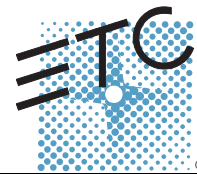


ETC® Release Note

Eos™ Lighting Control System Software



Product Line:

Eos Lighting Control System

Description:

Version 1.2.0 software

Eos Lighting Control System Software Components

Eos Console	1.2.0.9.0.41
ECU	1.2.0.9.0.12
XPE	1.2.0.9.0.1
ACN Libraries	1.0.0.9.0.79
ETCNet2	4.0.13.9.0.0
AppMux	4.0.7.9.0.0
NicPicker	1.2.0.9.0.1
ETCNet2WR	1.0.0.9.0.10
Network Common	1.0.0.9.0.44
Network IPCFG	1.0.0.9.0.38
Carallon Library	3.3.0.9.0.19

Engineering Change Master (ECM):

500002886

Effective Date:

August 23, 2007

Purpose

The purpose of this release is to add features (listed below) and correct a number of previously found issues. This release delivers fully synchronized backup, new and refined features as well as enhanced reliability and is highly recommended for all Eos installations. For any questions relating to the contents of this release or the behavior of this software, please contact ETC Technical Services at the office nearest you. A list of ETC offices is given at the bottom of this page.

Availability

You may obtain this release of software either by downloading it from the ETC website or by requesting a software kit (ETC Part # 4250S1003) from your nearest ETC office listed below.

Documentation

The current documentation for Eos is the Eos v1.1 Operations Manual. An Eos v1.2 Operations Manual will be released shortly after the software. Please keep this release note with your user manual for descriptions of the newest features, changes and bug fixes in Eos. ETC manuals can be downloaded free of charge from ETC's website at www.etcconnect.com. They are available in portable document format (pdf), and viewable with Adobe® Acrobat® Reader™ v6.x and later.

Compatibility

ACN

All Net3™ products powered by ACN that meet or exceed ESTA ratified standard BSR E1.17 2006 Architecture for Control Networks (ACN)



WARNING:

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



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Web: www.etcconnect.com ■ QSF 4.1.9.1 ■ Copyright © 2007 ETC. All Rights Reserved. ■ Product information and specifications subject to change.
■ 4250M1100-1.2.0 ■ Rev A ■ Released 08/2007

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ETCNet2

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

- **Eos Lighting Control System** - Version 1.2.x and later software.
- **Congo™/Congo jr Lighting Control** - Version 4.x.x 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 4.0.x and later software.
- **Net3 Four Port Gateway (ETCNet2 mode)** - Version 4.0.x and later software
- **ETCNet2 DMX Node** - Version 4.0.x software.
- **ETCNet2 Two Port Node** - Version 4.0.0 thru 4.1.x software.
- **Unison®** - Version 1.9.x software.

Incompatibility

Eos v1.2.0 is incompatible with hardware and software running ETCNet2 software prior to those listed above.



CAUTION:

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

Software Versions that are compatible with DHCP servers:

ETCNet2 DMX Node (4.0.6)

ETCNet2 Two Port Node (v4.1.4)

ETCNet2 Video Node (v4.0.2)

Net3 Four Port Gateway (ETCNet2 mode v4.0.3)

Eos v1.2.0 is incompatible with hardware and software running ETCNet1

Key Enhancements in v1.2.0

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

Key Enhancements in v1.1.0

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

- Partial show reads
- Dimmer-Doubling™ support
- Fixture Library enhancements

Key Enhancements in v1.0.0

- Initial release of software.
- A few notable initial product features:
 - Provides Power over Ethernet (PoE 802.3af) via 4 Ethernet ports
 - 2 full size LCD touchscreens for display, direct selection and context sensitive control
 - LCD direct selects with tactile response
 - Master playback pair with motorized 100mm faders
 - 10 100mm motorized faders x 30 pages for configurable faders, submasters, masters and grandmaster control
 - Effects provide dynamic relational and absolute progressive behavior.
 - Supports three VGA or DVI monitors starting at 1280x1024 resolution
 - USB ports for flash drives, pointing devices, keyboards

Installation Instructions

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

Software Installation

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



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

One is to use the Update CD which updates individual components of the software to achieve the overall update. This may require running multiple installers depending on what needs to be updated in the release. The advantage of this method is that it leaves all of your show data intact and undisturbed.

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

Using the Update CD on an Eos Console

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

Update Eos

- Step 1: Get to the Eos Configuration Utility (ECU - sometimes referred to as the Eos Shell) by either exiting Eos (CIA>Exit Eos) or by starting up Eos and clicking on the "Launching Eos in..." button.
- Step 2: Insert the Installer CD in the CD drive.
- Step 3: In the ECU, click on **Settings**.
- Step 4: Then click on **General**.

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- Step 5: Scroll to the bottom of the **General** tab and click on **Software Update**.
- This scans the root directory of all available drives (USB drives & CDs) for valid installers. It will then present the installers it found one by one for you to choose which one you want to use.
- Step 6: When the “Found Installer” dialog pops up, click **No** until you see **Eos_Console_v1.2.0.9.0.41**, then click **Yes**.
- This launches a standard Installshield application to direct you through the install.
- Step 7: Leave the default choice of **Remove** and click **Next**.
- This opens a dialog warning you that you will lose your current show data. If the show you were most recently running has not been saved to disk, it will be lost from active memory.
- Step 8: Click **Yes** to continue, click **No** to stop the installation.
- Step 9: Click **Finish** to complete this part of the process.
- The installer will now reboot into the ECU.
- Step 10: Click on **Settings**.
- Step 11: Then click on **General**.
- Step 12: Scroll to the bottom of the **General** tab and click on **Software Update**.
- Step 13: When the “Found Installer” dialog pops up, click **No** until you see **Eos_Console_v1.2.0.9.0.41**, then click **Yes**.
- Step 14: Click **Next** to start the installation process.
- Step 15: Click **Ok** to acknowledge that this software requires a reboot.
- Step 16: Click **Install** to begin the software installation.
- Step 17: Leave the default choice of **Yes** and click **Finish** to complete the installation process.
- When the installation is complete, the installer will automatically reboot your console.

Install Net3 Services

- Step 1: Get to the Eos Configuration Utility (ECU - sometimes referred to as the Eos Shell) by either exiting Eos (CIA>Exit Eos) or by starting up Eos and clicking on the “Launching Eos in...” button.
- Step 2: In the ECU, click on **Settings**.
- Step 3: Then click on **General**.
- Step 4: Scroll to the bottom of the **General** tab and click on **Software Update**.
- This scans the root directory of all available drives (USB drives & CDs) for valid installers. It will then present the installers it found one by one for you to choose which one you want to use.
- Step 5: When the “Found Installer” dialog pops up, click **No** until you see **Net3Services_v1.0.0.9.0.37**, then click **Yes**.
- This launches a standard Installshield application to direct you through the install.
- Step 6: Select **Console Mode** and click on **Next**. This starts all services automatically upon booting the console. This is the factory default state for new consoles.
- Step 7: Select whether Net3 Services should run in Server or Client mode.
- **Server Mode**. When running as a Server, the console will act as a source for DHCP addresses, SNTP (time) messages and as a TFTP source for software downloads to compatible devices. In general, there should only be one Net3

Services Server on a network at a time. This is the factory default state for new consoles.

- **Client Mode.** When running in Client mode, the console will receive SNTP (time) messages. The TFTP service always acts as a server, even in client mode.

Configuring the console to receive a dynamically assigned IP address via DHCP is a separate choice and must be configured via the ECU (Settings>Network) on a given console.

- **Making the Choice:** Typically, you should make the Primary console or RPU the Net3 Services server. If you only have one console, it should be the server. If you have multiple consoles or RPUs, the primary should be the server and the rest should be configured as clients.

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

Step 9: Click **Finish** to complete the installation process.

- When the installation is complete, the installer will ask you to reboot your console.

Installing Network Device Software Suite on an Eos Console

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

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

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

Step 4: Scroll to the bottom of the **General** tab and click on **Software Update**.

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

Step 5: When the "Found Installer" dialog pops up, click **No** until you see **ETCNetDvcSuite_v1.0.0.9.0.7.exe**, then click **Yes**.

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

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

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

Step 8: Click **Finish** to complete the installation process.

- When the installation is complete, the installer will put you back into the Eos Configuration Utility.

Using the Re-Imaging CD



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

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

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

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

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

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- Step 5: Once the console has turned off, push the power button on the front (upper-right corner).
- You will see this message displayed:
Warning! Continuing this process will delete all the files on your hard drive.
- Step 6: Press any key (on an external keyboard) to continue.
Or if you want to stop the installation process:
- Press Ctrl-C to abort the install process.
 - Type “y” and press **ENTER** to “Terminate Batch?”
 - Press the power button to turn off the console.
- Step 7: Press “A” to begin the re-imaging process.
- You will next see a Ghost restore screen that will end in the Green Screen of Success.
- Step 8: Press any key (on an external keyboard) to continue.
- Step 9: Remove the CD from the CD drive.
- Step 10: Push the power button on the front (upper-right corner) to immediately shutdown the console.
- Step 11: Push the power button on the front to turn on the console.
- The console will reboot once more on its own to complete installation process.
- Step 12: Enjoy using your freshly updated Eos console.

Issues Corrected in v1.2.0

- 2999 Gel Matching Calculations Use the Wrong White Temperature
Workaround: Manually tweak color to hit the desired color.
- 2996 [Snapshot] [n] [Enter] processing on RPU backup of a multiconsole system using direct selects
- 2994 Spin – Mode allows an incomplete range for Gobo on MAC 250 Entour and Krypton
- 2989 Timing Disabled faders are executing follow times
- 2896 Submaster can be set to levels greater than 100%
- 2869 Hue and Saturation in the Mac 2K do not clear with [Go To Cue] [Out]
- 2865 In the Park display, the only format that is working is the summary view.
- 2858 Softkeys are disappearing from list views as soon as a record target is specified.
- 2850 Channels used to record should also be selected
- 2842 Direct Selects in Channel mode, incorrectly deselecting a channel when the button is let up.
- 2834 Allow separation of dependent parameters
- 2832 Macros fired through MIDI are capturing channels
- 2830 Blind changes to submasters should take effect immediately
- 2827 Playback status should show selected cue while in blind
- 2826 Marking Params shouldn't display mark cue label
- 2821 Holding escape key when starting EOS causes shell to remain on main LCD.
- 2810 Connecting a Backup to a Master is failing on the first attempt.
- 2805 RPU front panel and console facepanel/submaster LED's not working.
- 2798 CueTimes display incorrectly with automark
- 2797 Unable to split updown fades with same time
- 2794 Timeline should display empty cues as fading
- 2788 Invalid Custom Wheel Label
- 2783 [Cue] [x] [focus] is causing a syntax error on the command line
- 2761 Dimmer Park outputting levels in client (no param) mode
- 2756 In Effects Blind, the [Time] and [Delete] softkeys for Step Effects are causing a syntax error.
- 2750 Eos only recognizes one of it's USB drives
- 2747 [Record] (Target) [Next] after a .99 is not incrementing to the next whole number.
- 2732 EOS does not work with multiple Show Control Gateways online
- 2725 EOS Midi Time Code needs more tolerance on display

Issues Corrected in v1.2.0 [Continued]

- 2723 EOS subscribes to any SC gateway with an ID in the 0-127 range
- 2722 EOS does not subscribe to backup SC gateway if original SC is lost
- 2716 Unable to map Subs to 3 digit numbers from the Fader Configuration display.
- 2697 submaster load button sending incorrect submaster to commandline
- 2695 GOTO CUE does not work from PATCH
- 2689 The adjusted rate on a fader is not getting cleared on a [Go To Cue] [Out] command.
- 2658 Color Rig Output Jumps When Recording As a Palette
- 2638 [Move To] softkey is not displayed for IFCB Palette/Preset/Effect/Macro/Snapshot in Live.
- 2637 The MSC Set Primary Playback out command does not control the Master Playback.
- 2635 Sending only the QList number does not work for the MSC Command GO.
- 2631 Ascii Import of Cues and Submasters w/ effects is different between console types
- 2605 Encoder display does not display [new] or [copied] scrolls.
- 2569 GOTO Q commands should stop effects in GOTO Q time
- 2564 TIME THRU not valid with NIPS
- 2513 I can get a Gobo to rotate in one cue but I cannot get it to rotate back in another cue.
- 2499 Marking thru non-intensity parameter moves is not removing the moves.
- 2477 A Global Update without an active Cue should produce an error on the command line.
- 2459 Printing, a list of items that we may want to include in the printout -in the future.
- 2442 Creating a Macro that is supposed to loop a number of times does not work.
- 2425 Coustom scrollers applied directly after creating them are not causing detente on the encoders.
- 2407 pot handles do not track if Master and Backup have same user id .
- 2199 Patching fixtures with overlapping adresses should generate an error message.
- 2135 Cannot place a filter on a specific parameter in a linked parameter set.
- 1771 Cannot Mark to a specific part of a Multipart Cue.
- 1506 Toggling an encoder from Coarse to Fine causes other parameters to jump to a random value.
- 1367 Wybron ColorFusion changes its own home data on unrelated record
- 1097 A partial Block “*” displayed on Playback Status display but there are no white levels in the show.
- 1012 Derived intensity Issues

Issues Corrected in v1.1.0

- 2491 After an EOS console (or notebook running EOS client software) is started up in “offline” mode, it may no longer display the set of “masters” available on the network.
Workaround: Start EOS as a master, backup, or client, exit EOS, and restart the EOS console application. This error state can be easily identified by the message “Network: Offline” is displayed in the lower right corner at application startup.
- 2490 Cannot remove a Macro from a Cues Execute List.
- 2489 If you create an effect with a 0 in time, the off state of that step will not run. Instead it will just stay at it's on state until it gets a new instruction.
- 2478 Submaster labels are not displayed in the Fader Status display
- 2372 Slider Page Number and Slider Number are off when using [About][Cue].
- 2369 Creating/editing/deleting a macro from the Backup/Client causes lose of synchronization.
- 2353 An EOS Client cannot load it's locally stored showfiles.
- 2321 In Blind Palette or Preset pressing [Cue] [X] [Enter] when Cue X does not exist causes Cue X to be created.
- 2203 [Goto Cue 0] does not work in the Playback Section.
- 2122 Accessing the Browser from the Displays softkeys does not give focus to the Browser.
- 1792 The fader status displays should refresh when deleting a cue that has already ran.
- 1746 Re-connect of ACN Gateways after they are out of Discovery cache results in console app lockup.
- 1745 ACN devices that are powered down then up or disconnected then reconnected to the network before they become Inactive not always reconnected to the EOS application
Workaround: Rebooting the EOS console application results in the application Discovering, Finding, Patching and Connecting to the ACN Gateway
- 1700 Appmux does not shutdown promptly after exiting EOS.
- 1491 EOS stops communicating with a previously connected ACN Gateway when a third ACN Gateway was added.
- 1442 When EOS is disconnected from the network then reconnected, a new ACN session is not created.

Issues Corrected in v1.1.0 [Continued]

1403 Scaled park only takes effect for scales < 100%

Issues Corrected in v1.0.0

Initial release of software

Known Issues Remaining in v1.2.0

3055 SGM Idea Spot 575 has Gobo Wheel 2

Workaround: Use the CTC encoder

2952 Master/Primary text changes.

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

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

2873 Unable to select parameters from the parameter array using Macros

2823 Fader combination buttons not recording to macros

2822 ACN priority and DMX priority not visible in RPU diagnostics screen.

2812 The Effect Status display will not show more than seven Effects.

2804 Selecting live tab from setup doesn't go to live

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

2770 MOVE TO incorrectly auto-inserts PART

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

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

2765 Live edits are not displayed in red on the Effect Editor display.

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

2762 Larger Step Effect with Bounce Attribute set are starting about 50ms or so into the Effect

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

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

2758 Able to lock the Cycle Time of a Step Effect at a negative number using the encoder

2753 Going from the Patch display to the Blind Effects display via [Effect] [Effect] causes a syntax error.

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

2748 Time Line, when a Hold Cue is fired, the Cue icon (jelly bean/pill) is not tracking with the faders.

2745 Macros are having problems with [Live] and [Blind] commands.

2744 On a Client or a Backup there is a refresh issue with the Parameter Array when using Filters

2743 Direct selects, going from 1x50 to 2x20 middle (empty) keys in 2x20 mode still work.

2742 In 2x20 mode on softselects, hitting an unused middle button clears the top rows.

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

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

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

2705 BLIND: MOVE TO prematurely creates PART

2691 The Time Line (all modes) is not completely clearing on a File New – refresh issue.

2687 Cannot control intensities from potentiometer on HOLD CUE that contains MARK

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

2676 If a DVI Monitor comes unplugged, the console needs to be rebooted to get it back.

2606 Users cannot edit their stock gel scrolls.

2598 Gobo editor missing Rosco, GAM and Apollo gobos.

2591 STOP EFFECT commands appear in tracking MAGENTA

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

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

2552 LIVE: cannot MARK for new cue following an INTENSITY move to ZERO

2551 GROUP 0.x does not display on GROUP SOFTSELECT

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

2480 Deleting a fixture's part2 remote dimmer does not delete the whole fixture.

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

Known Issues Remaining in v1.2.0 [Continued]

- 2447 A Step Effect playing the HTP game with a Sub is not being displayed correctly in Live.
- 2430 The primary application pauses its fading after it does [release control].
- 2422 Virtual Load key can't be used to unload the fader
- 2421 Virtual sub bumps don't work
- 2401 The command line is not displaying LTP when toggling a Cue List between HTP and LTP.
- 2394 Inconsistent methods of removing channels, Group List display vs. Live.
- 2348 Cannot select a range of address that spans multiple universes using the port/offset syntax.
- 2343 Background Values are not being displayed in [About][Channel].
- 2316 Step Effect – deleted steps reappear if an arrow key is the first key pressed after deleting.
- 1990 Sneaking back to an overridden Sub level - the level goes to zero then snaps to the Sub level.
- 1838 PLAYBACK FADER TIMER prematurely reaches zero on MARK CUES with discrete times
- 1674 Selecting channels in Blind is changing the channels being viewed in Live.
- 1626 Physical Slider Pots are not tracking changes that happen with the virtual slider module.
- 1590 Toggling between LIVE and BLIND should not page the Channel display
- 1568 In Live, <Channel> [X] [At] [Enter] is leaving a MOVE to zero level when previous cue was null
- 1564 [Flip] is not sending fixtures to the exact same position.
- 1289 Cannot specify a parameter on the command line and use the Encoder.
- 1096 A negative selective rerecord of a Cue is removing channels from the target Cue.
- 935 LEDs not behaving correctly when recording an inhibitive sub and the slider is not at 0%
- 898 Cues without links should not be allowed to have a loop.
- 453 Independent Submaster channels incorrectly turn grey.
- 102 Timed Inhibitive Submaster Bump should be able to fade Up/Dwell-Hold/Down like Obsession.