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.

**Note:**

The [Fan] key or (Fan) softkey is not necessary unless a fan style other than the default is needed.

To adjust the fan values from the command line:

- [1] [Thru] [5] [At] [1] <0> [Thru] [5] <0> [Enter] - sets channel 1 to 10%, 2 to 20%, 3 to 30%, 4 to 40%, and 5 to 50%. This is the default fan adjustment and the [Fan]/(Fan) command is not necessary.
- [1] [Thru] [5] [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%.

**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.
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 an 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. [+1] 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. [-1] 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.