

# ETC Release Note

## Eos® Family Lighting Control Software



**Product Line:** Eos Family Lighting Control  
**Description:** Version 2.3.1 Software  
**Engineering Change Master (ECM):** 500014099  
**Effective Date:** 2015-08-06

### Purpose

The purpose of this release is to introduce a number of new features to the Eos product line. The color picker has been completely redesigned, introducing optional abstract color spaces for control of any color mixing system, new tools for the gel picker, and improved color matching. Tinting and spectrum tools are also provided. The spectrum control allows additive mixing systems with more than three control elements to be adjusted while optionally holding their X/Y chromaticity. Color Path allows control of additive mixing systems fades through the color spectrum, with adjustment of fade properties possible, which can be stored to color paths for instant recall and referenced modification.

2.3 also expands the effects package, allowing most effect properties to be modified at the cue/submaster level. New properties have been added to effects, determining what actions stop them (or don't), and providing additional control of single shot effects. Improvements have been made to the Lightwright import function, by-type presets have been added, and Open Sound Control (OSC) transmit and receive is now supported. Channel level merge functions have been added as well. Color swatches are now available in the x25 direct selects, discrete timing can be proportional to cue category time, and the local DMX ports now support RDM functionality.

The Hotkeys have been remapped to provide more logical control that works across global keypads. A Shell option to use Shift or Z as the shift key is also provided. This option defaults to using Shift as Shift - which is ideal for most "English" keyboards, but may need to be changed for non-English keyboards.

A number of other changes have been made to functionality and SCRs addressed. Please be sure to read the 2.3 supplements to become familiar with all of the changes before installing 2.3. This software release is highly recommended for all users of the Eos Family platform (Eos Ti™, Eos®, Gio®, Ion®, Element™, ETCnomad™, and ETCnomad Puck).



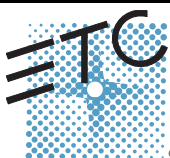
**Note:** *If you see a message about a reboot being required after plugging in a Gadget or Eos Programming Wing for the first time, you can either reboot, or you can ignore the notification and work as normal.*

For any questions relating to the contents of this release or the behavior of this software, please contact ETC Technical Services at the office nearest you. A list of ETC offices is given at the bottom of this page.

### Availability

You may obtain this release of software by downloading it from the Downloads section of the ETC website, [www.etconnect.com](http://www.etconnect.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.



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# Release Note:

## Eos Family Software v2.3.1

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### Documentation

The current documentation for Eos Titanium, Eos, and Gio is the Eos Family v2.3.0 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 v2.3.0 Supplement to Operations Manual Revision A, and the Ion v2.0 Operations Manual Revision A. The current documentation for Element is the Eos Family v2.3.0 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](http://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
- 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 v2.3.1

- Bug fix

### Key Enhancements in v2.3.0

- Allow arrow keys to edit labels
- Add OSC Transmit/Receive
- Partial Channel Merge
- About Submaster
- Add Parameter Tiles to Element
- Query Effect
- Allow Size on Absolute/Step effects
- x25 DS changes
- Multiple Gadget Support
- Lightweight Import Changes
- Provide looping functions for Select Last
- Shift + Enter and Shift + At
- Add By Type Presets
- Change Hotkey mapping
- Add more control to behaviors that stop an Effect (Continuous Run)
- Add more control to restarting single shot Effects (Repeat on Go)
- Add Stop All flag for effects
- Add effects in Presets (non-referenced)
- Allow +, - or % of Background states for effects

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- Extend Cue and Submaster effect overrides
- Add a Channels in Use function
- Add display controls for About
- Color coding the Browser Support
- Discrete time as percentage of Cue category time
- Add optional abstract color spaces
- Add Spectrum color controls
- Add Color tinting tools
- Add Color Path with live scrubbing tools
- Add controls to Gel Picker
- Improve color matches
- Add Text fields to patch and query
- Add Moving Light Assistant to Export menu
- Local RDM (See [Local RDM Firmware Update](#) on [page 12](#) for more information)

### Issues Corrected in v2.3.1

- RND 0032125 Shutters on VL fixtures are not controllable without restarting Eos
- RND 0031452 Remove Hue Sat encoders for CMY fixtures
- RND 0031357 Color Picker spectrum view should have mouse wheel support
- RND 0031305 Pre 2.3 showfiles with a duration effect should have the Repeat On Go flag enabled.
- RND 0031284 SMPTE: When external clock pauses, display SMPTE time in gray at top of monitor instead of hiding the time
- RND 0031264 Display a plus after time code time in cues execute field, if multiple events fire it
- RND 0031263 Time Code List: Display non-existent cues, subs or Macros in dark gray
- RND 0031243 [Delete Enter] in show control blind, does not autoinsert current event
- RND 0031237 The Output column in patch for the B side of a dimmer doubling circuit shows the output of A
- RND 0031220 Color Path - add ability to scrub and replay color fades
- RND 0031203 table view should list the type of the first non-dimmer part, instead of the first part.
- RND 0031185 Holding the [Color] hard key while moving color encoder wheels should follow "Hold Color Point" behavior
- RND 0031168 Setup: Please save desk and show settings to the .pdf
- RND 0031154 Add MLA to the Eos Export menu
- RND 0031124 When locked out, backup won't automatically take over
- RND 0031099 Snapshots: Direct Selects Filter
- RND 0030956 [Encoder Display + Category] should change encoder category or page
- RND 0030941 Cue can't fire Macro while you are in the Show control list display
- RND 0030873 Rounding problem in ASCII Import function causes missing references in cues in some showfiles
- RND 0030857 [Query Mark] does not work in live
- RND 0030698 New absolute effect should have 2 steps instead of one
- RND 0030675 Labeling Text1- Text 10 Fields in Patch
- RND 0030673 [Delete (Load Button)] should not post [Delete Cue X]
- RND 0030649 Color Control: Color Path: Displaying Path Information in the CP tool
- RND 0030648 Custom fixture profiles can be forced to lose color calibration when unpatching and re-patching
- RND 0030623 Show Data: Gel Field Use
- RND 0030621 File I/O: Lightwright: Merge
- RND 0030620 File I/O: Lightwright: Device Mapping
- RND 0030619 Show Data: Query Text and Gel Field Filter
- RND 0030617 Displays: About: Color Path About
- RND 0030615 Color Control: Color Path: Referenced or Absolute Data
- RND 0030614 Displays: Patch: Color Path Patch
- RND 0030612 Direct Selects: Configuration Menu: Color Swatch
- RND 0030611 Displays: Direct Selects: DS Config Menu Changes
- RND 0030544 Off state of a build effect is always playing back as zero.
- RND 0030373 Encoder display should display parameter name in Darkened text if channel does not have parameter
- RND 0030362 Some effects can be applied to deleted channels

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### Issues Corrected in v2.3.1 [Continued]

- RND 0030335 Allow discrete times as percents of cue time [Chan 1 delay / 50] [Chan 1 time / 50]
- RND 0030185 [Query Cue Last] does not insert prev cue and does nothing
- RND 0030181 Nomad – On Win 8.1 Nomad shell incorrectly allows users to adjust Net2-EDMX settings.
- RND 0030176 Partial Show load of a specific show control list does not work.
- RND 0030167 Background Macro that include [Live] is clearing command line
- RND 0030153 Do not open virtual keyboard display on connected clients while labelling
- RND 0029941 Add Softkey Number to Softkey Displays
- RND 0029929 [cue 1 / execute 2] links cuelist to itself and prevents Go from working properly
- RND 0029872 Multiple effect cues with delays not working correctly
- RND 0029824 Pressing [Live] while in live, should select active cue, but not post the cue to the command line
- RND 0029808 Homing a fixture's color point with default data has different effect than homing with manual data
- RND 0029803 Patch changes can rehome unowned levels of other channels
- RND 0029790 Capturing a manual level should not stop effects running on it, but should prevent new effects from running on it
- RND 0029789 Macro links in a cue that are modified by Macro Move are not saved to the showfile
- RND 0029763 sACN should allow a universe start address offset
- RND 0029746 Duration effects that have completed incorrectly restart on next go
- RND 0029707 Snapshots are restoring expanded direct selects to the incorrect page.
- RND 0029706 With multiple effects selected, moving rate encoder only affects first one
- RND 0029660 Rename "Scroller Fan" to "Cooling Fan"
- RND 0029626 Submaster Range Edit LTP/HTP should ignore inhibitive submasters as they cannot be set to LTP
- RND 0029623 Inhibitive sub is ignored when a cue's delay overlaps previous cue's fade
- RND 0029622 About Channel Display: On Gio, the park column is missing
- RND 0029621 You are able to move a horizontal bar off of a grid display, but unable to move it back
- RND 0029566 Display Shutter, Image, Form in category buttons instead of Beam on all consoles
- RND 0029559 Effects not HTPing with subs as expected.
- RND 0029550 [Help] does not work in the macro editor
- RND 0029544 [Cue 1 Execute TimeCode - 1] doesn't work with FPS other than 30
- RND 0029543 Fader Ribbon for cue list running only effects does not properly display red (when fading) and gold (when complete).
- RND 0029539 If Live/Blind and the PSD are on a split screen, pressing live does not pull the PSD to the surface if covered by another display.
- RND 0029534 Rename ETC Fixture Manufacturer buttons
- RND 0029533 When there are no physical softkeys, More Softkeys + encoder category should post softkey
- RND 0029522 Pressing Encoder should display encoder softkeys on all consoles
- RND 0029476 Snap Parameters restoring to minimum/background on a sub fade should not restore until sub is at zero.
- RND 0029465 RDM: Eos not getting correct parameter information/count back from Martin Mac Viper Performance fixtures.
- RND 0029464 Pixel Mapping - virtual effect layers are too stepy at slow playback speeds
- RND 0029436 Macro that shuts console down doesn't work if CIA is locked down
- RND 0029435 [Effect 1 at enter] doesn't recall cue level effect overrides
- RND 0029433 Mac Nomad – RDM properties are not getting extracted over network
- RND 0029385 CSV Export Doesn't Include Marks, Partial Blocks, or Intensity Blocks
- RND 0029337 Add Query as a SK when channels are selected on Ion.
- RND 0029332 In blind, about Preset and Palette do not list any channels
- RND 0029322 Gio UCB – Display backlights do not dim.
- RND 0029316 Allow Stop Effects to exist without a tracking effect
- RND 0029288 Changes to how the Gel picker affects scroller and color wheel parameters
- RND 0029271 Extra frame appears on some scrollers after reboot
- RND 0029208 With automark enabled, first cue's discrete time '+'s are not displayed in PSD
- RND 0029184 [Goto cue] is releasing manual levels that only have HTP sub in their background.
- RND 0029169 In Blind About, channels show the values for the active or first cue rather than the palette, sub, preset, etc. selected
- RND 0029105 Master Faders (physical) do not track position of virtual master faders +1
- RND 0029084 Eos crashes when sub blind recalls a manual effect from live
- RND 0029065 When Attaching a Gel Scroll to a Chroma Q Scroller Treat It as a Wybron
- RND 0029058 Recalling a snapshot with a direct select with 0 button groups will hang/crash
- RND 0029026 On an Ion, learning a "freeze effect" macro doesn't work as expected

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### Issues Corrected in v2.3.1 [Continued]

- RND 0028911 Recording a Cue stops an Effect playing on a Captured Channel
- RND 0028908 Pixel Mapping - increase number of gradient repeats on virtual effect layer
- RND 0028904 Displays: Direct Selects: Configuration Menu
- RND 0028870 Oddities in Fixture Editor/Parameter Selection - Duplicate Names
- RND 0028865 Eos Direct Select Modules can be recorded in a full snapshot, but not in a single monitor snapshot
- RND 0028857 A Magic Sheet button in a magic sheet pulls focus even when the MS display behavior is set to "Control"
- RND 0028837 Backup/Client's about display not showing lamp control levels
- RND 0028806 Browser: Display file names in different colors
- RND 0028804 Some Fixtures Wheels Have Incorrect Default DMX Values on Their Final Selection
- RND 0028803 x25 Direct Select Display - Snapshot, Effect, and Magic Sheet buttons do not show decimal numbers
- RND 0028795 Integration of new Color Calibration Code and Data for ETC LED Fixtures
- RND 0028770 Sub Copy To Cue Adds Bump Timing as Discrete Times on Channels
- RND 0028763 Pressing Delay on a terminated command line should post the selected cue, as it does when you press time.
- RND 0028740 Pressing Live from a workspace without a live tab should open the live tab in the other workspace instead of creating a new tab
- RND 0028737 Channel and Group direct selects add a clear command line instruction when put in the macro editor
- RND 0028735 Disable [Create Virtual HSB] by default on file new
- RND 0028707 Effect exit [Stop and Hold] not working unless effect stops due to duration or NumLoops expiring
- RND 0028701 [Update Cue X + Y] leaves levels manual is cue Y is active
- RND 0028689 Showline Fixture Definition are Missing RDM Mode Identifiers
- RND 0028650 Installer should set Win 7 / 8 firewall privileges for Nomad
- RND 0028626 Blind Cue 2 thru 5: [Chan 1 Copy To Cue 2 /] is inserting first cue in list 2, instead of cue 2/2 on the command line
- RND 0028562 Changing fixture type or copying channels should always preserve the equivalent color, regardless of color mixing personalities
- RND 0028558 Add IO Card v1.4.1 firmware
- RND 0028507 Can't change channel order in tracking effect, and have it playback with new order
- RND 0028473 Composing an exceedingly long command line and then label does not scroll the CL.
- RND 0028468 Macros should support rig check functionality
- RND 0028457 [Effect 1 thru 2 Cycle time 2] only changes the time of effect 1
- RND 0028409 Element Nomad PC/Mac – Pressing 'Patch' on the virtual keyboard posts Patch to the CL instead of opening the patch tab/menu.
- RND 0028364 Custom imported gobo images lost after merging in Patch, Magic Sheets, or Media from another show file
- RND 0028360 Console Hardware: Add Support for Program Wing
- RND 0028332 On a mac, [cmd + z] presses and holds the shift button.
- RND 0028328 The Copy To/Move button should cycle, rather than error out.
- RND 0028307 Custom fan curves not setting Scroller Fan parameter above DMX 1.
- RND 0028289 The word "Isophase" is Missing from Clay Paky - Sharpy Fixture Definition
- RND 0028247 Go To Cue 0 does not work in Magic Sheets, OSC, and from the shell.
- RND 0028224 Only allow a single instance of Park display
- RND 0028151 About Grids should be zoomable
- RND 0028147 RDM Fixture Type Links Can Be Lost
- RND 0028127 RDM - Fixture Library - Patching Robe RDM devices via RDM Patch is not correctly assigning parameters when EOS cannot associate various properties.
- RND 0028119 Issues with Robe - Robin DLX Spot
- RND 0028109 It should not be possible to move the canned effects and curves.
- RND 0028107 Shell Setup: Local I/O Config: Gadget Settings
- RND 0028087 Ion Encoder LCD shows end value of fade, not current level of a parameter
- RND 0028085 Displays: Channel Displays: Channels In Use
- RND 0028081 Effects: Playback: Effect levels should allow +, -, or % of Background level
- RND 0028078 Effects: Attributes: Tracking and restarting Duration effects
- RND 0028071 Effects: Effects in Presets
- RND 0028065 Effects: Recording/Playback: Effect Overrides in Cues, Subs
- RND 0028062 Effects: Attributes: Restart and Repeat
- RND 0028060 Effects: Behaviors that stop an effect

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## Eos Family Software v2.3.1

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### Issues Corrected in v2.3.1 [Continued]

- RND 0028057 Nomad: Hotkey Mapping
- RND 0028056 Presets: By Type
- RND 0028050 Manual Control: [Select Last], [Shift + Enter] and [Shift + At] to loop through last command lines, unterminated.
- RND 0028032 Displays: Patch: Fixture Listings in the Library
- RND 0028023 Feedback: Local DMX Ports RDM
- RND 0028021 Displays: PSD: FX Column
- RND 0028016 File I/O: Lightwright
- RND 0028013 Color Control: Color Path
- RND 0027999 Special Case Marking the Mechanical Intensity Martin TW1
- RND 0027992 Magic sheet tabs not fully restored on clients after exit/restart
- RND 0027982 The first click on a screen that is not in focus should put focus on the screen, but not activate a command.
- RND 0027978 Multiple IO board or Gadget support
- RND 0027940 ASCII imports with missing effects steps create non-empty steps
- RND 0027875 SGM - G-Spot Fixture Has an Incorrect Default for the Beam Fx Parameter
- RND 0027874 Deleting first part of cue while in blind, makes PSD display first cue in list as the active cue
- RND 0027867 Locked PSD can fail to update cue list.
- RND 0027836 [chan 1 Pan Preset 1] is also setting Tilt to Preset 1
- RND 0027833 Absolute effect not able to run on GM exempt Intensity of HTP sub
- RND 0027815 About channel display shows Sub 0 as the source of any absolute effect running on a sub
- RND 0027805 The Caps Lock state on the Virtual Keyboard does not match the attached keyboard
- RND 0027760 Direct select x25 control button layout changes
- RND 0027754 [chan 1 Pan Recall From Tilt] not implemented, but [CopyTo] is implemented
- RND 0027741 [Effect 1 replace with Effect 2] to replace the effect on all channels running effect 1, preserving its overrides
- RND 0027708 [Effect 1 Learn Time] should open ESD, not Effect Editor
- RND 0027707 Allow Size on Absolute and step based effects
- RND 0027700 Multiple users can not be in Highlight mode at the same time
- RND 0027686 Change How Varilite Timing DMX Channels are Exposed in the Console
- RND 0027631 "Output Preset" parameter should be set to Snap.
- RND 0027551 Pressing [Record] exits trackball pan/tilt mode on Element
- RND 0027540 Cue X CopyTo Sub X is not taking effect information
- RND 0027518 Moving Mark Cue breaks mark
- RND 0027514 Mac - in Client/Backup mode saves to invalid location when show file is in a sub folder
- RND 0027505 About Cue is incorrectly showing live moves for channels active channels with NP transitions.
- RND 0027494 With multiple lines selected in undo window, other users commands reselect only the last command
- RND 0027374 Mac: Changing the DMX port speed on the Gadget did not change the results; it was always slow speed.
- RND 0027370 Effect Channels Display: BPM does not append to effect on completed command line
- RND 0027369 Moving Effect channel encoders below zero removes manual effect override
- RND 0027359 Copying Cue List doesn't copy linked cue list, displays as List -1
- RND 0027332 Cue n / Enter should autoinsert the most recently activated cue from the specified list unless in Cuelist Index mode
- RND 0027326 In all instances, intensity moves should follow the timing and color indication of the direction of travel.
- RND 0027278 In live, [Effect 1 BPM At Enter] does not work if previous cue has no BPM
- RND 0027239 Support Non-Standard Hue DMX Channel in ChromaQ - Color Force - Mode 7
- RND 0027224 Removing column in PSD also removes PSD, unless on tab 2
- RND 0027207 When recording a manually applied Effect to the first Cue in the list, all parameters of the fixture are not recorded into that Cue.
- RND 0027206 Releasing shift first on [shift + Z] on ascii keyboard leaves console thinking [Shift] is held down
- RND 0027199 On Eos or Ti client, Save Show asterisk stays on after saving
- RND 0027195 About Cue in blind is showing incorrect effects, live is correct
- RND 0027193 Step effect [effect 1 step 1 chan next] [Right-Arrow] removes channels
- RND 0027153 Creating a range of Steps in a Step Effect should require a confirmation.
- RND 0027107 [Chan X Flash On/Off] is using the manual time in setup instead of snapping
- RND 0027090 [Record Only] does not include manual effect overrides
- RND 0027049 Add the +, L and A indicators to palette/preset list views.

# Release Note:

## Eos Family Software v2.3.1

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### Issues Corrected in v2.3.1 [Continued]

- RND 0027017 Virtual Keyboard softkey labels should be integrated into the virtual button.
- RND 0027010 "Hold" Lamp Commands Don't Follow a Repatch
- RND 0026986 [Effect Rate] should insert first running effect, not last typed effect
- RND 0026909 Ion and Nomad CIA filter button toggles off when you page the parameters up or down
- RND 0026895 Updating to a group via a DS should not require an enter
- RND 0026887 Effect Tools in CIA should not change until effect selection is complete
- RND 0026829 Add Local DMX Output via Gadget to EOS MAC Version
- RND 0026816 Removing an effect [Cue Only] sets next cue's effect overrides back to default
- RND 0026783 Robe Robin DLX Spot Zoom is inverted.
- RND 0026771 In summary views, sub data should take display priority over cue data.
- RND 0026730 Magic Sheets - with Create Virtual HSB disabled, color linked Palette items will not appear correctly
- RND 0026706 if all image params are hidden, unhiding shutter param also unhides all image params
- RND 0026588 Virtual Keyboard should expose keyboard shortcuts for each button
- RND 0026565 Add [Wait for Enter] to macro editor
- RND 0026559 Using virtual keyboard to remove Timing Disabled fader control doesn't work.
- RND 0026540 Recalling snapshot raises the CIA.
- RND 0026474 When a non-effect steals from an effect or releases back to it, the effect snaps instead of fading
- RND 0026364 Decimal key not working on French keyboard's number pad
- RND 0026259 Release to background cue or Sneaking manual level is fading snap parameters
- RND 0026258 With shift down Effect Form encoder still displays Horizontal instead of vertical
- RND 0026214 Encoder Controls - Next/Last needs to be swapped
- RND 0026208 Element Cue List Index needs the Cue List Status bar.
- RND 0026105 [Query Effect N], [Query Effect] or [Group Effect N] to select channels currently running effect N
- RND 0026099 Blind Spreadsheet display should differentiate between an effect move vs a level move
- RND 0026065 Add the Parameter tiles to Element
- RND 0026034 Scroller park DMX output error.
- RND 0025902 You should be able to add to the current level in DMX using [Chan 1 pan \ + 10]
- RND 0025881 Opening a magic sheet is clearing the command line
- RND 0025474 [Chan 1 thru 5] [Next] [next] does not display selected channel's info in the ML Controls focus editor or color picker
- RND 0025462 About Channel display not refreshing when channel is [At] [Entered]
- RND 0025337 About Submaster
- RND 0025051 [Group Cue X RecallFrom Cue Y] includes all channels in cue Y
- RND 0025010 Capture Latch combined with Highlight RemDim – the RemDim'd channels are not staying RemDim'd.
- RND 0024910 Editing existing macro with MIDI raw strings is difficult because the arrow keys don't work
- RND 0024772 Unable to use a Macro to apply MIDI Raw commands to the Execute field of a Cue.
- RND 0024763 Park display shows ML's address range instead of address that is parked
- RND 0024714 Fixtures in the "Custom" manufacturer section should not be editable
- RND 0024473 Add a collapse tile to the encoder display in an expanded state.
- RND 0024015 A closed, unlocked CIA should automatically reclose after a successful save.
- RND 0023927 Move to in patch should replace existing information, not add new parts
- RND 0023883 Recording while a parameter is in transition toward home or background should store end state.
- RND 0023754 Can't reorder effect channels in blind without first removing effect
- RND 0023636 Can't Copy or move a range of events from one show control list to another
- RND 0023633 Show control MoveTo and CopyTo removes label
- RND 0023507 CEM3 FDX error Rack Overtemp appears as a blank field in About Rack
- RND 0022948 When editing a Macro, using a Direct Select to insert a target, the target number is not making it into the Macro.
- RND 0022730 The splitter bar on the split PSD is incorrectly reset when the CIA is opened and subsequently closed.
- RND 0022677 ML controls' wheels can set levels outside your partition without a confirmation.
- RND 0022293 Give Users a Hint About the Modifications to be Made when Updating a Fixture Definition
- RND 0020194 Partial Show file Channel merge
- RND 0018796 EOS Systems Do Not Verify All Consoles Have the Same Fixture Library
- RND 0018607 Add OSC (Open Sound Control) Support
- RND 0018500 On a Ti, the Digital Light Curtain's tilt parameter is mapped to and controlled by the Pan encoder.

# Release Note:

## Eos Family Software v2.3.1

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### Issues Corrected in v2.3.1 [Continued]

- RND 0018275 [Go To Cue] changes selected cue on clients that are different user ids.
- RND 0017656 When labeling a channel in patch, pressing [Escape] to cancel out of labeling kicks you out of the Patch display.
- RND 0017617 Blocks and Asserts should report in to About>Usage>Cue Moves and be so noted.
- RND 0017615 Blocks should not report in to About>Moves
- RND 0017598 Block cue should not block params which mark for future cue
- RND 0017062 [update By\_Type] creates discrete levels
- RND 0016708 Add Taiwan virtual keyboard layout
- RND 0014142 [- sub record] is recording subs effects
- RND 0014107 Can't close virtual keyboard when editing a serial string in a macro.
- RND 0013735 In live, About Channel DMX values are not displayed if the channel does not have an address
- RND 0012929 By type palettes should only display "+ discrete" if they have discrete values for same type as by type channels
- RND 0012888 Allow arrow keys to edit a labels and fix backspace while labeling
- RND 0012378 [Label] doesn't clear the auto-generated label in Fixture Editor and Save Show
- RND 0012228 Effect Number of cycles incorrect with non-zero entry time
- RND 0011789 LED doesn't blink when bumping Inhibitive subs
- RND 0011281 Merging By Type Palettes can create multiple default channels for one fixture type.
- RND 0010849 MoveTo in patch with overlapping range, moves all channels to last channel
- RND 0005408 Not able to learn text fields into macros
- RND 0005349 Automark should not happen while intensity has effect running
- RND 0005129 About and Effect display grids do not preserve column size adjustments
- RND 0005126 Ti RVI and Ti RPU Offline LED not turning on
- RND 0004266 Effect non default [Grouping] doesn't work with non-default [Trail], or 2 step effects
- RND 0004122 Macros that load cues do not work if playback is not mapped.
- RND 0003047 Cannot label anything "label".

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### Known Issues Remaining in v2.3.1

- RND 0031990 Snapshot does not restore gel picker to [Standard Colors] page
- RND 0031989 Color picker not showing gel dots for newly patched "Show" gels
  - 1. Close and re-open color picker to force a refresh
  - 2. Choose a different gel manufacturer or "Standard Colors" and then switch back to "Show" gels to force a refresh
- RND 0031572 Save path is not updating to new path after saving to a location outside of the ShowArchive.  
Save show in the desired directory. Exit to shell and Deep Clear. Launch Eos and resave to the desired directory. This will correctly update the Save path.
- RND 0031266 Encoder Display – Cannot access Position MSpeed encoder on Ti and Eos.  
Option #1: Open ML Controls and use that display to control Position MSpeed. Option #2: Before you select ANY encoder displays, you will see Position MSpeed in the Focus Encoder Display when you first select a fixture after patching. [Record Snapshot x {Encoders} Enter] This will capture the Focus encoder page into a snapshot so it can be recalled.
- RND 0031098 Add per-channel white point to Patch
- RND 0031068 Mac Nomad – Clipping issues in the Live Channel tombstones.
- RND 0031031 Diagnostics – A {Clear} of the message window should reset the scroll bar.
- RND 0031006 Loading an Eos showfile with hang times on Element does not converting hang times to the expected follow time
- RND 0030888 Navigation issues with dimmer doubling
- RND 0030795 It should be possible to put "null" as an offstate in a step based effect.
- RND 0030772 Allfade cue in partitioned cue list affects channels outside partition
- RND 0030719 "Solo Mode" text in PSD should not be tied to the Ext Links column
- RND 0030682 Channel X [Copy To] and [Recall From] is not including channels modified by exclusive sub [1 Make Manual], [1 Copy To 1 Enter] will work.
- RND 0030562 Magic Sheets - Command item should accept console commands as seen in the Macro editor
- RND 0030323 iRFR/aRFR – GoToCue Enter syntax broken.
- RND 0030257 Captured channels not recording into existing sub
- RND 0030255 Sneak after stopping a cues effect does not replay effect
- RND 0029871 When editing a scroll, the blank space to the right of the scroll bar can select a gel
- RND 0029865 Macro editor display is empty if it is displayed in too small of a window



# Release Note:

## Eos Family Software v2.3.1

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### Known Issues Remaining in v2.3.1 [Continued]

For both cases, closing the CIA works as expected.

- RND 0029823 2 pixmaps with the same server channel can output incorrectly.
- RND 0029771 Using the mouse, [Days] softkey in RTC event list posts [Days 2] instead of just [Days]
- RND 0029769 Custom fixture editor giving error when editing mode ranges
- RND 0029752 Rate overrides less than 10 running too slow
- RND 0029733 In Patch/Fixtures, fixtures that do not need updating are still sometimes displayed in white text instead of gray
- RND 0029732 Blind editing a home preset in a nested reference doesn't update the home level
- RND 0029708 Print to file will crash if there isn't enough space available
- RND 0029693 Pixel Map display can't write to the command line while editing a pixel map
- RND 0029659 In Blind, some out of actions outside of partitions don't work.
- RND 0029579 You can't create a macro that enables/disables show control learn mode.
- RND 0029446 Add a Scroll Bar to the Fixture List in Patch
- 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 0029156 Add a "float" icon to the CIA controls.
- RND 0029155 Macro that turns on/off the internal SMPTE clock doesn't work in the show control display.  
Set the macro mode to Background.
- 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 0028739 It should be possible to update a snapshot.
- RND 0028654 When manually starting and stopping an effect, we should be using the entry/exit time to control the fade in and out.
- RND 0028576 Nomad - add the "Open in Shell" checkbox to Nomad setup.
- RND 0028506 Merge with decimal four digit record targets does not work
- RND 0028477 Multiple instances of the pix map preview tab should be able to display different pix maps.
- RND 0028464 Recalling a single monitor snapshot can put Live display in spreadsheet format.
- RND 0028377 The drop-down keyboard doesn't delete magic sheet objects.
- RND 0028367 Virtual Keyboard - cannot use Tab + Arrow keys to move displays.
- RND 0028079 Shift + Mouse Up/Down should act as a page up/down button.
- RND 0027991 Undo selection does not properly track to different devices of the same user.
- RND 0027983 Undoing manual values snap to prev level instead of using Manual time in setup
- RND 0027647 Primary/Backup connection that will lower the system output should require a confirmation.
- RND 0027148 [Shift + Escape] to lock desk can't be learned into a macro
- 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 0026691 ML Controls: Martin Mac Viper Profile 16B Ext. – Selected Gobos are one off after placing the wheel in Rotate mode.  
This appears to purely be a GUI problem. The fixture library and definitions are correct. Change mode from spin- to index  
to rotate = bug Change mode from spin- to rotate = no bug
- RND 0026600 Magic Sheets - items with "User" target are not working
- RND 0026551 Condition of PSD is not saved in persistent storage.
- RND 0026147 When shutter strobe is marking, intensity outputs nonzero value output strobe  
The user can either Disable automark on that cue, or put the shutter mode change in a follow cue.
- RND 0026088 Delay time causes display issues with shrunken time columns in PSD
- RND 0025821 Undoing the deletion of a fixture from the Fixture Editor causes scroller calibration to be lost
- RND 0025691 [shift + select] doesn't restore psd columns on expanded displays
- RND 0024594 Paging arrows do not work with main displays when command history is visible in the CIA
- RND 0024093 RFR/IRFR/aRFR in Channel Check mode, [Chan @ Full Full] stops [Next/Last] from working.
- RND 0023195 Magic Sheets - svg images containing "etc\_symbol\_\*" tags only render tagged elements
- RND 0022673 Mirroring client can't clear message after master loses its backup
- RND 0016827 Snap Intensity Params are fading on timed HTP sub bump
- RND 0015850 ASCII shows do not import Show Control Events
- RND 0011875 Eos Client - Windows 7 compatibility issues
- 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

# Release Note:

## Eos Family Software v2.3.1

### 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.

### Incompatibility

Eos v2.3.1 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 v2.3.1 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 RPUs when you update your console.*

# Release Note:

## Eos Family Software v2.3.1

### Software Installation

To update your console or offline software to the v2.3.1 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 v2.3.1:

- Step 1: Download the software from the ETC website ([www.etcconnect.com](http://www.etcconnect.com) - click "Downloads" at the top of the page).
- Step 2: Unzip the file.
- Step 3: Transfer the unzipped file to a USB memory device.
- Step 4: Insert the USB device containing the software into an available USB port on the console.
- Step 5: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos Family software (**Browser>Exit**) or by starting up the console and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 6: Click on the **{Settings}** button. The settings window will open.
- Step 7: Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
- Step 8: Scroll down in the window until the **{Software Update...}** button is visible. Click this button.
  - This scans the root directory of all available drives (USB drives) for valid installers.
- Step 9: When the "Update Software" dialog pops up, click on **ETC\_EosFamily\_Console\_v2.3.1.9.0.12**, 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
<b>Element</b>			<b>Ion RPU</b>		
	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

# Release Note:

## Eos Family Software v2.3.1

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)
	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.

# Release Note:

## Eos Family Software v2.3.1

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### 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](http://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.*

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#### *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.
- 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.

# Release Note:

## Eos Family Software v2.3.1

### Software Components

#### Eos Family Lighting Control Software Components

Eos Family Console Main Application	<b>2.3.1.9.0.12</b>
ECU	2.3.0.9.0.15
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 (RV13)	3.0.0.9.0.20
Wes7 (RV13_Q87)	4.0.0.9.0.1
RV13_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