ETC Release Note
Eos Family Lighting Control Software

Product Line:	Eos Family Lighting Control Software
Description:	Version 3.0.1 System Software
Effective Date:	2021-01-28

Purpose

Eos v3.0.1 contains bug fixes, fixture libraries, and minor enhancements for Windows 7-based Eos hardware. Eos v3.0.1 may also be installed on computers running the following operating systems:

- Windows 7, 8, 10
- macOS Mojave (10.14), Catalina (10.15), Big Sur (11.0)

Changes to Virtual Media Server

As of v3.0.0, some Virtual Media Server video formats no longer support being played in reverse.

As of v3.0.1, if a show file is opened that contains cues, subs, palettes, or presets that have unsupported videos stored to play in reverse, a warning will be posted, the list of affected targets will be added to the console log in Diagnostics (Tab 99), and the video will play forwards.

When a user sets an unsupported video to play in reverse, a warning will be posted in the Pixel Map Preview tab of the associated pixel map, and the video will play forwards.

Changes to Next/Last in Blind

In v3.0.0, when channels are on the command line in Blind, Next/Last will advance through the channel selection as they do in Live. Shift + Next/Last will advance through the cues (or other targets).

As of v3.0.1, the setting "Blind Next/Last Affects Target" has been added to **Setup > User > Displays**. When enabled, Next/Last in Blind will revert to the pre-3.0.0 behavior of always paging through cues (or other targets), and channel sub-selection will not be available.

For a complete list of changes, please see *Key Enhancements in v3.0.1 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 and later. See Incompatibility on page 5 below.*

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Availability

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

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 C
- ETCnomad Setup Guide Revision C

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 v3.0.1

- Fixed a crash that could occur when using multiple monitors on macOS
- Added an option to revert Blind Next/Last navigation to pre-v3.0.0 behavior
- Warnings added for video formats that cannot play in reverse
- Added support for Vectorworks 2021 and SketchUp 2021
- New Augment3d models (Desk Lamp, Standing Lamp, Pendant, Down Light, Sconce, Fluorescent)
- Minor bug fixes

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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 REC709 and REC2020 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

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Issues Corrected in v3.0.1

EOS-51768	Pixel Mapping: Reverse playback should behave like Forward playback, instead of being ignored
EOS-51767	Installer: install the VS 2019 redist to prevent Augment3d from crashing on launch
EOS-51763	Pixel Mapping: Display warning when a video is set to play in reverse but will not
EOS-51738	Cobalt ASCII Import: issue with default Cue Down Times
EOS-51724	Shift+Next can change channels in a Group in Group List Display or Pixel Map setup
EOS-51721	Soft blocks incorrectly trigger Live Moves flag in the Playback Status Display
EOS-51703	Rare: RDM can crash because command queue is accessed by multiple threads
EOS-51701	ETCnomad won't tether to Console with Link Local Addresses
EOS-51693	Cue Lists can continually notify; on large lists (particularly using channel filters), this can cause show storage to exceed its limit and compress, losing undo history
EOS-51685	Slow patch output in file with many Pixel map addresses
EOS-51683	A3D in Limited Expanded Mode on Mac can briefly lose its Toolbar.
EOS-51679	Rare crash during PDF Printing due to uninitialized font
EOS-51677	Locking the console during certain actions may cause the CIA to be painted black with no access to Browser or other functions and the Favorite star display triangle and lock are missing
EOS-51633	Blind Next/Last: Add option [Blind Next/Last Affects Target] to revert to 2.9.x behavior
EOS-51632	Rapidly cycling SMPTE List External or SMPTE Time Code Rx Enable/Disable while a Backup is connected causes the Primary to lose control of the rig
EOS-51629	Crash on Spectral Gel Match with High End - SolaPix 19
EOS-51610	In rare cases, Eos may drop some OSC messages sent via TCP OSC 1.1 (SLIP)
EOS-51608	Upgrade to Qt 5.12.10
EOS-51603	Magic Sheets: Edit mode disappears on primary after the backup disconnects
EOS-51598	Offline/viz popcorn outputs can leave behind stuck levels on addresses ferquently fading and stopping like with running effects.
EOS-51583	Updating a Fixture profile does not make necessary changes to cues' moded parameters if they are changed by the update
EOS-51581	Eos Crashes When Doing An Add To Favorites With Custom Unicode Fixtures
EOS-51553	Regression: Snapshot recall with magic sheets and user imported images takes too long
EOS-51549	Shell: In extremely rare cases, the Augmented Tether button may not appear (only affects Nomad)
EOS-51537	ETCnomad - Downgrading from to 3.0 will block tethered mode (button is grayed out and missing components of Augment3d)
EOS-51454	Color and Beam ML Controls and Encoders Behave Backwards in Fan Mode
EOS-51438	Multiconsole Merge on Client or Backup of ESF3D files from Master will Open instead of Merging
EOS-51431	Fixtures revert to earlier position when changing patch if cells erroneously have Augment3d position
EOS-51423	Shell Facepanel Test IO Card does not output DMX
EOS-51416	Crash: In some cases, a patch merge of channels with no keywords can cause PDF code, Augment3d, or CSV code to crash
EOS-51412	Mac: Entering A3D Limited Expand Mode may partially freeze Eos or lag
EOS-51373	A3D Blind Preview Requires Channel Selection To View Palette Data
EOS-51321	Potential crash on Mac in the presence of multiple monitors
EOS-48038	Macros: Standard Kelvin Colors enters "Macro Button" or fires a random Macro
A3D-1757	In Low Quality, some multicell fixture profiles beams are not rendered
A3D-1750	SketchUp Import: Update Sketchup API to 2021
A3D-1739	SketchUp Import: Drawings not in Inches are not imported correctly by default
A3D-1738	Stock Objects should not have Rotation or Scaling nodes when Expanded

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A3D-1715	FBX models saved on a Windows computer may have incorrect textures when loaded on macOS
A3D-1660	Vectorworks Plugin: Support for VW 2021
A3D-1617	Marquee Selection may select channels behind the camera
A3D-1098	Add models for practicals

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:

- **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 5 below.*

Incompatibility

Eos v3.0.1 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 v3.0.1 is incompatible with hardware and software running ETCNet1.

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

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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.

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 v3.0.1, 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 for the first time on macOS Catalina (10.15), 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.

Note: *When ETCnomad is launched for the first time on a Mac running on an Apple silicon (M1) chip, users may be prompted to install Rosetta2 and reboot before continuing.*

To update your console to v3.0.1:

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_v3.0.1**, 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.

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

ℹ	**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.

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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 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 (v1.1.1.21)
2020	2020 (v1.1.1.21)
2021	2021 (v1.1.1.21)

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	3.0.1.31
Welcome Screen (ECU)	3.0.1.31
Augment3d	1.0.1.8
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	3.0.0.134