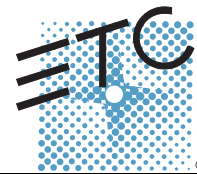


ETC® Release Note

Eos®/ Ion™ Lighting Control Family Software



Product Line:

Eos Lighting Control Family

Description:

Version 1.3.1 software

Eos Lighting Control Family Software Components

Eos/Ion Console Main Application	1.3.1.9.0.15
ECU	1.3.1.9.0.0
XPE	1.3.0.9.0.3
ACN Libraries	1.0.2.9.0.86
ETCNet2	4.0.16.9.0.2
AppMux	4.0.7.9.0.0
Network Common	1.0.1.9.0.46
Network IPCFG	1.0.1.9.0.40
Carallon Library	3.7.0.9.0.16

Engineering Change Master (ECM):

500003514

Effective Date:

February 21, 2008

Purpose

The purpose of this release is to add support for the 2x20 universal fader wing and correct a number of previously found issues. This release delivers enhanced reliability and is highly recommended for all Eos and Ion installations. 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 ETC website.

It is recommended that you check the ETC website for the most up-to-date software (both for your console and offline software) to accompany this release.

Documentation

The current documentation for Eos is the Eos v1.3 Operations Manual. The current documentation for Ion is the Ion v1.3 Operations Manual. A Revision B of the Ion manual is anticipated very soon. Please keep this release note with your user manual for descriptions of the newest features, changes and bug fixes in Eos/Ion. ETC manuals can be downloaded free of charge from ETC's website at www.etcconnect.com. They are available in portable document format (.pdf), and viewable with Adobe® Acrobat® Reader™ v6.x and later.



Note:

When installing Eos/Ion v1.3 Offline software, the Eos/Ion Offline v1.3 installers do not install the Eos Hotkeys v1.3 Quick Guide pdf in the "Eos Documentation" folder that is added to your desktop. You will need the Eos Hotkeys v1.3 Quick Guide to accurately use the offline software on your computer.

This guide may be downloaded from the ETC website (www.etcconnect.com). Click on "Downloads" at the top of the page and search for keyword "Hot Keys."



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Web: www.etcconnect.com ■ OSF 4.1.9.1 ■ Copyright © 2008 ETC. All Rights Reserved. ■ Product information and specifications subject to change.
■ 4250M1100-1.3.1 ■ Rev A ■ Released 02/2008

ETC Release Note:

Eos/Ion Software v1.3.1

Compatibility

ACN

The software is compatible with all Net3™ products that meet or exceed ESTA ratified standard BSR E1.17 2006 Architecture for Control Networks (ACN) and the current draft specification of BSR E1.31 Streaming ACN (sACN).



CAUTION:

Eos show files are forward compatible to v1.3.x. However, v1.3.x show files are not backward compatible to v1.2.x and previous. Once you load a v1.2.x show file and then save it under v1.3.x software, you will lose some patch and all label information if you try to revert the show file to v1.2.x software.



WARNING:

*Eos show files created in **versions prior to v1.2.0** will have some compatibility issues when upgrading to v1.2.0 or later. Show file data (palettes, cues...) pertaining to moving lights and their beam and some color information will be lost in the upgrade. This is due to the work that's been done to improve the fixture library. Conventional lights/shows are not affected.*

ETCNet2 Network Compatibility

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

- **Eos®/Ion™ Lighting Control System** - Version 1.0.0 and later software
- **Congo™/Congo jr** - 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.x and later software
- **ETCNet2 DMX Node** - Version 4.0.x software.
- **ETCNet2 Two Port Node** - Version 4.x.x and later software.
- **Unison®** - Version 1.9.x software.

Incompatibility

Eos/Ion v1.3.1 is incompatible with hardware and software running ETCNet2 software prior to those listed above.



CAUTION:

Until your ETCNet2 nodes and Net3 gateways are updated to the versions listed below by NCE v4.2 or later, you must turn off/disable the (DHCP) Address Server in the Eos Configuration Utility (ECU). In the ECU: Settings>Network>Net3 Settings. Make sure "Enable Address Server" is unchecked.

Software Versions that are compatible with DHCP servers:

ETCNet2 DMX Node (4.0.6)

ETCNet2 Two Port Node (v4.1.4)

ETCNet2 Video Node (v4.0.2)

Net3 Four Port Gateway (ETCNet2 mode v4.0.3 or later)

Eos/Ion v1.3.1 is incompatible with hardware and software running ETCNet1

Key Enhancements in v1.3.1

- **2x20 Universal Fader Wing Support.** This software release supports the new 2x20 universal fader wing.
- **Loading Cue Lists.** It is now possible to load cue lists to playbacks without knowing the first cue number. Example: **[Cue] [1] [/] [Enter] [Load]**

ETC Release Note:

Eos/Ion Software v1.3.1

- Changes to Offset. New supported syntax for offset, for example [1] [thru] [2] [0] [Offset] [3] [/] [2] [Enter] provides an offset of 3, beginning at channel number 2.
- Improvements to Partitioned Control Editing. The partition control editor now opens in the CIA, rather than a tab view.
- Block DMX Ranges. From the Eos Configuration Utility (Shell), you can now block control of specified DMX ranges.
- Front Panel Macros (Eos Only). The three empty keys above [Params] are now mapped as macro 801, 802, and 803.
- Improved Summary Displays. The FCB icons are no longer displayed when summary view is expanded.
- Improved Playback Displays. An indication of which loop the linked cue is incrementing is now displayed.
- Virtual Encoder Controls. The virtual encoder controls have been improved.

Key Enhancements in v1.3.0

- Ion Support. Eos and Ion use the same software, including the Client Software and Offline. Eos v1.3.0 incorporates support for Ion hardware
- Partitioned Channel Control. Each user may work in an individual channel partition, so that he is not controlling or storing channels under the control of a different user.
- Channel Level Delete commands. It is possible from Live or Blind to remove channels from record targets (individually or in ranges) using delete.
- Patch [at] [Next] commands. When patching, it is possible to search for the next available address block large enough to accommodate the channel selection(s) [at] [Last] and searching by universe are also supported.
- Move to in Patch. It is possible to move an entire channel and all of its recorded information in patch.
- Cue Level Timing Changes. Focus, Color and Beam cue level timing defaults to the Intensity Up fade time.
- Utility Reports. Reports can now be generated for channel usage, palette and preset usage, as well as a “dark moves” report.
- Preheat. Channels can now be assigned a preheat level in patch. When those channels then need to be warmed, the preheat function may be applied on a cue or cue part basis. This will set channels that are fading from off to an intensity value to their preheat level in the preceding cue.
- Selective Partial Show Read. It is possible to import just specific record targets, by number. They can be imported using their existing numeric assignments or provided a new numeric range.
- Scroller Calibration. Live calibration tools have been added for color scrollers.
- Offline Visualization Support

Key Enhancements in v1.2.0

- Support for the Net3 Radio Focus Remote
- Support for the Universal 2 x 10 Fader Wings
- Recording and playback of snapshots
- Canned and user definable curves for dimmers and cue/cue parts
- Undo (manual control, record and delete actions)
- Fixture Editor
- Update Dialogue with new update options.
- Playback Status Display synchronized to live and blind operations
- Revised library and encoder mapping
- Revisions to dependent parameter controls
- German Translation

Installation Instructions

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

Software Installation

There are two ways to update your console or offline software to the v1.3.1 release.

One is to download it 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).

The other is to use the Update CD which ships with any new Eos console or client software kit. This CD updates individual components of the software to achieve the overall update. This may require running multiple installers depending on what needs to be updated in the release. Both methods leave all of your show data intact.



Note:

During installation, the following error message may appear:

“Installshield could not shut down AppMux.”

If this message appears, click {OK} and allow the installation to complete. The error will then be resolved when the system completes the reboot process.

Update Using a USB Device

At a minimum, be sure to save your current active show file before beginning this upgrade process.

To update your console to v1.3.1:

- Step 1: Download the software from the ETC website (www.etcconnect.com - click “Downloads” at the top of the page) and transfer it to a USB memory device.
- Step 2: Insert the USB device containing the software into an available USB port on the console.
- Step 3: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos/Ion software (**Browser>Exit Eos**) or by starting up Eos and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 4: Click on the **{Settings}** button. The settings window will open.
- Step 5: Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
- Step 6: 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 & CDs) for valid installers. It will present the installers one by one.
- Step 7: When the “Found Installer” dialog opens, click **{No}** until you see **Eos_Console_v1.3.1.9.0.15**, then click **{Yes}**.
 - This launches a standard Installshield application to direct you through the install.
- Step 8: Click **{Next}** to start the installation process. A dialog box will open warning of losing show data if not saved to disk.
- Step 9: Click **{Yes}** to continue. The console will install the software.
- Step 10: Click **{Finish}** to complete the installation process. The console will automatically reboot and then enter the ECU welcome screen.

ETC Release Note:

Eos/Ion Software v1.3.1

Update Using the Update CD on an Eos Console

At a minimum, be sure to save your current active show file before beginning this upgrade process.

- Step 1: Open the Eos Configuration Utility (ECU - Also known as the Eos Shell) either by exiting the Eos/Ion software (**Browser>Exit Eos**) or by starting up Eos and clicking on the **{Launching in...}** button. The ECU screen will open.
- Step 2: Insert the Installer CD in the CD drive.
- Step 3: In the ECU, Click on the **{Settings}** button. The settings window will open.
- Step 4: Click on the **{General}** button inside of the settings window. The general settings will appear in the window.
- Step 5: 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 & CDs) for valid installers. It will present the installers one by one.
- Step 6: When the "Found Installer" dialog pops up, click **{No}** until you see **Eos_Console_v1.3.1.9.0.15**, then click **{Yes}**.
 - This launches a standard Installshield application to direct you through the install.
- Step 7: Click **{Next}** to start the installation process.
- Step 8: A dialog box will indicate that a reboot will be required. A dialog box may open warning of losing show data if not saved to disk.
- Step 9: Click **{Yes}** to continue, click **{No}** to stop the installation. The software will begin installing.
- Step 10: When complete, the installer will offer a reboot. leave the default selection of **{Yes}** and click **{Finish}** to complete this part of the process. The console will reboot into the Eos environment.

Issues Corrected in v1.3.1

- 3764 Snapshots do not recall on a backup or client
- 3754 Undo from Backup not working
- 3744 [Delete Cue 1 CueOnly Part] exits Eos
- 3729 CXI scroller causes syntax error when controlled from the color/gel picker
- 3724 In a show with a large patch, Patch Address mode is very slow.
- 3723 Patched Addresses above 32678 Cause Crashes
- 3707 Clay Paky -Adjusting color in hue/saturation does not take CMY out with Go To Cue Out
- 3699 Manual channel Undo not working as expected
- 3686 in Park, [Chan 1 at full] [Next] changes live manual levels
- 3679 Effect entry/exit time with a 0 in it not reporting in the display correctly
- 3678 If you apply an exit behavior to an effect that is not running, you cannot clear out the command line
- 3667 Effect status display posts the current effect to the command line when it first opens
- 3663 Zooming can result in odd data being display on the Channel Summary Display
- 3644 Snapshot with unmapped faders, moves Fader A to 0
- 3639 Snapshot's attributes must be re-entered every time they are recorded.
- 3638 Snapshots aren't restoring pending cues
- 3636 Importing an ASCII show on Ion loads a 1-to-1 patch in part 1 along with the show data
- 3632 [Update Cue X > Y], doesn't update Y
- 3630 Blocked channels in mark range are not displayed in blind
- 3626 Selecting Effect from status should not take you to Effect Bind
- 3620 On Ion, [Stop effect] and [Freeze] do not write to command line
- 3615 Move To on range of cues only moving move instructions
- 3614 Duration step and absolute effects ignore exit mode, always stop and hold
- 3613 Incorrect effect number is sometimes displayed on channels in live

Issues Corrected in v1.3.1 [Continued]

- 3599 Recalling snapshots pauses fades
- 3598 Fader pages not able to recorded into macro
- 3597 non-zero Effect exit time ignored when entry time is 0
- 3577 While a Show Control List is in Learn Mode, running a cue or firing a macro will make Eos/Ion go into Blind mode.
- 3566 Full state record, removes data for channels not in your partition
- 3307 linking Macro to Cue, only works with softkey
- 3302 Crash when deleting cue that is in About window
- 3236 Effect vertical shape not accessible by encoder on Ion
- 3061 An effect with the exit behavior "Stop and Fade" is not fading in the proper exit time.
- 2989 Timing Disabled faders are executing follow times
- 2422 Virtual Load key can't be used to unload the fader
- 1990 Sneaking back to an overridden Sub level - the level goes to zero then snaps to the Sub level.
- 1916 Moving proportional intensities on the Intensity Encoder is slow without acceleration.

Known Issues Remaining in v1.3.1

- 3789 Multipart cue should not display partial block (b) on parts if cue is blocked (B)
- 3786 Background levels as off states in effect snap to their new levels in cue transitions
- 3781 Cannot undo wheel events (level wheel, encoder, etc)
- 3776 Cannot Redo some Undos
- 3766 Follow time countdown does not display correctly
- 3763 Backup cannot change masters from network configuration screen.
- 3762 Using undo to park a channel does not output the correct level
- 3758 Not able to change scroller from patch by address
- 3745 Importing Strand showfiles sometimes omit moves to zero
- 3742 Fixtures with a "White" parameter cause jump in color picker
- 3735 Imported Strand show files put all channels in the last part
- 3730 With 3 monitors, expanding a tab to the right from M2 expands to M1
- 3727 Moving a single part of a part cue to a whole cue is incorrect
- 3722 Rem Dim channel check functionality is broken when using next/last
- 3712 On Ion, clicking [Data + Category] turns off the filter button, but not filter mode
- 3703 Patch by address is slow to refresh with high # of channels used
- 3696 The command line header needs to be brighter...not gray, but gold in live and blue in blind modes.
- 3688 Using Link Local address results in application starting before address assigned
- 3674 If Master hangs, there is no indication on backup
- 3641 Diagnostics Display crashes in Windows Vista
 - Workaround:** do not open the diagnostics display when using a Vista PC
- 3640 VL1k show from 1.2, runs differently in 1.3
- 3624 Snapshot always restore virtual fader modules to page 1.
- 3623 Snapshots will not recall virtual controls to the LCD's, if direct selects are open
- 3622 Record Only does not record manual values for effects, timing, etc
- 3592 Virtual A/B faders don't work with split fades
- 3581 Partition Control, cannot un-park channels that are not in your partition.
- 3578 Channels above the number of channels in setup are being displayed.
- 3576 MoveTo In patch, appends to destination rather than overwriting it
- 3573 Patch by channel not auto-scrolling when you select a channel
- 3557 Backing out of a manual cue does not reset fader
- 3556 Manual up/down fades should split when both faders reach zero.
- 3547 Blackout button does not register in macro editor
- 3544 Able to connect two Backups to Eos.
- 3542 "Open" Gobo is in "Index" mode when it should be in "Rotating" mode
- 3530 In Flexi-Show channels in the table view, selecting last channel hides others
- 3523 Using keyboard shortcuts, can not double press record target to open lists.

Known Issues Remaining in v1.3.1 [Continued]

- 3514 Asserting a submaster does not bring sub levels back if manual level is at or above sub level
- 3506 Patch @ Last does not work if the fixture does not fit in the address space starting at address 1.
- 3501 Macros not visible from client. Macro fired from client do not generate midi command.
- 3495 Learning encoder paging keys in macro can get you stuck in macro edit mode
Workaround: Press [Escape] to exit the macro.
- 3486 [Fader Controls] and encoder movements should be ignored by macros
- 3473 In macro editor, encoder category buttons should write category names into macro
- 3460 Patch display not going back to specified format when returning from another display
- 3455 EOS always subscribes to MIDI System Exclusive In
- 3430 Cannot connect a Sub-wing to a Windows Vista laptop
- 3416 Lose LED momentarily when you switch sub types in blind
- 3415 Snapshot does not restore monitor configurations correctly.
- 3396 In lon network configuration and network status windows appear on the top half of the screen.
- 3393 Cannot access a blind record target from [Blind] [Target] [Enter]
- 3374 Whole cue info not visible on cue with many parts
- 3373 The About (target) window will not close if you press any other key before pressing [Clear].
- 3370 Recalling snapshot of expanded direct selects leaves direct selects blank
- 3355 In patch, copying one set of fixtures over another will unpatch without a confirmation.
- 3329 When an address conflict occurs within different parts of the same channel, a confirmation is not required.
- 3288 Red exclamation marks are sticking around on the Patch display when using Undo
- 3283 In patch, copying a group of channels over an existing group of channels causes a runtime error.
- 3275 Selecting an address that is in a range that a fixture is already using does not assign the whole range to a channel
- 3201 Not able to import Obsession scrollers without addresses
- 3107 From RFR, out not terminating command line.
- 3105 RFR softkeys intermittently blank upon startup
- 3098 Grey shading on Universe number boxes do not follow selected universe
- 3092 [Copy To] [Next] not implemented
- 3062 Changing effect types in blind does not update automatically
- 3055 SGM Idea Spot 575 has Gobo Wheel 2
Workaround: Use the CTC encoder
- 3039 MoveTo does not work when source and target overlap
- 3027 Fixture control uses right thumb wheel and generates syntax errors
- 3024 RFR submaster thumbwheel generates syntax errors.
- 3011 Motorized faders on desk do not reflect sub wing levels properly.
- 2990 EOS always subscribes to MIDI/SMPTE Timecode with ID = 1
- 2976 Obsession import not recording focus groups into presets with pan and tilt parameters
- 2945 More button needed for Intensity CIA
- 2937 MIDI time code events not syncing up between Master and Backup after opening from a different show
- 2918 Elation Design LED 36 MH Strobe control drives incorrect channel
- 2915 Clay Paky fixtures missing certain Lamp Controls.
- 2914 EOS not responding to Stop all or Resume all MIDI instructions
- 2855 Fader wings cannot be stacked when using USB 2.0
Workaround: Place USB 1.1 Hub inline with wings, or connect each wing separately.
- 2823 Fader combination buttons not recording to macros
- 2771 MOVE TO with PART CUES leaves behind whole CUE number with data
- 2769 CUE[X] COPY TO CUE[y] should copy CHAN level commands exactly
- 2767 Cannot use [Sneak] [Enter] to remove overrides of multiple Effects in one swoop.
- 2764 The timing is incorrect when stealing/overriding channels from a Step Effect via a cue.
- 2760 The Step Effect [On/Off] softkey is not toggling between the On State and the Off State
- 2759 After creating a Step Effect we should default to Step selection like obsession.
- 2758 Able to lock the Cycle Time of a Step Effect at a negative number using the encoder
- 2753 Going from the Patch display to the Blind display via [Cue] [Cue] causes a syntax error.

Known Issues Remaining in v1.3.1 [Continued]

- 2752 Stepbased Effect, Blind Editor, cannot edit the selected steps multiple times.
- 2741 [Group] (Record Target) [Full/Out/Level] causes a syntax error
- 2739 Colors are different in Live vs. Blind for stopping/starting effects.
- 2737 In table views of Live/Blind, flags (e.g. M, B) are cut off on channels 5/10/15/20/etcetera.
- 2729 The Arrow keys need to auto-repeat (scroll) when held down.
- 2686 CUE with DELAY halts playback of common channels in previous CUE when overlapping
- 2636 The MSC command format 7F for All-types does not work.
- 2591 STOP EFFECT commands appear in tracking MAGENTA
- 2590 Applying a BLOCK to a cue where an EFFECT is tracking causes EFFECT to be replaced by LEVEL preceding EFFECT
- 2567 Effect: Step Based Effect: out of range values for ON STATE and OFF STATE are allowed
- 2484 Can't patch single channel 1 to address 1 after attempting to patch address 32768
- 2476 In Live, magenta tracking zero level minus signs remain displayed after a [Go To Cue] [Out] command.
- 2471 Inhibitive Subs are ALWAYS recorded even when selected to be excluded.
- 2447 A Step Effect playing the HTP game with a Sub is not being displayed correctly in Live.
- 2406 Physical Slider Pot handles do not accurately track between two consoles when moving multiple pot handles.
- 2401 The command line is not displaying LTP when toggling a Cue List between HTP and LTP.
- 2399 Patch gets very confused if you use Port/Offset and EDMX to assign addresses at the same time.
- 2385 Addresses patched, but restricted by a 4k dongle do not display a red "!" exclamation mark.
- 2381 Key help messages for some softkeys don't match the key names
- 2348 Cannot select a range of address that spans multiple universes using the port/offset syntax.
- 2316 Step Effect – deleted steps reappear if an arrow key is the first key pressed after deleting.
- 2066 A macros that includes the [Tab] button is a macro that causes a syntax error.
- 2057 Copying a part cue to a whole cue creates that cue with parts 3 and 10.
- 2050 Faders that do not physically track are causing levels to jump.
- 1996 [Select Active] is not grabbing active channels within a single part.
- 1758 Cue faders are incorrectly taken when running a looping show.
- 1750 Blind Channel view, there is no indication of a partially Asserted channel.
- 1626 Physical Slider Pots are not tracking changes that happen with the virtual slider module.
- 1590 Toggling between LIVE and BLIND should not page the Channel display
- 1568 In Live, <Channel> [X] [At] [Enter] is leaving a MOVE to zero level when previous cue was null
- 1564 [Flip] is not sending fixtures to the exact same position.
- 1426 The Robe fixtures are not making it to their home position after a [Go To Cue] [Out].
- 1289 Cannot specify a parameter on the command line and use the Encoder.
- 1266 The EOS application crashes if the network card is enabled, but not plugged into a network.
- 935 LEDs not behaving correctly when recording an inhibitive sub and the slider is not at 0%
- 898 Cues without links should not be allowed to have a loop.
- 453 Independent Submaster channels incorrectly turn grey.
- 102 Timed Inhibitive Submaster Bump should be able to fade Up/Dwell-Hold/Down like Obsession.