

# ETC® Release Note

## Eos®/ Ion™ Lighting Control Family Software



Product Line:

Eos Lighting Control Family

Description:

Version 1.4.2 software

### Eos Lighting Control Family Software Components

Eos/Ion Console Main Application	1.4.2.9.0.42
ECU	1.4.2.9.0.24
XPe (Eos)	1.4.2.9.0.2
XPe (Ion, RPU)	1.4.2.9.0.2
XPe (RVI)	1.4.0.9.0.3
XPe (Ion RPU)	1.4.2.9.0.2
ACN Libraries	1.0.3.8.1.92
ETCNet2	4.0.17.9.0.1
AppMux	4.0.7.9.0.0
Network Common	1.0.2.9.0.47
Network IPCFG	1.0.1.9.0.41
Carallon Library	4.4.0.9.0.8

Engineering Change Master (ECM):

500004392

Effective Date:

October 2, 2008

### Purpose

The purpose of this release is to support the Ion Remote Processor Unit (RPU) and correct a number of previously found issues. This release delivers enhanced reliability and is highly recommended for all Eos and Ion installations.

For any questions relating to the contents of this release or the behavior of this software, please contact ETC Technical Services at the office nearest to you. A list of ETC offices is given at the bottom of this page.

### Availability

You may obtain this release of software by downloading it from the Downloads section of the ETC website, [www.etcconnect.com](http://www.etcconnect.com), or by contacting ETC Technical Services at the office nearest to you.



### Note:

*There are hard key cap changes associated with the v1.4 software release. If you are upgrading from 1.3.1 to 1.4.2, you will need to obtain these keycaps. To obtain the new hard key caps, and a key cap puller, you will need to request a software upgrade kit (which includes the key caps) from the Eos/Ion download page. You can do this when you download the software. You can also request a kit by contacting ETC Technical Services at the appropriate office indicated at the bottom of this page.*

*Instructions for changing the key caps are included later in this document.*

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.



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# ETC Release Note:

## Eos/lon Software v1.4.2

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### Documentation

The current documentation for Eos is the Eos v1.4 Operations Manual Revision B. The current documentation for lon is the lon v1.4 Operations Manual Revision B. Please keep this release note with your user manual for descriptions of the newest features, changes and bug fixes in Eos/lon. ETC manuals can be downloaded free of charge from ETC's website at [www.etcconnect.com](http://www.etcconnect.com). They are available in portable document format (.pdf), and viewable with Adobe® Acrobat® Reader™ v6.x and later.

### Compatibility

#### ACN

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



#### **CAUTION:**

*Eos show files are forward compatible to v1.4.x. However, v1.4.x show files are not backward compatible to v1.3.x and previous. Once you load a v1.3.x show file and then save it under v1.4.x software, you may lose some show data if you try to revert the show file to v1.3.x software.*



#### **WARNING:**

*Eos show files created in **versions prior to v1.2.0** will have some compatibility issues when upgrading to v1.2.0 or later. Show file data (palettes, cues...) pertaining to moving lights and their beam and some color information will be lost in the upgrade. This is due to the work that's been done to improve the fixture library. Conventional lights/shows are not affected.*

### ETCNet2 Network Compatibility

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

- **Eos®/lon™ Lighting Control System** - Version 1.0.0 and later software.
- **Congo™/Congo jr** - 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
- **Net3 Show Control Gateway** - Version 1.0.0 and later software
- **Net3 I/O Gateway** - Version 1.0.0 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.

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### Incompatibility

Eos/Ion v1.4.2 is incompatible with hardware and software running ETCNet2 software prior to those listed above.



#### **CAUTION:**

*Until your ETCNet2 nodes and Net3 gateways are updated to the versions listed below by NCE v4.2 or later, you must turn off/disable the (DHCP) Address Server in the Eos Configuration Utility (ECU). In the ECU: Settings>Network>Net3 Settings. Make sure "Enable Address Server" is unchecked.*

*Software Versions that are compatible with DHCP servers:*

*ETCNet2 DMX Node (4.0.6)*

*ETCNet2 Two Port Node (v4.1.4)*

*ETCNet2 Video Node (v4.0.2)*

*Net3 Four Port Gateway (ETCNet2 mode v4.0.3 or later)*

Eos/Ion v1.4.2 is incompatible with hardware and software running ETCNet1

### Key Enhancements in v1.4.2

- Ion Remote Processor Unit (RPU) - Software supports the Ion RPU.
- Artnet and Avab UDP Support - In the Eos/Ion shell, when these two protocols are enabled; they will be an option for devices in Patch. The default protocols are still ETCNet2 and Net3.
- I/O Gateway Support - The I/O Gateway, supporting digital inputs, relay outputs, and RS-232 Serial Protocol, is now supported.
- Real Time Clock (RTC) - Real Time Clock programming is supported.
- Default 1 to 1 Channel to Submaster Mapping for Ion - The 300 submasters will then be automatically mapped to playback faders. If you are using multiple cue lists, you will need to release some or all of these submasters to enable auto playback functions. Please note that this functionality will be modified in version 1.5.
- Revisions to the "Off" function - Off + Release will return control to the master fader (similar to release), but will leave the cue list loaded on the fader, at its current cue.
- Replace Function Added to Patch - When working in Patch by Channel, by default, the assumption is made that new addresses are to be added to existing addresses (automatically creating new parts for a channel). To replace an address or a channel (or channel part), the **{Replace}** softkey is used in place of **[At]** or **[Address]**.
- Record Rem Dim - It is possible to record a cue using a selective store, and by appending the Rem Dim instruction, force any values from the previous cue that would otherwise track into zero. **[channel selection] [Record] <Cue> [n] [Rem Dim] [Enter]**.
- User Level Undo - With multiple users on a system, **[Undo]** accesses only the commands initiated by the associated user.
- Removed Restrictions on Device Connections - Ion and Ion RPU can now backup an Eos system, Eos can be a client on an Ion network.
- Update Library Feature Added - By default, if the library information has changed between builds, old show files will open with the old version of the library. **{Update Library}** will load the newest version of the library to a show file saved under an earlier software version.
- Master Fader collected for Rate control by default. Rate override is now maintained until released, by pressing the **[Rate]** key.
- **[Clear] + [Tab]** closes all open tabs (Eos only), except Live and Playback Status.
- **[Record Target] [n] [thru] [Enter]** – selects the entire list, starting at "n".
- Range channel selection for Lamp Controls.
- Copy to and Recall from Live.
- **[Trace] [Trace]** to add previously inactive lights to an update command.
- Channel to Channel Recall From.

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- Marked to and Mark from added to Channel About.

### Key Enhancements in v1.4.1

- Bug fixes.

### Key Enhancements in v1.4.0

- 1x20 Universal Fader Wing Support (lon only) - The 1x20 Universal Fader Wing accesses the first 20 faders - regardless of how those faders are configured - either as submasters or playback faders.
- Offline for Mac - Mac people can now go native! Eos and lon offline can be run on both Intel and Power PC Macs. OS X 10.4 or higher required.
- Universal Fader Wing Support of Playbacks. Faders on the Universal Fader Wings, when connected to either Eos or lon, can now be configured as playback faders or submasters.
- 12,000 outputs available. New versions of Eos and Eos RPU support 12K outputs (16,000 outputs available in v1.4.1).
- 200 active playback faders and 999 cue lists. Both Eos and lon now support storing to 999 cues lists, which can be executed on 200 active playback faders.
- 10,000 channels. Map the number of outputs supported by your desk to any of 10,000 channels.
- Submaster changes - Non-Intensity Parameters can be stored to and recalled from any of the 300 submasters. Subs can also be setup as "Exclusive", meaning their live contributions will not be stored to other record targets.
- Definition of fader as proportional or intensity master (submasters and playbacks) - When defined as a proportional master, the potentiometer controls the progress from current state to the defined end state. When defined as an intensity master, the potentiometer masters intensity. Note that on a submaster, the bump button "marks" the NPs on the submaster. The button above acts as an "assert" if the submaster is active, and executes a "Group Sub" command when not active.
- Normalized shutter controls - Each shutter is now controlled via encoders labeled "In" and "Angle". Opposing shutters are on the same encoder page.
- User programmable Home - Establish a Home Preset in Setup. Any parameters stored to the preset (on a per channel basis) will now be the new home position for that channel's parameters.
- Highlight and Lowlight - Highlight and Lowlight Presets can also be established in Setup. The highlight preset overrides the default Highlight values.
- Flexichannel - View channels and flexi-time is now supported.
- Assert from the command line
- Automatic channel reselection following an record, record only or update action. If "Record," "Record Only" or "Update" is still posted to the command line, any manual control action (moving an encoder, hitting "Zoom") will repost the previous selection to the command line.
- About Channel revisions - Scrollable views in channel about have been added, along with new postings. Usage reports have been added as a tab in About.
- User definable Remainder Dim level - A new setup option to define the default Rem Dim level has been added. Rem Dim can also be automatically posted to Highlight/Lowlight.
- Wireless Client operation
- Channel level Go to Cue operations are now supported.
- Select Active and Select Manual functions (lon)
- **[Trace] [Trace]** will now go as far back in the cue list as possible.
- Tracked Levels and Cue List added to Print file options.
- Add setting to preserve the Blind cue.
- Ability to copy a range of cues to a range of submasters.
- Remove fixture parameter dependencies

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- Pressing Live or Blind while already in those modes will re-sync the selected cue.
- Convert references to absolute data when deleting a palette or preset.
- Master/Primary text changes.
- Resolution settings for external monitors.
- Capture latch and update mode are saved with show file.
- Macro Wait for Input and Resume.
- Block is now an editing function only. Blocked cues, channels and parameters will no longer have an impact on playback. Tracked and blocked values can be asserted, which will cause those values to be replayed on recall.



### **Note:**

*When show files written in software versions prior to v1.4.0 are opened in v1.4.0, assert flags will be displayed with all blocked cues, channels, and/or parameters. This maintains the exact editing/playback behavior exhibited before this change to block behavior.*

*Any new blocks added to the show file in v1.4.0 software will not auto-generate the assert flags.*

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## Installation Instructions

New Eos or Ion consoles will ship with the current version of software loaded and you do not need to update the software in the console to begin using it.



### **Note:**

*All processors on the Eos/Ion network must be running the same version of software. Therefore, you must also update all RVIs and RPU's when you update your console.*

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## Software Installation

There are two ways to update your console or offline software to the v1.4.2 release.

One is to download it from the ETC website, 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). For Ion users, this is the only method for updating your software.

The other is to use the Update CD which ships with any new Eos console or client software kit. This CD updates individual components of the software to achieve the overall update. This may require running multiple installers depending on what needs to be updated in the release. Both methods leave all of your show data intact.



### **Note:**

*During installation, the following error message may appear:*

***"Installshield could not shut down AppMux."***

*If this message appears, click {OK} and allow the installation to complete. The error will then be resolved when the system completes the reboot process.*

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## Update Using a USB Device

At a minimum, be sure to save your current active show file before beginning this upgrade process.

### **To update your console to v1.4.2:**

- Step 1: Download the software from the ETC website ([www.etcconnect.com](http://www.etcconnect.com) - click "Downloads" at the top of the page) and transfer it to a USB memory device.
- Step 2: Insert the USB device containing the software into an available USB port on the console.

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- Step 3: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos/Ion software (**Browser>Exit Eos**) or by starting up Eos and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 4: Click on the **{Settings}** button. The settings window will open.
- Step 5: Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
- Step 6: 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 & CDs) for valid installers.
- Step 7: When the "Update Software" dialog pops up, click on **Eos\_Console\_v1.4.2.9.0.42**, then click **{Install}**.
- This launches a standard Installshield application to direct you through the install.
- Step 8: Click **{Next}** to start the installation process. A dialog box will open warning of losing show data if not saved to disk.
- Step 9: Click **{Yes}** to continue. The console will install the software.
- Step 10: Click **{Finish}** to complete the installation process. The console will automatically reboot and then enter the ECU welcome screen.

### Update Using the Update CD on an Eos Console

At a minimum, be sure to save your current active show file before beginning this upgrade process.

- Step 1: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos/Ion software (**Browser>Exit Eos**) or by starting up Eos and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 2: Insert the Installer CD in the CD drive.
- Step 3: In the ECU, Click on the **{Settings}** button. The settings window will open.
- Step 4: Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
- Step 5: 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 & CDs) for valid installers. It will present the installers one by one.
- Step 6: When the "Update Software" dialog pops up, click on **Eos\_Console\_v1.4.2.9.0.42**, then click **{Install}**.
- This launches a standard Installshield application to direct you through the install.
- Step 7: Click **{Next}** to start the installation process. A dialog box will indicate that a reboot will be required. A dialog box may open warning of losing show data if not saved to disk.
- Step 8: Click **{Yes}** to continue, click **{No}** to stop. The software will begin installing.
- Step 9: When complete, the installer will offer a reboot. Leave the default selection of **{Yes}** and click **{Finish}** to complete this part of the process. The console will reboot into the Eos environment.

### Offline Software

The offline software installers now include the drivers for ETC USB devices (such as fader wings). When you first connect a USB device to your Windows® XP or Vista® PC, the "Found New Hardware" wizard will appear and prompt you to install the drivers. Select the appropriate option based on your operating system (see below).

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**XP** - Select the "Install the software automatically (Recommended)" option. This should appear in the second screen of the XP "Found New Hardware" wizard.

**Vista** - Select the "Locate and install driver software (Recommended)" option. This should be the first screen of the Vista "Found New Hardware" wizard.

After completing the wizard procedure, the USB device should be operational with your PC.

### Key-Cap Update

From Eos v1.3.1 to v1.4.x, two keys have been re-mapped and require that you change the physical keys on the console keyboard to match the software.

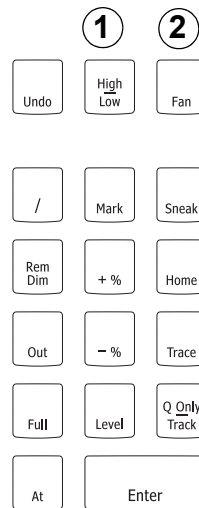
Step 1: Use the key puller provided to remove the two keys shown below in the order indicated below.

Step 2: Place the keys in their new correct locations and press them down firmly.

- "High/Low" replaces "Relate" and "Fan" replaces the blank key.

Below is the correct orientation to use the key puller for these keys.  
Remove "Relate" and the adjacent blank key.

Remove the keys in the order shown by the numbers next to each location.



### Issues Corrected in v1.4.2

4512 ION - cannot swap monitors in Monitor Arrangement Tool.

**Workaround:** Use advanced settings.

4510 [Recall From Next] is inserting next part instead of next cue.

4490 Multiconsole may intermittently lose data going over the network.

**Workaround:** Add "UnreliableTicks=0" to the eos.ini file under the "[MultiConsole]" section (this disables the wireless optimizations though).

4439 Changing fixture type loses Beam Palette reference.

4438 Effects that fade using Cue time are using an incorrect time.

4437 Part cues with delays do not countdown correctly.

4433 Random levels on restart after Cue Out.

4416 Scroller editor doesn't work in Address mode.

4413 NI parameters using Intensity curves.

4411 Shutter parameters on old patch not displaying when same fixture type is patch to new channel.

4372 Scroller moves slightly after you press Calibrate.

4352 Media Server's "Intensity" parameter isn't "Intensity".

4351 Undoing a Rate Wheel movement is resetting the Cue List.

4349 Multi-console, 'File New' causes devices to get out of sync after the Primary goes away and comes back.

4329 [Display Reference Labels] not storable in Macro.

4319 Flexi Expand Mode with high channels selected can lead to very slow processing.

4312 Coemar CF1200HE DMX channel 20 has a bad default making the fixture unusable.



### Issues Corrected in v1.4.2 [Continued]

- 4292 Fader wing losing sub control.
- 4287 Lamp controls for a range of channels only displays the first channel's controls.
- 4284 Morpheus "PC Spot" fixture issues.  
**Workaround:** CMY can be manual controlled. Intensity can be manually set before using lamp commands.
- 4275 Firing a cuelist, should not clear other playback with that cue list.
- 4269 Fixtures with similar names appear the same in the fixture library.
- 4265 Some Effect Groupings don't work with Cascade Entry.
- 4264 [Cue 1 Thru - Enter] should auto insert last cue in list.
- 4258 Trying to print to PDF is causing a runtime error then an application error.
- 4251 Deleting a range of show control events deletes too many events.  
**Workaround:** Delete events one by one.
- 4241 Pressing the fader page key on Eos and changing pages on the fader wing also changes pages on the Eos motorized faders.
- 4240 Undoing changes in patch causes custom fixtures to vanish.
- 4232 Cues track in Cue only mode when using Copy To Command.
- 4217 [Live] from sub blind, doesn't display current cue.
- 4216 Collapsed category of multipart cue displays in gray.
- 4215 Block multipart cues not displaying tracked levels in white.
- 4191 Text in expanded encoder buttons does not wrap.
- 4190 Lamp controls re-executed when backup takes control.
- 4187 Setting 'Start As' default in shell does not save those changes.  
**Workaround:** Change the mode by using the buttons at the main welcome screen.
- 4185 Cue x [Sub Load] does not load cue to sub if sub not yet recorded.
- 4171 Copying/Moving cues or cue lists, does not copy labels of part cues.
- 4170 Deleting an entire Cue List is not Undoable.
- 4154 Lamp controls applied to entire range when nexting through a channel selection.
- 4147 With multiple lists, Blind Cue is changing even with 'Preserve Blind Cue' enabled.
- 4143 Can't open show file from client after net cable failure.
- 4138 If you have the GM down on lon and launch the app, the GM percentage does not register.
- 4135 Step effect, [step 1 Group 4] adds channel 4, not group 4.
- 4133 Black boxes appear in summary display for channels not owned by current user.
- 4131 Offline, no sACN output for universes 2 and above.
- 4130 Chan 1 [Next] should replace 1 with 2.
- 4129 Net2 priority misreported in backup master.
- 4124 Martin - MiniMac fixtures don't expose their intensity parameter.  
**Workaround:** Control the intensity with the command line or encoder using the "Shutter Strobe" parameter.
- 4121 Playback [Off] should not reset pending and active cues.
- 4120 Obsession imports don't put dimmers into groups if they have attached scrollers.
- 4118 Independent cues should steal from other independent cues.
- 4117 Abort button hidden behind softkeys in console sync screen.
- 4112 Flexi-Active Channels in Palette Blind hides all channels.
- 4110 After imaging then upgrading a RVI, it starts up as a Master.  
**Workaround:** Stop auto launch and use the Client or Offline button.
- 4109 ION used parameter count wrong.  
**Workaround:** Delete the channels without any DMX address assigned to release the parameters.
- 4108 VL3500 Spot Gobo Modes Wrong.  
**Workaround:** Switch to "Snap" mode to get to Gobo 1 "Index" mode.
- 4107 [Sub 1 Thru 10] [Load] should load range of subs.
- 4103 Load button on unmapped slider or empty playback is unmapping other playback.
- 4095 Spreadsheet display doesn't display channels without intensities.
- 4088 On lon, going from Patch to Blind spreadsheet doesn't work.
- 4086 [Cue 1 Execute 2/0] should use goto cue time for cue 0.
- 4075 Importing ASCII shows which have fixtures with parameters that have an inverted range doesn't import the levels correctly.



### Issues Corrected in v1.4.2 [Continued]

- 4072 Some HSB to/from CMY color conversions are done at 5600K.  
**Workaround:** Manually tweak color parameters.
- 4071 Importing Strand shows with scrollers doesn't import the scroller levels in the cues.  
**Workaround:** None.
- 4068 Fixture Editor, adding range, changes previous range max.
- 4047 [Assert] + [Load] does not work with subs.
- 4044 ION Client, Information line is not reflecting the correct state of the desk when there is no Master.
- 4039 Macro wait for input state, missing message above command line about [Escape] to cancel.
- 4030 Loading an inhibitive sub to a fader does not move the pot to full.
- 4014 First and Last Selections Have An Incorrect DMX Value on Continuous Wheels.  
**Workaround:** Tweak values via encoder or command line.
- 3985 [Channel] [1] [at] [0] [enter] and [Channel] [1] [at] [enter] unpatch part 1 only.
- 3974 Undo leaving references in background levels.
- 3973 [Clear] when entering a label clears more than last character.
- 3909 Partial show read buttons should not be displayed when importing an Ascii showfile.
- 3870 In a multiconsole system About Eos does not display the correct channel count for the system.
- 3863 Backup can incorrectly display "tracking " above the command line.
- 3786 Background levels as off states in effect snap to their new levels in cue transitions.
- 3430 Cannot connect a Sub-wing to a Windows Vista laptop.
- 3107 From RFR, out not terminating command line.
- 3024 RFR submaster thumbwheel generates syntax errors.
- 1590 Toggling between LIVE and BLIND should not page the Channel display.

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### Known Issues Remaining in v1.4.2

- 4525 Running a macro with <Setup> in it causes Record Target keys to go into blind mode.  
**Workaround:** Press the "Blind" key will exit you out of this mode. (You don't have to restart the application.)
- 4520 Palette Labels applied from Live or Palette Blind are not undoable.
- 4517 Applying a discrete time to a channel cannot be undone.
- 4516 [Recall From] and [Group Cue] ignore the part # if you specify one.
- 4515 Ion, cannot record or edit [Swap] into a macro.
- 4500 When in fine mode, encoder displays do not update when they cross into new output ranges.
- 4499 Ion only outputs local DMX when it is a Primary Master.
- 4489 VL 3500 not switching DMX output when changing gobo modes.
- 4488 Stop/Back not changing effect attributes (rate, size, etc).
- 4483 Undoing a copy to parameter not undoing entire range.
- 4482 Mac 2K Wash 16B Dimmer missing default for DMX channel 2.  
**Workaround:** Park the missing defaults.
- 4479 NPs and Channel check functions not accessible in Macro Editor.
- 4478 Parameter table displays deleted channels the same as patched channels.
- 4440 [chan 1 Make Absolute CueOnly] not working.
- 4425 [Chan 1 at Full Channel Check] Next undoing manual encoder changes.
- 4424 Multi-console, using Undo in Patch, the Redo button is only displayed for about 1 second.
- 4422 Changes to serial settings on Eos require a restart.
- 4421 PSD displays previous cue as fading when you delete the fading cue.
- 4419 Addresses of patched custom fixtures aren't updated when fixtures DMX is edited.
- 4415 With multiple cuelists, [Live] while already in live is not changing to active cue list.
- 4414 A zero-parameter fixture can be created.
- 4402 Can still put "invisible" parameters on the command line by pressing encoders on Ion.
- 4396 Channel Tombstone view doesn't page from last to first channel.
- 4389 After removing Parameters when Expanded, they are only removed from the Main Display, not the Expanded Display.
- 4384 Subwing not remembering page number after a restart.
- 4375 Can edit a macro that is running when macro has "Wait for Input" command.

### Known Issues Remaining in v1.4.2 [Continued]

- 4371 Encoder clutch not toggling back after a calibrate command.
- 4368 In Macro Editor, some Fader Controls don't work.
- 4362 Moving single part of multipart channel in Patch removing parameters from remaining part.
- 4339 Ion LCD is not displaying an active cue that owns no levels correctly.
- 4328 Some parameters not able to store decimal levels.
- 4323 The Live/Blind displays do not update to show the correct parameters after updating the Library.
- 4322 There is no indication when a fader is removed from rate control, until next go.
- 4321 Fader wing load displaying Sub syntax error on command line after released.
- 4320 Ion (or Eos) Rup needs to have the Sync LED blinking if no network cable is plugged in.
- 4306 Virtual encoder in opposite order vs. Ion physical encoders.
- 4305 On Ion, you can get the collapse CIA arrows when the display is tacked open.
- 4300 <Chan> [1] [Thru] [-] Does not = "Chan 1 Thru (Max # Channel)".
- 4290 Some marks not displaying "MK" in intensity field.
- 4288 About Channel/Marks In field showing incorrect information.
- 4285 Some target syntaxes not working with [Next] [Last].
- 4280 Can send NIPs from channels to full in address check with next/last but not when you select the address.
- 4266 Effect [Grouping] doesn't work with non-default [Trail].
- 4263 Using [Copy To] [Live] to copy a single parameter causes all dependent parameters to get copied to Live.
- 4256 Selecting specific parameters with [+] and [-] modifies the entire respective category's level.
- 4250 Pan inverted on some VL fixtures.
- 4244 When in "Effects Status" or "Live/Blind Effect Edit" the [Home] keys on the encoder display do nothing.
- 4230 If you have a copied fixture patched and change its home values for parameters, all parameters above 0 will flash.
- 4227 Park Enter should not unpark addresses.
- 4214 Intensity effects allowed <0 and >100.
- 4213 RVI and Offline cannot expand when in Eos Client mode.
- 4209 Show control list label applied to incorrect location.
  - Workaround:** Create the event list first, then label it. [7][/][Enter] [7][/][Label][xyz][Enter]
- 4207 Collapsed Color should display scroller's level, if it's the only parameter.
- 4204 The console does not remember the patch flexi state when closing then re-opening the display.
- 4188 Missing lamp control in Mac fixtures.
- 4168 Problems adding channels to running step based effect.
- 4150 Switching to 100 channel view doesn't change expanded displays.
- 4146 Backup can incorrectly indicate tracking.
- 4128 Intensity master indication not shown on 2 x 10 or 2 x 20 LCD display.
- 4122 Macros sometimes not able to load cues.
- 4116 Ion Client command line doesn't highlight User n | Client when not tracking.
- 4113 Vista Client blocks Net2 and sACN packets.
- 4102 Submaster HTPing with Captured manual level.
- 4098 Mac laptop channel display zoom not working.
- 4092 Clearing out of a highlight state by pressing [High/Low] again does not take channels without background levels to their home position.
- 4085 Should be able to load/remap a cue list to a submaster with no contents.
- 4084 A fader mapped as a playback can load a submaster with no contents.
- 4053 sACN light s reset on backup/master switch.
- 4041 RPU does not boot with a 15 inch VGA monitor connected.
  - Workaround:** Boot the RPU without the monitor connected, then connect after boot has completed.
- 3998 Lightwright Ascii files not importable unless you give it a file extension of .asc.
- 3987 Unable to Display Group with many channels.
- 3981 [1][Focus][Pr1][Pr2] should set only focus parameters.
- 3823 Cue delay time does not apply to an effect.
- 3814 Some displays not restored by persistent storage.
- 3796 Macro wait displayed incorrectly above command line.
- 3781 Cannot undo wheel events (level wheel, encoder, etc).

### Known Issues Remaining in v1.4.2 [Continued]

- 3730 With 3 monitors, expanding a tab to the right from M2 expands to M1
- 3727 Moving a single part of a part cue to a whole cue is incorrect
- 3712 On lon, clicking [Data + Category] turns off the filter button, but not filter mode
- 3688 Using Link Local address results in application starting before address assigned
- 3674 If Master hangs, there is no indication on backup
- 3624 Snapshot always restore virtual fader modules to page 1.
- 3623 Snapshots will not recall virtual controls to the LCD's, if direct selects are open
- 3592 Virtual A/B faders don't work with split fades
- 3581 Cannot un-park channels that are not in your partition.
- 3578 Channels above the number of channels in setup are being displayed.
- 3557 Backing out of a manual cue does not reset fader
- 3556 Manual up/down fades should split when both faders reach zero.
- 3547 Blackout button does not register in macro editor
- 3544 Able to connect two Backups to Eos.
- 3523 Using keyboard shortcuts, can not double press record target to open lists.
- 3486 [Fader Controls] and encoder movements should be ignored by macros
- 3455 EOS always subscribes to MIDI System Exclusive In
- 3416 Lose LED momentarily when you switch sub types in blind
- 3415 Snapshot does not restore monitor configurations correctly.
- 3393 If no presets exist, [Preset] [Enter] does nothing in blind
- 3374 Whole cue info not visible on cue with many parts
- 3329 When an address conflict occurs within different parts of the same channel, a confirmation is not required.
- 3288 Red exclamation marks are staying on the Patch display when using Undo - patch to zero
- 3275 Selecting an address that is in a range that a fixture is already using does not assign the whole range to a channel
- 3105 RFR softkeys intermittently blank upon startup
- 3098 Grey shading on Universe number boxes do not follow selected universe
- 3062 Changing effect types in blind does not update automatically
- 3055 SGM Idea Spot 575 has Gobo Wheel 2
  - Workaround:** Use the CTC encoder
- 2990 EOS always subscribes to MIDI/SMPTE Timecode with ID = 1
- 2937 MIDI time code events not syncing up between Master and Backup after opening from a different show
- 2914 EOS not responding to Stop all or Resume all MIDI instructions
- 2855 Fader wings cannot be stacked when using USB 2.0
  - Workaround:** Place USB 1.1 Hub inline with wings, or connect each wing separately.
- 2823 Fader combination buttons not recording to macros
- 2769 CUE[X] COPY TO CUE[y] should copy CHAN level commands exactly
- 2764 The timing is incorrect when stealing/overriding channels from a Step Effect via a cue.
- 2758 Able to lock the Cycle Time of a Step Effect at a negative number using the encoder
- 2753 Going from the Patch display to the Blind display via [Cue] [Cue] causes a syntax error.
- 2752 Step based Effect, Blind Editor, cannot edit the selected steps multiple times.
- 2737 In table views of Live/Blind, flags (eg M, B) are cut off on channels 5/10/15/20/etcetera.
- 2636 The MSC command format 7F for All-types does not work.
- 2590 Applying a BLOCK to a cue where an EFFECT is tracking causes EFFECT to be replaced by LEVEL preceding EFFECT
- 2567 Step Based Effect's - Out of range values for ON STATE and OFF STATE are allowed
- 2476 In Live, magenta tracking zero level minus signs remain displayed after a [Go To Cue] [Out] command.
- 2447 A Step Effect playing the HTP game with a Sub is not being displayed correctly in Live.
- 2406 Physical Slider Pot handles do not accurately track between two consoles when moving multiple pot handles.
- 2348 Cannot select a range of address that spans multiple universes using the port/offset syntax.
- 2316 Step Effect – deleted steps reappear if an arrow key is the first key pressed after deleting.
- 2066 A macros that includes the [Tab] button is a macro that causes a syntax error.
- 2057 Copying a part cue to a whole cue creates that cue with parts 3 and 10.
- 2050 Faders that do not physically track are causing levels to jump.

### Known Issues Remaining in v1.4.2 [Continued]

- 1996 [Select Active] is not grabbing active channels within a single part.
- 1758 Cue faders are incorrectly taken when running a looping show.
- 1568 In Live, <Channel> [X] [At] [Enter] is leaving a MOVE to zero level when previous cue was null.
- 1564 [Flip] is not sending fixtures to the exact same position.
- 1289 Cannot specify a parameter on the command line and use the Encoder.
- 453 Independent Submaster channels incorrectly turn grey.