E T C® R e l e a s e N o t e

Eos® Family Lighting Control Software

Product Line:	Eos Lighting Control Family
Description:	Version 2.0.0 software

Eos Lighting Control Family Software Components	
Eos FamilyConsole MainApplication	2.0.0.9.0.149
ECU	2.0.0.9.0.28
XPe (Eos)	2.2.0.9.0.2
XPe (Eos with 2400 video card)	2.3.0.9.0.4
XPe (Eos RPU)	2.2.0.9.0.2
XPe(Eos RPU with 2270 video card)	2.3.0.9.0.1
XPe(Eos RPU w BCM motherboard)	2.4.0.9.0.3
XPe (Ion)	2.2.0.9.0.2
XPe (Ion RPU)	2.2.0.9.0.2
XPe (Ion RPU with 2270 video card)	2.3.0.9.0.1
XPe (Ion RPU w BCM motherboard)	2.4.0.9.0.1
XPe (Element)	2.2.0.9.0.2
XPe (RVI)	2.2.0.9.0.2
XPe (RVI with 2270 video card)	2.3.0.9.0.1
XPe (RVI w BCM motherboard)	2.3.0.9.0.2
Wes7 (Gio)	3.0.0.9.0.16
Wes7 (Eos Ti)	1.0.0.9.0.7
Wes7 (RPU3)	3.0.0.9.0.16
Wes7 (RVI3)	3.0.0.9.0.16
ACN Libraries	1.3.2.9.0.54
ETCNet2	4.0.19.9.0.1
Network Common	1.3.2.9.0.18
Network IPCFG	1.3.2.9.0.21
Carallon Library	8.7.0.9.0.13

Engineering Change Master (ECM):	500010606
Effective Date:	2013-03-13

Purpose

The purpose of this release is to add three major features: a redesign of the RDM functionality, CEM3 dimmer feedback feature, and electronic magic sheets, which are user definable, interactive views for live and blind.

A number of other functions have been added or modified. For a complete list, see *Key Enhancements in 2.0.0 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.*

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.

ETC Release Note:

Eos Family Software v2.0.0

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.

- **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 v2.0.0 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 or later)

Eos Family v2.0.0 is incompatible with hardware and software running ETCNet1.

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

Key Enhancements in 1.9.12

- Added support for Fader Wings built after June 2012

Key Enhancements in 1.9.11

- Source 4 LED support
- Message on Primary/Backup when master has changed
- Clients automatically reconnect to new master when master has changed
- On Gio, S1 - S6 are no longer hard keys. Those six buttons are now encoder paging and category selection keys (new keycaps required)
- External alphanumeric keyboard: Condition of Scroll lock enabled/disabled maintained through a power cycle
- External alphanumeric keyboard setup option to enable/disable Space Bar from acting as a Go. Hotkey combination to toggle state (Control + G)
- Partial Patch Import
- Pan + - n now valid syntax to remove "n" from current pan (or tilt) setting
- RFR enable/disable now macroable
- Addition of All M-Speed to parameter tiles
- Ability to overlap two discrete delay times
- Go to Cue Out removes all background values
- Addition of an improper shutdown message on next power up

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 v2.0.0 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 v2.0.0:

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_v2.0.0.9.0.149**, 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.

Firmware Updates

Version 2.0.0 includes several updates to the firmware.

Desk	Module	Installed Version	Recommended or Optional	Notes
Gio Only				
	6x2 Button Board	1.1.0.9.0.0	Recommended	Resolves defect that caused button hits to be missed while backlight brightness is changing.
	Face Panel Board	1.1.0.9.0.2	Recommended	Resolves defect that caused button hits to be missed while backlight brightness is changing.
	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.

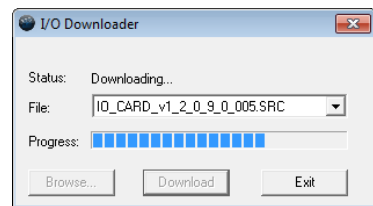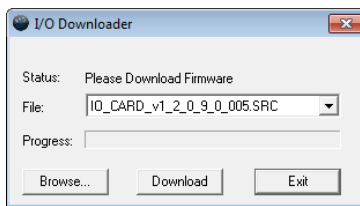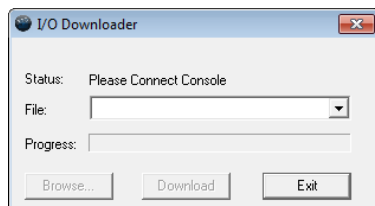ℹ️ **Note:** *The touchscreens and/or mouse may stop working briefly at the end of the firmware upgrade process.*

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 4.*

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 v2.0.0

RND 0022048   Changing palettes [By Type] chan leaves both channels displayed as By Type chans

RND 0021584   Artnet not outputting universes higher than 127

RND 0021546   5 x 10 Direct Select Module title needs to change in browser

RND 0021449   Allow Users to Select What Address in ArtNet that EOS Addresses Begin Mapping To

RND 0021382   Playback should not require pot matching with other console after pressing Go

RND 0021326   [Flash] in Patch should act as a toggle.

RND 0021200   The manufacturer catalogs of gobos, gels, etc. should have blue text to indicate more content

RND 0020965   [Address # Channel # Part #] should be a legal syntax

RND 0020667   Can't scroll the browser in offline software with wheel mouse or magic mouse.

RND 0020589   Sneaking scrollers snap from frame to frame instead of fading

RND 0020556   Multipart Mark cues that also preheat use wrong mark time

RND 0020538   Loading a Cue to an unmapped fader should map the fader to the playback number that is currently running that cuelist

RND 0020492   Element Offline doesn't show any fader ribbon data

RND 0020115   [chan X - pan - tilt] is including all parameters except pan, instead of all but pan and tilt

RND 0020049   Allow the local DMX ports to address up to universe 128 in the shell.

RND 0020028   Key presses are lost when used to wake up Gio whose LEDs are dimmed

RND 0019966   Direct selects do not highlight groups if they contain the same channels

RND 0019950   Adding time to cue's time code should only affect cues with a time code

RND 0019888   Repatching a parked address turns off its output.

RND 0019880   Recall From and CopyTo not working in cue blind

RND 0019819   On Eos, firing a macro that changes fader pages on an external fader wing also advances the motorized faders

RND 0019801   If no part is specified [Curve] [Preheat] and [Rate] should apply to all parts of cue

RND 0019736   [Recall from Cue X] without specifying channels should include a level for all intensities in the cue list

RND 0019682   Add option in Browser displays to open split Channel / PSD display

RND 0019633   Add inverted curve to the default curves

RND 0019602   [Go To Cue X Complete] to fire cue X and subsequent cues with follows

RND 0019595   [Back] should not affect other cuelists manual channels

RND 0019569   In Patch, [@ Replace] causes a syntax error.

RND 0019564   Direct selects in a tab aren't recalled by a snapshot and don't persisted through a restart

RND 0019442   Go in Timing Disable Mode is disregarding link counter for looped cues.

RND 0019405   Organization of the fixture modes (third tier view) in Patch should be done alphabetically

Issues Corrected in v2.0.0 [Continued]

RND 0019323   Flexi Modes in patch

RND 0019293   [Delete Text1 "text"] to remove all "text" keywords from patch

RND 0019291   Dragging finger across Color picker does not fade color.

RND 0019230   Syntaxes to collect entire universe in patch

RND 0019226   Copy To Entire Cue List Should Carry the List Name With It

RND 0019161   Virtual Fixture Shutter Parameters are Inconsistent at Extremes

RND 0019160   Color Calibration is Missing from Hue/Sat Modes of Desire D40, D60, and S4 LED Fixtures

RND 0019139   A non-part cue exported to CSV shows old part number

RND 0019060   Make Null in a cue causes previously stopped effect to track forward

RND 0019024   Adding levels to a bumped sub, removes them when slider is moved

RND 0019005   In cue Blind, [channel x] [recall from] [live] [cue only] should be supported syntax.

RND 0018996   Cannot Scale Park a thru range.

RND 0018975   Park Display should not update display to show reference data modifications that it isn't currently outputting.

RND 0018974   [Attributes] in patch display interferes with macro

RND 0018959   Add query softkey to blind where [MoveTo] currently is

RND 0018957   [Shift + Select Active] should post [Select NonSub Active]

RND 0018936   Ion encoders not able to control effect V form, allow [Shift + H-form encoder] to control V-Form

RND 0018929   Add DMX Output to patch display

RND 0018917   Channel Selection - Intensity followed by Color Picker Selection is driving all non-color NPs to max value.

RND 0018859   Improve transition from one effect to another

RND 0018853   [Address] [n] [Flash] should self-terminate.

RND 0018848   Merging a showfile should not reset pending cues to first cue in list

RND 0018768   Double hitting the Displays key should always open the browser

RND 0018720   Update ACN Baseline from 1.3.0.9.0.44 to 1.3.0.9.0.50

RND 0018686   Add Fixture library data to about address display

RND 0018585   Macro wait times are ignored in Startup Macros.

RND 0018584   Default/Foreground multi-line Macros don't execute correctly as Startup Macros.

RND 0018501   Adding a NP into a sub in blind with an encoder should pull in a home value, not zero.

RND 0018435   Fixture Definition "Lamp Command" Set Cleanup and Ordering

RND 0018417   Shift + Clear should clear the command line.

RND 0018411   Additive Sub Green LED is carrying to the next page if the fader is a cue list on the next page.

RND 0018394   Gobo mode of the Apollo Roto Q fixture has overlapping User values of two modes

RND 0018378   Using 'Reset Patch' causes channel tombstones on the Live table display to show F, C and B superscript characters for every channel that was previously a moving light.

RND 0018301   Selective range cue record does not autoplayback if it contains a block cue

RND 0018253   Default Scroller Gel Positions Wrong on Rainbow Scrollers

RND 0018178   ASCII Import: Add support for Avab VLC Import

RND 0018175   Non-Color Matched RGBA & RGBAW Fixtures Generate Unsaturated Color Incorrectly

RND 0018146   [- sub X Record] should result in a track of removed data in resultant cue, not default values.

RND 0018119   Shift + Fader Page should take the current fader page back one number.

RND 0018033   Element Patch should default to By Channel

RND 0018030   Add Mouselessness to patch.

RND 0017998   Serial strings should apply to user X if preceded by "<UX>"

RND 0017981   Help for Reorder (in Group List Index) is missing.

RND 0017967   Copying a scroller with calibration shows calibrated values until {Done} is selected.

RND 0017950   Editing a cue after link/loop sequence completes, loads incorrect cue

RND 0017886   Shift + Block should post the [Intensity Block] command

RND 0017809   Axon/DL2/DL3 Fixture Definition Tweaks (with side effects to other fixtures)

RND 0017759   An expanded display does not change its background color to reflect live/blind

RND 0017725   Custom Scroller Calibration is Lost with Simple Gel Changes

RND 0017664   Blind [channel list] [QOnly/Track] [Direct Select] should be supported syntax

RND 0017606   [Address 1 at \ 255] to set level in 0-255 instead of 0-100

RND 0017597   Copy To In Patch Should Not Remove DMX Address of Destination

Issues Corrected in v2.0.0 [Continued]

RND 0017534	Time Code Editing [time -1] is not supported.
RND 0017467	Add a "sneak" counter in the PSD
RND 0017466	Add split times, category times and delay to [Goto Cue] syntax
RND 0017413	Sneak and releasing LTP subs should assert the latest version of the cue involved.
RND 0017389	Syntax that contains a follow/hang and execute instruction ignores the followhang
RND 0017243	Remove Encoder Patching Controls.
RND 0017122	Live captured channels display as captured in blind channel view
RND 0016924	Local DMX outputs send 2 zero level packets on boot.
RND 0016696	Add setup option to hide mouse instead of always hiding it.
RND 0016452	SHELL - there is no way to map a customizable hard key button to "nothing"
RND 0016448	A synced cuelist that has follows in both lists stops mark
RND 0016300	Crossfade parameter should move to intensity category
RND 0016195	Firing next cue before cue with curve completes, snaps level incorrectly
RND 0016167	When switching to Live from Patch, all other devices with the same User number remain displaying Patch instead of bringing up the PSD.
RND 0016161	Flexi view channels with Flexi partitioned shows no channels
RND 0016155	After recording a snapshot, the snapshot display in the CIA should close
RND 0016153	Tracked channels inhibited to zero by a sub are being removed from Flexi Active
RND 0016111	Partial show read of individual cues is not including tracked levels
RND 0016034	Cue Curve is throwing an Error
RND 0015993	Storing a Cue with Filters in Place Should Not be Treated Like a Selective Store
RND 0015879	Scaled pixel mapping Server Layer doesn't Pan or Tilt all of the layers out of the view.
RND 0015778	[Shift] + [Select Last] on Eos should only post {Select All} to the softkeys
RND 0015750	Double pressing [Record] should post [Record Only]
RND 0015432	Paging in Patch when selecting a Dimmer Part does not page to the highlighted dimmer part.
RND 0015403	[Shift + At] to recall last channel and parameter selection
RND 0015351	Running a manual effect on a channel controlled by a sub only runs through the steps once, then control is given back to the sub.
RND 0015214	Effect display not refreshing when using effect encoders in live
RND 0015191	ASCII Export: Tracked levels in cues are not written properly after a multipart cue in ASCII export files
RND 0015190	In the Fixture Editor, deleting a parameter is re-arranging the DMX addresses and removing DMX spacing.
RND 0015155	Grandmaster exempt channel faders leave errant levels behind when channel faders moved to 0
RND 0015080	[Backspace] and [Clear] are causing syntax errors when labeling while there is a time on the command line.
RND 0014973	Updating a Sub set to Full via the bump button records a level of Full for the channel no matter what level it is set at.
RND 0014949	A decimal time in a macro-wait causes the macro to fail to run correctly
RND 0014911	Address [1] Level returns a syntax error.
RND 0014710	[Capture Disable] should uncapture all captured channels, regardless of how they were captured.
RND 0014473	Manual cue that marks should use assert time for mark
RND 0014408	[chan 1 CopyTo chan 2] in sub blind doesn't copy the effect data
RND 0014384	Beam categories are not being learned in a macro
RND 0014149	[cue 1 thru Next] doesn't work if cue 1 or next cue has parts
RND 0014144	Exiting highlight mode stops channels that are sneaking
RND 0014104	Unpatched channels, once selected, are displayed identically to patched channels
RND 0013930	Can't Delete Curve numbered 910 or above
RND 0013927	The [Arrow Up / Down] buttons on the virtual 5 X 10 Direct Select modules work differently depending on where they are opened.
RND 0013904	Pressing [load] after [cue 1] without enter does not load the cue to the fader
RND 0013750	Intensity column is not always displayed in table view when you page right
RND 0013485	A macro that enters patch does not record current format
RND 0013472	Need the ability to open up multiple tabs (2) of 5 X 10 Direct Selects and virtual Slider Modules.
RND 0013222	Direct Selects do not store Expanded mode or 100 button mode in a Snapshot.
RND 0012245	You cannot terminate a Learn a Macro to take you to the Show Control screen
RND 0012074	When mapping RPU buttons in the shell, button should say "Blind" not "Preview"
RND 0011660	Duplicate Wheel Definitions Shown in Patch After Loading a Show

Issues Corrected in v2.0.0 [Continued]

RND 0010881 Copying address in Patch, not working with universe offset syntax

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 0005305 Unable to unselect [Patch 1 to 1] from File>New without a mouse

RND 0005151 [Record Cue n Part Next] is not working correctly for single part or multipart cues.

RND 0005049 in patch [Chan 1 thru 5 Address 1 thru] should return error

RND 0004832 Partition Zero should not be able to use GotoCue

RND 0004616 Rem Dim and Highlight are removing a Subs level when that Sub is overriding a manual value.

RND 0004367 Spreadsheet display not showing all of selected channels params, when possible

RND 0004263 Using [Copy To] or [recall from] to copy a single parameter causes all dependent parameters to get copied to Live.

RND 0004209 Show control list label applied to incorrect location.

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 0003833 "address at universe / next/last" should give "universe full" syntax when none are available

RND 0003785 Ion filters need a better way to toggle off

RND 0003761 Need to be able to select range of parts in patch

RND 0003719 Eos doesn't notify the user when the parameter limit is reached.

RND 0003329 When an address conflict occurs within different parts of the same channel, a confirmation should be required.

RND 0001085 Turning off all parameter filters in a category does not turn off the category-level filter

RND 0000674 After adjusting the Rate of a Cue, the new duration should be displayed

Known Issues Remaining in v2.0.0

RND 0021471 Recording with effects running on exclusive sub results in a hard zero for previously null channels in recorded cues.

RND 0021453 Display issues with channels with no intensity parameter

RND 0021273 Multi-touch displays mapped with Direct Selects should support the same gathering functions as the button overlays

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 0017269 Flexi view channels list is not preserved through a restart or in snapshots

RND 0017103 Cues fired by follow countdown are not restored after a restart, most recent cue is restored instead

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 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 0016301 iRFR color picker not working after mixing color in native

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 relock it.

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

RND 0015618 Direct Selects in Double Click mode do not recall Step Effects.

RND 0015547 copying or moving cues doesn't copy time code reference

RND 0014433 Deleting a macro or Applying a label to a macro in live does nothing

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 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 0012992 Pot Matching arrows are not displayed on the monitor screen for the 1 x 20 Fader wing in Sub Mode

RND 0011789 LED doesn't blink when bumping Inhibitive subs

RND 0011779 Rem Dim does not override intensities coming from Intensity Effects.

Known Issues Remaining in v2.0.0 [Continued]

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 top the desired range.

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