

ETC® Release Note

Eos® Family Lighting Control Software



Product Line:

Eos Lighting Control Family

Description:

Version 1.9.1 software

Eos Lighting Control Family Software Components

Eos FamilyConsole MainApplication	1.9.1.9.0.30
ECU	1.9.1.9.0.2
XPe (Eos)	2.1.0.9.0.2
XPe (Eos RPU)	2.1.0.9.0.2
XPe (Ion)	2.1.0.9.0.2
XPe (Ion RPU)	2.1.0.9.0.2
XPe (Element)	2.1.0.9.0.2
XPe (RVI)	2.1.0.9.0.3
ACN Libraries	1.3.0.9.0.28
ACN Libraries (Macintosh Only)	1.3.0.9.0.29
ETCNet2	4.0.18.9.0.1
AppMux	4.0.7.9.0.0
Network Common	1.3.0.9.0.11
Network IPCFG	1.3.0.9.0.12
Carallon Library	6.0.0.9.0.26

Engineering Change Master (ECM):

500007291

Effective Date:

2010-08-25

Purpose

The purpose of this release is to address a number of multi-console and performance related issues, and to add several new fixtures to the library. Version 1.9.1 does not add any new features. It does fix some significant issues and is highly recommended for all Eos, Ion, and Element users.

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.

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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Web: www.etcconnect.com ■ QSF 4.1.9.1 ■ Copyright © 2010 ETC. All Rights Reserved. ■ Product information and specifications subject to change.
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Affected Products of This Release

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

- Eos
- Ion
- Element
- Eos Remote Processor Unit (RPU)
- Ion Remote Processor Unit (RPU)
- Net3 Remote Video Interface (RVI)
- Eos/Ion/Element Client
- Eos/Ion/Element Offline

Documentation

The current documentation for Eos is the Eos Family v1.9 Supplement to Operations Manual Revision A and the Eos v1.7 Operations Manual Revision A. The current documentation for Ion is the Eos Family v1.9 Supplement to Operations Manual Revision A and the Ion v1.7 Operations Manual Revision A. The current documentation for Element is the Eos Family v1.9 Supplement to Operations Manual Revision A and the Element v1.6 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 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 v1.9.x. However, v1.9.x 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™/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 Family v1.9.1 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 v1.9.1 is incompatible with hardware and software running ETCNet1.

Key Enhancements in 1.9.1

- Bug Fixes
- There are no new features in this release.
- The following devices have been added to the fixture library:
 - American DJ
 - LED Trispot 3ch
 - LED Trispot 5ch
 - Majestic LED 2ch
 - Majestic LED 8ch
 - Vizi Beam 5R 10ch
 - Vizi Beam 5R 12ch
 - Clay Paky
 - Alpha Profile 1500 V LC
 - Alpha Spot HPE 1500 V LC
 - Alpha Wash 1500 LT V LC
 - Alpha Wash 1500 V LC
 - AstroRaggi Power
 - AstroScan
 - AstroScan Mirror 14ch
 - AstroScan Mirror 9ch
 - Coemar
 - Infinity ACL M 16B Gobo
 - Infinity ACL M 8B Gobo
 - Infinity ACL S 16B Gobo
 - Infinity ACL S 8B Gobo
 - Infinity Spot M 16B gobo
 - Infinity Spot M 8B gobo
 - Infinity Spot XL 16B gobo
 - Infinity Spot XL 8B gobo
 - Infinity Wash M
 - Infinity Wash S
 - iSpot 575 MB Iris Linear
 - iSpot 575 MB Iris Pulse
 - RazorLite LED
 - Stagelite LED FX Frame
 - Stagelite LED FX Global
 - Stagelite LED FX Line

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- Stagelite LED FX Zone
- DTS
 - XR300 Beam BF 13ch
 - XR300 Beam BF 16ch
 - XR300 Beam FAR 18ch
 - XR300 Beam FAR 23ch
 - XR300 Beam FAR EB 18ch
 - XR300 Beam FAR EB 23ch
- Elation
 - Event Panel M1
 - Event Panel M2
 - Event Panel M3
 - Event Panel M4
 - Event Panel M5
 - Event Panel M6
- Elektralite
 - MY 575.4 16B
 - MY 575.4 8B
- High End Systems
 - Cyberlight 2.0
- iSolutions
 - iMove 575S 16ch
 - iMove 575S 8ch
- Licht Technik
 - MB Studio Barndoor P27 1
- Lighting Innovation
 - Motor Yoke 2 + Iris
 - Motor Yoke 2 Basic
 - Motor Yoke 3 + Iris
 - Motor Yoke 3 Basic
 - Motor Yoke Superbeam
- PRG
 - MBox Extreme v3.2 Ambient
 - MBox Extreme v3.2 Camera
 - MBox Extreme v3.2 Keystone
 - MBox Extreme v3.2 Layer 2d
 - MBox Extreme v3.2 Layer 3D
 - MBox Extreme v3.2 Shutter
 - MBox Extreme v3.2 Spot Light



Note: MBox Extreme v2.1 renamed + tweaks.

- Prism Projection
 - Reveal CW M0 A0 Refresh Off
 - Reveal CW M0 A1 Refresh Off
 - Reveal CW M0 A2 Refresh Off
 - Reveal CW M0 A3 Refresh Off
 - Reveal CW M1 A0 Refresh Off
 - Reveal CW M1 A0 Refresh On
 - Reveal CW M1 A1 Refresh Off
 - Reveal CW M1 A1 Refresh On
 - Reveal CW M1 A2 Refresh Off
 - Reveal CW M1 A2 Refresh On
 - Reveal CW M1 A3 Refresh Off
 - Reveal CW M2 A0 Refresh Off

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- Reveal CW M2 A1 Refresh Off
- Reveal CW M2 A2 Refresh Off
- Reveal CW M2 A3 Refresh Off
- Reveal CW M3 A0 Refresh Off
- Reveal CW M3 A1 Refresh Off
- Reveal CW M3 A2 Refresh Off
- Reveal CW M3 A3 Refresh Off
- Reveal CW M4 A0 Refresh Off
- Reveal CW M4 A0 Refresh On
- Reveal CW M4 A1 Refresh Off
- Reveal CW M4 A1 Refresh On
- Reveal CW M4 A2 Refresh Off
- Reveal CW M4 A2 Refresh On
- Reveal CW M4 A3 Refresh Off
- Reveal CW M4 A3 Refresh On
- Reveal CW M5 A0 Refresh Off
- Reveal CW M5 A1 Refresh Off
- Reveal CW M5 A2 Refresh Off
- Reveal CW M5 A3 Refresh Off
- Reveal CW M6 A0 Refresh Off
- Reveal CW M6 A1 Refresh Off
- Reveal CW M6 A2 Refresh Off
- Reveal CW M6 A3 Refresh Off
- Reveal CW M8 A0 Refresh Off
- Reveal CW M8 A1 Refresh Off
- Reveal CW M8 A2 Refresh Off
- Reveal CW M8 A3 Refresh Off.



Note:

Not all "Prism Projection - Reveal" are new, but additional modes were added that changed their names.

- Robe
 - Colorspot 1200E AT Profile M1
 - Colorspot 1200E AT Profile M2

Key Enhancements in 1.9.0

- **Eos, Ion, and Element Features**

- Mac client
- Multiple Intensity effects on a single channel.
- New column in the PSD, wherein an "L" indicates any light fading from zero to an active level that also has NPs moving or a "D" indicates any light with NP moves while the light is inactive and a + indicates both.
- The scroll lock key is no longer needed to engage hotkeys on the client/offline. That is the default state.
- Content of NPs on I-Master subs can be released by pressing the bump button again. The LED pulses when the lights are in a marked state.
- Remote Device Start up/Shut Down
- Remote software install on all connected ETC processors. (*All devices **must be** upgraded to version 1.9 before remote software installation will be available.*)

- **Eos and Ion Features**

- Changes to Update:
 - Redesign of content in the Update Dialogue Box
 - De-selection of update targets via the update dialogue box
 - Break Nested and Update Last Ref as modifiers to three basic update methods of All, Make Absolute or Reference Only.
 - User setup option to define your preferred update method, including your preferred

- modifiers (rather than the CIA remembering your last choice)
- The ability to update manual overrides to manual references without specifying the target.
- By Type Palettes, with the ability to define discrete parameter data for an individual channel.
- Locked Palettes, which won't be modified by a generic update (a targeted update where the specific channels and the target is required).
- Absolute Palettes, which automatically breaks the link to the palette upon recall.
- **Ion Only Features**
 - Tabs - so what was your "swap" key becomes a "tab" key.
 - Query
 - Snapshots
 - The 1-to-1 sub mapping is being removed. Instead, when the page button is pressed, the last button on your available fader wings toggles to channel mode.

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 RPUs when you update your console.*

Software Installation

To update your console or offline software to the v1.9.1 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).



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.

To update your console to v1.9.1:

- 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.

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- Step 9: When the “Update Software” dialog pops up, click on **EosFamily_Console_v1.9.1.9.0.30**, then click **{Install}**.
- This launches a standard Installshield application to direct you through the install.
- Step 10: Click **{Next}** to start the installation process. A dialog box will open warning of losing show data if not saved to disk.
- Step 11: Click **{Yes}** to continue. The console will install the software.
- Step 12: 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.

Firmware Update for Wings

Version 1.9 includes an update to the 2x10 fader wings. It is recommended that users update all 2x10 fader wings.

To update your 2x10 wings to v1.2:

- Step 1: With v1.9 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 wing to select it for updating.
- 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: Repeat Steps 5-7 for all 2x10 fader wings.

Issues Corrected in v1.9.1

- RND_0013059 With Flexi View Channels enabled, selecting a range of channels can leave monitor 1 blank – or displaying only one channel.
- RND_0012965 Expand doesn't work for Live displays on a mirrored device
- RND_0012951 Backup and Clients lag when there is a lot of CEM+ error traffic
- RND_0012943 Snow Leopard slpd bug. Mac Client won't connect with large numbers of pathway devices online.
- RND_0012681 Cue lists can get out of sync between master and client
- RND_0012619 Primary and Backup can both display themselves as “Master”
- RND_0012618 [sub 1 copyTo sub 1] creates illegal label
- RND_0012317 iRFR encoder screen for iPad does not allow direct value entry on sliders
- RND_0012241 Flexi table view takes too long to refresh
- RND_0012217 Large volumes of CEM+ events can affect performance
- RND_0012171 Not able to store [Reset Command Line] as first command in macro
- RND_0012137 Client lag when it has more displays than master
- RND_0012001 Ion Grandmaster can produce steppy fades
- RND_0011927 SMPTE time +/- syntax doesn't work with frame rates less than 30
- RND_0011926 Scroller Levels change on show load after patch change
- RND_0011906 Moving sub with NI levels, stops subs own effect running on those NI's
- RND_0011089 Disabled Grandmaster can cause GM level to be set at fader position on startup.
- RND_0011020 GM at 0% doesn't fade lights up after restart of application

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Issues Corrected in v1.9.1 [Continued]

RND_0010727 Moving motor sliders with other Eos online, causes feedback on the slider

Known Issues Remaining in v1.9.1

RND_0012953 With Scroll lock enabled, you cannot wrap channel display while paging backward.

RND_0012906 We need two sets of the virtual faders to be displayed if they are opened on a tab.

RND_0012476 Shutter strobe definition is incorrect for Elation Power Spot fixtures

RND_0012336 While typing labels, All levels incorrectly displayed without references until restart

RND_0012228 Effect Number of cycles incorrect with non-zero entry time

RND_0012188 PSD on internal Eos monitor doesn't display all of the faders

RND_0012176 The Gel Picker display doesn't scroll with the mouse wheel.

RND_0012079 Second wide screen monitor is not remembered by application

RND_0012054 Keys that don't appear on the command line can't be learned in a macro. (e.g. Fixture editor keystrokes, About display tabs)

RND_0011926 Scroller Levels change on show load after patch change

RND_0011914 Ion RPU monitors turn off after 5 hours of inactivity

RND_0011875 Eos Client - Windows 7 compatibility issues

RND_0011798 Build Step effect with Stop/Hold exit, stops at off states, not on states

RND_0011789 LED doesn't blink when bumping Inhibitive subs

RND_0011788 Scroll lock needs to be enable to enter text fields in patch without using the [new text] button

RND_0011783 Opening shows at backup/client from the Master's hard drive will freeze the console, if the show no longer exists

RND_0011779 Rem Dim does not override intensities coming from Intensity Effects.

RND_0011778 Channel selection is not remembered when adding/removing parameter categories in Blind Spreadsheet

RND_0011776 American DJ Mega Pixel profiles are missing the first Color Macro.

RND_0011750 Having the Physical Faders and Virtual Faders on the same page can cause pots to get out of sync and have levels snap.

RND_0011690 Mac client not displaying rack data

RND_0011660 Duplicate Wheel Definitions Shown in Patch After Loading a Show

RND_0011623 RFR writes to consoles macro edit screen

RND_0011587 Resizing of the channel column in step effects doesn't stay as configured when you change steps

RND_0011583 Mac client doesn't work in trackball mode.

RND_0011404 Direct Selects selections (example: presets, channels,...)are not saving with the Snapshot in CIA

RND_0011384 Manual changes made to NI's during rem dim, are removed when you press next/last

RND_0011378 Flash and Chan Check not cycling through channels with Next/Last on a group of selected channels

RND_0011339 Full merge changes current show file name to that of the file being merged

RND_0011338 The Fader Wing Identification feature and the Wing itself may not work correctly if a Wing is connected while the console is on.

RND_0011334 Selecting just the DMX Patch button in print to PDF file prints nothing

RND_0011317 Live Channel view auto pages when the desk record default settings are changed

RND_0011304 [recallFrom Preset 1] [at] is not selecting preset 1's channels.

RND_0011221 Virtual and Physical encoders parameter data displays respond differently to fixtures with non matching parameter min/max values

RND_0010902 When the default Assert Time is set to zero, when LTP Subs are asserted they go to an incorrect level.

RND_0010849 MoveTo in patch with overlapping range, moves all channels to last channel

RND_0010804 Using the Master Fader buttons to record [Go] and [Stop/Back] into a Macro causes a double Go and a double Stop to be recorded into the actual Macro.

RND_0010765 Multi-console allowed on devices running different builds of Eos, causes a sync error that can not be cleared.

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

RND_0010678 Cannot assign channel blocks to cue parts using update

RND_0010659 [recall from] of blocked level over a range of cues, creates unnecessary blocks.

RND_0010645 Effect editor arrow keys not working properly

RND_0010558 Blind spreadsheet ignoring flexi mode on startup

RND_0010529 RDM and CEM+ Patched Channels do not indicate an Error when they go offline

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Known Issues Remaining in v1.9.1 [Continued]

- RND_0005433 Fixture Updates Do Not Always Update Parameter Defaults
- RND_0005421 Eos Offline windows don't display all information or buttons when resized.
- RND_0005349 Automark ignores intensity effects
- RND_0005161 Expanded Patch display shows duplicate information
- RND_0005123 Channel Table parameter configuration lost, when address changed in patch
- RND_0005010 Address Checking across parked addresses is un-parking those addresses.
- RND_0004765 flash next/last does not skip NI parameters
- RND_0004763 [Cue Intensity Block] only blocks master intensity for multiple intensity devices
- RND_0004748 Changing the Language on Eos or Ion causes the external keyboard to stop working.
- RND_0004422 Changes to serial settings on Eos require a restart
- RND_0004266 Effect [Grouping] doesn't work with non-default [Trail]
- RND_0004102 Submaster HTPing with Captured manual level
- RND_0004092 Clearing out of a highlight state by pressing [High/Low] again does not take channels without background levels to their home position
- RND_0003727 Moving a single part of a part cue to a whole cue is incorrect
- RND_0003329 When an address conflict occurs within different parts of the same channel, a confirmation is not required.
- RND_0002937 MIDI time code events not syncing up between Master and Backup after opening from a different show
- RND_0002590 Blocking a cue stops effects that were tracking into it
- RND_0002316 Step Effect – deleted steps reappear if an arrow key is the first key pressed after deleting.
- RND_0001996 [Select Active] is not grabbing active channels within a single part.