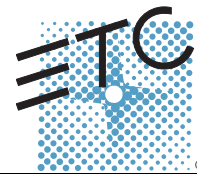# ETC® Release Note

Eos®/ Ion™ Lighting Control Family Software

Product Line: Eos Lighting Control Family

Description: Version 1.3.0 software

Eos Lighting Control Family Software Components	
Eos/Ion Console Main Application	1.3.0.9.0.55
ECU	1.3.0.9.0.17
XPE	1.3.0
ACN Libraries	1.0.1.9.0.84
ETCNet2	4.0.13.9.0.0A
AppMux	4.0.7.9.0.0
Network Common	1.0.1.9.0.46
Network IPCFG	1.0.1.9.0.40
Carallon Library	3.7.0.9.0.13

Engineering Change Master (ECM): 500003193

Effective Date: December 6, 2007

Purpose

The purpose of this release is to add support for the Ion console platform and to correct a number of previously found issues. This release delivers enhanced reliability and is highly recommended for all Eos 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 you. A list of ETC offices is given at the bottom of this page.

Availability

You may obtain this release of software either by downloading it from the ETC website or by requesting a software kit (ETC Part # 4250S1004) from your nearest ETC office listed below.

Documentation

The current documentation for Eos is the Eos v1.3 Operations Manual. The current documentation for Ion is the Ion v1.3 Operations Manual. Please keep this release note with your user manual for descriptions of the newest features, changes and bug fixes in Eos/Ion. 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™ v6.x and later.

Compatibility

ACN

All Net3™ products powered by ACN 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 v1.3.x. However, v1.3.x show files are not backward compatible to v1.2.x and previous. If once you load a v1.2.x show file and then save it under v1.3.x software, you will loose some patch and all label information if you try to revert the show file to v1.2.x software.*

E T C R e l e a s e N o t e :

Eos/Ion Software v1.3.0

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®/Ion™ 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.x and later software
- **ETCNet2 DMX Node -** Version 4.0.x software.
- **ETCNet2 Two Port Node -** Version 4.x.x and later software.
- **Unison® -** Version 1.9.x software.

Incompatibility

Eos/Ion v1.3.0 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)

Eos/Ion v1.3.0 is incompatible with hardware and software running ETCNet1

Key Enhancements in v1.3.0

- Ion Support. Eos and Ion use the same software, including the Client Software and Offline. Eos v1.30 incorporates support for Ion hardware
- Partitioned Channel Control. Each user may work in an individual channel partition, so that he is not controlling or storing channels under the control of a different user.
- Channel Level Delete commands. It is possible from Live or Blind to remove channels from record targets (individually or in ranges) using delete.
- Patch [at] [Next] commands. When patching, it is possible to search for the next available address block large enough to accommodate the channel selection(s) [at] [Last] and searching by universe are also supported.
- Move to in Patch. It is possible to move an entire channel and all of its recorded information in patch.
- Cue Level Timing Changes. Focus, Color and Beam cue level timing defaults to the Intensity Up fade time.
- Utility Reports. Reports can now be generated for channel usage, palette and preset usage, as well as a "dark moves" report.
- Preheat. Channels can now be assigned a preheat level in patch. When those channels

then need to be warmed, the preheat function may be applied on a cue or cue part basis. This will set channels that are fading from off to an intensity value to their preheat level in the preceeding cue.

- Selective Partial Show Read. It is possible to import just specific record targets, by number. They can be imported using their existing numeric assignments or provided a new numeric range.
- Scroller Calibration. Live calibration tools have been added for color scrollers.
- Offline Visualization Support

Key Enhancements in v1.2.0

- Support for the Net3 Radio Focus Remote
- Support for the Universal 2 x 10 Fader Wings
- Recording and playback of snapshots
- Canned and user definable curves for dimmers and cue/cue parts
- Undo (manual control, record and delete actions)
- Fixture Editor
- Update Dialogue with new update options.
- Playback Status Display sychronized to live and blind operations
- Revised library and encoder mapping
- Revisions to dependent parameter controls
- German Translation

Key Enhancements in v1.1.0

- Synchronized backup, either through a second Eos console or an Eos Remote Processor Unit (RPU)
- New displays formats for playback status and live/blind table displays
- MIDI Input via Net3 Show Control Gateway
- Queries
- Direct selects anchored by whole number, with recording directly to the direct select enabled
- Display of palettes and presets by label or by number
- Configuration of submasters directly from command line
- Partial show reads
- Dimmer-Doubling™ support
- Fixture Library enhancements

Installation Instructions

New Eos Lighting Control Familys will ship with the current version of software loaded and you should not need to update the software in the console to begin using it.

Software Installation

There are two different courses to take to install software on your Eos console for this release.

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.*

One is to use the Update CD which 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. The advantage of this method is that it leaves all of your show data intact and undisturbed.

The second method is to use the Re-Imaging CD which completely erases your Eos hard drive and replaces all of the files from scratch. This method will require that you backup your show files to a USB drive that you want to keep. You will later need to load the show files individually and save them back to the Eos console hard drive. The advantage of this method is that you get a full, clean and fresh factory default installation of the software.

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.

Update Eos

Step 1: Get to the Eos Configuration Utility (ECU - sometimes referred to as the Eos Shell) by either exiting Eos (CIA>Exit Eos) or by starting up Eos and clicking on the "Launching in..." button.

Step 2: Insert the Installer CD in the CD drive.

Step 3: In the ECU, click on **Settings**.

Step 4: Then click on **General**.

Step 5: Scroll to the bottom of the **General** tab and click on **Software Update**.

  • This scans the root directory of all available drives (USB drives & CDs) for valid installers. It will then present the installers it found one by one for you to choose which one you want to use.

Step 6: When the "Found Installer" dialog pops up, click **No** until you see **Eos_Console_v1.3.0.9.0.55**, then click **Yes**.

  • This launches a standard Installshield application to direct you through the install.

Step 7: Leave the default choice of **Remove** and click **Next**.

  • This opens a dialog warning you that you will lose your current show data. If the show you were most recently running has not been saved to disk, it will be lost from active memory.

Step 8: Click **Yes** to continue, click **No** to stop the installation.

Step 9: Click **Finish** to complete this part of the process.

  • The installer will now reboot into the ECU.

Step 10: Click on **Settings**.

Step 11: Then click on **General**.

Step 12: Scroll to the bottom of the **General** tab and click on **Software Update**.

Step 13: When the "Found Installer" dialog pops up, click **No** until you see **Eos_Console_v1.3.0.9.0.55**, then click **Yes**.

Step 14: Click **Next** to start the installation process.

Step 15: Click **Ok** to acknowledge that this software requires a reboot.

Step 16: Click **Install** to begin the software installation.

Step 17: Leave the default choice of **Yes** and click **Finish** to complete the installation process.

  • When the installation is complete, the installer will automatically reboot your console.

Install Net3 Services

Step 1: Get to the Eos Configuration Utility (ECU - sometimes referred to as the Eos Shell) by either exiting Eos (CIA>Exit Eos) or by starting up Eos and clicking on the "Launching Eos in..." button.

Step 2: In the ECU, click on **Settings**.

Step 3: Then click on **General**.

Step 4: Scroll to the bottom of the **General** tab and click on **Software Update**.
- This scans the root directory of all available drives (USB drives & CDs) for valid installers. It will then present the installers it found one by one for you to choose which one you want to use.

Step 5: When the "Found Installer" dialog pops up, click **No** until you see **Net3Services_v1.0.0.9.0.37**, then click **Yes**.
- This launches a standard Installshield application to direct you through the install.

Step 6: Select **Console Mode** and click on **Next**. This starts all services automatically upon booting the console. This is the factory default state for new consoles.

Step 7: Select whether Net3 Services should run in Server or Client mode.
- **Server Mode**. When running as a Server, the console will act as a source for DHCP addresses, SNTP (time) messages and as a TFTP source for software downloads to compatible devices. In general, there should only be one Net3 Services Server on a network at a time. This is the factory default state for new consoles.
- **Client Mode**. When running in Client mode, the console will receive SNTP (time) messages. The TFTP service always acts as a server, even in client mode.
  Configuring the console to receive a dynamically assigned IP address via DHCP is a separate choice and must be configured via the ECU (Settings>Network) on a given console.
- **Making the Choice:** Typically, you should make the Primary console or RPU the Net3 Services server. If you only have one console, it should be the server. If you have multiple consoles or RPUs, the primary should be the server and the rest should be configured as clients.

Step 8: Depending on the choice you made, you may have a confirmation dialog to acknowledge, then click **Install** to start the installation process.

Step 9: Click **Finish** to complete the installation process.
- When the installation is complete, the installer will ask you to reboot your console.

Installing Network Device Software Suite on an Eos Console

Step 1: Get to the Eos Configuration Utility (ECU - sometimes referred to as the Eos Shell) by either exiting Eos (CIA>Exit Eos) or by starting up Eos and clicking on the "Launching Eos in..." button.

Step 2: In the ECU, click on **Settings**.

Step 3: Then click on **General**.

Step 4: Scroll to the bottom of the **General** tab and click on **Software Update**.
- This scans the root directory of all available drives (USB drives &CDs) for valid installers. It will then present the installers it found one by one for you to choose which one you want to use.

Step 5: When the "Found Installer" dialog pops up, click **No** until you see **ETCNetDvcSuite_v1.0.0.9.0.7.exe**, then click **Yes**.
- This launches a standard Installshield application to direct you through the install.

Step 6: Select which software you want to install (all are selected by default) and click on **Next**.

Step 7: Depending on the choice you made, you may have a confirmation dialog to acknowledge, then click **Install** to start the installation process.

Step 8:   Click **Finish** to complete the installation process.
- When the installation is complete, the installer will put you back into the Eos Configuration Utility.

Using the Re-Imaging CD

WARNING: *The Re-Imaging process will delete all saved show files on the internal hard drive. You must copy any show file you want to keep to an external USB drive.*

Step 1:   Turn the console on if it not already.

Step 2:   Put in the Re-Imaging CD in the CD drive on the rear of the console.

Step 3:   Shutdown Eos by navigating to the CIA>Exit Eos and click **OK**.

Step 4:   Click **Shutdown** and click **Yes**.

Step 5:   Once the console has turned off, push the power button on the front (upper-right corner).
- You will see this message displayed:
  Warning! Continuing this process will delete all the files on your hard drive.

Step 6:   Press any key (on an external keyboard) to continue.
Or if you want to stop the installation process:
- Press Ctrl-C to abort the install process.
- Type "**y**" and press **ENTER** to "Terminate Batch?"
- Press the power button to turn off the console.

Step 7:   Press "A" to begin the re-imaging process.
- You will next see a Ghost restore screen that will end in the Green Screen of Success.

Step 8:   Press any key (on an external keyboard) to continue.

Step 9:   Wait for the re-imaging to complete. You will know it's done when you see the "Green Screen of Success".

Step 10:   Remove the CD from the CD drive.

Step 11:   Push the power button on the front (upper-right corner) to immediately shutdown the console.

Step 12:   Push the power button on the front to turn on the console.
- The console will reboot twice more on its own to complete installation process. (You can click on the countdown button to save time if you wish.)
- When the console finishes the last reboot, it will start the main application but will be in offline mode.

Step 13:   Exit Eos/Ion via the CIA and restart the main application from the ECU by selecting the mode (Master, Backup, or Client) you want to use.

Step 14:   Enjoy using your freshly updated Eos console.

Issues Corrected in v1.3.0

3574	Split fade time Cues countdown incorrectly in displays
3531	In Effect display, Parameters key does nothing
3476	Park Full Should Set Levels To 100
3431	Trying to print with no printer installed CRASHES
3429	Transfer of control between sub wings on different users is not smooth
3419	Subwings go into rehoming mode if moved slowly when connected to backup or client
3417	Crash when editing curve with other display in Flexi
3412	Enter key on the numeric key pad on the keyboard doesn't act like return key on face panel
3406	Undo + Enter can undo to last save

Issues Corrected in v1.3.0 [Continued]

3385	Macros do not complete when moving between display modes
3354	Grandmaster, subs and inhibs should be at home when in offline
3302	Crash when deleting cue that is in About window
3301	Undo behavior is not consistent
3285	Blocking error when deleting cue range
3248	Eos not installing drivers for Sub Wing
3238	Live: can't mark new channel to new cue
3237	Can't use Macro to switch modes and then execute a command
3221	VL 500 arcs strike command not working
3220	Lamp control buttons only displayed for first part of channel patch
3211	Stop button only stops upfades of split fade time cues
3210	Importing shows should not create split cue times
3197	Removing grandmaster from config doesn't release grandmaster
3189	Offline needs to be able to be accessed via Start menu on a desktop
3172	Make Absolute is not overwriting reference data while updating
3171	Martin TW1 zoom value appears to be inverted from data sheet
3170	Auto-marking to a Part Cue causes "M" to be displayed in every part.
3165	Switching the Gobo Wheel Mode can Loose the Currently Selected Gobo
3155	Cannot record a macro to park an address
3148	Loading a whole show after loading a partial show does not clear the partial show.
3134	Martin fixtures missing wheel stops
3132	Trace should not create new moves in earlier cues
3083	[Group Cue] not recalling tracked levels
3070	Undo moveTo palette not working
3065	RCE's are not restarting when Live edits are made (Attributes changes)
3042	When Command History opens it does not auto scroll to the most recent command
3034	Show Channel flexi mode showing all patched channels
3030	[Go To Cue] [Next] is taking out tracked intensities when stepping into a Part Cue.
3021	Dimmer check does not work from RFR
3018	Effect softkeys do not change when you select an effect type from a soft select
3007	EOS listens to MIDI stream Id's outside of 1-32
2929	The first decimal Palette or Preset recorded that is under 1.0 is not displayed on the Direct Selects.
2873	Unable to select parameters from the parameter array using Macros
2822	ACN priority and DMX priority not visible in RPU diagnostics screen.
2812	The Effect Status display will not show more than seven Effects.
2804	Selecting live tab from setup doesn't go to live
2744	On a Client or a Backup there is a refresh issue with the Parameter Aray when using Filters
2743	Direct selects, going from 1x50 to 2x20 middle (empty) keys in 2x20 mode still work.
2742	In 2x20 mode on softselects, hitting an unused middle button clears the top rows.
2705	BLIND: MOVE TO prematurely creates PART
2691	The Time Line (all modes) is not completely clearing on a File New – refresh issue.
2598	Gobo editor missing Rosco, GAM and Apollo gobos.
2552	LIVE: cannot MARK for new cue following an INTENSITY move to ZERO
2551	GROUP 0.x does not display on GROUP SOFTSELECT
2421	Virtual sub bumps don't work
2404	The Page LED should be on when scrolling thru the Browser or when editing a StepBased RCE.
2380	Some softkeys (S1-S6) and Effects touchscreen keys do not have key help messages
2243	The Table View configuration is not included in persistent storage.
2054	In Blind (all modes), [Copy to] is requiring confirmation when target does not exist.

Known Issues Remaining in v1.3.0

3581	Partition Control, cannot un-park channels that are not in your partition.

Known Issues Remaining in v1.3.0 [Continued]

3578	Channels above the number of channels in setup are being displayed.
3577	While a Show Control List is in Learn Mode, running a cue or firing a macro will make Eos/Ion go into Blind mode.
3576	MoveTo In patch, appends to destination rather than overwriting it
3573	Patch by channel not auto-scrolling when you select a channel
3566	Partitioned Control, 2 users cannot store data to the same cue.
3558	In Show Control Display, pressing macro generates a syntax error.
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.
3542	"Open" Gobo is in "Index" mode when it should be in "Rotating" mode
3541	Keyboard shortcuts should not open Ion direct select modules
3530	In Flexi-Show channels in the table view, selecting last channel hides others
3523	Using keyboard shortcuts, can not double press record target to open lists.
3514	Asserting a submaster does not bring sub levels back if manual level is at or above sub level
3506	Patch @ Last does not work if the fixture does not fit in the address space starting at address 1.
3501	Macros not visable from client. Macro fired from client do not generate midi command.
3495	Learning encoder paging keys in macro can get you stuck in macro edit mode
	Press [Escape] to exit the macro.
3486	[Fader Controls] and encoder movements should be ignored by macros
3474	Wrong display stays open behind help message
3473	In macro editor, encoder category buttons should write category names into macro
3460	Patch display not going back to specified format when returning from another display
3455	EOS always subscribes to MIDI System Exclusive In
3445	After unpark, parameters and output do not default back to 0
3430	Cannot connect a Sub-wing to a Windows Vista laptop
3416	Lose LED momentarily when you switch sub types in blind
3415	Snapshot does not restore monitor configurations correctly.
3408	On Ion, [Freeze] + [Load] button combination does not freeze the master playback. [Freeze] + [Load] will, however, remove the freeze condition from the master playback.
3396	In Ion network configuration and network status windows appear on the top half of the screen.
3393	Cannot access a blind record target from [Blind] [Target] [Enter]
3374	Whole cue info not visible on cue with many parts
3373	The About (target) window will not close if you press any other key before pressing [Clear].
3370	Recalling snapshot of expanded direct selects leaves direct selects blank
3355	In patch, copying one set of fixtures over another will unpatch without a confirmation.
3329	When an address conflict occurs within different parts of the same channel, a confirmation is not required.
3307	linking Macro to Cue only works with softkey
3288	Red exclamation marks are sticking around on the Patch display when using Undo
3283	In patch, copying a group of channels over an existing group of channels causes a runtime error.
3275	Selecting an address that is in a range that a fixture is already using does not assign the whole range to a channel
3236	Effect vertical shape not accessible by encoder on Ion
3201	Not able to import Obsession scrollers without addresses
3107	From RFR, out not terminating command line.
3105	RFR softkeys intermittenly blank upon startup
3098	Grey shading on Universe number boxes do not follow selected universe
3092	[Copy To] [Next] syntax causes error
3062	Changing effect types in blind does not update automatically
3061	An effect with the exit behavior "Stop and Fade" is not fading in the proper exit time.
3055	SGM Idea Spot 575 has Gobo Wheel 2
	Use the CTC encoder
3039	MoveTo does not work when source and target overlap
3027	Fixture control uses right thumb wheel and generates syntax errors

Known Issues Remaining in v1.3.0 [Continued]

3024   RFR submaster thumbwheel generates syntax errors.

3011   Motorized faders on desk do not reflect sub wing levels properly.

2990   EOS always subscribes to MIDI/SMPTE Timecode with ID = 1

2976   Obsession import not recording focus groups into presets with pan and tilt parameters

2937   MIDI time code events not syncing up between Master and Backup after opening from a different show

2918   Elation Design LED 36 MH Strobe control drives incorrect channel

2915   Clay Paky fixtures missing certain Lamp Controls.

2914   EOS not responding to Stop all or Resume all MIDI instrucitons

2855   Fader wings cannot be stacked when using USB 2.0

Place USB 1.1 Hub inline with wings, or connect each wing seperately.

2823   Fader combination buttons not recording to macros

2771   MOVE TO with PART CUES leaves behind whole CUE number with data

2769   CUE[X] COPY TO CUE[y] should copy CHAN level commands exactly

2767   Cannot use [Sneak] [Enter] to remove overrides of multiple Effects in one swoop.

2764   The timing is incorrect when stealing/overriding channels from a Step Effect via a cue.

2760   The Step Effect [On/Off] softkey is not toggling between the On State and the Off State

2759   After creating a Step Effect we should default to Step selection like obsession.

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 RCE display via [Effect] [Effect] causes a syntax error.

2752   Stepbased Effect, Blind Editor, cannot edit the selected steps multiple times.

2741   [Group] (Record Target) [Full/Out/Level] causes a syntax error

2739   Colors are different in Live vs Blind for stopping/starting effects.

2737   In table views of Live/Blind, flags (eg M, B) are cut off on channels 5/10/15/20/etcetera.

2729   The Arrow keys need to auto-repeat (scroll) when held down.

2686   CUE with DELAY halts playback of common channels in previous CUE when overlapping

2636   The MSC command format 7F for All-types does not work.

2591   STOP EFFECT commands appear in tracking MAGENTA

2590   Applying a BLOCK to a cue where an EFFECT is tracking causes EFFECT to be replaced by LEVEL preceding EFFECT

2567   Effect: Step Based Effect: out of range values for ON STATE and OFF STATE are allowed

2484   Can't patch single channel 1 to address 1 after attempting to patch address 32768

2476   In Live, magenta tracking zero level minus signs remain displayed after a [Go To Cue] [Out] command.

2471   Inhibitive Subs are ALWAYS recorded even when selected to be excluded.

2447   A Step Effect playing the HTP game with a Sub is not being displayed correctly in Live.

2422   Virtual Load key can't be used to unload the fader

2406   Physical Slider Pot handles do not accurately track between two consoles when moving multiple pot handles.

2401   The command line is not displaying LTP when toggling a Cue List between HTP and LTP.

2399   Patch gets very confused if you use Port/Offset and EDMX to assign addresses at the same time.

2385   Addresses patched, but restricted by a 4k dongle do not display a red '!" exlaimation mark.

2381   Key help messages for some softkeys don't match the key names

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.

2089   Group + preset, palette, submaster does not work with [select last].

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.

1996   [Select Active] is not grabbing active channels within a single part.

1990   Sneaking back to an overridden Sub level - the level goes to zero then snaps to the Sub level.

1916   Moving proportional intensities on the Intensity Encoder is slow without acceloration.

1758   Cue faders are incorrectly taken when running a looping show.

1750   Blind Channel view, there is no indication of a partially Asserted channel.

1626   Physical Slider Pots are not tracking changes that happen with the virtual slider module.

1590   Toggling between LIVE and BLIND should not page the Channel display

Known Issues Remaining in v1.3.0 [Continued]

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.

1426   The Robe fixtures are not making it to their home position after a [Go To Cue] [Out].

1289   Cannot specifiy a parameter on the command line and use the Encoder.

1266   The EOS application crashes if the network card is enabled, but not plugged into a network.

935   LEDs not behaving correctly when recording an inhibitive sub and the slider is not at 0%

898   Cues without links should not be allowed to have a loop.

453   Independent Submaster channels incorrectly turn grey.

102   Timed Inhibitive Submaster Bump should be able to fade Up/Dwell-Hold/Down like Obsession.