ETC Release Note
Eos® Family Lighting Control Software

Product Line: Eos Family Lighting Control
Description: Version 2.4.0 Software
Engineering Change Master (ECM): 500015904
Effective Date: 2016-08-04

Purpose

The primary purpose of 2.4 is to add new controls for fader configuration, as well as increasing the
types of content that can be used for direct playback. 2.4 also adds scene breaks for cue lists, sACN
input, modes for specific parameters, live/blind and PSD configuration tools, cue notes, preview mode,
a what’s new tab, and changes to shutter controls. Additional new functions are provided, see Key
Enhancements in v2.4.0 on page 2.

Note: The new controls for fader configuration do not currently apply to Element.

Please be sure to read the 2.4.0 supplement to become familiar with all of the changes before
installing 2.3.3. This software release is highly recommended for all users of the Eos Family platform
(Eos Ti™, Eos®, Gio®, Ion®, Element™, ETCnomad™, and ETCnomad Puck)

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 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

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 v2.4.0 Supplement to
The current documentation for Ion is the Eos Family v2.3.3 Supplement to Operations Manual Revision A,
and the Ion v2.0 Operations Manual Revision A. The current documentation for Element is the Eos
Family v2.4.0 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. 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™ v8.x and later.

Affected Products of This Release

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

• Eos Titanium
• Eos
Release Note:

Eos Family Software v2.4.0

- 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)
- ETCnomad (PC & Mac Client/Offline)
- ETCnomad Puck

Key Enhancements in v2.4.0

- Presets and IFCB Palettes on Faders
- Fader button and slider config
- 10 priority states
- 10 priority background states
- Back from first and go from last behavior
- Discrete playback setting
- Increase fader pages from 30 to 100
- Add Release and Off times to setup
- Option to include park buffer on a show load
- sACN input
- Scene Breaks
- Cue Notes
- Live/Blind and PSD config
- Page the PSD without putting focus on it
- Tab labels
- Documentation tab
- Preview mode
- More modes for specific parameters
- ML controls changes
- Shutter controls changes
- Cue List and Sub List changes
- Macro color ID
- Call macros on specific user or device

Key Enhancements in v2.3.3

- Modified channel selection behavior from soft controls
- Emergency Mark options for “Mark Earliest M Cue” behavior
- Optional Step times in Absolute effects
- Optional Parameter settings in Absolute effects
- sACN universe expansion to 999 universes
- Added a fader object to Magic Sheets
- Installer Archive (For more information, see Installer Archive on page 8)

Issues Corrected in v2.4.0

RND 0037590 Fader Config: Presets and Palettes should be referenced data when played back
RND 0037577 Fader Ribbon: non-discrete instance indicators for playbacks
RND 0037571 Fader Ribbon: indicate “activeness” - whether or not the fader is affecting output
RND 0037548 Displays: Direct Selects: Double Clicking on a Scene button should fire the Cue
**Issues Corrected in v2.4.0 [Continued]**

- RND 0037518 Mac/PC Nomad: Pop up keyboard detaches from the floating window when moved.
- RND 0037327 Default playback faders to discrete, except when loading pre-2.4 showfile for any playback that is mapped to multiple locations
- RND 003719 Unmap faders whose targets have been deleted
- RND 0037207 Preset faders with effects should default to “hold” dwell time.
- RND 0037093 Effects from outside partition can be recorded into cues with [Record Only], even if cue list is partitioned
- RND 0036872 Fader Config - New fader ribbons
- RND 0036836 [Format] should not show/hide fader ribbon on PSD
- RND 0036764 Pixel Mapping Loses Color Calibration on Custom Fixtures After EOS Restart
- RND 0036752 Increase number of fader pages from 30 to 100
- RND 0036718 Manual Control: Shutter Controls: Invert Shutter Assembly
- RND 0036635 In IP blind, tombstone view, Intens Mech isn’t displayed until Intensity has a level.
- RND 0036545 Fader Config Redesign: Mapping Cue Lists to Fader
- RND 0036536 Can’t “Attach” Both CEM+ or CEM3 Dimmers When Dimmer Doubled
- RND 003648 [Macro X Device] should display a selectable list of online devices to choose from
- RND 0036276 Magic Sheet Display: Click-And-Hold on the MS tab should trigger Zoom to All
- RND 0036254 System Count is incorrect in multiconsole situations
- RND 0036237 Eos ASCII Export: writes virtual/nxon-existent parameters
- RND 0036205 About and Effect editor should use ShowReferences labels setting from default Channel display tab
- RND 0036172 Cannot configure ‘String Tx IP Address’ using 4Port Gateway w/Serial Sled
- RND 0036100 Choosing to include the Park Buffer in a file open should require a confirmation.
- RND 0036047 Manual Control: Fader Config: [Fader Page] should skip empty pages
- RND 0036045 Manual Control: Fader Config: The Fader List
- RND 0036035 Manual Control: Fader Config: Controls for Grand Masters
- RND 0036034 Manual Control: Fader Config: Faders mapped to non-sub targets
- RND 0035955 Absolute effect after delayed move is also delaying
- RND 0035912 Some Fixture’s Modes Should Be Exposed as Less Ranges
- RND 0035907 Mac - Ctrl+8 to toggle command entry mode, leaves Ctrl key stuck down (only on Mac)
- RND 0035808 Shell - locally reinstalling software from the AutoInstall folder on a console does not work
- RND 0035754 Double pressing [shift + Label] should latch the displaying references state
- RND 0035693 ETC ColorSource PAR & Spot Deep Blue have the wrong WhitePoint
- RND 0035685 Add a Scene End row to the PSD
- RND 0035673 Add support for ColorSource Linear and V1.4
- RND 0035648 Snapshot: Displays Don’t Recall Correctly to a Non-Visible Workspace if the Display Didn’t Exist Previously
- RND 0035637 New Direct Select classic tab should default to 1x if there’s not enough space for 2x
- RND 0035594 [Go to Cue][Shift] [Home] to go to the last cue of the list.
- RND 0035536 Some show control events are missed when simultaneously learning 2 or more sub bumps at the same time
- RND 0035499 UDP/OSC – When changing the OSC TX IP address for OSC, Eos stops network traffic for 2500ms and the backup takes control
- RND 0035466 Fader Config: Unmark: At Zero
- RND 0035465 Fader Config: Off When Stomped
- RND 0035404 OSC - direct select support for Scenes
- RND 0035386 Displays: Cues: Notes in Cues, add column to PSD
- RND 0035284 [Group 1 \} in highlight mode is highlighting entire group
- RND 0035277 First MIDI time code event can get skipped. This only fails with an external source.
- RND 0035228 Moving a channel in patch doesn’t update effects in Presets
- RND 0035180 Changing Users is not refreshing the master playback on PSD if master playback isn’t mapped
- RND 0035172 Eos ASCII format: By Type Palettes & Presets not supported
- RND 0035104 Eos ASCII Import: doesn’t handle unpatched fixtures
- RND 0034999 Eos ASCII Import: Dimmer Curves 901-911 are cluttered
- RND 0034993 Eos ASCII Import: unpatched devices missing in Groups
- RND 0034962 [Chan X CopyTo Y HTP] does not work across a range of cues
Issues Corrected in v2.4.0 [Continued]

RND 0034869  Gadget does not work on Nomad in 2.3.0 thru 2.3.3 unless a pre 2.3 version of Eos was previously installed
RND 0034846  Magic Sheets - previous background remains after show cleared
RND 0034839  OSC - local OSC object in magic sheets should always work regardless of show control setup options
RND 0034836  Clients should install fixture library patches from the master they are connected to
RND 0034816  LW Import- Add an option to import just the patch database text
RND 0034706  Setup: Allow +/-% to be larger than 100%
RND 0034692  Magic Sheets - left/right icons in alignment popup menu are backwards
RND 0034660  ML display can't scroll to second page of Virtual layer mixer modes
RND 0034578  Allow user customization of strings for OSC show control commands for enhanced 3rd party integration
RND 0034498  Add Number of cues column to cuelist index
RND 0034454  Remove the IFCB palette buttons at the bottom of the ML controls tab.
RND 0034444  Single screen snapshots with PSD don't recall column width unless fired twice
RND 0034431  ML Controls should display multiple rows of parameters when there is room
RND 0034417  If you change the LCD Brightness in setup and restart, it increases by 5
RND 0034416  DS Brightness does not persist through a restart
RND 0034380  Cuelists: GoFromLast and BackFrom First modes
RND 0034380  Clear button can get left in a stuck on state.
RND 0034335  Add [Ctrl + Backspace] hotkey to clear label
RND 0034329  Faders on Universal Fader Wing can have scrambled fader assignment indicators
RND 0034326  Intensity does not move when linking to a cue that preheats for next cue
RND 0034322  CSV export does not include time code for cues
RND 0034288  Pressing [tab] or [Displays] while labeling treats the key as held down until you press it again.
RND 0034267  RDM DMX Personality Change Can't Set DMX Footprint to 0
RND 0034252  [chan X copyTo Chan Y DMX] should remove the gel reference if it exists
RND 0034205  Do not change the background color for DS (either flavor) when switching from live to blind.
RND 0034186  Initial Default Value of Moded Parameters Can Be Wrong Immediately After Patching
RND 0034129  RDM Subdevices with Multiple Personalities Not Handled
RND 0034121  Can't Change DMX Address of RDM Sub-devices
RND 0033947  Shutter Control Inconsistencies
RND 0033861  [Chan Check] softkey is not available after setting a gel with the command line
RND 0033788  Add Gel “Transmission” to Fixture Library Definitions
RND 0033776  Patch/Attributes softkeys should be the same as Patch/Patch
RND 0033726  Add Execute list to Submasters (macros, snapshots, serial strings)
RND 0033681  PSD: Link Cues should display a colored row after them similar to how we display scene breaks
RND 0033615  Allow more priority options and separate background priority
RND 0033590  About Channel - Library Data is blank when fixture type assigned but not patched to an address
RND 0033474  Can’t Calibrate the Gels of a Custom Single Range Scroller
RND 0033460  Effect List: Scroll Lock key stuck on (but still works)
RND 0033445  Add Scenes to Direct Selects and CIA after [Goto Cue]
RND 0033372  [chan 1 copyTo Chan 2] or changing fixture type with a gel reference, should recalculate the gel reference on target chan
RND 0033307  ETC RDM Subdevices Do Not Display Unique Labels
RND 0033209  Percent Column in Sub blind does not refresh when sub is moved
RND 0033198  About config should be saved/recalled in snapshots
RND 0033126  Setup: Release and Off Timing
RND 0033120  Displays: PSD: Paging the PSD
RND 0033119  Displays: Reorganize Cue Softkeys
RND 0033115  Setup: Remove Display Setup Options
RND 0033091  Displays: Move Config Gears to Tab
RND 0033086  Params cannot be edited for multiple steps in a step based effect
RND 0033078  Ion: Shift + Color Path does not work
RND 0033042  Mouse wheel move in the scroller editor zooms the patch display
RND 0033013  [Sub X at 50 Sneak Time Y] sets sub's LTP parameters to full instead of Y
Issues Corrected in v2.4.0 [Continued]

RND 0033008  [Goto cue X] doesn’t affect fade time of channels already fading to background
RND 0032999  Modify DMX assignment of Locked parameters in custom fixture profiles
RND 0032972  When using the Arrow Keys to edit a Label, the cursor location is not visible for spaces
RND 0032901  Displays: PSD: Add Scene Text to Cues
RND 0032900  Add [Notes] field to Cues
RND 0032812  Autopage PSD so that selected cue is 1/4 from the top instead of halfway down
RND 0032779  It should be possible to Copy and Move labels, scenes and notes to other targets
RND 0032777  Change BMP sample from 5 to 3.
RND 0032717  Pixel Map – Parked or Shielded virtual channels should always win over pixel map output (when double patched)
RND 0032685  MultiConsole Enabled port setting needs to be enforced on all connected devices including Client and Backups
RND 0032648  Virtual Keyboard - Text resizes on all keys instead of keys where text needs to fit
RND 0032644  Remove 3rd Display Icon - Split channel/PSD view.
RND 0032424  Add to Setup/Displays an option to disable in cell editing/clickability.
RND 0032365  In patch, clicking on the address grid in the CIA should post port/offset when display is in port/offset mode
RND 0032312  Patch/Fixtures Add a number of Addresses column
RND 0032142  Add Time Code Disable notification
RND 0031796  Color Path Does Not Appear in Record Targets List in the CIA’s browser, Partial show load buttons, or Print
RND 0031794  Add to About Cue a list of channels with discrete time/delay.
RND 0031792  Adding a channel to a selection in highlight mode is temporarily lifting the highlight state.
RND 0031381  Lightwright: Patch favorites should be listed at the top of the fixture tree in Lightwright Import
RND 0031373  Cannot learn a macro to map a playback to a particular fader/page
RND 0031046  Eos offline doesn’t show the current partition or user.
RND 0030468  Scaled Park is incorrectly displayed in Channel About
RND 0030347  Pressing About should never collapse the CIA
RND 0030254  On LTP subs, Virtual Faders result in different level than physical faders
RND 0029733  In Patch/Fixtures, fixtures that do not need updating are still sometimes displayed in white text instead of gray
RND 0029615  Patch display always shows a ‘-‘ after the scroller if its a Wybron Revolution
RND 0029583  Console Hardware : Add Support for Console Acc. (Motor fader Wings)
RND 0029548  can’t make the [é] character with German virtual keyboard.
RND 0029535  Changing an effect type should not clear the effect label.
RND 0029484  Martin - Mac 401 Fixtures are Not Grouped correctly
RND 0029457  Eos and Nomad installers should be unified into one installer
RND 0029226  Recording a cue does not change current cue on connected clients in same cue list
RND 0029103  Profile discrepancies with Robe Robin 300/600 LedWash fixtures.
RND 0029082  Multiple presses of the Apply function in Pixel Map Edit mode causes Universe and Address values to multiply exponentially
RND 0029066  Changing fixture type should not change the existing scroll
RND 0028958  “Open New Tabs Here” should be reflected across workspaces.
RND 0028956  Add [Preserve Native Levels On Patch Change] setting to translate levels in show on patch changes
RND 0028855  “Open New Tabs Here” should be reflected across workspaces.
RND 0028531  Show control: Event Lists : SACN in, OSC, and Strings firing events
RND 0028506  Merge with decimal four digit record targets does not work
RND 0028477  Multiple instances of the pix map preview tab should be able to display different pix maps.
RND 0028186  Add the “Notes” information derived from patch to About Address.
RND 0028102  File IVO: Add option to Read Park from showfile
RND 0028083  Displays: Channel Display: Preview Mode
RND 0028048  Displays: Live/Blind: Configuration
RND 0028044  Displays: ML Controls: Enhancements
RND 0028040  Manual Control: Storing and Displaying Parameter Modes
RND 0028036  Manual Control: Shutter Controls - Allow reordering of each channel's shutters in patch
RND 0028030  Default About: Add allowed Addresses
RND 0028022  Displays: PSD: Configuration
RND 0028020  Displays: What's New/Documentation
RND 0027860  Add User Id and device name fields to Macro, to always fire on that user id or device
RND 0026626  Loading a Sub after a Sub n copy to Sub x command is loading the incorrect sub master.
Release Note:

Eos Family Software v2.4.0

Issues Corrected in v2.4.0 [Continued]

RND 0026609  Displays: Show more info on Tab text
RND 0026551  Configuration of second PSD tab is not saved in Snapshots or a restart
RND 0026281  [Record] [Sub] (Sub Bump) does not post number to command line
RND 0026205  Cue Part Labels with only numbers are fully left justified in the label column and leading 0's are hidden
RND 0026204  Marking can remove Ni moves from first cue in cue list.
RND 0025987  ML Controls - should be able to invert Pan/Tilt widget to mimic physical hang positions of moving lights
RND 0025485  Add an option under Cue Execute to “Go after Loop” to fire next cue after a follow/link loop sequence
RND 0025146  ML controls color picker needs a 2nd press before you can drag when starting without a completed command line
RND 0025130  ML control does not show attribute tiles in Palette Blind modes until the parameter has a stored level
RND 0025087  ML controls and encoders: display level in same colors as channel display
RND 0024514  Button Color indicators for macros and snapshots.
RND 0024245  Add “Cue Time” as an option in setup [Goto Cue Time] and [Back Time]
RND 0023680  Additional cue list information in the PSD
RND 0023350  HTP ownership, when matching levels, should be transferred in an LTP fashion.
RND 0020851  ASCII Export: Doesn’t include patch keywords and notes
RND 0019092  Allow [Thru] to type range of targets in advanced partial show merge
RND 0018759  PDF files don’t write out any notes from patch
RND 0018539  Labeling a cue list that is already loaded to the fader wing is not updating the label.
RND 0017794  Add to the PDF report a list of devices patched in the show with a count of how many devices are in use by type.
RND 0016634  Grandmaster is ignored when Ion is connected to a non-Ion master
RND 0015850  ASCII shows do not import Show Control Events
RND 0015817  CIA doesn’t stay hidden or locked on a RPU or RVI after a restart of application
RND 0015676  There is no syntax to remove action from Show Control event
RND 0013163  Z Rotate wheel should be visible when ML Controls opens for Virtual Media Layers
RND 0011726  Change command line behavior of the Cue List Index to select cue lists instead of cues more easily
RND 0011699  Importing from an Ion Ascii file-Palettes do not come in correctly.
RND 0011396  Split PSD should avoid displaying the same cue list
RND 0011221  ML Controls does not display level if selected channels have different levels
RND 0004966  The Freeze and StopEffect buttons aren’t implemented for subs
RND 0002942  Color and Gobo Wheels stick when fixtures personalities switch
RND 0001634  ML Controls does not display level if selected channels have different levels
RND 0001626  Motorized Faders are not tracking grandmasters in the virtual sliders, or from MIDI commands

Known Issues Remaining in v2.4.0

RND 0037164  Selection Bounces in Fixture Editor Table when Scrolling Off of the Right Side
RND 0034936  Delayed parameter moves on non-Intensity color parameter snap from previous level.
RND 0031006  Loading an Eos showfile with hang times on Element does not converting hang times to the expected follow time
RND 0030682  Channel X [Copy To] and [Recall From] is not including channels modified by exclusive sub

Workaround: [1 Make Manual], [1 Copy To 1 Enter] will work.
RND 0030323  rFie/aRFR – GoToCue Enter syntax broken.
RND 0030257  Captured channels manual effects not recording into existing sub
RND 0029871  When editing a scroll, the blank space to the right of the scroll bar can select a gel
RND 0029865  Macro editor display is empty if it is displayed in too small of a window

Workaround: For both cases, closing the CIA works as expected.
RND 0029823  2 pixmaps with the same server channel can output incorrectly.
RND 0029769  Custom fixture editor giving error when editing mode ranges
RND 0029752  Rate overrides less than 10 running too slow
RND 0029708  Print to file will crash if there isn’t enough space available
RND 0029193  [Magic Sheet 1 Copy To Magic Sheet] resets the command line, [Magic sheet 1 CopyTo 2] does not
RND 0029191  About Channel Usage: does not show the cue usage for Channels that have no patch information
RND 0029155  Macro that turns on/off the internal SMPTE clock doesn’t work in the show control display.

Workaround: Set the macro mode to Background.
Release Note:

Known Issues Remaining in v2.4.0 [Continued]

RND 0028654 When manually starting and stopping an effect, we should be using the entry/exit time to control the fade in and out.
RND 0028367 Virtual Keyboard - cannot use Tab + Arrow keys to move displays.
RND 0027991 Undo selection does not properly track to different devices of the same user.
RND 0027983 Undoing manual values snap to prev level instead of using Manual time in setup
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 if you restart Eos on Windows 8.1
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 0025821 Undoing the deletion of a fixture from the Fixture Editor causes scroller calibration to be lost.
RND 0024093 RFR/RFR/aRFR in Channel Check mode, [Chan @ Full Full] stops [Next/Last] from working.
RND 0019795 Direct Select labels do not handle using the characters (_) and (-) as word separators
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
RND 0011779 Rem Dim does not override intensities coming from Intensity Effects.
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:

CAUTION: Eos ETCnomad (Mac and PC) and Puck do not support ETCNet2 protocol. See the Incompatibility section.

- 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 v2.4.0 is incompatible with hardware and software running ETCNet2 software prior to those listed above.

CAUTION: Until your ETCNet2 nodes and Net3 gateways running in Net2 mode 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 (v4.0.6)
- 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 v2.4.0 is incompatible with hardware and software running ETCNet1.

Eos ETCnomad (Mac and PC) and Puck are incompatible with hardware and software running ETCNet2 protocol.

Installation Instructions

For new Eos Family consoles, ETC has implemented a method to include the latest software installers directly on the console's hard drive when they initially ship from ETC. For future releases, you will need to download the Eos Family software from the ETC website, www.etcconnect.com.

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.

Installer Archive

To check to see if a newer version of Eos software is available on your console, navigate to ECU>Settings>General>Software Update.

When the software update window launches, it will show you the available Eos versions found.

If there is an available update and you wish to install it, follow the on screen steps for updating the console’s software.

The Installer Archive can also be used to save multiple software versions onto your console’s hard drive in case you wish to downgrade.

Software Installation

To update your console or offline software to the v2.4.0 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 v2.4.0:

Step 1: Download the software from the ETC website (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_v2.4.0.9.0.144, 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: Read and 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.

ETCnomad (Client/Offline) Software

For system requirements and installation instructions for Windows and Mac clients, please see the ETCnomad Setup Guide.

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.

<table>
<thead>
<tr>
<th>Desk</th>
<th>Module</th>
<th>Current Firmware Version</th>
<th>Desk</th>
<th>Module</th>
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<tr>
<td>Element Face Panel Board Firmware</td>
<td>1.1.90.Build 6 XPE / 1.2.90.Build 7 for WES7*</td>
<td>Eos RPU Front Panel</td>
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<td>Eos</td>
<td>RPU3</td>
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<td>Eos 1x5 Button Module</td>
<td>1.3</td>
<td>T3 10x2 RPU Button Board Firmware</td>
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<td>Eos Keyboard Rev C:</td>
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<td>RVI</td>
<td>100mm Motorized Fader Rev D:</td>
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<td>Eos RPU Front Panel</td>
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<td>Eos RPU</td>
<td>RVI3</td>
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<td>Eos RPU</td>
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Release Note:
Eos Family Software v2.4.0

Local RDM Firmware Update
New firmware is required for expanded functionality.
- Gadget - 1.4.1.9.0.3
- IO Card - 1.4.1.9.0.3

The new firmware is required for the use of Local RDM on any platform, and required for individual configuration of multiple IO devices on any platform.
Firmware can be updated from a console or PCs running Win7/8.1. Mac OS does not currently support firmware updates.

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. 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 - click "Downloads" at the top of the page). The new hardware for Ion, Element, Net3 RVI, and Ion RPU also include the dual NIC feature, but ship with GCE already installed.

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

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.

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

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<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Eos RPU Front Panel</td>
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<td>T3 10x2 RPU Button Board Firmware</td>
</tr>
<tr>
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- For proper operation, the two ports must NOT be connected to the same physical network.
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.xxx.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.

Software Components

<table>
<thead>
<tr>
<th>Eos Family Lighting Control Software Components</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eos Family Console Main Application 2.4.0.9.0.144</td>
</tr>
<tr>
<td>ECU 2.4.0.9.0.30</td>
</tr>
<tr>
<td>XPe (Eos) 2.2.0.9.0.3</td>
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