

ETC® Release Note

Eos® Family Lighting Control Software



Product Line:

Eos Lighting Control Family

Description:

Version 2.0.1 software

Eos Lighting Control Family Software Components

Eos FamilyConsole MainApplication	2.0.1.9.0.41
ECU	2.0.1.9.0.7
XPe (Eos)	2.2.0.9.0.3
XPe (Eos with 2400 video card)	2.3.0.9.0.5
XPe (Eos RPU)	2.2.0.9.0.3
XPe(Eos RPU with 2270 video card)	2.3.0.9.0.2
XPe(Eos RPU w BCM motherboard)	2.4.0.9.0.4
XPe (Ion)	2.2.0.9.0.3
XPe (Ion with BCM motherboard)	2.3.0.9.0.2
XPe (Ion RPU)	2.2.0.9.0.3
XPe (Ion RPU with 2270 video card)	2.3.0.9.0.2
XPe (Ion RPU w BCM motherboard)	2.4.0.9.0.2
XPe (Element)	2.2.0.9.0.3
XPe (RVI)	2.2.0.9.0.3
XPe (RVI with 2270 video card)	2.3.0.9.0.2
XPe (RVI w BCM motherboard)	2.4.0.9.0.3
Wes7 (Gio)	3.0.0.9.0.17
Wes7 (Eos Ti)	1.0.0.9.0.9
Wes7 (RPU3)	3.0.0.9.0.18
Wes7 (RVI3)	3.0.0.9.0.17
ACN Libraries	1.3.2.9.0.56
ETCNet2	4.0.19.9.0.1
Network Common	1.3.2.9.0.19
Network IPCFG	1.3.2.9.0.22
Carallon Library	9.1.0.9.0.12

Engineering Change Master (ECM):

500011091

Effective Date:

2013-06-10

Purpose

The primary purpose of this release is to fix a few defects. Some new features have been added, including (but not limited to) partitions on cue lists, channel sub-grouping functions, increased number of submasters, data and time latching functions for the entire family, and auto-block clean up commands. A 2.0.1 manual supplement is provided to describe these and other changes. A firmware update for Gio and Ti is also available.

A number of other functions have been added or modified. For a complete list, see [Key Enhancements in 2.0.1 on page 3](#).



Note:

Remote Power On (Wake on LAN) is currently only available on Ethernet port 1 on Eos Ti, Gio, Eos RPU3, and the Net3 RVI3. Other Eos family hardware does not support the Remote Power On feature.

This software release is highly recommended for all users of the Eos Family platform (Eos Ti®, Eos, Gio™, Ion®, and Element™).

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.



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Web: www.etcconnect.com ■ OSF 4.1.9.1 ■ Copyright © 2013 ETC. All Rights Reserved. ■ Product information and specifications subject to change.
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Availability

You may obtain this release of software by downloading it from the Downloads section of the ETC website, www.etcconnect.com.

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.

Affected Products of This Release

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

- Eos Titanium
- Eos
- 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)
- Eos Family Client
- Eos Family Offline

Documentation

The current documentation for Eos Titanium, Eos, and Gio is the Eos Titanium, Eos, and Gio v2.0 Operations Manual Revision A. The current documentation for Ion is the Ion v2.0 Operations Manual Revision A. The current documentation for Element is the Element v2.0 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 Family. 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

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).



CAUTION:

Eos show files are forward compatible to v2.0.x. Show files are backwards compatible to 1.5.x but features in newer versions will be lost when going back to a previous version. Show files are not backward compatible to v1.4.x and previous, due to changes to the file structures to reduce show file size. Please contact ETC Technical Services at the office nearest to you if you feel the need to downgrade to a 1.4.x build for any reason.

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.

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- **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 Family v2.0.1 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 Family v2.0.1 is incompatible with hardware and software running ETCNet1.

Key Enhancements in 2.0.1

- Latching data and time
- Rem Dim at percentage of current value
- User -based Capture Latch
- Loading a cue with a temporary time
- Increase number of submasters to 999
- Partitions on cue lists
- Auto-block clean up
- Auto-block indicator in PSD
- Changes to Update defaults
- Cut cues via [Shift] + [Go/Back]
- Indication of unsaved show data
- Mirror mode selection from shortcuts
- Magic Sheets on Direct Selects
- [Recall From] [Park]
- Change to Swap in Patch
- Channel Subgroups
- Import Custom Gobo images
- Increased number of pixel maps to 40
- Patch by Channel in Virtual Media Server
- Addition of 2nd color picker in Virtual Media Server
- FDX dimmer feedback

Key Enhancements in 2.0.0

- Electronic Magic Sheets
- RDM functionality (Net3 Gateways v5.1 or later)
- CEM+ and CEM3 Dimmer feedback (CEM+ v3.1.2 & CEM3 v1.3.1 or later)
- Swap and unpatch in the patch display
- Curves list in patch
- DMX output column added to Patch
- Revised "Interface" indications in patch

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- In patch Element defaults to patch by channel
- Mouseless patching
- Library organization changes
- LD Flags Enable/Disable in patch
- Notification when output parameter limit has been reached
- Color Calibration for D40, D60 and S4 LED
- Add “inverted” to default curves
- Addition of Record Only to Element
- 10,000 channel numbering on Element (subject to 250/500 desk configuration)
- Flexi mode for direct selects
- Out of Sequence sync enable for secondary cue lists
- Shift + Clear to clear the command line (Undo behavior is maintained)
- Shift + Fader Page to page back by 1
- Recall From HTP
- Shift + Block to post Intensity Block for cues
- Partial show read of individual cues now correctly includes tracked levels
- Adjusting cue rate now adjusts cue duration
- Go to Cue Complete Go to Cue at a percentage of completion
- Sneak Counter in the PSD
- Add split times, delay and category times to Go to Cue syntax
- Split Channel/PSD tab option under Displays for all devices except Element
- Cues and subs can be loaded with or without Enter on the command line
- Shift + At to recall last channel/parameter selection with no value
- Setup option to hide/display mouse cursor
- Revised Artnet Support
- Dual NIC enabled on Gio
- Avab VLC file import
- Serial strings apply to specific users if so identified

Key Enhancements in 1.9.12

- Added support for Fader Wings built after June 2012

Installation Instructions

New Eos Family 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 Family network must be running the same version of software. Therefore, you must also update all RVIs and RPU's when you update your console.

Software Installation

To update your console or offline software to the v2.0.1 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 v2.0.1:

- 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_v2.0.1.9.0.41**, 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: 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.

Offline and Client Software

For system requirements and installation instructions for Windows and Mac clients, please see the Eos Family Client Kit Quick Guide v1.9.

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Firmware Updates

Version 2.0.0 includes several updates to the firmware.

Desk	Module	Installed Version	Recommended or Optional	Notes
Gio Only				
	2x6 Button Board	1.1.0.9.0.1	Recommended	Resolved defect that can cause the board to not function at startup.
	Face Panel Board	1.1.0.9.0.3	Recommended	Resolved defect that can cause the board to not function at startup.
	Fader Board	1.1.0.9.0.3	Recommended	Resolves defect that caused button hits to be missed while backlight brightness is changing. Improved performance of motor fader movement.
Eos Only				
	Keyboard Rev A		Optional	If you see Eos Keyboard Rev A, please contact your local ETC technical services at the phone number or email address located on page 1 of this document.
	Keyboard Rev B	1.3	Optional	enable dimming of desk lamps
	Keyboard Rev C	1.1	Optional	enable dimming of desk lamps

To update your firmware:

- Step 1: With v2.0.0 installed on your console, 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 **{Settings}** button. The settings window will open.
- Step 3: Click on the **{Maintenance}** button inside of the settings window. The maintenance settings will appear in the window.
- Step 4: Scroll down to the Firmware Update window.
- Step 5: Click on the desired module to select it for updating. Its current firmware version will be displayed next to its name.
- Step 6: Click the **{Update}** button. This will open a window.
- Step 7: When the update is finished the window will say "Updated firmware successfully", click **{Ok}**.
- Step 8: It is required to do a full power down for these changes to take effect on Gio. A warm reboot is not sufficient.



Note:

The touchscreens and/or mouse may stop working briefly at the end of the firmware upgrade process.

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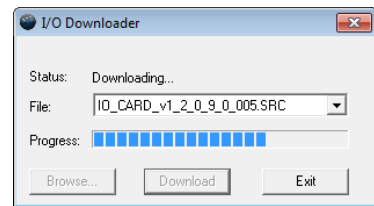
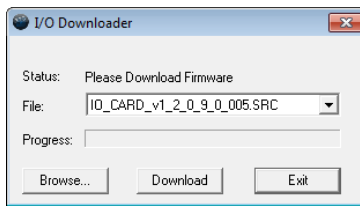
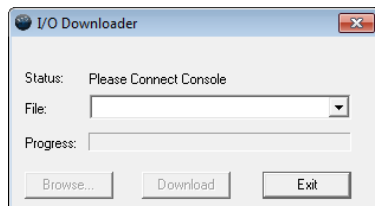
I/O Card Updates for Gio, Ion, and Element

Version 2.0.0 includes an update to the I/O card firmware.

Desk	Module	Installed Version	Recommended or Optional	Notes
Gio, Ion, Element				
	I/O board firmware (local console DMX and I/O)	1.2.0.9.0.5	Highly recommended	Adds DMX shutdown behavior to prevent stuck DMX levels on normal shutdown.
	I/O board firmware (local console DMX and I/O)	1.3.0.9.0.5	Optional	Adds firmware support for RDM via local DMX ports. Adds firmware support for upgrading Desire and S4LED firmware via local DMX ports. These features are not supported in application software at this time.

To update your firmware:

- Step 1: With v2.0.0 installed on your console, 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 **{Settings}** button. The settings window will open.
- Step 3: Click on the **{Maintenance}** button inside of the settings window. The maintenance settings will appear in the window.
- Step 4: Scroll down to **{Upgrade I/O Firmware}** and click to open the window.



When you first open the I/O Downloader, it will look for the connected console. This may take a second or two.

- Step 5: Once the console is found, the downloader will search for the needed files. When it finds the file, it will list it and you can click **{Download}**.
 - If it doesn't find the file, you can use **{Browse}** to look for the needed file and selected it.
- Step 6: When the update is finished the window will say "Download Complete", click **{Exit}**. It is recommended that you reboot your console after updating the firmware.

Dual NIC Update for Gio Users

Eos 2.0 adds support for the second Network Interface Port on Gio consoles. This feature allows the console to be connected to two separate networks. For the second NIC to work fully, you must also install the ETC GCE Net3Svc v3.1 or higher.

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, RPU's, Show control)

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- 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 update GCE:

You will need to have v2.0.0 installed on your console first. [See “Software Installation” on page 5.](#)

- 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 the GCE Net3Services.exe file (v3.1 or higher), 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: Accept the terms of the license agreement and click **{Next}**.
- Step 12: 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 13: 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.

- Step 14: Depending on the choice you made, you may have a confirmation dialog to acknowledge, then click **{Install}** to start the installation process. When the installation is complete, the installer will put you back into the Eos Configuration Utility. A reboot of the desk is required.

To enable the second network port on Gio:

To configure the second Ethernet port on a Gio 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 - 192.168.91.101
 - 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.

Issues Corrected in v2.0.1

- RND 0022977 If you make any changes in Patch while the pixmap editor is open, all pixmap changes are lost.
- RND 0022975 Magic Sheets - when the background is set to an image, the background color is not saved
- RND 0022974 Magic Sheets - clicking or touching a Group or Channel items may result in duplicate command lines
- RND 0022864 Sneak of a marked channel is yielding incorrect results
- RND 0022800 Double pressing a direct select no longer confirms a record
- RND 0022767 Add Support for White LED Control via Generic EOS Color Control Algorithms
 - Workaround:** Currently users can manually control the White LED output.
- RND 0022765 Bump not releasing manual level on second page of Element Channels faders
- RND 0022764 Magic Sheets - when console is locked-out, you can still expand the editing panel
- RND 0022738 Mac - re-expose the "enable offline output" check box that disappeared in 2.0
- RND 0022732 Running Eos software on Windows as a non-Administrator user: behavior changed in 2.0 release
- RND 0022726 Allow RGB to copy color to RGB2 (and reverse) in ML Controls for pixel map virtual effect layers
- RND 0022725 Make a color picker that can work with the 2nd color set on effects layers.
- RND 0022717 Unpatched Parked Addresses are not output after a restart
- RND 0022707 Magic Sheets - changing an item's target type should not change the target number
- RND 0022694 Magic Sheets - cannot set auto numbering "Increment" field to zero
- RND 0022679 MoveTo and CopyTo not working with Magic sheet views
- RND 0022666 Add the ability to patch by channel number in pixel map editor
- RND 0022573 Labels can't be edited on RDM devices
- RND 0022572 Load a Cue with a Temporary Time
- RND 0022571 Each Category Time in PSD (set to Dynamic mode) should change color when completed
- RND 0022515 Support for Source 4 LED Studio HD
- RND 0022501 Park Display should be affected by Partition Control
- RND 0022468 Changing partition number does not refresh flexi partitioned channels
- RND 0022460 Add a scroll bar to the partitions list in setup
- RND 0022457 Allow sub bump macro to always start or stop the sub
- RND 0022456 Can't include "Flash" in cue label
- RND 0022446 Cue List Partitions
- RND 0022387 Auto block cleanup
- RND 0022339 On Element, moving two subs at same time some times causes the values to stop fading.
 - Workaround:** Re-set the faders and try again.
- RND 0022317 [- Chan X Select Active/Select Manual] selects channels that are not active/manual.
- RND 0022234 [Chan X thru Y - Z Next] should be supported syntax.
- RND 0022215 Blind Cue x Part 1 thru thru 10 (e.g.) should be supported syntax
 - Workaround:** 1 line code change to create the parts with this syntax. The syntax was working, but there was no code to create the parts.
- RND 0022200 By default [Swap] in patch should only swap the channel's address
- RND 0022198 About channel should show User who set the manual level
- RND 0022188 MIDI Go commands do not resume stopped cue
- RND 0022143 [Shift] + [Data]/[Time] should latch display in Eos, Gio and Ion
- RND 0022118 When you patch a channel, that display autopages to make that channel the first channel
- RND 0022103 Channel n [Recall From] [Next] is posting the next cue number.

Issues Corrected in v2.0.1 [Continued]

- RND 0022059 [About + Fader Load] does nothing
- RND 0022049 In blind [Chan 1 part X Time Y] does not change part X's time to Y
Workaround: Set the part time in a different command line than you set the channel's part.
- RND 0022045 Add magic sheet buttons for [All NPs] and [All Speed]
- RND 0022041 Restore previous mode when MS editor is closed.
- RND 0022029 Sub time syntax should post [up] [dwell] or [down] when [time] is pressed.
- RND 0022025 Single NI parameter fixtures parameter is not visible in channel table display
- RND 0022023 Channel List Recall From Park should be supported syntax.
- RND 0022005 Shift + Go / Shift + Back enabled to "cut cues"
- RND 0021898 network RFR doesn't load back to Patch or Park when the console restarts and reconnects.
Workaround: Change back to Patch or Park mode.
- RND 0021887 Unused devices in the Patch "Fixture" list should be displayed in grey, just as they are in the favorites menu.
- RND 0021878 Entering park mode while in highlight releases all manual levels
- RND 0021825 Direct Selects in Flexi Mode – Pressing the lower {Expand} button does not maintain Flexi setting
- RND 0021824 Add additional parameters to the form category for creating custom fixtures.
- RND 0021812 Increase maximum submaster ID from 300 to 999.
- RND 0021808 Macro Direct selects can't be used to learn a new Macro
- RND 0021803 "/" does not select previous universe as it did in earlier builds
Workaround: Enter the universe desired for Part 3 before '/'
- RND 0021802 In Patch [Undo] or restarting rearranges channel parts if the first part is not patched
Workaround: Don't use [Undo] in patch. (Not really an acceptable workaround in my mind)
- RND 0021707 Martin Mac Viper has incorrect Gobo Index/Speed values for Indexing
- RND 0021586 If a patch change removes all parameters from a presets channel, group preset still includes the channel
- RND 0021274 MS tombstones don't highlight patched channels
- RND 0021222 Remove MoveTo Softkey, [CopyTo CopyTo] already posts it
- RND 0021003 Moving Curve with MoveTo doesn't move curve in patch and curves
- RND 0020987 add Magic Sheets to the list of direct selects
- RND 0020327 use [Escape + click] to collapse PSD column, not [Shift + click]
- RND 0020326 [Group 1 + Next] should select next group, not next channel
- RND 0020323 Clearing the calibration of a scroller should require a confirmation.
- RND 0020322 Deleting a scroller, color or gobo wheel in patch should require a confirmation.
- RND 0020196 [M + X] from ASCII keyboard should mirror user X
- RND 0019936 The Lamp Controls and Reset commands for a Clay Paky Alpha Beam 1500 S LC profile are off by one channel.
- RND 0019578 Console should post a warning when user assigns more frames to a scroller than the fixture supports
- RND 0019501 [Address X Thru thru Y] should be allowed in live and park for parking all addresses in a range
- RND 0019222 Flexi Encoders - parameters that are not available to the selected fixture are still displayed.
- RND 0019190 Unsaved Showfiles should be so noted in the title
- RND 0018972 Changes in blind to active inhibitive submasters should take place immediately, without the need to rehome.
- RND 0018967 Intensities not at end state due to an IM off full should display in the lighter version of their end state color.
- RND 0018882 Next/Last after Query should select first channel in Query results
- RND 0018852 [Blind] [Submaster] [@] [Enter] should return an error
- RND 0018186 Parameters in the Custom Fixture Editor should be exposed alphabetically.
- RND 0017999 Channel List - Select Active/Select Manual should be valid syntax.
- RND 0017908 Offline software viz timeout should be longer
- RND 0017602 Moving Macro or preset does not update the new macro or preset number in setup
- RND 0017464 Add a Setup Option for Timing Disable
- RND 0017457 Set a rem dim value from live or in setup with a proportional value using slash
- RND 0017456 [Highlight Rem Dim X] should provide a temporary Highlight Rem Dim level, overriding the setup Rem Dim.
- RND 0017453 Pressing Playback Load without an active cue, should post Pending cue instead
- RND 0017269 Flexi view channels list is not preserved through a restart or in snapshots
- RND 0017185 Elation Platinum Spot 5R, Color Wheel CTO and CTB are reversed
- RND 0016859 Add the additional pixel map upgrade count to the About display
- RND 0016576 Allow [Cue X Execute Time Code Y] on Element

ETC Release Note:

Eos Family Software v2.0.1

Issues Corrected in v2.0.1 [Continued]

- RND 0016301 iRFR color picker not working after mixing color in native
- RND 0016279 Park and Address Check should use assigned protocol/interface of unpatched addresses
Workaround: Include desired output protocol in Default.
- RND 0016232 Flash doesn't work in Pixel Map Editor.
Workaround: Exit Pixel Map Display, go to Patch and patch pixel map fixtures as conventional too and flash the fixtures.
- RND 0015710 Change Update Defaults on a file/new to not update references
- RND 0015618 Direct Selects in Double Click mode do not recall Step Effects.
- RND 0015548 Increase pixel map limit to 40
Workaround: Limit can be adjusted in the eos.ini file: [EOS] PixelMapMax=X
- RND 0015547 moving cues doesn't move time code reference
- RND 0015455 Table view not showing fading effect level
- RND 0015367 [undo undo enter] should undo last undoable command
- RND 0014845 Add a Bulgarian keyboard / flag
- RND 0013974 Pixel Maps: [server Chan Enter] and [Layer Chan Enter] should remove the channels
- RND 0013972 [Chan 1 at full Enter] [Next] in Park mode is unparking channel then parking channel then parking chan at full
- RND 0013597 Applying a Manual Rate of Zero in the Effects Status Display throws an Error
Workaround: Use the rate encoder.
- RND 0013483 Mark In/Mark For In About Not Showing Enough Detail
- RND 0013094 [- group X Record] returns empty channel list error
- RND 0012992 Pot Matching arrows are not displayed on the monitor screen for the 1 x 20 Fader wing in Sub Mode
- RND 0012862 Merged cue from file is tracking into block cue
- RND 0012201 Add a Swedish / Finnish keyboard to Eos Family
- RND 0011786 The partition and group editors should include all channels in a [Thru] range, even if they are deleted in patch
Workaround: Use [+] to add deleted channels to a Partition – that way if you later patch them you will not have to manually add them back into the Partition.
- RND 0011384 Manual changes made to NI's during rem dim, are removed when you press next/last
- RND 0010845 Only Intensity wheel (not ML encoders) should change address level
- RND 0005279 Merging fixtures can create two fixtures with the same name
Workaround: Rename the resource(s) in the current show that will have duplicates before merging in the new show file.
- RND 0005022 Snapshots not able to recall Sub, Preset or Palette Blind display
- RND 0005010 Address Checking across parked addresses is un-parking those addresses.
- RND 0004930 RPU and RVI Offline LED does not turn on when in Offline mode
- RND 0004795 Capture Latch should be user specific, not system wide
- RND 0002651 Incorrectly displaying doubled dimmers in the park display
- RND 0002567 Step Based Effects - ON STATE and OFF STATE should not be over 5 digits
- RND 0001885 [Select Manual Offset Odd/Even] and [Select Active Offset Even] is causing a syntax error.
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Known Issues Remaining in v2.0.1

- RND 0023454 Duplicate sACN packets are sent when sACN Draft Version is enabled on both NICs, but only NIC 1 is active
Workaround: Disable sACN on NIC 2 or plug a network cable into.
- RND 0023413 Magic Sheets - magic sheets views restored from persistent storage are zoomed all the way out
- RND 0022917 Show File Merge - by default all tiles should be unselected.
- RND 0022712 Snapshots that include displays should recall exact page active at the point of snapshot recording
- RND 0021471 Recording with effects running on exclusive sub results in a hard zero for previously null channels in recorded cues.
- RND 0019709 Shutdown macro is only fired when a Primary does a "Power off Console" from the browser.
- RND 0017957 CEM Integration Appears on at Backup even when Off at Primary
Workaround: Enable or disable CEM integration on all consoles/clients to the same setting.
- RND 0017852 PSD should show default Mark Time (when used) in a mark cue if there is no other FCB movement in the cue.
- RND 0017727 Asserting an I-Master Cue List not at full is lowering level before fading up
- RND 0017103 Cues fired by follow countdown are not restored after a restart, most recent cue is restored instead
- RND 0016984 Print to PDF should use showfile name by default, not "Show File".

Known Issues Remaining in v2.0.1 [Continued]

- RND 0016983 It is not possible to use [Home] on a highlighted channel.
- RND 0016897 Changing active cue's linked cue does not change pending cue
- RND 0016827 Snap Intensity Params are fading on timed HTP sub bump
- RND 0016797 Clients do not show the 'Lost connection to Master' window when exiting the Master desk if the CIA is collapsed.
- RND 0016309 LightWright import doesn't support dimmer doubling
- 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
- Workaround:** Unlock CIA, collapse it and reload it.
- RND 0015700 (Mac only) offline does not send/receive UDP strings
- RND 0015681 Duration effects that have finished restart on next [Go]
- RND 0014891 Moving a Manual Master Cue list to a different fader causes the new fader to not work until [Go] or [Stop / Back] is pressed.
- RND 0014433 Deleting a macro or Applying a label to a macro in live does nothing
- RND 0014218 About Address doesn't show any information for addresses patched in pixel maps.
- RND 0014192 When locking an Ion console, the LCD is not displaying "LOCKED OUT" if there is a completed command on the command line.
- Workaround:** Clear the command line before locking the console.
- RND 0014078 Movement of NPs on devices with no intensity parameter should not be considered a Dark Move
- RND 0013482 Moving lights outside of active partition should not display graphic.
- RND 0013362 Cannot override a [Go To Cue 0 Time X] command with another [Go To Cue X Time X] command.
- Workaround:** In a single Cue List environment [Go To Cue Out Time X Enter] works as expected. In Setup / Desk / Manual Control, you can set the default Go To Cue Time to whatever you like so you do not need to specify a time on the command line.
- RND 0013296 Eos Offline for Mac should not require Admin privileges
- RND 0012228 Effect Number of cycles incorrect with non-zero entry time
- RND 0011914 Ion RPU monitors turn off after 5 hours of inactivity
- RND 0011798 Build Step effect with Stop/Hold exit, stops at off states, not on states
- RND 0011789 LED doesn't blink when bumping Inhibitive subs
- RND 0011779 Rem Dim does not override intensities coming from Intensity Effects.
- RND 0011587 Resizing of the channel column in step effects doesn't stay as configured when you change steps
- RND 0010849 MoveTo in patch with overlapping range, moves all channels to last channel
- Workaround:** Move the channels to a non-overlapping range, then move that range to the desired range.
- RND 0010719 A Macro that exits out of Mirror Mode is displayed as only 'Mirror' in the Macro editor.
- RND 0010705 Element Channel/Submaster status not being followed on mirroring device