ETC Release Note
Eos Family Lighting Control Software

Product Line:	Eos Family Lighting Control
Description:	Version 3.0.0 System Software
Effective Date:	2020-08-19

Purpose

Eos v3.0.0 adds a host of new features to the Eos Family software.

Augment3d is a new Eos function that allows you to configure and focus virtual representations of your lights in a 3D environment. It provides a fully integrated programming environment using established Eos workflows. Files can be imported from a large number of industry standard drawing formats. A plug-in is available for use with Vectorworks files (see *Installation Instructions on page 13* below).

The graphical user interface (GUI) has been redesigned, with a focus on Setup, Fader Configuration, the CIA, and encoder displays.

The effects engine has a variety of new tools, including Effects Variables, which allow behavior embedded in StepBased and Absolute effects to be modified on a per-cue basis.

A new data option, Staging Mode, is now available, allowing you to preview changes temporarily, and then either commit the changes to Live or Blind, or discard them.

> **Note:** *This mode comes with a new "Stage" keycap, replacing the existing "Scroll Lock" key. The Scroll Lock function is now available by pressing **[Shift] & [Stage]**. See the Eos Family product pages at etcconnect.com/Products/Consoles/Eos-Family/ for a link to order the new keycap.*

For a complete list of changes, please see *Key Enhancements in v3.0.0 on page 2* below.

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 appears at the bottom of this page.

> **CAUTION:** *v3.0.0 software and above is not compatible with Eos hardware running the Windows XPe operating system. This includes Eos Classic consoles, and non-upgraded Ion Classic and Element Classic consoles.*

> **CAUTION:** *Augment3d has unique requirements in addition to those of Eos v3.0.0. See Incompatibility on page 13 below.*

Availability

You may obtain this release of software by downloading it from ETC's website at etcconnect.com.

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Documentation

- For Eos Ti, Eos, Gio, Gio @ 5, Ion Xe, and Element 2:
  - Eos Family v3.0.0 Operations Manual Revision A

- For Ion:
  - Ion v3.0.0 Operations Manual Revision A

- For Element:
  - Element v3.0.0 User Manual Revision A

- ETC Augment3d Quick Start Guide Revision A
- Vectorworks Augment3d Plug-in Installation Guide Revision A
- ETCnomad Setup Guide Revision B

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 etcconnect.com.

Affected Products

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

- Eos Titanium
- Gio
- Gio @ 5
- Ion Xe
- Ion Xe 20
- Ion
- Element 2
- Element
- Eos Remote Processor Unit (RPU)
- Eos Remote Processor Unit 3 (RPU3)
- Ion Xe Remote Processor Unit (RPU)
- 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 v3.0.0

- Augment3d, a new Eos tool for configuring and focusing virtual representations of fixtures in a 3D environment
- Graphical user interface (GUI) redesign, including a new color scheme, and updates to Setup, Fader Configuration, the CIA, and encoder displays
- Effects variables, which can be inserted in StepBased and Absolute effects to allow modification on a per-cue basis
- Staging mode, allowing you to preview changes temporarily before committing the levels to Live or Blind, or reverting them
- New default show file format ESF2, along with ESF3D for Augment3d bundles, while retaining ESF for legacy support
- Support for reordering tabs within a frame
- Magic Sheet Editor improvements

- A new graphical display for Offset channel patterns, support for Offset Cue commands, and other Offset improvements
- Revised About tools, especially for presets and palettes
- Optional expanded fader ribbon controls
- New REC 709 and REC 2020 color templates for CIE color spaces
- Parallel installs of Eos v3.0.0 and later with Eos v2.9.X

Key Enhancements in v2.9.1

- Added support for macOS Catalina
- Custom OSC TX/RX strings may be assigned on a per-cue-list basis
- Exceed Limits option for shutters temporarily overrides the thrust / angle end-of-travel controls
- Network List Receive option in Setup > Show Control allows all lists to be enabled/disabled
- Send MIDI Raw option in Setup > Show Control globally disables / enables sending MIDI strings
- Improvements to ASCII import / export
- Generic color calibration can now be disabled for RGBW fixtures in Patch
- Pixel Map performance enhancements
- Bug fixes

Key Enhancements in v2.9.0

- A redesigned Home Screen, combining Workspace Layout and Display Picker tools
- New Console Status Display (CSD) in the CIA to monitor console errors and warnings
- Two new modes for Absolute effects: Build and Break
- 64-bit 2.9 Mac installer, to comply with Apple's upcoming discontinuation of support for 32-bit apps
- "Save Logs" is now a top level entry in the CIA, rather than an option in "Export"
- A list of common macro commands in the Macro Editor
- New Magic Sheet Objects for Response Analog IO Gateway status and Time Code status
- Optional ESF2 file format for improved show file compression
- Support for merging ASCII data into show files
- Bug fixes

Issues Corrected in v3.0.0

EOS-51230	ColorSource Spot Jr RGB Mode Has Wrong White Point
EOS-51167	Rename Fixtures that create an extra MC2 variant
EOS-51158	Sentinel HASP dongle driver installer causes Windows 10 v2004 to crash
EOS-51147	Absolute Effects ignore discrete channel overrideof [size]
EOS-51135	ASCII: When exporting hex values for 16-bit parameters in ChanMove, always print 4 digits to separate them from 8-bit parameters
EOS-51082	sACN preview levels are displayed as normal levels in the output viewer tab and are triggering Show Control events on those addresses
EOS-51045	Unowned intensities with a home level of full display no intensity value when inhibited to 0
EOS-51044	Unowned GM_Exempt intensities with a non 0 home level can be lowered by an inhibited sub, but raising the inhib does not return their level
EOS-51033	Eos wide High DPI & display resolution issues, especially with multiple monitors
EOS-50959	Vectorworks/Lightwright: Do not import channels higher than 99,999 (max channel number)
EOS-50904	OSC Support for XYZ Position
EOS-50837	fos/4 Expanded MC fixtures Color Temperature Defaults Incorrect

EOS-50829	[Shift + Next/Last] should change blind cue without clearing channel selection
EOS-50810	Shift-Full pretends to work on fixtures that don't have any intensity parameter
EOS-50782	Popups for Setup > Manual Control > Highlight Preset and Augment3d > Set Channels from Pixel Map do not accept 0.n numbers
EOS-50781	Removing Static Parameters Does Not Restore Default
EOS-50741	Vectorworks/Lightwright Miscellaneous Improvements
EOS-50664	Blind: Next last should change channel selection instead of changing current cue, if any channels are selected
EOS-50628	Shell: Update color scheme and make it larger when opening settings
EOS-50627	MacOS installer should prevent installation on versions earlier than 10.13.5
EOS-50619	Prevent file saves that will exceed the length limit (260 characters in the path), and save direct to Show Archive when doing multiconsole saves
EOS-50618	Crash: [Chan 1 copyTo Chan 2 Cells_Only] crashes if chan 2 has more cells than chan 1
EOS-50606	In Absolute and Step-based effects Axis and Horizontal encoders need to be grayed out.
EOS-50592	ETC Fixture Tweaks for fos/4 Color Crossfade & Sola* Pan
EOS-50580	Patch: Channels Should Indicate if a Fixture Type Needs Updating
EOS-50552	Fixture User & DMX Default Values Can Be Wrong on Parameters with Subranges
EOS-50550	Fixture Editor: Show "Virtual" in the DMX column instead of an empty cell
EOS-50539	Fos4: Variable range parameters need encoder stops at the ends of the range.
EOS-50536	fos/4 doesn't show values in encoder display for color temperature or tint.
EOS-50502	Console channel selection should work in edit mode, including for focusing conventionals
EOS-50500	In blind Preset or Sub: [chan 1 effect enter] should remove effects, but [chan 1 stop effect] should apply a stop effect
EOS-50491	Scenic Channels should be exempt from Grand Master Influence and [Select Active]
EOS-50467	Recalling a "Visible Workspaces" Snapshot Should Switch To Recorded Workspace
EOS-50465	Lightwright: After importing using Overwrite [Shift + Update] fails and renames your showfile
EOS-50452	User ID popup in System Settings should act similar to the Add User popup.
EOS-50430	Lightwright/Vectorworks: Add option to "Do not update fixture types" on import
EOS-50429	Lightwright: If channel and address do not match, Merge should overwrite part 1 instead of creating additional parts
EOS-50418	Lightwright: Merge should not clear values that aren't present in the import file
EOS-50403	Magic Sheets: Circle and semicircle click bounds different than item shape
EOS-50331	Popups are not always positioned correctly when first shown
EOS-50328	Sola Family Multicell Fixtures: Virtual cell intensities incorrectly default to 0
EOS-50325	ML controls and Virtual Keyboard popups should close when you press Live or Blind
EOS-50323	Patch: When flexi is called, toggling from channel to address and back breaks paging
EOS-50319	Eos CSV Export/Import: Ctrl-J (newline) in label field breaks CSV export
EOS-50290	Lightwright: Text Only imports don't work if there is no patch and an import that changes a channel from MC to a regular fixture doesn't clear cells
EOS-50279	Clicking on Scale column in Effects List produces syntax error
EOS-50270	Softkeys should always display button numbers and only show Ion Classics missing buttons on Ion, Element classic and Nomad
EOS-50260	Fixture Editor: Profiles need to be able to be associated with existing fixture models from other profiles
EOS-50251	{No, Do Not Synchronize} Button Makes the Console Synchronize
EOS-50246	Installer Closes When Attempting a Silent Install for a Build That Is Currently Installed
EOS-50245	Custom DS: Can't Map Non-Existent Targets if the First Target is Empty
EOS-50244	Channel display: if you delete all subs in sub blind, levels of the deleted sub continue to be displayed

EOS-50233	Lightwright: Importing without clicking on Map Devices will not load any fixture types
EOS-50230	Various issues with ML Controls/Encoder Controls and fos/4 color temp parameter
EOS-50205	Changes to make encoder able to hit all levels of a parameter without shift or mode buttons.
EOS-50199	Crash when unmapping the x2 or x3 of Global FX Fader
EOS-50142	Fixture Editor: Mode popup menu should always open to its normal/max size
EOS-50140	Fixture Editor: Cannot Tab+# to a different tab
EOS-50114	Custom Direct Selects - populating non-existent targets causes errors
EOS-50103	Standardize Pan/Tilt to XYZ Conversion Rules
EOS-50094	Using the semicolon posts [patch] but does not enter patch mode
EOS-50093	Robe Robin DL7S - Lamp Controls Fan Speed numbers do not match their chart
EOS-50065	Shell: Create a ShowArchive, MediaArchive, ModelArchive if missing on launch
EOS-50057	Effects: Moving Cues is removing stop effects in next cue
EOS-50048	Labelling multiple groups from live should be supported
EOS-50039	Configuring a Show to listen to many Analog Inputs will Crash EOS (about 28)
EOS-50033	Macro edit mode enables scroll lock
EOS-50020	Pixel Maps: Create Pixel Maps from Magic Sheets and Patch locations
EOS-50017	Moving Cue lists can cause synced cuelists to be displayed in incorrect order
EOS-50004	DS Macro Buttons Lose Their Labels When Jumping To A Target
EOS-50001	Diagnostics: Show hard drive space (even if not currently a problem)
EOS-49990	Pixel Map Editor: Increase Max Zoom Out
EOS-49988	Response Widgets: Enabling External source on a timecode list takes a long time because it also has to start an ACN session
EOS-49973	Eos ASCII and CSV Import: issue with Subgroups containing Cell data
EOS-49967	Snapshots played back on consoles with fewer monitors can continuously add Tabs causing Eos to Crash due to Memory Shortage
EOS-49964	Some Softkeys Not Always Available in Macro Editor
EOS-49925	Channel Offset display: Indicate channels skipped by jump, offset
EOS-49923	Shell: Backup/restore show archive doesn't include ESF2 files
EOS-49921	Eos ASCII Export/Import: include Partitions
EOS-49907	Fixture Editor: add options to make it easier to correct inaccuraccies in pan/tilt for Augmented
EOS-49898	Change [Scroll lock] key to [Staging] and use [Shift + Staging] for [Scroll_lock]
EOS-49892	Deselecting Offset Grouping or Spacing gives odd result
EOS-49888	Effects: Add [Effect_Variable_1] attribute to allow cues to override an effects step level or time
EOS-49859	CSV Export removes certain characters at the beginning of a label
EOS-49858	Pending Follow/Cue Indicator Should Change Color If The Previous Cue Is Running
EOS-49853	With Create Virtual HueSat enabled, typing [chan 1 home enter] twice results in 2 different colors
EOS-49846	Pixel Map Output is dropped when a channel is repatched
EOS-49825	Specific sites have OS calls fail to get current time, show files end up with empty timestamp
EOS-49821	Magic Sheets: Change shape of tombstone to match channel displays tombstone shape
EOS-49819	If a user ever highlights a channel, any manual levels from other users (dark red) will appear as if the highlighting user modified them (bright red)
EOS-49817	Channel Order syntax: [chan 1 thru 10 Order_From_Group X] to reorder the channels according to the group
EOS-49803	Magic Sheet on Primary monitor will get resized if the CIA is opened by some other action
EOS-49798	/foundation/motor/requestall commandTime = 0 stops running Macros
EOS-49780	Pixel Map Server parameter [Blend] can hold pixel map output on after layer intensity is taken to 0
EOS-49779	Opening the pixel map tab can cause a pause in pixel map output

EOS-49770	PDF Print Not Printing Group Contents with Multicell
EOS-49748	XYZ Parameters: Add buttons to expose Z encoder and toggle XYZ Format
EOS-49747	Add Support to the EOS GUI for New Fixture Ranges
EOS-49706	Magic Sheets : sACN IN : Add the ability to define separate intensity address from color parameter addresses
EOS-49685	Eos/Augment3d show file bundles
EOS-49682	Enable/Disable Augment3d on a per-user basis
EOS-49669	Fixture Allows Encoder Values to Fire Lamp Commands
EOS-49664	Magic Sheets: Can be edited while a client is not connected to a master
EOS-49660	Magic Sheets: Changing from type None to Channel or Address doesn't pull Target ID from Quick Number like other types, but still increments the Quick Number
EOS-49646	Mac: When creating a new magic sheet the attached Accessibility Access pops up.
EOS-49633	Macro Editor: switching between softkeys should recall the paging of the softkeys
EOS-49626	Magic Sheets: Changing an object from type None to a type with an ID always sets the ID to 0.001
EOS-49625	File sharing settings have been updated and shares may need to be re-established with connected devices
EOS-49622	Lightwright: Overwrite should not clear patch and only touch channels imported in the LW file
EOS-49614	Magic Sheets: Creating a 100x100 array hangs Eos for 2-15 seconds or more
EOS-49612	Support "Full Frame" Shutters on Fixtures That Expose Them
EOS-49610	Labels Can Get Truncated by Typing Quickly
EOS-49589	Limited Expand Mode: When using checkbox to enter LEM, magic sheet objects under the checkbox will be activated and take action
EOS-49564	Palette on Fader: Cannot subtract from a range, that number will be added to the end of the list
EOS-49554	Magic Sheets: Change "Channel Color/Intensity" link to text to "Target Color/Intensity" to better reflect its use
EOS-49549	Channel Selection: [Invert] should select channels skipped by [Jump]
EOS-49547	Channel selection [Rec] [Snapshot] should throw an error
EOS-49536	Change the default save format from ESF to ESF2
EOS-49531	File Browser: Display the size of the file after the show name
EOS-49530	Fixture Editor: Cannot update library fixtures in "Custom" manufacturer
EOS-49527	Double pressing [event] should select most recent Time code event, but posting its number to the command line
EOS-49525	Channel Displays are sometimes incorectly showing '+' on fixtures with Cooling Fan
EOS-49500	Add graphic to Channel Offset CIA display to indicate resulting order
EOS-49497	Effects: Linear effect with pan and intensity only applies to intensity
EOS-49496	ASCII Import: Previous Fader Config Data Remains After Importing With the "Fader Config" Filter Deselected
EOS-49495	ASCII Import Fixture Filter Only Imports Custom Fixtures
EOS-49474	Magic Sheets:Extend Zoom Range
EOS-49471	Encoder Display: GUI Refresh
EOS-49462	16 Frame Color Scrolls on large capacity scrollers creates the popup button, but paints frame 16
EOS-49457	Multicell: Chan a+b cell n thru enter should work with channels of different cell length
EOS-49447	Include new Gadget/IO card firmware 1.2.0 in installer bundle
EOS-49439	FPE points should default to have no target image attached to them
EOS-49436	Magic Sheet: Time code status object label does not update automatically
EOS-49432	Effect {Replace With} Resets Cue Level Overrides
EOS-49430	Magic Sheet: When magic sheet 9999 exists and you press the Add Magic Sheet button, try to find first whole-numbered magic sheet available instead of silently failing
EOS-49429	Inhibiting channels that are running an effect by a Sub set to Exclude from Record places a Stop Effect on those

channels

EOS-49423	Global Imperial / Metric setting for Eos
EOS-49419	Full Screen Magic Sheets: Add gear icon to access full screen options
EOS-49412	Patch: Resizing a column will affect all other patch views
EOS-49386	Command Line: [-] [Clear] after terminated channel selection removes minus and last channel number
EOS-49374	About > Channel and copy the channel goes to Console about
EOS-49358	Expose Simple Non-Linear Fixture Parameters Correctly
EOS-49343	Browser: Invalid file types can be shown from the Master when you have the folder open in two different categories (Like Open and Import)
EOS-49336	Deleting range of cues, presets, etc should not display error if first target does not exist
EOS-49328	Fixture Editor: Update All Profiles option
EOS-49318	Channel syntax: Add number after Mirror Out to determine number of mirroring groups
EOS-49314	List Augment3d version numbers in Eos
EOS-49313	Macro Editor: Target device buttons are too small to display device names
EOS-49274	Fixture Definitions: Allow Multiple DMX Ranges Within a Mode to Have User Calibrated Values
EOS-49268	Effect Editor: After subdividing selected nodes, the wrong nodes get highlighted as selected.
EOS-49260	Tabs: Add Support for Reordering
EOS-49232	Magic Sheets: Fader objects don't display label text correctly when mapped to a sub that is 2 or 3 wide
EOS-49205	Fixture Editor: Update profile asterisk not accurate on MC fixtures, asterisk missing on child cells
EOS-49176	Applying Curve to Cue with learned Macro does not work
EOS-49159	Snapshots that display the User Manual have paint issues.
EOS-49132	Recording Groups with mixed channel and cell selection yields unexpected selections
EOS-49128	Magic Sheets: Field target change should only clear formatting when type is None
EOS-49121	Multiconsole: Live Cue Can Get Out of Sync by Pressing [GO] During Showfile Loading
EOS-49112	Patch: Move Patch display modes (database, attributes., etc) to CIA options instead of softkeys
EOS-49099	Change how colors are displayed from D50 to D65
EOS-49094	Eos v3+: Remove Cobalt switching mode on Pucks and RVI (must use Eos 2.9 and lower to switch to Cobalt)
EOS-49092	Unterminated Command Line cleared when Column Parameter Header Clicked
EOS-49090	Effects Editor: Multiple Improvements
EOS-49067	Effect Status Display: Channel List cut off prematurely
EOS-49033	Fixture Editor: Increasing and decreasing the cell count can result in overlapping DMX addresses
EOS-49013	Custom Direct Selects Inconsistently Map using Double Click in Flexi Mode with Scenes
EOS-49009	Element: Move Help Prompt Above CIA to Default Help
EOS-49006	Parameter Tiles: Reorganization
EOS-48995	Select Last after some Query syntaxes produces odd syntax errors
EOS-48985	Magic Sheets: Target type dropdown should only show applicable target types
EOS-48978	GUI Refresh: Misc Painting Changes
EOS-48977	Workspace Reorganization
EOS-48976	Fader Config: GUI Refresh
EOS-48975	Setup: GUI Refresh
EOS-48964	Print to PDF: Show Control : missing information for Network Show Control Events
EOS-48954	CIU does not scroll and page properly when Multicells are patched
EOS-48952	Effect Editor: Moving an effect vertically and phase shifting can cause the effect to jump back to original location
EOS-48951	Effect Editor: Subdividing selected points deletes all other points

EOS-48930	Show Control: Display sACN input as Port / Offset
EOS-48893	Conventional Shutters in Eos Patch Database
EOS-48883	First key in multi-press sequence can act as if stuck down depending on release order
EOS-48855	Search Entry Keeps Focus After Fixtures Assigned in Pixel Map Tab
EOS-48831	Recalling a Snapshot that closes Magic sheet tab should not discard active Magic Sheet edits
EOS-48808	[Cue X / Enter] in live should return error in cuelist x does not exist
EOS-48803	Element Hotkeys link in Help (CIA) is broken.
EOS-48789	Snapshots: Cannot record snapshot with a color selection and label in same command line
EOS-48783	WiX: First time update from 2.x to 3.0 should force a reboot
EOS-48763	Add Static Gobo to Eos Patch
EOS-48755	Add a Beam Angle field in Patch>Database for Augment3d support
EOS-48742	Magic Sheets: Add "Cell" field which displays the cell # of a channel target
EOS-48682	Multicell: If Patch CopyTo increases cell count, new cells do not have addresses
EOS-48646	Move Eos to 64-bit and a new 64-bit installation location
EOS-48625	Artnet Directed Broadcast only works for /8, /16, and /24 subnets (causing problems in more managed network systems)
EOS-48620	Vectorworks static file import
EOS-48572	Shell should provide way to move between 2.9.x and 3.0+ installs
EOS-48557	About: Add Background Column toAbout->Channel->Moves
EOS-48554	PSD: If You Arrowed Up/Down, Don't Autopage when cues are fired until the PSD gains/loses focus or a cue number is typed
EOS-48531	LightWright Import: After mapping Eos devices to LW types, new fixture profiles are not listed in fixture editor
EOS-48513	Effect Encoders: all home buttons post [effect X rate enter]
EOS-48512	Notes Field in Cue List Index Disappears
EOS-48502	Some Fixture Profiles are immediately modified when patched
EOS-48487	Limited Expand Mode: Multiconsole heartbeat does not match multiconsole status color
EOS-48486	Limited Expand Mode: Recalling Magic Sheet via command line re-enables editor toolbox
EOS-48478	Add the Manual to Mac builds
EOS-48455	WiX: Installer should block installation on XP and 32-bit systems
EOS-48439	ArcSystem Minimum Level field Not Decoded in RDM properties
EOS-48402	[Chan X copy To Chan Y] should not translate color unless both channels are color calibrated or they have different color parameters
EOS-48350	Magic Sheets: Command Line Object does not display "LOCKED OUT"
EOS-48327	Record Snapshot X ignores any color changes, Update Snapshot X removes any color choices, snapshot color can only be set in blind
EOS-48288	Effect Editor: Effect Path can obscure the parameter name if too dense
EOS-48287	Effect Editor: Repaint of edited effect path not clearing the edit line
EOS-48245	Magic Sheets, Mac: Array Columns clipping two digit number
EOS-48244	Effects with "Random Group" attribute on Effect 39 has non-random grouping
EOS-48222	Scroller and Gobo Wheel selection blocked for "New Wheel" labels requiring IME
EOS-48221	Tab100 Manual doesn't refresh on Element Win7 when tab opened before exit.
EOS-48178	Effect Editor:Move Vert encoder moves in opposite direction
EOS-48177	Effect Editor:Linear Effect - Subdivide and moving node issues
EOS-48148	When Groups are selected (including using Group target) on the CL, post the resultant channel selection (in order) in the message area of the CIA
EOS-48147	Highlight: selected channel should stop effects on parameters that have stop effect in their highlight preset

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EOS-48112	[Select Last] after Delete Channel, channel part, or filter channel, posts more commands than just the channels
EOS-48099	Mac: Support Dark Mode for macOS Mojave
EOS-48061	Magic Sheets: Multicell: Channel Field On Object Won't Display .0 When Referencing A Master Cell
EOS-48034	Effects: add [Random Modifier] attribute to make randomness repeatable
EOS-48014	Magic Sheets: Add "Flip" functionality
EOS-47987	DS: Single 1x10 with 0.1 Increment does not display all Targets
EOS-47956	Cue Target Status Bar does not allow user to resize, snaps back to default when released
EOS-47928	Locked Encoders (Escape + Category Key) and Encoders in full console lockout still allowing controls
EOS-47835	EOS crashes when copying a cue list that uses over 2G of memory
EOS-47825	ML Controls - some parameters start out expanded and cannot be collapsed
EOS-47796	Multicell Fixtures recorded in Color Palettes do not print to PDF
EOS-47759	Shell: Windows explorer buttons should not be visible next to Show Archive and Media Archive
EOS-47757	Mark flag is not shown in master of a multicell fixture when {flexi + cells off} is enabled
EOS-47726	About Preset does not list cues whose effects use that preset
EOS-47686	Select Last without a modifier can add channels to command line and none are parsed
EOS-47438	Color Picker - add Rec.2020 and Rec.709 color space overlays
EOS-47433	Multiconsole: Master select dialog: Selecting a Master from a List greater than 7 causes cursor accuracy issue.
EOS-47183	Dimmer Feedback not displayed in About when address is patched by Port/ Offset
EOS-47092	Lightwright and Vectorworks import can't patch multicell fixtures
EOS-47086	Add the manual (Tab 100) to ETCnomad Mac
EOS-46621	Multicell: Channel Selection: Syntax [chan 1 thru 4 Cells_only Group] should subgroup the cells
EOS-45933	Record Cue Next fails for thousandth place cue numbers (0.001)
EOS-45830	Curves: Entering a number should select the curve unless in edit mode
EOS-45758	Syntax Extension: Multiple Cue Selection with offset [cue 1 thru 10 offset 3]
EOS-44852	Pixel Mapping : Rewrite PC video engine to stop using QuickTime library
EOS-44129	Magic Sheets: Increase grid array from a max of 100 per column/row to 1000
EOS-44005	Element Snapshot - allow user selection of Favorite, Filters, Direct Selects, and Custom Direct Selects
EOS-43191	EOS Handles Fixture "Cineo Lighting - HSX" Incorrectly
EOS-43186	Snapshots recorded with PSD don't recall live/blind state
EOS-43086	Pixel Mapping: Allow Setup Without Going to Patch & Flag Warnings for Type Mismatches
EOS-42740	Magic Sheets: New instances of a MS ignore the Global Show Reference Labels setting and never show those labels initially
EOS-42218	About Display: Dimmer Feedback: When the About Screen is displayed in the CIA, the About tab doesnâ€™t accept input commands.
EOS-42217	Workspace: Resets Wrong Workspace when Current Mode's Tab is not Visible
EOS-42000	Patch: [Chan x Move To Address y] should give syntax error
EOS-41543	Magic Sheets: Creating an address array using port/offset increments the port instead of the offset
EOS-40319	It should be possible to copy one parameter to multiple parameters
EOS-39885	Add Default to Fixture Library Parameters to Determine If ML Controls Automatically Displays a Control
EOS-39823	Magic Sheets: Fader with Assignment None mimics the Main Playback's buttons
EOS-39795	Channel Syntax: Add [Invert] to Offset [Chan 1 thru 10 offset 3 invert]
EOS-39601	Pixel Mapping Installer v2.0- Update ETC Logo Stock Content & Remove Quicktime Installer
EOS-39544	Magic Sheets: Target Field dropdown doesn't show custom names for patch text fields
EOS-39359	It is not possible to create new targets with a thru thru range using decimals.
EOS-38467	Displays: Direct Selects: Record Button Should Highlight in Red

EOS-38047	Magic Sheets: Blackout button doesn't work on fader
EOS-37512	Cue List Copy to Cue List doesn't require confirmation
EOS-37380	OSC â€" OSC device command line stays in live when going to a blind display after changing the OSC user.
EOS-36390	Magic Sheets: Display stored color of Macros and Snapshots
EOS-36039	Fader Ribbon: Increase height of Fader Ribbon and display similar to Motor Fader Wing
EOS-35644	File Manager in Shell lists files in ASCII order, not actual alphabetical
EOS-34462	OSC - Using /eos/cmd/ to label something doesn't terminate the command
EOS-34123	OSC - Live command does not bring a background user out of Blind
EOS-33962	[Delete] [Click on a cue in PSD] should post Delete Cue X to the command line.
EOS-32333	About Palette/Preset additions
EOS-31793	It should be possible to delete a range of cue lists
EOS-31721	Magic Sheets: Objects with User targets allow illegal target id's
EOS-30806	Magic Sheets: Selecting a group twice should deselect it
EOS-30610	Action 1 thru enter does not select all actions in the effect.
EOS-30608	Encoder Display: Add Snapshot Support for Encoder Expand State
EOS-30425	When the encoders are mapped to effects control, depressing the encoder should post the effect attribute to the CL.
EOS-29767	Magic Sheets: Quick renumber tool should change target type in addition to target ID
EOS-28330	Magic Sheets: Add an object and magic sheet property "Interactive"
EOS-27077	Magic Sheets: Most target types allow a number that includes a comma, but shouldn't
EOS-26953	if the channel list exceeds the available space in the CIA Offset display, use a … to indicate more channels.
EOS-26582	CIA: Quick Save from Setup, Patch or Effect blind leaves the browser open in the CIA
EOS-26286	Clicking in the follow column twice in the PSD should post Hang to the CL
EOS-25756	Magic Sheets: [Magic Sheet X View next/last] does not start at current view and doesn't wrap and next/last
EOS-25552	Magic Sheets: Changing the outline or fill color's Link settings for multiple items also changes the base color
EOS-24037	Gio/Ti/Ion Xe Littlelites do not remember their intensity setting after a reboot
EOS-23973	Magic Sheets: Target Field dropdowns should only show applicable fields for current target type
EOS-23702	Magic Sheets: you will lose changes if you label a magic sheet while editing
EOS-23509	Imported non-square shaped gobo images are converted into a square shape in next/last buttons
EOS-22894	Magic Sheets: Linked intensity color and Intensity Bar should include influence from mechanical intensity
EOS-22149	Magic Sheets: Item placement cursor should show the target number that will be applied
EOS-22145	Magic Sheets: Allow users to replace existing items with another one of any type
EOS-21722	Magic Sheets: Add console button for [Beam]
EOS-21171	Magic Sheets: Add Softkey type which displays softkey text
EOS-18995	Backup console stuck with â€œPreparing to Transfer Showâ€ Multiconsole notification on screen.
EOS-18857	LTP submasters have an irregular fade while they are being inhibited by an inhibitive submaster
EOS-17242	Encoders in Effects Edit mode should display current value, as they do with NPs.
EOS-14639	Pixel Mapping: File 1 parameter incorrectly displays ETC media content thumbnails for other fixture types
EOS-11387	Not all text for "Power off" matches
EOS-4397	[-] (Minus) does not work in selecting targets (including addresses in park and patch)

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Eos 3.0.0

Known Issues Remaining in v3.0.0

EOS-51321   Potential crash on Mac in the presence of multiple monitors.

Note: *Moving Eos windows between displays and / or using a drop-down menu can cause this issue.*

EOS-51357	Browser: macOS iCloud Drive placeholder files are inaccessible
EOS-51325	The Mirroring text notification can be out of sync until the GUI refreshes
EOS-51312	Disabling "Display Colors in D65" doesn't immediately update the appearance of the color picker gel tiles.
EOS-51301	Some Fixtures Always Render as Strobing in Augmented
EOS-51171	Text Search in Manual should include text on the pages, not just the section titles
EOS-50996	Activating another program in front of Eos pulls focus to a second Eos window
EOS-50791	Undoing or Reverting Augment3d Edits that include nested channels can restore the channels to incorrect positions
EOS-50630	Mac Augment3d: 3rd-party window manager "Magnet" causes issues with tab and popup menu selection
EOS-50381	Staging mode: Undo does nothing in staging mode, and does not list the commands made from staging mode
EOS-49842	Show Control RTC allows infinite softkey presses
EOS-49244	Mac: Shell 'Restore System Settings' Does Not Accept ini Files
EOS-49144	Blind: [Channel Intensity Next] writes a 0 value instead of posting a syntax error
EOS-48471	OSC: Labels in Magic Sheets don't react to TCP OSC, only UDP OSC
EOS-47783	Show control events like SubDown (UDP), /eos/sub/x/fire=1.0 (OSC), magic sheet sub buttons, and Show Control List Sub Down events are acting as a toggle if repeatedly sent
EOS-44256	CSV Export/Import: Cue "At Release" attribute missing
EOS-43750	CSV Export/Re-Import: issue with cue FCB times
EOS-43096	Can't assign targeted macro to a device whose name starts with a minus
EOS-42765	Mac: Add the ability to save logs from the main Eos app, without having to exit to the shell
EOS-30257	Captured channels manual effects not recording into existing sub
EOS-29871	When editing a scroll, the blank space to the right of the scroll bar can select a gel
EOS-29769	Fixture Editor: Creating ranges with matching user values between ranges (max of #1 == min of #2) can cause overlap error message
EOS-29155	Macro that turns on/off the internal SMPTE clock doesn't work in the show control display.
	Workaround: Set the macro mode to Background.
EOS-28654	When manually starting and stopping an effect, we should be using the entry/exit time to control the fade in and out.
EOS-27991	Undo selection does not properly track to different devices of the same user.
EOS-27506	Scrollers and gobos in encoder should darken Next/Last buttons when in first or last frame.
EOS-26147	Automark does not work properly on fixtures where shutter strobe is same DMX address as intensity
	Workaround: The user can either Disable automark on that cue, or put the shutter mode change in a follow cue.
EOS-22163	Magic Sheets: Add Alignment option to keep the 1st selected item fixed by default
EOS-20943	Element unable to change Sub pages via a Macro. Multikey press is not learned.
EOS-16827	Snap Intensity Params are fading on timed HTP sub bump
EOS-11727	Multiple Cue List PSD doesn't allow paging of bottom cue list

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A3D-1658	Descriptions of Toolbar items may differ from Preferences	
A3D-1657	Tether should respect the Full Screen Editor mode in the shell	
A3D-1638	Mac - Some drop down menus may appear cut off	
A3D-1617	Marquee Selection may select channels behind the camera	
A3D-1598	It should be possible to use focus handles to position static fixtures in Patch	
A3D-1572	Homing some strobe fixtures may not disable strobe	
A3D-1547	Opening an older showfile may cause fixtures to be grayed out	
A3D-1531	Mac - Stage may flash when resized while running in Ultra quality	
A3D-1521	Nested fixtures may flicker when moved	
A3D-1516	Scenic Element Movables may not update Orientation and Rotation at the same time	
A3D-1515	Setting Light Intensity to 0 may cause refresh issues	
A3D-1500	Inspector: It should be possible to enter relative value changes for numeric fields	
A3D-1499	Revert Model Changes may not revert channels in Scenic Objects	
A3D-1498	Nesting a channel in an SEM then Revert Model Changes may result in incorrect World position being displayed in Inspector for the channel	
A3D-1492	Unnesting an object results in a small change to the objects rotation	
A3D-1486	Expanding an imported object should populate the contents in the Library on commit	
A3D-1476	Mac - Popups may open incorrectly on multi display systems	
A3D-1462	Expanding an imported object may create library items with incorrect size	
A3D-1449	Tags assigned to channels may not persist	
A3D-1447	It is not possible to read the iRFR/aRFR label against light backgrounds	
A3D-1417	Lens geometry shows different depending on previous quality setting	
A3D-1413	Beam end in approximated mode can disappear for very narrow zoom values	
A3D-1362	Channels do not retain their Hierarchy color chips through a reload	
A3D-1344	Zoom to selection does not work when cells are selected	
A3D-1340	Nested Reference Points may resize with Augment3d is restarted	
A3D-1307	Shift selecting objects in the hierarchy after adding new objects may cause incorrect selections	
A3D-1257	Label objects are visible through other objects	
A3D-1256	Library may display incorrect graphics or fonts	
A3D-1190	Adjusting Inspector properties by dragging them may result in jumpy movement	
A3D-1177	Toolbar symbols may stay highlighted after a menu is closed	
A3D-1169	Opening Inspector with small window height can hide/overlap items	
A3D-1109	Pressing [Alt]&[F4] with Augment3d Tab active results in Initializing Augment3d window	
A3D-1079	Augment3d does not save invisibility of channel objects	
A3D-1078	Printing Reference images should preserve last size	
A3D-901	Add support of Moving Mirror fixtures	
A3D-826	Properties assigned to channels in the Augment3d Inspector may not save	
A3D-661	Selected object outline may become jagged	
A3D-630	Augment3d may not display correctly on 4K High DPI Monitors	

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).

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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.
- **Cobalt 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.

> ⚠️ **CAUTION:** *Eos ETCnomad (Mac and PC) do not support ETCNet2 protocol. See* *Incompatibility on page 13* *below.*

Incompatibility

Eos v3.0.0 is incompatible with hardware and software running ETCNet2 software prior to those listed in ETCNet2 Network Compatibility.

> ⚠️ **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 v3.0.0 is incompatible with hardware and software running ETCNet1.

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

Augment3d on Eos Family consoles requires Eos Family Software v3.0.0 or later, and a console with at least one DisplayPort connector. For the most up-to-date specifications for Augment3d on PC or Mac, please visit etcconnect.com/etcnomad/performance/.

Installation Instructions

For new Eos Family consoles, ETC has implemented a method to include the latest software installers directly on the console's hard drive when they initially ship from ETC. For future releases, you will need to download the Eos Family software from the ETC website, etcconnect.com.

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Note: *All processors, including RVIs and RPUs, on an Eos Family network must be running the same version of software.*

Installer Archive

To check to see if a newer version of Eos software is available on your console, navigate to **ECU > Settings > General > Software Update**.

When the software update window launches, it will show you the available Eos versions found.

If there is an available update and you wish to install it, follow the on screen steps for updating the console's software.

The Installer Archive can also be used to save multiple software versions onto your console's hard drive in case you wish to downgrade.

Software Installation

To update your console or offline software to the v3.0.0 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).

Note: *When ETCnomad is launched on macOS Catalina (10.15) for the first time, users will be prompted to open System Preferences to enable access to Input Monitoring, allowing ETCnomad to properly interface with programming and fader wings.*

When an object is added to a Magic Sheet for the first time, users will be prompted to open System Preferences to enable access to accessibility features.

To update your console to v3.0.0:

1. Download the software from the ETC website, etcconnect.com, on the appropriate product page.
2. Unzip the file.
3. Transfer the unzipped file to a USB memory device.
4. Insert the USB device containing the software into an available USB port on the console.
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.
6. Click on the **{Settings}** button. The settings window will open.
7. Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
8. Scroll down in the window until the **{Software Update…}** button is visible. Click this button.
9. This scans the root directory of all available drives (USB drives) for valid installers.
10. When the "Update Software" dialog pops up, click on **ETC_EosFamily_Console_v3.0.0**, then click **{Install}**.
11. The software will copy to the hard drive before launching a standard Installshield application to direct you through the install.
12. Click **{Next}** to start the installation process.
13. Read and accept the terms of the license agreement and click **{Next}**.
14. 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.
15. Click **{Finish}** to complete the installation process. The console will automatically reboot and then enter the ECU welcome screen.

Help Pack / Fixture Library Update

To update your console or offline software to a new revision or translation of the manual, or to update your fixture library, you will need to download a help pack / fixture library update from the ETC website, load it to a USB device, and then transfer it to your console from the USB port using the Eos Configuration Utility (a.k.a. Eos Shell).

Note: *The help pack or fixture library update needs to be installed after any new software installation. Installing a new version of software will remove any non-associated help packs and fixture library updates.*

To install a help pack / fixture library update:

1.   Download the pack / update from the ETC website, etcconnect.com, on the appropriate product page.
2.   Transfer the zipped file to a USB memory device.
3.   Insert the USB device containing the file into an available USB port on the console.
4.   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.
5.   Click on the **{Settings}** button. The settings window will open.
6.   Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
7.   Scroll down in the window until the **{Software Update…}** button is visible. Click this button.
8.   This scans the root directory of all available drives (USB drives) for valid files.
9.   When the "Update Software" dialog pops up, click on the zip file, then click **{Install}**.
10. When the installation is complete, click the **{Close}** button.

ETCnomad (Client/Offline) Software

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

Firmware Updates

If the firmware on your device(s) is out of date, you will receive a notification before the Eos application launches that informs you of which firmware versions need updating. To update your firmware, go to **ECU > Settings > Maintenance > Firmware Update**. For additional information on updating firmware, please see the ECU chapter of your console's manual.

WARNING: A restart of the console is required for every module updated.

Note: *Single DMX port Gadgets and devices with IO cards that have a Phone Remote connection must use the {Upgrade I/O Firmware} button in the Maintenance tab of the ECU. Other IO cards and Gadget II can be updated using the firmware update window.*

The following table shows the current firmware versions.

Desk	Module	Current Firmware Version
Element	Element Face Panel Board Firmware	1.2.0.90.0.7 (1.2.90 build 7)*
	FS I/O Board Firmware	1.4.2.9.0.5

	HS I/O Board Firmware	1.2.0.9.0.7
Eos RPU	Eos RPU Front Panel	1.0
Gio	Gio Fader Board Firmware	1.1.0.9.0.3 (1.1.9 build 3)
	Gio Face Panel Board Firmware	1.2.0.9.0.0 (1.2.9 build 0)
		1.0.2.9.0.7^
	Gio 6x2 Button Board Firmware	1.1.0.9.0.1 (1.1.9 build 1)
		1.1.0.9.0.2^
	FS I/O Board Firmware	1.4.2.9.0.5
	Intelligent Power Board Firmware	1.0.2.9.0.6~
	HS I/O Board Firmware	1.2.0.9.0.7
Ion	Ion Face Panel Revision F:	1.3
	FS I/O Board Firmware	1.4.2.9.0.5
	HS I/O Board Firmware	1.2.0.9.0.7
Eos Motor Fader Wing 10/20	Display HS Universal Firmware	1.0.5.9.0.22~
RVI	Eos RPU Front Panel	1.0
Ion Xe	Eos Playback Firmware	1.0.2.9.0.7~
	Intelligent Power Board Firmware	1.0.2.9.0.6~
	HS Face Panel Board Firmware	1.0.2.9.0.7
	HS I/O Board Firmware	1.2.0.9.0.7
Ion Xe RPU	10x2 Button Module Firmware	1.1.0.9.0.1
	Intelligent Power Board Firmware	1.0.2.9.0.6~
	HS I/O Board Firmware	1.2.0.9.0.7
Eos Standard Fader Wing 20/40	Eos Fader Wing Firmware	1.0.3.9.0.13
Ion RPU	Eos RPU Front Panel	1.0
	FS I/O Board Firmware	1.4.2.9.0.5
	HS I/O Board Firmware	1.2.0.9.0.7
RPU3	Ti 10x2 RPU Button Board Firmware	1.1.0.9.0.1
	Intelligent Power Board Firmware	1.0.2.9.0.6~
	FS I/O Board Firmware	1.4.2.9.0.5
	HS I/O Board Firmware	1.2.0.9.0.7
RVI3	Ti 10x2 RPU Button Board Firmware	1.1.0.9.0.1
	HS I/O Board Firmware	1.2.0.9.0.7
	Intelligent Power Board Firmware	1.0.2.9.0.6~
Ti	Fader Board Firmware	1.1.0.9.0.3 (1.1.9 build 3)
	Face Panel Board Firmware	1.2.0.9.0.0 (1.2.9 build 0)
		1.0.2.9.0.7^
	6x2 Button Board Firmware	1.1.0.9.0.1 (1.1.9 build 1)

		1.1.0.9.0.2^
	Ti 6x1 Button Board Firmware	1.1.0.9.0.1 (1.1.9 build 1)
		1.1.0.9.0.2^
	FS I/O Board Firmware	1.4.2.9.0.5
	HS I/O Board Firmware	1.2.0.9.0.7
	Intelligent Power Board Firmware	1.0.2.9.0.6~
Eos Programming Wing	Eos Playback Firmware	1.0.2.9.0.7~
	Face Panel Board Firmware	1.2.0.9.0.0 (1.2.9 build 0)
		1.0.2.9.0.7^
	HS I/O Board Firmware	1.2.0.9.0.7
Gio @ 5	Eos Fader Wing Firmware	1.0.5.9.0.22~
	Gio @5 Motor Fader Firmware	1.0.1.9.0.5~
	Intelligent Power Board Firmware	1.0.2.9.0.6~
	HS 6x2 Button Board Firmware	1.1.0.9.0.2
	HS Face Panel Board Firmware	1.0.2.9.0.7
	HS I/O Board Firmware	1.2.0.9.0.7
Ion Xe 20	Eos Playback Firmware	1.0.2.9.0.7~
	Intelligent Power Board Firmware	1.0.2.9.0.6~
	HS Face Panel Board Firmware	1.0.2.9.0.7
	HS I/O Board Firmware	1.2.0.9.0.7
	Eos Fader Wing Firmware	1.0.3.9.0.13
Element 2	Face Panel Board Firmware	1.0.2.9.0.7
	Element 2 Fader Board Firmware	1.0.1.7
	I/O Board Firmware	1.2.0.9.0.7
	Intelligent Power Board Firmware	1.0.2.9.0.6~

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

^Enhanced Hardware only.

~Bootloader and firmware update combined. Please contact ETC Technical Services.

Local RDM Firmware Update

The following firmware is required for expanded functionality.

- Gadget -1.4.2.9.0.5
- IO Card -1.4.2.9.0.5

This 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. macOS 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, RPU3, RVI3, Gio @5, Ion Xe, Ion Xe RPU, and Element 2. 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 (etcconnect.com). 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.

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.
2. Click on the **{Network}** button. The network window will open.
3. Set the IP address for port 2.
4. IP Address - 192.168.xxx.101
5. Subnet Mask - 255.255.0.0
6. Enable DHCP Service for Port 2.
7. Click **{Accept}**. A reboot of the desk is required.

Vectorworks Augment3d Plug-in

To assist in importing files from Vectorworks for use in Augment3d, the following Vectorworks Augment3d Plug-ins are available:

Vectorworks Version	Plug-in Version
2019	2019 (v1.0.0.409)
2020	2020 (v1.0.0.409)

For plug-in installation instructions, please see the Vectorworks Augment3d Plug-in Installation Guide, available at etcconnect.com.

Software Components

Eos Family Console Main Application	3.0.0.389
Welcome Screen (ECU)	3.0.0.389
Augment3d	1.0.0.432

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English Manual	3.0.0.384
Wes7 (Element 2)	1.0.0.9.0.3
Wes7 (Ion Xe)	7.20.0.9.0.1
Wes7 (Ion Xe 20)	7.20.0.9.0.1
Wes7 (Ion Xe RPU)	7.20.0.9.0.1
Wes7 (Gio)	3.0.0.9.0.20
Wes7 (Gio UCB)	7.20.0.9.0.1
Wes7 (Gio @ 5)	7.20.0.9.0.1
Wes7 (Eos Ti)	1.0.0.9.0.10
Wes7 (Eos Ti UCB)	7.20.0.9.0.1
Wes7 (RPU3)	3.0.0.9.0.20
Wes7 (RPU3_Q87)	7.20.0.9.0.1
RPU3_Q87 BIOS	R1.1 (V00XTM11)
Wes7 (RVI3)	3.0.0.9.0.20
Wes7 (RVI3_Q87)	7.20.0.9.0.1
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
Wes7 (Puck2)	7.20.0.9.0.2
ACN Libraries	2.2.0.15
ETCNet2	4.0.19.9.0.1
Network Common	2.2.0.13
Fixture Library	3.0.0.384