ETC® Release Note

Eos® Family Lighting Control Software

Product Line:	Eos Family Lighting Control
Description:	Version 2.1.2 software

Eos Family Lighting Control Software Components	
Eos Family Console Main Application	**2.1.2.9.0.7**
ECU	2.1.0.9.0.14
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)	2.3.0.9.0.3
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)	3.0.0.9.0.20
Wes7 (Eos Ti)	1.0.0.9.0.9
Wes7 (RPU3)	3.0.0.9.0.20
Wes7 (RVI3)	3.0.0.9.0.20
ACN Libraries	1.4.2.9.0.2
ETCNet2	4.0.19.9.0.1
Network Common	1.3.2.9.0.20
Network IPCFG	1.3.2.9.0.23
Carallon Library	9.6.0.9.0.8

Engineering Change Master (ECM):	500012110
Effective Date:	2014-02-18

Purpose

The purpose of this release is to fix a small number of issues introduced in 2.1. The most critical of these issues is an offset of 1 degree caused by placing an invert flag in patch on either/both pan and tilt. If you have created shows using invert pan/tilt in either 2.1 or 2.1.1, you will need to adjust the pan and or tilt value by -1 degree when installing 2.1.2. This is most easily done by creating a group of those fixtures with that flag set, and from blind preset or focus palette, based on how you created your focus positions, select the entire target range, call your group and enter pan/tilt +- 01. (plus minus 0 1) enter.

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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Eos Family Software v2.1.2

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 Family v2.1.0 Supplement to Operations Manual Revision A, and the Eos Titanium, Eos, and Gio v2.0 Operations Manual Revision A. The current documentation for Ion is the Eos Family v2.1.0 Supplement to Operations Manual Revision A, and the Ion v2.0 Operations Manual Revision A. The current documentation for Element is the Element v2.1 User Manual Revision A. Please keep this release note with your user manual for descriptions of the newest features, changes and bug fixes in Eos 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 v2.1.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.
- **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 v2.1.2 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 Family v2.1.2 is incompatible with hardware and software running ETCNet1.

Key Enhancements in 2.1.0/2.1.1/2.1.2

- GUI and output performance optimizations
- BMP and tap rate for effects
- Tabs in Element
- Cue list index in Element
- CIA favorite in Element
- [Shift]+ Direct Select to post unterminated to the command line
- Magic Sheet enhancements
- Changes to Magic Sheet channel selection
- [Query] {Unpatched}
- Parameter allocation counter in About
- Increase channel count to 16,000 (not available in Element)

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
- 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

ETC Release Note:

Eos Family Software v2.1.2

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 v2.1.2 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 v2.1.2:

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_v2.1.2.9.0.7**, 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 v2.0.

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Eos Family Software v2.1.2

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.

N o t e: *The touchscreens and/or mouse may stop working briefly at the end of the firmware upgrade process.*
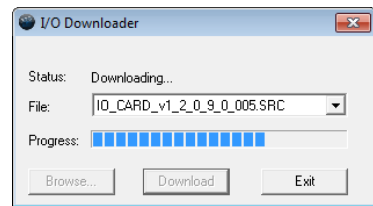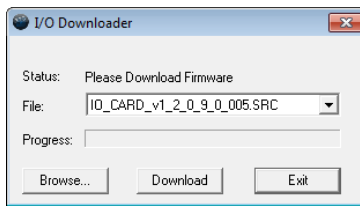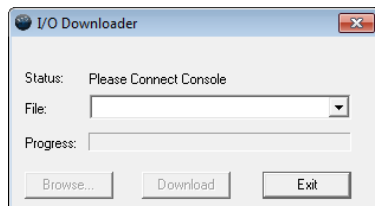
ETC Release Note:

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, RPUs, Show control)

• One combined network and one limited traffic for wireless devices

Note: *The two Ethernet ports must be configured to separate networks (subnets).*

For proper operation, the two ports must NOT be connected to the same physical network.

To 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 v2.1.2

RND 0025873   Cue list with NI moves, but no intensity moves sometimes does not fade any of its moves

RND 0025859   Crash using Step based effect with [Build] and Palette references

RND 0025854   [goto cue] is asserting in cue time, instead of goto cue time

RND 0025852   Submaster [Background Disable] not working

RND 0025849   Firing same cue list on different playbacks can cause tracking intensities to fade to 0

RND 0025847   [Update] is incorrectly leaving some channels displayed in fleximanual

RND 0025831   Single Monitor Element no longer displays Fader Status Display under CIA

RND 0025806   Grandmaster disable not working

RND 0025767   Magic Sheets - color swatch indicator for a Color Palette item is not visible

RND 0025765   Flashing a channel that is controlled by a shielded sub causes crash

RND 0025603   Element Patch SKs are displayed in live/blind after a patch operation.

Issues Corrected in v2.1.1

RND 0025741   Unable to load show file with channel 100,000 in patch

RND 0025721   Invert Pan/Tilt patch not working on some fixtures

RND 0025674   Monitor 1 of an RVI in mirror mode doesn't refresh

RND 0025663   100 channel mode display with group by 5 pages by 120 instead of 100

RND 0025650   Crash at startup in offline mode with offline output enabled (and restoring a MS showing raw DMX)

RND 0025637   Swapping Pan and Tilt on a fixture causes a tracked parameter to snap to zero if the other parameter is fading

RND 0025615   Zooming out takes the tombstone text out of focus

RND 0025613   Magic Sheets - magic sheet editor not working on Mac with trackpad

RND 0025604   Pan and Tilt not displayed correctly on Ti encoder display

Issues Corrected in v2.1.0

RND 0025297   Crash when pixel mapped fixture above address 65536 (64k)

RND 0025182   Properties Area in the Device List remembers last selected option even if this isn't the current setting.

RND 0025156   Importing a large MS file in a multi-console system causes lag.

RND 0025136   Add Eos's "MV" column to Element's cue PSD

RND 0025125   Magic Sheets - Address item color/intensity links should indicate DMX level or Patched/Unpatched state

RND 0025106   Beats Per Minute in Effects

RND 0025067   Change maximum allowed defined channels from 10K to 16K

RND 0025019   Color and Pan/Tilt displays on i/aRFR devices terminates the CL on the console

RND 0025016   Not possible to create a Hue only sub with Native HS fixtures

RND 0025005   Updating an unowned manual intensity with NIs marking sets live intensity to 0

RND 0024996   RDM Sub-device Problems

RND 0024931   Channel display zoom stops working sometimes

RND 0024923   Executing a Lamp Command on an Unpatched Channel will Run the Command at the Beginning of Universe 1

RND 0024922   Setting an address on a Virtual Layer channel in patch should return "type not addressable"

RND 0024870   [Shift] while moving Horizontal form encoder does not act as vertical form encoder in effect blind

RND 0024866   [Undo] of any cue change while cue list is in solo mode, removes solo mode

RND 0024822   Add Predefined Effect for rainbow on native color parameters

Issues Corrected in v2.1.0 [Continued]

RND 0024692   Option to remove virtual Hue Sat params

RND 0024613   Forums: Intensity Mechanical parameter of TW1 called not be viewed if recalled snapshot was recorded without it.

RND 0024566   Enabling Automark is not clearing Reference marks

RND 0024559   Magic Sheets - text font sizes are not identical across all devices

RND 0024533   Magic Sheets - editor can steal focus from the rest of the app

RND 0024525   SMPTE Internal clock is too fast when set to 24 or 25fps.

RND 0024500   autoblock clean not removing all auto blocks

RND 0024491   Go to Cue Out/Zero at Percentage should throw an error.

RND 0024484   Magic Sheets - Park indicator is not always appearing when a channel is parked

RND 0024469   Add Parameter Dependencies to Assist Encoder Control of Media Servers

RND 0024465   Issues displaying Relays in the PSD

RND 0024464   Parked, unpatched addresses do not show in the output column of the backup console's patch screen in address format

RND 0024446   Expanded tombstone display showing duplicate channels

RND 0024442   Fixture Copies of Wybron Scrollers Don't Use the Wybron Scroller Gel Positioning Algorithm

RND 0024406   Collection of Varilite Fixture control Issues

RND 0024405   Customer Requested Changes to the SAMSC - Catalyst

RND 0024399   Bumping subs is too slow

RND 0024322   Add RDM Gateway Name and IP Address to the Standard RDM Properties Displayed

RND 0024319   Gateway RDM Communication Includes Redundant ACN "Get Property" Requests

RND 0024315   Devices with wide format displays should have an option for the "classic" direct select layout.

RND 0024243   Assert cue should cause all other running cues on that playback to display as complete

RND 0024240   A Macro that loads a cue to a fader must include Enter to load properly.

RND 0024235   Rebooting the Master device in a multi-console system causes the Backup and Clients to display yellow question marks for all patched RDM devices.

RND 0024227   "File New" Does Not Release Pixel Map Generated Outputs

RND 0024226   D22 Lustr+ Fixtures Have the Wrong RDM Personality Number

RND 0024205   Setting an address of a multiparameter fixture to a value (full), causes all output to a zero value

RND 0024192   Change Browser button on Element to "Displays"

RND 0024189   Show with many large pixel maps takes a very long time to load

RND 0024188   Changes to Element browser

RND 0024165   Immediate entry absolute effect with 0 entry time snaps to first step, ignoring step fade time

RND 0024156   Selecting PSD Tab should not change to Live mode

RND 0024140   Out of sequence cues should fade out intensity before fading NPs on any lights fading intensity to 0

RND 0024089   Remove encoder acceleration on Eos and Ion

RND 0024087   User imported Gobo images are not loaded on initial multiconsole sync

RND 0024083   Address check on non-flexi displays doesn't use the expected order

RND 0024066   a UDP string with <U> but no user number, should default to last specified user number.

RND 0024038   Magic Sheets - crash when dragging a rectangle to select items and then pressing [Delete] before releasing the mouse/touch

RND 0024031   Pixel Mapping - the intensity of pixel mapped RGBI fixtures is not always getting parked at 100%

RND 0024022   Intensity of GM Exempt channels should not be impacted by I-Master control

RND 0024019   Artnet packets are not being consistently output for universes 21 and 22 in this show

RND 0024012   Submaster Assert on bumped sub not working

RND 0024007   Snapshot recall is not restoring Magic Sheet tab on 2nd monitor of an RVI/Client

RND 0024006   Commands that should be undoable are showing up as non-undoable

RND 0023977   Snapshot recall is not working with any Preset or Palette list tabs

RND 0023964   Changing the encoder page on an Ion does not change the page label in the integral display.

RND 0023907   Backup Reports Wrong Number of Patched Outputs on a Pixel Mapping Show

RND 0023906   With the Internal and External Time Clocks Enabled but not running, changing the Status Time starts the Internal Clock.

RND 0023902   Console Can Lockup Due to a sACN Packet Sending Problem

RND 0023889   Add the number of allocated parameters to diagnostics and About Eos

RND 0023881   Optimize startup time of stepbased and absolute effects with many steps

RND 0023878   Channel swap with RDM channels in patch can cause a crash

Issues Corrected in v2.1.0 [Continued]

RND 0023876	Console Deadlock During RDM Patch Manipulation or Error Reporting
RND 0023874	Opening non-element showfile on Element breaks [Record Bump]
RND 0023872	The eos power button does not bring up the shut down screen.
RND 0023871	Can't create macro with send string instruction. Virtual keyboard blocks the {done} softkey
RND 0023867	if [Chan X at Enter] stops an effect, Updating does not stop effect
RND 0023857	Loading a cue in automark, or [goto cue use marks] should mark all params if the current intensity is 0
RND 0023855	Channel view display sometimes missing tombstone background images in blind flexi
RND 0023854	[Shift + Direct select] should post unterminated target to the command line.
RND 0023850	Add [Query Unpatched] to allow user to quickly unpatch all channels without addresses
RND 0023844	Deleting Desk Channels does NOT Set Network Outputs to Zero
RND 0023843	Remappable Gio/Ti hard key to Magic Sheet does not open the Magic Sheet List on double press
RND 0023840	Change Dimmer Feedback Labels in the Shell.
RND 0023822	Parked Channel flag in live/blind overwrites Parked Dimmers (and we need to change parked dimmers).
RND 0023810	Bumped Inhibitive sub is not releasing channels to previous values sub levels.
RND 0023749	Ti as master cannot auto-upgrade pre 2.1 clients to 2.1.
RND 0023747	Add cue list index to Element
RND 0023725	Add CIA favorites to Element
RND 0023708	Add a 20x5 display option to 100 Channel mode in Setup
RND 0023689	Tabs in Element
RND 0023657	ArtNet and AVAB/UDP Network Packet Rate can be Impacted by Console Loading
RND 0023643	Pressing Go while manual master playback is not at home or full does nothing
RND 0023586	Changing the encoder buttons ([Color] [Intensity] etc.) on the Gio does not highlight the category on the screen until the second press
RND 0023573	Adding Dialogue for Mac Offline w/ instructions to turn off Mac F1-F12 key function
RND 0023558	About screen in offline always shows zero for the number of patched outputs
RND 0023539	When learning a bump sub into a macro, it is not including the [Enter]
RND 0023538	Swapping show data in patch doesn't work if your number of channels in Setup is set to 99999.
RND 0023537	[Chan 1 + 3 Moveto 6 + 7] only uses the first number in the second range
RND 0023531	[Stop Effect Enter] and [Chan X Effect Enter] do not stop HTP effects' intensities
RND 0023529	[sub 1 independent Label] [Clear] removes [independent]
RND 0023528	Magic Sheets - advanced show file merge of magic sheets (or Patch) does not automatically include Media
RND 0023513	Channel Selection from a terminated command line changes
RND 0023472	Print to PDF should not show the "Media" or the "Magic Sheet" tiles
RND 0023464	Auto repeat is visibly slower in Patch than it is in Blind.
RND 0023451	CSV export is printing 0 for empty discrete times instead of nothing
RND 0023447	ALL consoles on the network will crash if any console loads a show with a long name
RND 0023446	Transition between 2 effects in same cue list should not snap
RND 0023444	Pressing Delete in effect editor on completed command line should not append [Delete] to target
RND 0023427	Channel Table display is not paging by full page increments
RND 0023413	Magic Sheets - magic sheets views restored from persistent storage are zoomed all the way out
RND 0023412	Allow CueOnly when removing effects [Chan 1 effect CueOnly Enter]
RND 0023396	Optimize Rig Output Calculations for Desk Channels with Uncalibrated Color Fixtures
RND 0023374	Updating a manual level change on a tracking absolute effect stops the effect in the cue
RND 0023343	File/New doesn't always delete custom gobo wheels
RND 0023342	Gio encoder display can show gobo images incorrectly with a modified gobo wheel.
RND 0023341	Double press of Address while in patch mode is posting [address] to the command line
RND 0023328	SMPTE list isn't sorting events with same times correctly
RND 0023321	Magic Sheets - add "Address" to the list of fields that can be populated around an item
RND 0023320	Add Danish virtual keyboard
RND 0023300	Add [Select Manual] and [Select Active] to Element channel softkeys
RND 0023294	Deleting a specific part of a channel in patch should not post deleting show data warning
RND 0023210	Subwing not indicating manual cue is fired.
RND 0023200	Not able to change sub bump number in macro editor

Issues Corrected in v2.1.0 [Continued]

RND 0023195   Magic Sheets - svg images containing "etc_symbol_*" tags only render tagged elements

RND 0023193   Add SubGrouping feature to [Fan]

RND 0023169   using [copy to] create effect steps doesn't apply those steps to the effect

RND 0023167   Magic Sheets - add "Address" target type (including link-to-color/intensity functionality)

RND 0023163   [Chan 1 CopyTo Chan 2 HTP] does not work in Cue blind

RND 0023160   [At + 10] should not affect nulled parameters in blind

RND 0023142   In Element single-monitor mode, clicking on any full screen display forces you back into split-screen mode and opens the browser

RND 0023059   Magic Sheets - MS browser only acts on the MS in focus when there are multiple MS visible

RND 0022979   Pressing [Timing Disable] while firing Marking Cues is causing some Marking Cues to appear as though they are fading.

RND 0022920   Clicking on an empty (unassigned) Partition slot is causing a new Partition to be created.

RND 0022919   It is difficult to create a fixture in the fixture editor that doesn't have an intensity

RND 0022917   Show File Merge - by default all tiles should be unselected.

RND 0022888   If grandmaster is down and you load a show with no grandmaster mapped, you can't return the GM to full

RND 0022880   Issues Marking the Mechanical Intensity in TW1

RND 0022877   Changes to Displaying Martin TW1 Mechanical Intensity parameter

RND 0022870   Setup/Desk Settings/Displays/High Contrast Mode should be enabled by default.

RND 0022826   About Channel Usage lists can truncate the group number

RND 0022737   Dual NIC consoles, Ti and GIO send duplicate sACN sequence number packets

RND 0022731   An Advisory should be posted after a show load if the number of patched outputs exceeds the system capacity.

RND 0022692   Change the color of the prompt line on Element from red to gold

RND 0022457   Allow sub bump macro to always start or stop the sub

RND 0022148   Magic Sheets - color linking should have separate toggles for linking color and intensity

RND 0021969   [effect 1 step 1 next] posts Effect 1 step 1 step 2] to command line

RND 0021444   Virtual keyboard skips flexi modes

RND 0017922   Park Address does not display red exclamation mark for dimmer errors

RND 0017726   Asserting an HTP Sub not at full is restoring control to full.

RND 0017611   Pressing Live/Blind should restore the instance of Live/Blind the user previously had focus on.

RND 0016078   Monitors in Expand Mode should be so indicated

RND 0015476   Effect 913 - Color Bump, doesn't use the Magenta parameter

RND 0015145   in cue blind, [effect 1 move to] returns a syntax error

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 0014276   ML Controls should reopen in the last place you left them.

RND 0014192   When locking an Ion console, the LCD is not displaying "LOCKED OUT" if there is a completed command on the command line.

RND 0013576   Macros not able to fire multiple nested macros

RND 0012414   Gel picker can pick wrong color if there is an unterminated gel selection on the command line

RND 0011914   Ion RPU monitors turn off after 5 hours of inactivity

RND 0011397   Virtual keyboard should accommodate 2nd page of controls when space is available

RND 0010719   A Macro that exits out of Mirror Mode is displayed as only 'Mirror' in the Macro editor.

Known Issues Remaining in v2.1.2

RND 0025466   When firing multiple macros at same time, empty or deleted macro will stop other macros from firing

RND 0025439   EOS Is Not Exposing the RDM "Preset Playback" Command

RND 0025240   On single screen monitor, the split screen PSD doesn't show cues until you tab or move the splitter bar
      Workaround: Tabbing, clicking on the display or moving the splitter bar will fix it.

RND 0025130   Virtual ML control does not show attribute tiles in Palette Blind modes until the parameter has a stored level

RND 0024855   Element will run show control events from higher order cue lists if they were created on an eos.

RND 0024801   Master regaining control from backup causes output issues with EDMX (Net2)

RND 0024772   Unable to use a Macro to apply MIDI Raw commands to the Execute field of a Cue.

RND 0024764   In Magic Sheets, clicking on an address object and then a second address object is posting Copy To on the CL.

Known Issues Remaining in v2.1.2 [Continued]

RND 0024594   Paging arrows do not work with main displays when command history is visible in the CIA

RND 0024573   Magic Sheets - color palette items do not update linked color when gel string is modified
  Workaround: Reload the show file

RND 0024093   RFR/iRFR/aRFR in Channel Check mode, [Chan @ Full Full] stops [Next/Last] from working.

RND 0024037   Gio/Ti Littlelites do not remember their intensity setting after a reboot

RND 0024021   Merge does not append a [*] to the show name

RND 0023915   Show file modified indicator is displayed when CEM or RDM errors appear

RND 0023814   Delay times don't properly display when the PSD is in countdown enabled and cue time is zero

RND 0023711   No pixel map output when running offline with offline output enabled

RND 0023702   Magic Sheets - you will lose changes if you label a magic sheet while editing

RND 0023636   Can't Copy or move a range of events from one show control list to another

RND 0023633   Show control MoveTo and CopyTo removes label

RND 0023630   The downgrade process has changed

RND 0023453   Channel Pixel is unpatched with changes to show patch.

RND 0023439   Home is ignoring Sneak Time

RND 0022856   Pixel Mapping - flash causes ALL parameters of a fixture to flash, not just intensity-related parameters

RND 0022730   The splitter bar on the split PSD is incorrectly reset when the CIA is opened and subsequently closed.

RND 0022723   Chan [copy to] not keeping offset

RND 0022712   Snapshots that include displays should recall exact page active at the point of snapshot recording

RND 0022673   Mirroring client can't clear message after master loses its backup

RND 0022465   Magic sheet Group button not working when group doesn't exist

RND 0022363   Forum: Hang countdown time shows an F instead of an H before the time
  Workaround: Ignore it or disabled PSD Time Countdown

RND 0022361   Closing a help window from inside the fixture editor takes you out of the fixture editor and back to patch

RND 0022322   Can't sneak single channel outside of your partition

RND 0022144   Magic Sheets - Zoom-To-All does not account for expanded displays

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 0017727   Asserting an I-Master Cue List not at full is lowering level before fading up

RND 0016983   It is not possible to use [Home] on a highlighted channel.

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 0016695   In Blind, marking M is displayed in all parts, not just the part that contains the move

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 re-lock it.

RND 0015700   (Mac only) offline does not send/receive UDP strings

RND 0015681   Duration effects that have finished restart on next [Go]

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 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 0012228   Effect Number of cycles incorrect with non-zero entry time

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

ETC Release Note:

Eos Family Software v2.1.2

Known Issues Remaining in v2.1.2 [Continued]

Workaround: Move the channels to a non-overlapping range, then move that range top the desired range.

RND 0010705   Element Channel/Submaster status not being followed on mirroring device