The following information is new for version 1.9. This document is supplemental to information in the Eos v1.7 Operations Manual, Ion v1.7 Operations Manual, and Element v1.6 User Manual and should be used in conjunction with it.

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Save As

Pressing [Label] or [Delete] on the console, or DELETE on an alphanumeric keyboard will remove the default show label when doing a Save As.

{Manual} Flexichannel

A {Manual} softkey has been added to [Flexi]. This view shows the selected channels and any channels with manual data.

Playback Status Display Changes

Paging in the Playback Status Display

When focus is on the Playback Status Display, you can now use the paging keys to navigate in this display.

Moves Column in the Playback Status Display

A ‘MV’ column to indicate moves has been added to the Playback Status Display.

A ‘D’ will be used to indicate a dark move. A dark move is a non-intensity move of a channel that is at an intensity level of 0 in the associated cue. An ‘L’ will be used to indicate a live move. A live move is a non-intensity move of a channel that is also moving to an active intensity level.

Update Library

When a new library is installed on Eos Family consoles (for example, included in a software update), changes in library data will not automatically update your show files. This is to prevent library changes from affecting a functional show file.

Using the {Fixtures} softkey in patch will open up the list of fixtures used in the current show file. In this view, you will be able to tell which fixtures in the currently loaded show file differ from the console’s fixture library. For fixtures that have a library update, the {Update Lib} softkey will display in white, and for fixtures that don’t have an update, the {Update Lib} softkey will be greyed out.

Scroller Fan Curves

Curves can now be applied to the scroller fan parameter allowing for the output of the fan to be controlled by the intensity of the channel. The curves available for this are the same used for intensity parameters and cues.

To set a curve to a scroller fan, go to Displays>Patch>Attributes>Fan Curve for each scroller.

LED Virtual Intensity

All LED fixtures now have a virtual intensity channel that will act as a master for all LED parameters. LED parameters will default to full when controlled by the virtual intensity channel.

[Select Active]

On Eos, pressing [Select Active] once will capture all active levels. Pressing [Select Active] twice will capture all active manual levels and those from playbacks except for submasters. Select NonSub Active will post to the command line.

On Ion, press and hold [Select Last] to display the {Select Active} softkey. Pressing {Select Active} once will capture all active levels. Pressing {Select Active} twice will capture all active manual levels and those from playbacks except for submasters. Select NonSub Active will post to the command line.

New Palette and Preset Options

When recording palettes and presets, three new softkey options are available. Columns have been added to the palette and preset lists to indicate when these options have been applied.
{By Type} Palettes

By Type palettes are created with ‘default’ channels which contain values that can be assigned to any other channel within the same fixture type. By Type palettes can also contain discrete channel values.

By Type palettes will display a ‘T’ in the lower corner of the direct selects. A ‘+’ will display after the ‘T’ if there are channels stored with discrete data.

{Absolute} Palettes and Presets

Absolute palettes/presets are palettes/presets that when recalled the data is displayed and treated like absolute data applied to a channel. The data is never referenced.

An absolute palette/preset will display with an ‘A’ in the lower corner of the direct selects.

{Locked} Palettes and Presets

Locked palettes/presets are palettes/presets that are protected from being accidentally changed in Live.

A locked palette/preset will display a “L” in the lower corner of the direct selects.

Locked palettes/presets can be updated by specifically calling the channels and the record target, [channel list] [Update] [record target] [Enter]. Using [Update] [Color Palette] [1] [Enter] would not work in Live for a locked palette. However locked palettes and presets are not protected in Blind.

Storing a By Type Palette

If {By Type} is used when recording, the lowest number channel of each fixture type will be the default channel. Generally, when storing by type palettes, you will want only one channel of each fixture type in use. Any additional channels in that fixture type will be recorded with discrete data.

- [1] [Thru] [5] [Record] [Int Palette] [1] {By Type} [Enter] - Channels 1 through 5 are saved to Intensity Palette 1. Channels 1 through 5 are of the same fixture type. Channel 1 will be the default channel and channels 2 through 5 will be saved with discrete data.
- [1] [Thru] [5] [Record] {Intensity Palette 1} [Enter] - If a by type palette is recorded without using the {By Type} softkey and the default channel is included in the record, the default channel’s level will change and all other changes will be discrete.
- [1] [Thru] [5] [Record] {Intensity Palette 1} {Discrete} [Enter] - If a default channel is included in a record where {Discrete} is used and another channel is tracking it, the default channel will be changed to having discrete data and the lowest numbered tracking channel will become the new default channel. All other channels in the record will also have discrete data.

Editing By Type Palettes in Blind

In Blind, the default channel’s levels will display in blue, discrete data for the other channels will display in white, and any channels that are using the default channel value will display in magenta.

New softkeys available for editing palettes in blind are {By Type}, {Discrete}, and {Cleanup}.

- [3] {By Type} [Enter] - makes channel 3 the new default channel for that device type. If another channel for that type was the default channel, its data will now be discrete.
- [1] [0] [Thru] [2] [0] {Discrete} [Enter] - changes the levels for channels 10 through 20 to discrete. If any of those channels are default, the lowest numbered tracking channel will become the new default channel.
- [5] [Thru] [8] [At] [Enter] - removes the discrete data for channels 5 through 8. They will now use the default channel’s values.
- [Color Palette] [2] {Discrete} [Enter] - changes all tracking and default channels to discrete.
- [Intensity Palette] [5] {By Type} [Enter] - makes the first channel of each device type a
default channel.
- **[Beam Palette] [3] {Cleanup} [Enter]** - converts palettes created in earlier versions of Eos Family software to by type palettes. This command will use the first channel of each type as the default, and allow other channels of the same type to use that value upon recall.

### Updating By Type Palettes

Pressing **{By Type}** after an **[Update]** command, with a channel tracking but no default channel included in the update, will cause the lowest numbered tracking channel's level to be updated into the default channel. The tracking channel will remain tracking. This means that when updating a default value in a by type palette, you don’t need to know the default channel number.

When a default channel is included in an **[Update]** command without using **{By Type}** and another channel is tracking it, the default channel’s data will be changed to discrete. The lowest numbered tracking channel will then become the new default channel. Any other updated channels will be made discrete.

### Update Changes

The Update Dialogue Box has been modified in version 1.9. Now the dialogue box displays the target of the update, any labels associated with it, and the channels impacted by the update. By clicking on a target, it is possible to deselect it from the update. If you accidentally deselect a target, pressing **{Reset}** in the Update Dialogue Box will put the target back into the list.

Two new options have been added to the Update Dialogue Box. These options are **{Last Ref}** and **{Ref Only}**. **{Update All}** has been renamed to **{All}**.

### Update Styles and Modifiers

Update styles and modifiers for those styles have been divided in the Update Dialogue Box.

#### Update Styles

- **{All}** - this button will update the background cue and all references stored to that cue (nested and otherwise).
- **{Make Absolute}** - this button will update the background cue and convert all levels to absolute values, thereby removing any references.
- **{Ref Only}** - this button will only update the palettes or presets used in the cue, but will not update the cue itself. If a manual reference was used before using **{Ref Only}**, the last manual reference will be updated.

#### Update Modifiers

- **{Last Ref}** - this button will update using the last reference that was applied.
• **{Break Nested}** - this button now has a toggle state that does not change the update mode allowing it to be used with **{Last Ref}** or **{All}** as needed. This button will update a background cue’s preset, but breaks the reference to any palettes stored in that preset. For example, if cue 1 channel 1 references preset 3, and preset 3 was built using color palette 5. When updated with this option, preset 3 would be updated, color palette 5 would not, and the reference to CP5 would be broken in preset 3.

• **{Reset}** - this button will clear any commands after the **[Update]** command to quickly undo changes before **[Enter]** is pressed.

In 1.9, it is also possible to update palettes and presets that were set manually and then modified manually, by using **[Update] {Last Ref} [Enter]**. It is also now possible to update all references of a specific type, without updating cues or other references without specifying the target number, for example, **[Update] [Color Palette] [Enter]**.

In addition to these changes, it is now possible to select a default Update Mode in Setup. The new Update Setup option is under **Browser>Setup>Desk Settings>Record Defaults**. Eos/Ion will default to **{All}**.

### Discrete Timing

The [+][-] hardkeys can be used to increase or decrease discrete timing values.

- **[channel list] [Time] [+][3] [Enter]** - increases the discrete timing values by 3 seconds.
- **[channel list] [Delay] [-][1] [Enter]** - decreases the discrete delay value by 1 second.

### Multiple Intensity HTP Effects

Multiple intensity HTP effects are either step or absolute effects running on HTP submasters or cue lists. For multiple intensity HTP effects to run correctly, they must be recorded and played back from different sources.

For example, you create three separate step effects. Each effect impacts the same channels. For the three separate effects to run correctly you need to record them to three separate effect submasters or cues in separate cue lists. Either method will allow for each effect to run together according to the rules of HTP. But, for example, if you were to have three separate effects running on three separate effects submasters and you try to record that into one cue, the cue will only run the effects that were currently at the highest level at the moment of the record.
**About Channel**

While in the **Usage** screen for About Channel, if another channel is selected, you will need to hit the **Refresh Usage** button to see the information for the new channel.

**Releasing Intensity Master Submasters**

When non-intensity parameters on a intensity master submaster have been marked using the bump button, the LED on its bump button will now pulse to tell you that the non-intensity parameters have been marked.

Pressing the bump button for an intensity master submaster that is currently bumped will release the non-intensity parameters using the bump button timing. Its bump button LED will also be turned off.

**Creating a Mirror Mode Macro**

**Note:** An alphanumeric keyboard will be needed to create this macro.

To create a macro to place a device in mirror mode:

1. Set the User ID of all devices to match the Primary.
2. Press ALT + M to open the mirror mode display.
3. Highlight the device to mirror.
4. Press **[Learn] [x] [Enter]** to record the macro.

To create a macro to exit mirror mode:

5. With the console in mirror mode, press **[Learn] [x] [Enter]**
6. Press ALT + X
7. Press **[Learn]** to finish recording the macro.

Once the macros are created, you should save the show and set all User IDs back.

**Mac Client**

It is now possible to connect an Intel or PowerPC Mac as a client. Without a client dongle, a Mac client will only work in mirror mode. With a client dongle, a Mac will work like a PC client.

**Note:** Mac clients connected to Element consoles will only run in mirror mode.

Please see the Eos Family Client Kit Quick Guide Version 1.9 for system requirements and installation instructions.

**Note:** A Mac client will not support any external ETC USB devices, such as fader wings and the RFR. A Mac client will support the use of the iRFR.

**Scroll Lock**

Use of the SCROLL LOCK key to access Hot Keys on an alphanumeric keyboard when using a client or an ETC produced Eos Family processor is no longer required.

**Remote Software Installation**

Within a multi-console system, you can now remotely install software to all devices.
In the ECU, go to Setting>General>Automatically Update Software to enable. Once enabled, the devices can be remotely updated with the next version of software. Devices will receive the software update from the Primary. When you install software on the Primary, the software will first be copied to its hard drive.

With the devices synchronized with the Primary, install the new version of software onto the Primary. All devices will lose their connection with the Primary at that time. When the Primary comes back online after installing the software, all the connected devices will be forced to update their software before they can reconnect with the Primary.

**Remote Power On/Off**

In a multi-console system, it is possible to power on and off devices remotely. Remote Power On and Remote Power Off must be enabled on each device before it can receive the power on and off commands. In the ECU go to Settings>Network>Enable Remote Power Off and Enable Remote Power On. The default setting for both is “Disabled”.

**Note:** Remote Power On is only available for RVIs and RPUs, not on Eos, Ion, or Element. Remote Power Off will work for RVIs, RPUs, Eos, Ion, and Element.

The Remote Power commands are sent from the browser. The command for Power On is sent from Browser>Network>Power On MultiConsole System, and the command for Power Off is from Browser>Network>Power Off MultiConsole System.

**Note:** Only devices that synchronize with the Primary will be available for Remote Power On and Off.

**Fader Wing Paging**

The fader wings will now page in increments of 10.

**Note:** On a 2x10 fader wing, you can only access the first 19 pages of faders.

Holding down the [Fader Control] button while a fader wing is attached will cause the last button on the wing to toggle between Channel and Fader modes.

**Sneaking Channel Faders**

On Ion and Element, holding down [Sneak] while moving channel faders will allow them to be moved without asserting control.

**Note:** All devices must be upgraded to version 1.9 before remote software installation is available.
Softkeys

The ordering for softkeys available, when no channel is selected and when channels are selected, have changed.

<table>
<thead>
<tr>
<th>Softkey Pg 1</th>
<th>Eos</th>
<th>Ion</th>
<th>Element</th>
</tr>
</thead>
<tbody>
<tr>
<td>S1</td>
<td>N/A</td>
<td>Query</td>
<td>Select Last</td>
</tr>
<tr>
<td>S2</td>
<td>N/A</td>
<td>Address</td>
<td>Select Active</td>
</tr>
<tr>
<td>S3</td>
<td>N/A</td>
<td>Snapshot</td>
<td>Select Manual</td>
</tr>
<tr>
<td>S4</td>
<td>Address</td>
<td>Highlight</td>
<td>Park</td>
</tr>
<tr>
<td>S5</td>
<td>N/A</td>
<td>Assert</td>
<td>Fader Control</td>
</tr>
<tr>
<td>S6</td>
<td>N/A</td>
<td>N/A</td>
<td>Page Subs</td>
</tr>
</tbody>
</table>

Softkeys Available With a Channel Selected

<table>
<thead>
<tr>
<th>Softkey Pg 1</th>
<th>Eos</th>
<th>Ion</th>
<th>Element</th>
</tr>
</thead>
<tbody>
<tr>
<td>S1</td>
<td>Make Man Make Man</td>
<td>Replace With</td>
<td></td>
</tr>
<tr>
<td>S2</td>
<td>Make Abs Make Abs Make Abs</td>
<td></td>
<td></td>
</tr>
<tr>
<td>S3</td>
<td>Flash  Flash Chan Check</td>
<td></td>
<td></td>
</tr>
<tr>
<td>S4</td>
<td>Address Address Park</td>
<td></td>
<td></td>
</tr>
<tr>
<td>S5</td>
<td>Offset Offset Offset</td>
<td></td>
<td></td>
</tr>
<tr>
<td>S6</td>
<td>N/A</td>
<td>Mark</td>
<td>Flash</td>
</tr>
</tbody>
</table>

Softkey Pg 2

<table>
<thead>
<tr>
<th>Eos</th>
<th>Ion</th>
<th>Element</th>
</tr>
</thead>
<tbody>
<tr>
<td>Replace With Replace With N/A</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lamp Ctrls Fan N/A</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N/A Assert Lamp Ctrls</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N/A Highlight N/A</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chan Check Chan Check N/A</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Make Null Make Null N/A</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Changes to Ion

Tab Navigation

Ion now uses tabs for the displays. Ion’s [Swap] key will now perform the same actions as the [Tab] key on Eos.

The Live/Blind display is open as tab 1. The playback status display is always open as tab 2. Neither of these displays can be closed. With a single monitor, Ion will display a default tab 3, which is a combined Live/Blind and playback status display.
Other displays are numbered as they are opened. Tab numbering is useful for navigating to views.

From the Browser
When you open a new display (such as the cue list index, group list, or patch) and it is posted in a tab view, it will open on monitor 2 if in dual monitor configuration. If the display does not open as a tab view (such as "setup" or the browser) it will open in the CIA.

Closing Displays
To close any tab display, select the display by using the [Swap] key or other means of navigation. When the desired display is active, press [Escape] to close it.

To close a display in the CIA, press the [Displays] key and the browser will reappear.

To close all displays except for the Live/Blind display and the playback status display (tabs 1 and 2), press [Clear] & [Swap].

Selecting Displays
When a display is selected, the screen is highlighted with a gold border and the display name (such as “1. Live Channel”) will be in gold as well. When a display is not selected, there is no border and the tab name is grey.

If a display is already open, it can be selected in the following ways:

• Press [Swap] to change focus from the currently selected tab to the tab immediately to the right. If no tabs are to the right, the selection moves to the first tab on the left of all available monitors.

• Press [Swap] & [n], where “n” represents the tab number of the desired tab.

• Press [Live] or [Blind] to automatically bring Live/Blind into focus.

• Double press a record target button (such as [Preset] or [Submaster]) to either open the associated display or select it if it is already open.

Moving Displays
To move the active display from one monitor to another, press and hold the [Swap] key and use the page arrow keys to move the tab in the direction of the desired screen. One press of the left or right page keys will move the tab to the next screen in that direction. To move it back, press the opposite arrow key.

Query
{Query} is used to select channels that meet criteria specified by you. These selections are conditional, based on what type of luminaire a channel is or what that channel is doing, isn't doing, can do or cannot do. These criteria are established in the command line using the softkeys, the keypad, and the direct selects.

When {Query} is used, the softkeys change to:

• Is In
• Isn't In
• Can Be
• Can't Be
• Or
• Moves Only

Note: Ion will not allow multiple Live/Blind and Playback Status Display tabs.
The CIA also repaints to display the available keywords and fixture types by which you can search. These can be used in defining your query criteria.

As a query is defined in the command line, channels will be specified in the Live/Blind display. When an [Enter] command is used to end the query, the remaining channels of the query will be selected.

For Example:

You wish to find channels which are in color palette 2 and have an intensity of 50%:

• {Query} <Is In> [Color Palette] [2] [At] [5] [0] [Enter]

In the Live/Blind display, any channels meeting this criteria will be selected.

You may use [Next] and [Last] to cycle through the query selection, one channel at a time to control only a specific channel.

Other examples of using a query are:

• {Query} {Isn’t In} [Beam Palette] [2] [5] [Enter]
• {Query} {Luminaire} {Can Be} [Focus Palette] [8] [Enter]
• {Query} {Fixture Type} {Revolution} {Can Be} [Focus Palette] [6] {Isn’t In} [Cue] [4] [Thru] [9] [Enter]
• [Next] [Next] [Enter] - selects one channel from the query result.

Additionally, in patch you can define up to four “query” keywords for each channel. These keywords can be used to create a query condition as well. Buttons on the facepanel, such as [Time] can also be used to construct a query.

Adding Keywords in Patch

If you plan on being able to query channels based on a keyword association, the keyword must be defined in patch.

To enter a keyword for a channel:

Step 1: Press [Displays].
Step 2: Press {Patch}.
Step 3: Press {Database}.
Step 4: Select a channel or range of channels in the command line.
Step 5: Select one of the {Text (1-4)} buttons in the CIA to specify which keyword you are entering. A list of previously defined keywords will be posted. Select from these or press {New Keyword}. A virtual alphanumeric keyboard will appear.
Step 6: Type the keyword or words you wish to use.
Step 7: When finished, press [Enter].

Once keywords have been created, they will appear in the keyword section of the CIA when a query is performed.

Snapshots

Snapshots are record targets that store the current state of the Ion console and monitor configuration. These can then be recalled to instantly reset the console and displays to the state stored in the snapshot. You can choose which parts of the console and displays you wish to store as a part of the snapshot.
About Snapshots

When you record a snapshot, aspects of the Ion user-interface, based on user-preference, are stored so that you can recall them in the future. This allows you to bring the console back to a desired state quickly.

Snapshots can be used on Ion RPU's or Net3 RVIs to change what is currently displayed on the external monitors and how that information is displayed.

Snapshots contents are global. They can be stored and recalled on any control interface, other than Net3 RFRs. When recorded, they store the relevant settings of the device initiating the record. When recalled, they recall only the controls that are appropriate on the device the snapshot is recalled.

Control areas that may be stored in a snapshot are:

- Direct Selects - records the configuration, mapping, and current page of any direct selects in use.
- Encoders - records the current page of the encoders.
- Faders - captures the current state of all the faders including: current page, current fader configuration, position of all submasters and playbacks, any fader attributes, and pending cues.
- Monitors - records the current display and configuration of the external monitors.
- Filters - records the current setting of the record filters.

**Note:** Snapshots that store the faders do **not** include the active cue in a fader. They only include pending cues and fader attributes.

When snapshots are recorded, you can view them in the snapshot list. To view the list, navigate to Browser>Record Target Lists>Snapshots.

Recording Snapshots

To store the current state of the console, record a snapshot.

**For Example:**

```
[Record] {Snapshots} [1]
```

The CIA will display buttons representing the following areas of console:

- Monitors
- Faders
- Encoders
- Direct Selects
- Filters

By default, all of these elements are selected for storing. If you wish to store only some of these elements, select those desired by touching the button in the CIA. Selected elements will be highlighted in grey.

```
{Monitors} {Encoders} {Direct Selects} [Enter]
```

You can label snapshots or attach notes as desired.

```
{Snapshots} [1] [Label/Note] [text] [Enter]
```

Recalling Snapshots

Snapshots can be recalled in the following ways:

- from the keypad/command line - {Snapshots} [5] [Enter]
- from cues using the execute list
• from a recorded macro instruction
• from the direct selects - {Snapshot 4}

Since snapshots can be recalled from any device (except RFRs) on the Ion network, snapshots may be affected by the type of device they are recalled on. If the recalling device does not have the same physical layout or has other limitations that differ from the recording device, Ion will map the snapshot to the best of its ability.

**Editing Snapshots**

To edit or preview the contents of a snapshot, navigate to **Browser>Record Target Lists>Snapshots**

You can use [Next] and [Last] to navigate the list or you may specify a snapshot in the command line.

Once a snapshot is specified, the list displays five columns, one for each element. You may change the enabled elements by pressing the CIA buttons or the softkeys found beneath the CIA. If an element is added to the command line using the softkeys, it will be enabled when [Enter] is pressed. All other elements will be disabled.

**For Example:**

- `<Snapshots> [3] {Monitors} [Enter]`

This command will enable the monitors for snapshot 3 and disable any other elements.

**Deleting Snapshots**

You may delete snapshots using the following syntax:

- `[Delete] {Snapshots} [2] [Enter]`
- `[Delete] {Snapshot 5}`

**1-to-1 Submaster Mapping**

The automatic 1-to-1 submaster mapping of Ion has been removed. A quick way to map the submasters is still available.

In Blind, press `[Sub] [1] [Thru] [Thru] [3][0][0] [Enter]` which creates all 300 submasters. Now in Live, press `[Sub] [1] [Thru] [Enter]`, which selects all submasters created. Then you can hit the load button for the first submaster and it will load all submasters sequentially.

You can also use the `{Reset Subs 1 to 1}` button in **Browser>Clear**.

Holding down the [Fader Control] button while a fader wing is attached will cause the last button on the wing to toggle between Channel and Fader modes.
The following information is new for Eos Family software version 1.8. This document is supplemental to information in the Eos v1.7 Operations Manual and Ion v1.7 Operations Manual and should be used in conjunction with it.

**Mirror Mode**

Mirror Mode is used to mirror the displays of another device. When a device is in mirror mode, the only action allowed from that device is paging via the page keys and shut down/start up. When a device in mirror mode pages, it also pages the host.

Mirror mode is intended primarily to allow a designer or assistant to see the exact same displays as a programmer on the system. It can be used on any device on the network, including the primary processor. Any device being mirrored is referred to as the Host.

The is no limit to the number of mirrored devices a host can have. But a console currently in mirror mode cannot be mirrored.

**Using Mirror Mode on a Client without a Dongle**

A client without a dongle can connect to the network. When this is done, the client can only operate in mirror mode, and it will always connect to the primary processor. No other options will be available.

**Configuring Mirror Mode**

Configuring a device to connect in Mirror mode is done from the Displays menu in the Browser. When [Displays] is pressed, a {Mirror} softkey will be displayed. Pressing {Mirror} will open up a list of potential hosts in the CIA.

The mirror display can be navigated using the arrow keys or a mouse. When the required host is highlighted, press [Enter] or double click with a mouse to confirm the selection. This display can also be opened with the keyboard shortcut of ALT + M.

**Note:** While in Mirror mode, the display will also have options for exiting and powering off the device.
Displays

When a device is placed in mirror mode, monitor 1 on the mirroring device matches external monitor 1 on the host, and monitor 2 matches external monitor 2 on the host. A client will mirror as many monitors as it has available.

All formats used on the host device are shown on the mirroring device including flexichannel states, column widths, chosen parameters, and pages.

Note: Desk settings are not mirrored.

The CIA will open on monitor 1. The CIA on the device in mirror mode can be locked open or closed. When left unlocked, the CIA will expand and close as normal. Not all CIA displays shown on the device in mirror mode. The following CIA displays are synchronized:

- About
- Effects
- Effects Status
- Color Picker
- Curves
- Undo

The CIA can be completely hidden when locked by pressing the [Displays] key. Pressing [Displays] again will display and unlock the CIA.

Exiting Mirror Mode

Exiting mirror mode can be done by selecting {Stop Mirroring} in the mirror display or using the keyboard shortcut ALT + X. When exiting mirror mode, the device will return to its normal, working state.

Note: Clients without a dongle cannot exit mirror mode.

Shutdown/Start Up in Mirror Mode

When a device is shut down in mirror mode, it will restart in mirror mode mirroring the same host as before. If the host has changed settings, mirror mode will need to be reselected on startup.

Macros

Macros can be created to configure a device for mirror mode and to exit the mode. The RPU/RVI face panel configuration utility allows the face panel buttons to be populated with these macros.

Fan

Fan provides the ability to spread parameter and timing values in a range across a channel selection set and have those values be evenly spaced. Fan is applied by channel selection or group order. By default, fan operation is from the start channel.

Eos has a [Fan] button and on Ion {Fan} is a softkey. When [Fan]/{Fan} is pressed after a channel selection, the softkeys will repaint to the following fan styles:

- {Center} - The middle channel in the order is set as the start and will remain unchanged, and the first and last channels will change in different directions. The level wheel will decrease the lower number channels and increase the higher number channels. {Center} only affects the level wheel.
- {Reverse} - The selected channel order is reversed before applying the fan.
- {Mirror} - The middle channel in the selected order is used as the starting channel and the first
and last channels in the order are the end channels.

- [5] [Thru] [1][0] [At] [1][0] [Thru] [3][0] [Fan]/(Fan) {Mirror} [Enter] - sets channel 1 to 30%, 2 to 20%, 3 to 10%, 4 to 20%, and 5 to 30%.

- {Random} - The selected channels are put in a random order before fan is applied.

- {Repeat} - The number of channels that are fanned before the pattern is repeated.

- [1] [Thru] [1][2] [At] [5][0] [Thru] [7][0] [Fan]/(Fan) {Repeat} [3] [Enter] - sets channels 1,4,7, and 10 at 50%, 2,5,8, and 11 at 60%, and 3,6,9, and 12 at 70%.

- {Cluster} - The channels are put into collections, which contains channels with all of the same value.

- [1] [Thru] [1][2] [At] [5][0] [Thru] [8][0] [Fan]/(Fan) {Cluster} [4] [Enter] - sets channels 1 through 3 at 50%, 4 through 6 at 60%, 7 through 9 at 70%, 10 through 12 at 80%.

Fanning Parameter Data

Fan values can be adjusted with either an encoder or via the keypad. To adjust the fan values with an encoder, select the required channels and provide a baseline, if necessary, followed by [Fan]/(Fan).

If no value is entered, the current values will be used. When using encoders to adjust fan, it is not necessary to specify the parameter to be fanned. This is determined by the encoder used.

- [1] [Thru] [5] [Fan]/(Fan) [Enter] - selects the channels 1 through 5 and puts encoders and level wheel into fan mode.

- [1] [Thru] [5] [At] [5] <0> [Fan]/(Fan) [Enter] - selects the channels 1 through 5, sets a start level of 50% and puts encoders and level wheel into fan mode.

- [1] [Thru] [5] [Fan]/(Fan) {Mirror} [Enter] - selects the channels 1 through 5 and puts encoders and level wheel into fan mode with mirror style.

Fan From the Command Line

A level or time command that uses [Thru] or a list of references is a command line fan command.

Fanning References

When fanning references, such as palettes, if there are more that 2 reference lists are used then the data will be referenced data. The fan will be repeated if there are more channels than references.

- [1] [Thru] [5] [Int Palette] [1] [Thru] [3] [Enter] - sets channel 1 to IP1, 2 to IP2, 3 to IP3, 4 to IP1, and 5 to IP2.

If the list contains 2 or less references, fan will be set to the levels between the references as absolute data.

- [1] [Thru] [5] [Int Palette] [1] [Thru] [2] [Enter] - (Intensity palette 1 is all channels at 0% and intensity palette 2 is all channels set to 100%) sets channel 1 to 0%, 2 to 25%, 3 to 50%, 4 to 75%, and 5 to 100% as absolute data.

**Note:** The [Fan] key or (Fan) softkey is not necessary unless a fan style other than the default is needed.
Fanning Timing and Delays

Fanning timing and delays work exactly like fanning parameters.

- [1] [Thru] [5] [Time] [6] [Thru] [1] [0] [Enter] - sets the discrete times for channel 1 to 6 seconds, 2 to 7 seconds, 3 to 8 seconds, 4 to 9 seconds, and 5 to 10 seconds.
- [1] [Thru] [5] [Delay] [6] [Thru] [8] [Fan]/[Fan] {Mirror} [Enter] - sets the discrete delays of channel 1 to 8 seconds, 2 to 7 seconds, 3 to 6 seconds, 4 to 7 seconds, and 5 to 8 seconds.

Time Code Events

Linking Time Code Event Lists to Cue Lists

It is possible to link a cue list to a time code event list.

- [Cue] [1] [/] {Execute} {TimeCode} [3] [Enter] - links cue list 1 to timecode event list 3. If there is no timecode event list 3, it will be created as a SMPTE event. If the event list does exist but isn’t a timecode event, an error will display. Once a cue list is linked to an event list, the cue list will display the timecode in the external links field for any cue triggered by the associated event list. This also enables editing the timecode from Live.
- [Cue] [1] [/] {Execute} [Enter] or [Cue] [1] [/] {Execute} {TimeCode} [Enter] - will remove the link.

The cue list display for each cue will display the time of the first event in the linked time code list that triggers that cue.

Creating and Editing Time Code Events in Live

It is possible to create and edit time code events while in Live.

- [Cue] [3] {Execute} {TimeCode} [5][4][5] [Enter] - changes the time of the first event that fires cue 3 to 5:45.
- [Cue] [5] {Execute} {TimeCode} [-] [6] [Enter] - subtracts six frames from the current time. [-] will add six frames to the current time.
- [Cue] [1][0] [Thru] [2][0] {Execute}{TimeCode} [+][4] - adds four frames to the current time of each cue within the range. [-] would subtract frames from the current time.

Time

When the [Time] button is pressed on a terminated command line, the selected cue is always displayed for time modification. To add discrete timing to channels on a terminated command line, those channels must be reselected. The [Select Last] command can be helpful.

Color Encoder Page

The first page of the color encoder will provide some scroller control, such as frame selection, on the top encoder. The next three encoders will control HS, CYM, or RGB color mixing. There will be buttons on the first page for switching between HS, CYM, and RGB. The HS controls will include buttons for {Brightness to Full}, {Home}, {Min}, and {Max}. The CMY and RGB controls include buttons for {Home} and {Max} for each of the parameters. No {Min} button will be displayed.