

ETC Release Note

Eos® Family Lighting Control Software



Product Line: Eos Family Lighting Control

Description: Version 2.3.2 Software

Engineering Change Master (ECM): 500014500

Effective Date: 2015-10-29

Purpose

The purpose of this release is primarily cleanup. It does add a small number of new features, including search in patch and workspace access from the command line.

Please be sure to read the 2.3.2 supplements to become familiar with all of the changes before installing 2.3.2. This software release is highly recommended for all users of the Eos Family platform (Eos Ti™, Eos®, Gio®, Ion®, Element™, ETCnomad™, and ETCnomad Puck)

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..



Note: *If you see a message about a reboot being required after plugging in a Gadget or Eos Programming Wing for the first time, you can either reboot, or you can ignore the notification and work as normal.*

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.

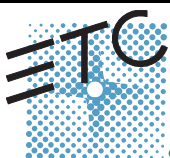
Documentation

The current documentation for Eos Titanium, Eos, and Gio is the Eos Family v2.3.2 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 v2.3.2 Supplement to Operations Manual Revision A, and the Ion v2.0 Operations Manual Revision A. The current documentation for Element is the Eos Family v2.3.2 Supplement to Operations Manual Revision A. and 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. 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™ v8.x and later.

Affected Products of This Release

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

- Eos Titanium
- Eos
- Gio
- Ion



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■ 4250M1100-2.3.2 ■ Rev A ■ Released 2015-10 ■ ETC intends this document to be provided in its entirety.

Release Note:

Eos Family Software v2.3.2

- 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)
- ETCnomad (PC & Mac Client/Offline)
- ETCnomad Puck

Key Enhancements in v2.3.2

- New Flexi State called Flexi in Use, which includes channels that are marked
- Direct Select Color Coding
- Update a single monitor snapshot
- Save and restore ECU settings
- Workspace access from the command line
- Show Control indicators in the PSD
- Support library updates on Mac
- Shift + Highlight to append to the command line
- Go to Cue Out has no impact on a cue list that is in Solo mode
- Paging the effect list
- Add symbols to virtual keyboard
- sACN and Artnet offset display in patch
- Color Picker Gel swatches in gel or tungsten display

Key Enhancements in v2.3.1

- Bug fix

Issues Corrected in v2.3.2

- RND 0033300 When a channel order change forces an effect to restart, it snaps off and fades back in cue time
- RND 0033212 Effects not HTPing between two subs without non-effect levels
- RND 0033116 A cue that adds channels to a tracking effect is restarting the effect on those other channels.
- RND 0033101 Add Lee "CL" Gels
- RND 0032998 Some Fixture Definitions Are Missing Access to Lamp Commands
- RND 0032945 For LW imports, Dimmer Doubling Can Be Seen As A Duplicate
- RND 0032914 OSC_TX_IP_ADDRESS not working in macro
- RND 0032908 Pixel Maps not outputting after showload until Crossfade Parameter is moved
- RND 0032780 Add control to gel swatch to change to gel book representation.
- RND 0032773 Update the Local Port RDM/DMX Ports to Support Integration with the ColorSource Relay
- RND 0032643 [Calibrate] button is not displayed on Eos expanded encoder display
- RND 0032631 Cues won't copy tracked effect overrides.
- RND 0032611 Disabling spacebar [Go] hotkey, also disables Ctrl + spacebar [Back] hotkey, but shouldn't
- RND 0032590 PSD Columns Disappear when Snapshot is recalled
- RND 0032588 Serial strings with "udp:" prefix should never be sent as OSC
- RND 0032561 Pixel Map - Parked or shielded Channels should always win over pixel map output (when double-patched)
- RND 0032547 Possible crash with any calibrated CMY fixture when you set C,M, or Y outside the range (0-100)
- RND 0032540 Manual Values on Channels Previously controlled by Sub do not respond to Go To Cue 0.
- RND 0032481 Display sACN and ArtNet offset to Patch CIA if they are non-zero
- RND 0032478 add syntax to patch [chan 1 Move To Chan 2 part 2]
- RND 0032474 Unable to Release Playback 11 in a macro
- RND 0032434 About Effect is not refreshing after an effect is removed from a cue
- RND 0032431 Potential crash during every File>Print>To File operation
- RND 0032426 [Displays + Level wheel] doesn't dim the littlites on Eos Classic.

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Issues Corrected in v2.3.2 [Continued]

- RND 0032410 Virtual Keyboard - add layout with useful symbols and a button to quickly toggle between symbols/alpha-numeric
- RND 0032393 Adjust DS Color Brightness from Desk Settings->Brightness Settings
- RND 0032386 Next/Last previews in ML encoder display are reversed when console is not in English.
- RND 0032374 Virtual Keyboard – [Flexi + More SK] is not selecting the Flexi state as expected.
- RND 0032372 Can't record data latch into a macro.
- RND 0032366 Sneak will no longer work to remove a manual effect once an effect attribute has been modified.
- RND 0032363 Next with Offset Number of Group / Interleave does not work past the first command.
- RND 0032311 [Stop effect] tracking into subsequent cues
- RND 0032307 Add the Color Palette color swatch to the classic direct selects.
- RND 0032260 [File new] should remove renaming of Text1 thru 10, but preserve Light Wright settings
- RND 0032252 Color mixing is incorrect on multipart channels with Color wheels plus other mixing system
- RND 0032153 It should be possible to page the effect list.
- RND 0032084 Block cues do not block effects.
- RND 0032013 Can't patch address 512 using the address grid in Patch.
- RND 0032012 No pixel map output with Clay Paky Alpha Spot HPE 1500 S.
- RND 0031990 Snapshot does not restore gel picker to [Standard Colors] page
- RND 0031979 Add Library Data display to About Channel
- RND 0031931 Effect Entry time override is not used when cue is played back
- RND 0031854 Effect attribute "Repeat on Go Disabled" doesn't take effect until the cue after it is programmed.
- RND 0031853 Add [Search] button to patch fixture list
- RND 0031827 Outputting without a dongle should not slow down refresh rate
- RND 0031795 Add the Cue List label to the CIU config tool
- RND 0031792 Adding a channel to a selection in highlight mode is temporarily lifting the highlight state.
- RND 0031765 Shell should be able to use installers stored on the console HD
- RND 0031742 Add Rem Dim argument to OSC /Chan command
- RND 0031667 Some fixtures can be continually updated in fixture list, even when they are up to date
- RND 0031655 The unsaved show asterisk does not display after a show file merge
- RND 0031638 Flexi Selected should continue to display previously selected channels until a new selection is entered
- RND 0031611 Go to Cue Out should not impact a list that is soloed.
- RND 0031608 [Chan X thru Y Update Cue A/B] does not include all channels if only some are owned by cue A/B.
- RND 0031526 Must terminate channel selection before using Color Scrub buttons
- RND 0031522 Color Path tool should display a + after color path selected channels have multiple color fade types
- RND 0031449 [chan 1 thru 10 part 1 address 5 / enter] doesn't change addresses to universe 5.
- RND 0031406 Shell Setup: Local I/O Config: Gadget Settings: RDM Disable
- RND 0031380 Lightwright: Imported fixtures should be added to Patch favorites.
- RND 0031356 LW import should handle multiple Gels
- RND 0031292 Support CEM3 v 1.6
- RND 0031278 MutliConsole off command should respect local setting
- RND 0031277 Add Multi-Console Off and On commands to Macro Editor
- RND 0031276 Disconnect Macro should fire on Backup and Primary
- RND 0031256 Nomad single 4:3 monitor should start up without any horizontal splits
- RND 0030909 Shift + Highlight should append the highlight condition to the current command line.
- RND 0030851 Cues with Zero time do not count their delay in the PSD when countdown is enabled.
- RND 0030759 Cues should display Stop Flag in live
- RND 0030733 OSC – double click on OSC direct selects does not respect Setup>Desk>Displays>DirSel. Dbl Clk
- RND 0030601 Eos Programming wing may not work with some Microsoft Surface Pro Type Cover keyboards
- RND 0030562 Magic Sheets - Command item should accept console commands as seen in the Macro editor
- RND 0030554 Move to with effect steps causes syntax error
- RND 0030520 OSC - commands should always be in English
- RND 0030466 Go to Cue at% of completion should set marked values to their end state in the cue.
- RND 0030348 Recording a cue with a channel sneaking back to a null state is resulting in that channel stored in the cue.
- RND 0030332 Hotkeys: [Control Q] [Q] is acting as double press of Q key
- RND 0030251 Locking the Facepanel should not force the CIA open.

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Issues Corrected in v2.3.2 [Continued]

- RND 0030250 Can't update effect to sub after using [Effect Replace With]
- RND 0030237 The shell should handle .zip files for distributing fixture library updates.
- RND 0030149 Add Fixture Library Version to default About Screen
- RND 0029895 Double Hitting the Address SK on an Ion should access patch.
- RND 0029826 Fixtures with scrollers not linking to fill color in magic sheet icons
- RND 0029732 Blind editing a home preset in a nested reference doesn't update the home level
- RND 0029725 Opening a New Direct Select Tabs should present the "Select" options
- RND 0029483 Shielded sub NI parameters are outputting at full after restarting eos
- RND 0029446 Add a Scroll Bar to the Fixture List in Patch
- RND 0029380 Imaged software version should be stored on the HD for auto upgrades
- RND 0029047 Shutdown macro does not fire on network power off or on backup acting as master
- RND 0028948 Changing a channel's scroller should preserve the native levels in the show if the new or current scroll has only 1 frame
- RND 0028930 PSD should show ShowControl status indicators
- RND 0028858 Displays: Workspace Access from the Command Line
- RND 0028742 Shell - add functionality to save/restore all shell settings
- RND 0028739 It should be possible to update a single monitor snapshot
- RND 0028376 Effects – Using Copy To for a range of Actions in an Absolute effect only copies the first action, not the range.
- RND 0028172 Add GM Exempt Enabled flag to the channel about display
- RND 0028101 Setup: Using Pinyin Chinese Characters when labeling
- RND 0028041 Displays: Direct Selects: Color Coding
- RND 0027392 [Shift] + [Update] may save to a previously specified show archive location
- RND 0026691 ML Controls: Martin Mac Viper Profile 16B Ext. – Selected Gobos are one off after placing the wheel in Rotate mode.
- RND 0026600 Magic Sheets - items with "User" target are not working
- RND 0025797 Saturation effect does not work with 'Create Virtual HSB' enabled
- RND 0023281 Add new [Flexi In Use] that includes Flexi active plus any channels in a marked state
- RND 0018446 The value sitting behind an Inhib sub should be displayed in About/Background.
- RND 0017448 Mark [Earliest M] is not displaying as a broken mark X if there is no earlier 'M' cue to mark to
- RND 0016318 Add a scroll bar to the Help window
- RND 0005401 Text Changes for the RPU front panel button configuration

Known Issues Remaining in v2.3.2

- RND 0031006 Loading an Eos showfile with hang times on Element does not converting hang times to the expected follow time
- RND 0030772 Allfade cue in partitioned cue list affects channels outside partition
- RND 0030682 Channel X [Copy To] and [Recall From] is not including channels modified by exclusive sub
 - Workaround:** [1 Make Manual], [1 Copy To 1 Enter] will work.
- RND 0030323 iRFR/aRFR – GoToCue Enter syntax broken.
- RND 0030257 Captured channels manual effects not recording into existing sub
- RND 0029865 Macro editor display is empty if it is displayed in too small of a window
 - Workaround:** For both cases, closing the CIA works as expected.
- RND 0029823 2 pixmaps with the same server channel can output incorrectly.
- RND 0029769 Custom fixture editor giving error when editing mode ranges
- RND 0029733 In Patch/Fixtures, fixtures that do not need updating are still sometimes displayed in white text instead of gray
- RND 0029708 Print to file will crash if there isn't enough space available
- RND 0029579 You can't create a macro that enables/disables show control learn mode.
- RND 0029193 [Magic Sheet 1 Copy To Magic Sheet] resets the command line, [Magic sheet 1 CopyTo 2] does not
- RND 0029191 About Channel Usage: does not show the cue usage for Channels that have no patch information
- RND 0029155 Macro that turns on/off the internal SMPTE clock doesn't work in the show control display.
 - Workaround:** Set the macro mode to Background.
- RND 0028506 Merge with decimal four digit record targets does not work
- RND 0028367 Virtual Keyboard - cannot use Tab + Arrow keys to move displays.
- RND 0027991 Undo selection does not properly track to different devices of the same user.
- RND 0027148 [Shift + Escape] to lock desk can't be learned into a macro

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Known Issues Remaining in v2.3.2 [Continued]

- RND 0027099 Physical Direct Select Displays are not removed when Eos is started without physical direct selects
- RND 0027004 USB RFR does not work on Windows 8.1
- RND 0026147 When shutter strobe is marking, intensity outputs nonzero value output strobe
- Workaround:** The user can either Disable automark on that cue, or put the shutter mode change in a follow cue.
- RND 0025821 Undoing the deletion of a fixture from the Fixture Editor causes scroller calibration to be lost
- RND 0024093 RFR/iRFR/aRFR in Channel Check mode, [Chan @ Full Full] stops [Next/Last] from working.
- RND 0016827 Snap Intensity Params are fading on timed HTP sub bump
- RND 0015850 ASCII shows do not import Show Control Events
- RND 0011798 Build Step effect with Stop/Hold exit, stops at off states, not on states
- RND 0011779 Rem Dim does not override intensities coming from Intensity Effects.
- RND 0010705 Element Channel/Submaster status not being followed on mirroring device

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).

ETCNet2 Network Compatibility

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



CAUTION: *Eos ETCnomad (Mac and PC) and Puck do not support ETCNet2 protocol. See the [Incompatibility](#) section.*

- **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.

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Incompatibility

Eos v2.3.2 is incompatible with hardware and software running ETCNet2 software prior to those listed above.



CAUTION: *Until your ETCNet2 nodes and Net3 gateways running in Net2 mode 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 v2.3.2 is incompatible with hardware and software running ETCNet1.

Eos ETCnomad (Mac and PC) and Puck are incompatible with hardware and software running ETCNet2 protocol.

Installation Instructions

New Eos Family consoles will ship with the current version of software loaded and you do not need to update the software in the console to begin using it.



Note: *All processors on the Eos Family network must be running the same version of software. Therefore, you must also update all RVIs and RPU's when you update your console.*

Software Installation

To update your console or offline software to the v2.3.2 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 v2.3.2:

- 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.

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- Step 9: When the "Update Software" dialog pops up, click on **ETC_EosFamily_Console_v2.3.2.9.0.45**, 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.

ETCnomad (Client/Offline) Software

For system requirements and installation instructions for Windows and Mac clients, please see the ETCnomad Setup Guide.

Firmware Updates

The following table shows the current firmware versions. For information on updating firmware, please see the ECU appendix of your console's manual.

Desk	Module	Current Firmware Version	Desk	Module	Current Firmware Version
Element			Ion RPU		
	Element Face Panel Board Firmware	1.1.90.Build 6 XPE / 1.2.90Build 7 for WES7*.		Eos RPU Front Panel	1
	I/O Board Firmware	1.4.1.9.0.3		I/O Board Firmware	1.4.1.9.0.3
Eos			RPU3		
	Eos 1x5 Button Module	1.3		T3 10x2 RPU Button Board Firmware	1.1.0.9.0.1 (1.1.9.1)
	Eos Encoder Rev A:	1.7		I/O Board Firmware	1.4.1.9.0.3
	Eos Keyboard Rev C:	1.1	RVI		
	100mm Motorized Fader Rev D:	1.4 (or) 2.0		Eos RPU Front Panel	1.0
Eos RPU			RVI3		
	Eos RPU Front Panel	1.0		T3 10x2 RPU Button Board Firmware	1.1.0.9.0.1 (1.1.9.1)
Gio			Ti		
	Gio Fader Board Firmware	1.1.0.9.0.3(1.1.9 build 3)		Gio Fader Board Firmware	1.1.0.9.0.3(1.1.9 build 3)
	Gio Face Panel Board Firmware	1.1.0.9.0.3(1.1.9 build 3)		Gio Face Panel Board Firmware	1.1.0.9.0.3(1.1.9 build 3)
	Gio 6x2 Button Board Firmware	1.1.0.9.0.1(1.1.9 build 1)		Gio 6x2 Button Board Firmware	1.1.0.9.0.1(1.1.9 build 1)

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	I/O Board Firmware	1.4.1.9.0.3		T3 6x1 Button Board Firmware	1.1.0.9.0.1(1.1.9 build 1)
Ion				I/O Board Firmware	1.4.1.9.0.3
	Ion Face Panel Revision F:	1.3			
	I/O Board Firmware	1.4.1.9.0.3			



Note: **For Elements that have Windows 7 installed but do not have firmware v1.2.90 or higher, please contact ETC Technical Services.*

Local RDM Firmware Update

New firmware is required for expanded functionality.

- Gadget -1.4.1.9.0.3
- IO Card -1.4.1.9.0.3

The new firmware is required for the use of Local RDM on any platform, and required for individual configuration of multiple IO devices on any platform.

Firmware can be updated from a console or PCs running Win7/8.1. Mac OS does not currently support firmware updates.

Dual NIC Update

This feature allows the console to be connected to two separate networks. Dual NIC is available on Eos Ti, Gio, and RPU3. For the second NIC to work fully, you must also install the ETC GCE Net3Svc v3.1 or higher. GCE is available for download from the ETC website (www.etcconnect.com - click "Downloads" at the top of the page). The new hardware for Ion, Element, Net3 RVI, and Ion RPU also include the dual NIC feature, but ship with GCE already installed.

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 enable the second network port

To configure the second Ethernet port on your 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.

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- Step 3: Set the IP address for port 2.
- IP Address - 192.168.xxx.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.

Software Components

Eos Family Lighting Control Software Components

Eos Family Console Main Application	2.3.2.9.0.45
ECU	2.3.2.9.0.20
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)	2.5.0.9.0.1
XPe (RVI with 2270 video card)	2.5.0.9.0.1
XPe (RVI w BCM motherboard)	2.5.0.9.0.1
Wes7 (Gio)	3.0.0.9.0.20
Wes7 (Gio UCB)	4.0.0.9.0.3
Wes7 (Eos Ti)	1.0.0.9.0.10
Wes7 (Eos Ti UCB)	2.0.0.9.0.3
Wes7 (RPU3)	3.0.0.9.0.20
Wes7 (RPU3_Q87)	4.0.0.9.0.1
RPU3_Q87 BIOS	R1.1 (V00XTM11)
Wes7 (RVI3)	3.0.0.9.0.20
Wes7 (RVI3_Q87)	4.0.0.9.0.1
RVI3_Q87 BIOS	R1.1 (V00XTM11)
Wes7 (Aaeon Element)	7.0.0.9.0.2
Wes7 (Aaeon Ion)	7.0.0.9.0.1
Wes7 (Aaeon Ion RPU)	7.0.0.9.0.1
Wes7 (Aaeon RVI)	7.0.0.9.0.1
Wes7 (Puck)	1.0.0.9.0.1
ACN Libraries	1.4.2.9.0.15
ETCNet2	4.0.19.9.0.1
Network Common	1.3.2.9.0.25
Network IPCFG	1.3.2.9.0.29
Carallon Library	11.2.0.9.0.15