ETC Release Note
Eos® Family Lighting Control Software

Product Line: Eos Family Lighting Control
Description: Version 2.5.1 System Software
Engineering Change Master (ECM): 500016839
Effective Date: 2017-02-21

Purpose
The primary purpose of this release is to address issues that arose late in the 2.5 development period. Version 2.5.1 adds a small handful of feature extensions, including a fader unmap on delete option, clear filter controls in fader configuration, and syntax modifications. This software release is highly recommended for all users of the Eos Family platform (Eos Ti®, Eos®, Gio®, Gio @ 5™, 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 website, www.etcconnect.com.

Documentation
The current documentation for Eos Titanium, Eos, and Gio is the Eos Family v2.5.1 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 v2.5.1 Supplement to Operations Manual Revision A, and the Ion v2.0 Operations Manual Revision A. The current documentation for Element is the Eos Family v2.5.1 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
- Gio
- Gio @ 5
- Ion
- Element
- Eos Remote Processor Unit (RPU)
- Eos Remote Processor Unit 3 (RPU3)
- Ion Remote Processor Unit (RPU)
- Net3 Remote Video Interface (RVI)
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• Net3 Remote Video Interface 3(RVI3)
• ETCnomad (PC & Mac Client/Offline)
• ETCnomad Puck

Key Enhancements in v2.5.1

• Bug Fixes
• Fader Unmap on Delete Option
• Clear Filter Controls in Fader Configuration
• Syntax Modifications.

Key Enhancements in v2.5.0

• Support for Gio @ 5
• New Direct Select Controls
• Custom Direct Selects
• Graphical Shutter Controls
• Filtering on Playbacks
• IFCB/Preset Lists on Faders
• Fanning Multiple Targets in Blind
• Recording Cue Lists directly via [Load]
• Channel Level Release
• Solo Functions
• MIDI Note Input

Issues Corrected in v2.5.1

RND 0040401 Opening the tab/gear menu can cause a crash sometimes
RND 0040359 Removing an LTP parameter from shielded sub does not remove it from live output until restart
RND 0040277 Preset List on Faders: Tab 36 doesn’t display list correctly if same preset exists multiple times in the list
RND 0040274 Encoder Display: Min and max clear command line on some parameters with long names
RND 0040263 Preset List on Faders: Copy To only copies the last target
RND 0040256 Flipping user min/max for angle parameters should not stop the shutter display from working
RND 0040238 Double pressing a targets DS after record does not complete the command line
RND 0040201 After Moving a channel fader up, sometimes it does nothing when moving it back down, and displays pot matching arrow
RND 0040177 Displays: DS: Custom Targets Via Menu Are Inaccurate
RND 0040174 Magic Sheets - selection of rotated items works poorly
RND 0040166 [Fader 2/1 + Master Fader 1] is creating a master fader 6
RND 0040149 Flexi encoders jump to page 1 after any channel selection change
RND 0040136 Color Picker - add full spectrum data to standard color temperatures
RND 0040135 Possible crash when firing snapshots with Direct Selects
RND 0040115 Magic Sheets - closing a magic sheet while drag-n-dropping a new item can result in a crash
RND 0040079 Proportional HTP sub doing timed bump displays progress as complete during fade
RND 0040078 LightWright: Add Support For LW6 Fields
RND 0040065 Temporary Preset List - Master/Master Only on intensity isn’t mastering intensity correctly
RND 0040050 Lightwright: Channels from Lightwright with multiple dimmers do not import correctly
RND 0040040 Solo should assert sub if sub is not active
RND 0040038 Expanded PSD: Restore eos defaults does not restore columns
RND 0040028 Copy range of mark cues to overlapping range can break mark when it doesn’t need to
RND 0039978 Fixture Library Not Handling Non-Strobe Mixed on the Intensity Channel Correctly
RND 0039964 Copying first mark cue in list to later cue can remove all previous NI moves in cuelist
RND 0039963 Channel/Param filters on cue lists and subs, not displaying correctly in fader config displays.
RND 0039936 Delete sub 1 should not unmap it from faders unless you append the [Unmap] command.
RND 0039933 Double pressing [go to cue] should post [goto cue complete] unterminated
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Issues Corrected in v2.5.1 [Continued]

RND 0039928  Allow [DMX] and [Absolute] to be typed immediately after [CopyTo/Recall From]
RND 0039927  Can’t fire macro that changes manual time from live unless it also changes to setup mode
RND 0039917  Fixture Library is Not Exposing Diffusion Parameters (and related modes) Useless Labels
RND 0039912  Encoders no longer flexi mid-command
RND 0039904  Displays: DS: Scenes the Up and Down Arrows don’t work unless the view is Flexi’ed
RND 0039903  Fader Config: Exclude from Solo, Inhib, GM just displays Ex:Record,Record,Record
RND 0039889  Expanding right/down not removing psd parameters and parts as expected.
RND 0039884  Korean language and keyboard settings are displayed wrong
RND 0039878  Display: DS: Scenes the Up and Down Arrows don’t work unless the view is Flexi’ed
RND 0039877  Displays: DS: Pressing Flexi adds phantom buttons between targets
RND 0039867  Displays: DS: Scenes the Up and Down Arrows don’t work unless the view is Flexi’ed
RND 0039866  Displays: DS: Labels don’t always wrap well
RND 0039859  'Martin - Mac Quantum Profile ' Virtual Mode for "Beam Fx Select" Incorrect
RND 0039855  Nomad: Pop-up virtual keyboard sometimes misreads quick or double-clicks as triple clicks
RND 0039853  Fixtures with Native Angle/Thrust Shutters, Lose Their Angle Calibration
RND 0039840  OSC-Query command sent via OSC isn’t terminated
RND 0039839  Fixtures with attribute ‘frame b’ send it to 255 when DMX is set to 0 via command line
RND 0039829  Proportional Fader Displays as Full when running an effect
RND 0039814  Shielded subs snapping LTP params to full recorded level when sub moved to 0.
RND 0039809  Left Click+Scroll to zoom doesn’t work in blind spreadsheet or PSD in certain areas
RND 0039708  Shell - Gio@5 internal monitor is not locked down in monitor arrangement
RND 0039705  Add a Clear Parameter Filters and Clear Channel Filters buttons to the filter controls in fader config.
RND 0039704  EOS Fixture Editor, Lamp Controls Steps - Levels, Missing DMX Levels
RND 0039678  Copying a sub with effects to a cuelist exits to shell
RND 0039651  Adding channel to non-full inhibitive sub in blind, doesn’t immediately inhibit channel in live
RND 0039648  Virtual Keyboard - Live and Blind buttons appear to remain pressed
RND 0039632  An LTP sub losing to an HTP sub can solo all output off
RND 0039631  Add keyboard layouts for Spanish Catalan
RND 0039625  Expanded Encoder display does not show page arrows when more than 14 scroller frames exist
RND 0039624  Removing a stop effect in a cue, forces the previous cues effect into the next block cue
RND 0039598  Displays: DS: Century Buttons Cause Targets To Be Off By 1
RND 0039597  Classic Eos: Command line on 3 external monitor causes 100ms lag twice a second.
RND 0039584  A cuelet with an Intensity filter is moving its marking NI params
RND 0039551  Sub with only effects does not respect stomp mode when none of its effects are outputting
RND 0039546  [Stop All] effect should allow effect to continue in background and be released to
RND 0039536  Selective update will record effects running on excluded channels
RND 0039532  [Go to Cue] [x] [Shift] [Home] [Enter] Provides Syntax Error
RND 0039439  Applying a channel level release or make null should respect the Cue Only/Track setting and allow command line override.
RND 0039419  Possible CEM+ Integration EOS Lockup
RND 0039397  Nomad Keyboard: mouse-click a letter, spacebar repeats that letter
RND 0039379  Virtual Keyboard – Text on buttons is getting clipped.
RND 0039313  Mac – Occasional Confirm Command syntax error on exit to shell.
RND 0037044  HTP sub/cue/preset faders can’t stomp LTP sub/cue/preset faders
RND 0037023  Recall From/Copy To between 16bit and 8bit fixtures using DMX modifier is broken
RND 0034985  Auto follow + Delayed cue start can cause live move
RND 0033841  Blind Effect List jumps to first active effect rather than remaining on last selection
RND 0032027  A triple press of [group] ignores the third [group]
RND 0031251  Mac – Occasional Confirm Command syntax error on exit to shell.
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Issues Corrected in v2.5.1 [Continued]

RND 0028323  CL: Address n at x Enter can override that address’s parked value.
RND 0026140  Switching to blind spreadsheet the first time with a channel selected isn’t auto paging to that channel
RND 0025272  In cue blind Channel Copy To doesn’t include marked NI parameters
RND 002590   When you patch to an address that is already in use, the confirmation should state which channel it is patched to
RND 0020754  Add [enable/disable] support for highlight macro

Known Issues Remaining in v2.5.1

RND 0039719  Macro Editor Window loses changes to macro when pane is resized
RND 0039562  Moving a cue list keeps the old list number’s pending cue as the new list number’s cue
  Workaround: Load the cue list with a cue number and press Go once to clear the incorrect pending cue
RND 0039522  CSV export can create empty file if you don’t select Levels Or Targets
RND 0039421  Desk Settings: Down Arrow is missing from Brightness Settings and Face Panel Keypad
RND 0038962  Element: New Show: Patch 1 to 1 Softkey Doesn’t Work, but clicking the CIA button does work
  Workaround: Click on the Patch 1 to 1 button on the screen rather than using the softkey.
RND 0038771  Fader Ribbon: master fader ribbon should show slider positions
RND 0038513  Multiple Query conditions acting as OR instead of AND
RND 0038234  Custom Fixtures Created from a Calibrated Fixture Will Always Do Color
  Workaround: Don’t create custom fixtures from existing color calibrated fixtures. Users could start from an new fixture definition or an un-calibrated fixture.
RND 0037164  Selection Bounces in Fixture Editor Table when Scrolling Off of the Right Side
RND 0037139  On sub, [Off] should not re-home the non-master slider positions
RND 0035098  ASCII Import: must prevent multiple channels patched to one Address
  Workaround: Save the to a .esf file and re-load this .esf file. This cleans up the bad condition.
RND 0032709  Encoder_ CATEGORY_ button page number is not macroable
RND 0032257  Channels/addresses in use via a pixel map should respect patch attributes proportion and curve
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 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.
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 - Press and hold keys should latch them down until next press
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 0027372  After using [Record Rig Check] Eos reports “Not Recorded” – CEM3 reports that it has been recorded.
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 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 0016827  Snap Intensity Params are fading on timed HTP sub bump
RND 0017799  Rem Dim does not override intensities coming from Intensity Effects.
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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 v2.5.1 is incompatible with hardware and software running ETCNet2 software prior to those listed above.

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

- 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 v2.5.1 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 v2.5.1:

1. Download the software from the ETC website (www.etcconnect.com - click “Downloads” at the top of the page).
2. Unzip the file.
3. Transfer the unzipped file to a USB memory device.
4. Insert the USB device containing the software into an available USB port on the console.
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.
6. Click on the {Settings} button. The settings window will open.
7. Click on the {General} button inside of the settings window. The general settings will appear in the window.
8. Scroll down in the window until the {Software Update...} button is visible. Click this button.
9. This scans the root directory of all available drives (USB drives) for valid installers.
10. When the “Update Software” dialog pops up, click on ETC_EosFamily_Console_v2.5.1.9.0.29, then click {Install}.
11. The software will copy to the hard drive before launching a standard Installshield application to direct you through the install.
12. Click {Next} to start the installation process.
13. Read and accept the terms of the license agreement and click {Next}.
14. 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.
15. 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.

Note: A restart of the console is required for every module updated.

Note: Single DMX port Gadgets and devices with IO cards that have a Phone Remote connection must use the [Upgrade I/O Firmware] button in the Maintenance tab of the ECU. Other IO cards and Gadget II can be updated using the firmware update window.
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<th>Module</th>
<th>Current Firmware Version</th>
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<th>Module</th>
<th>Current Firmware Version</th>
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<tr>
<td>Element</td>
<td>Element Face Panel Board Firmware</td>
<td>1.1.90.0.1</td>
<td>Eos RPU Front Panel</td>
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<td>FS I/O Board Firmware</td>
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<td>Ti 10x2 RPU Button Board Firmware</td>
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<td>Eos RPU Front Panel</td>
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<td>Ti 10x2 RPU Button Board Firmware</td>
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<td>Face Panel Board Firmware</td>
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</table>
Local RDM Firmware Update

New firmware is required for expanded functionality.

- Gadget -1.4.2.9.0.5
- IO Card -1.4.2.9.0.5

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.
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.

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.
2: Click on the {Network} button. The network window will open.
3: Set the IP address for port 2.
4: IP Address - 192.168.xxx.101
5: Subnet Mask - 255.255.0.0
6: Enable DHCP Service for Port 2.
7: Click {Accept}. A reboot of the desk is required.

Software Components

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<td>Network IPCFG</td>
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<tr>
<td>Carallon Library</td>
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