	2.3.0.9.0.3
XPe (Ion RPU)	2.2.0.9.0.3
XPe (Ion RPU with 2270 video card)	2.3.0.9.0.2
XPe (Ion RPU w BCM motherboard)	2.4.0.9.0.2
XPe (Element)	2.2.0.9.0.3
XPe (RVI)	2.2.0.9.0.3
XPe (RVI with 2270 video card)	2.3.0.9.0.2
XPe (RVI w BCM motherboard)	2.4.0.9.0.3
Wes7 (Gio)	3.0.0.9.0.20
Wes7 (Eos Ti)	1.0.0.9.0.9
Wes7 (RPU3)	3.0.0.9.0.20
Wes7 (RVI3)	3.0.0.9.0.20
Wes7 (Element)	7.0.0.9.0.2
Wes7 (Ion)	7.0.0.9.0.1
Wes7 (Ion RPU)	7.0.0.9.0.1
Wes7 (RVI)	7.0.0.9.0.1
Wes7 (Puck)	1.0.0.9.0.1
ACN Libraries	1.4.2.9.0.7
ETCNet2	4.0.19.9.0.1
Network Common	1.3.2.9.0.22
Network IPCFG	1.3.2.9.0.25
Carallon Library	10.2.0.9.0.9