ETC Release Notes
Eos Family v3.2.2 Lighting Control Software

Product Line:	⊂⊃⊂⊃ Family Lighting Control Systems
Description:	3.2.2 Lighting Control Software
Effective Date:	2023-06-01

Purpose

Eos v3.2.2 fully replaces v3.2.1 to fix a critical firmware upgrade issue that can cause devices to lose their license (output count). Users who have already upgraded to v3.2.1 should move to v3.2.2 as soon as possible. Users upgrading from v3.2.0 or earlier should skip v3.2.1 and move directly to v3.2.2.

Only products built after July 2022 that use the 4390B5614 or 4390B5714 Intelligent Power Board IMX RT circuit boards can be affected:

- Apex Processor
- Eos Remote Interface
- Gio @5
- Ion Xe
- Ion Xe 20
- Ion Xe RPU
- Element 2

Apex consoles, Programming Wings, Pucks, and legacy hardware are not affected. If you are unsure if your device is affected, grab the serial number and visit etcconnect.com/eos-update.

⚠️ **CAUTION**: *If your console is affected, DO NOT attempt to update the firmware of the Intelligent Power Board IMX RT hardware module in the shell. A failed update will require the device be sent to an ETC service provider to be restored to operational condition.*

If your console is not affected or you do not attempt to upgrade the Intelligent Power Board firmware, Eos v3.2.1 is fully functional and stable, but ETC recommends moving to v3.2.2 when possible to mitigate any potential issues.

ETC Release Notes
Eos v3.2.2

Contents

⚠ **CAUTION:** *The following Eos hardware and software does not support the ETCNet2 / EDMX, Draft sACN, and AVAB UDP level output protocols: Eos v3.2.0 and later, Apex consoles, Windows 10-based consoles, and Eos for Windows and macOS.*

For more information, visit etclink.it/d0zr3o6V.

ETC is committed to navigating the constantly-evolving challenges of the ongoing global supply chain issues. For the most up-to-date information on affected Eos products, visit etcconnect.com/eos-update.

Download the Eos 3.2.2 Software and learn more:	Watch the Eos 3.2.0 Introduction Video:	Read the current Eos User Manual:
etcconnect.com/ eos-software	youtube.com/ @ETCVideoLibrary	etcconnect.com/ eos-manual

v3.2.2 Key Enhancements

- Critical firmware upgrade fixes.

For more information about all previous Eos versions, software downloads and release notes are available at etcconnect.com/all-eos-software.

ETC Release Notes
Eos v3.2.2

v3.2.2 Issues to Watch

The following issues are known in Eos v3.2.2 and any workarounds are listed. These issues will be targeted in upcoming Eos releases.

Spotlight

- **EOS-54473** - iRFR Classic, iRFR Preview Classic, and aRFR Classic remote apps have been deprecated, and will not work with Eos v3.2.0 and later.
    - In v3.2.0, Eos underwent massive changes to how we connect to network devices. With these changes, iRFR Classic, iRFR Classic Preview, and aRFR Classic remote apps will not function with any system running Eos v3.2.0 and later, and they will be removed from the app stores around when v3.2.0 releases.
    - When Classic apps are removed from the app stores, they will not be removed from devices on which they are already installed. If you then delete the app from a device and attempt to reinstall it, or attempt to install it on a new device, the app will no longer be available to download from the app store. Existing installations of the Classic apps shall continue to work with Eos Family consoles using v3.1.5 software and earlier.
    - **Workaround** - to continue using remotes with Eos v3.2.0 and above, please use the modern versions of these apps: iRFR – BTS, iRFR – LR, iRFR Preview, or aRFR remote apps, which are available in the app stores.

- **EOS-54441** - Rosco has filed suit against ETC alleging infringing use of Rosco trademarks in various ETC products. We do not agree with the claims but are going to proactively remove any uses of Rosco trademarks from ETC products going forward.

  Other products' documentation will carry advice on how these changes affect their use.

⚠️ **CAUTION:** *These changes will affect show files that were created previous to v3.2.0, and are loaded into v3.2.0 and later software. While playback and show content will not be changed, removed assets may affect Augment3d, Magic Sheets, ML Controls, and more.*

For information regarding Eos import features, which allow images to be loaded from a flash drive, see **Managing Show Files > Importing Show Data** *in the Eos Family v3.2.1 User Manual.*

Rosco to Eos Conversion Chart			
Rosco Title	**Designator**	**Eos Title**	**Designator**
Rosco Roscolux	R##	Legacy Common Color	CC##
Rosco SuperGel	SG##	Legacy High-Temp Color	HT##
Rosco E Color	E##	Legacy EU Color	EU##
Rosco Cinegel	CG##	Legacy Other Color	FC##
GAM GamColor	G##	Legacy Glam Color	GL##

ETC Release Notes
Eos v3.2.2

Other Known Issues

EOS-54493	Vectorworks MVR import issue: imported positions may be off by up to a degree, because of a rounding error in VW SP3
EOS-54484	HES Lonestar missing Animation Wheel
EOS-54477	Manual: External Web Links are disabled but still look like they're clickable
EOS-54475	Multicell parts that overlap addresses do not correctly output different per-cell sACN Priorities
EOS-54445	Patch > Protocols > sACN is not configurable when in Patch Address display mode
	Workaround - use [Format] to return to Channel Address mode.
EOS-54438	Copying user-color calibrated fixtures levels to other fixtures uses emitter levels instead of recalculating color
EOS-54422	In Device Profiles, when a primary device is shut down it continues to display as online so no one can bind to is settings.
EOS-54420	unable to install Eos from OneDrive directory on macOS Ventura (13).
	Workaround - copy the installer to a directory that does not sync with OneDrive before running the installer.
EOS-54419	Patch Move To will un-nest Objects in a Scenic Element and create patch nodes in a Scenic Element Moveable
EOS-54403	MVR Import: When checking/unchecking options the list will scroll back to the top each time
EOS-54394	Changing to generic Fresnel 10" or 7" model shows UUID in editor
EOS-54363	Chan 1 MoveTo Part 2 does not move the part but should
EOS-54343	PSD: The D to indicate dark moves should not be displayed if the intensity has an effect and the NIs are marking
EOS-54341	Configuring a network to be a DHCP client can put the console in a confusing state while a DHCP server is active on the same port
EOS-54338	Saving Device Settings in a show file will not include: Share/Unshare Archives Settings, DHCP & SNTP Services Settings, Timezone settings, Custom Show Archive / Media Archive / Model Archive paths
	Workaround - to include these settings, use the Backup Device Settings button in the shell.
EOS-54307	Hide the GUI for Cue/Sub Execute Improvements if the Execute is for a Cue List
EOS-54303	Warnings from enabled patch protocols that have no assigned NICs don't pop up frequently enough
EOS-54288	Changing Home Values in Fixture Editor alters stored data and playback
EOS-54272	Some OSC commands are blocked when Primary is locked out but should not be
EOS-54134	Setting Per-Channel Shutter Order Makes Augment3d Not Match Reality
EOS-53996	If an intensity effect is running when a mark should start, the mark does not ever start
EOS-53884	Tab 100: Manual: ascii keyboard tab + arrow doesn't work to move tab 100
EOS-53865	[Effects] Random Group Attribute on a Linear Step effect causes intensity fades instead of steps
EOS-53828	MVR: 3D geometry is not automatically loaded onto a tethered Augment3d
	Workaround - merge the MVR into the scene on the tether machine using File > Merge Scene. This can be done before or after merging the MVR on the Eos console
EOS-53810	Print To File: Printing Patch range via Advanced will not print Patch data
EOS-53381	Retyping currently selected cue does not autopage PSD or spreadsheet back to selected cue, a different cue must be typed
EOS-53291	search in the console manual (Tab 100) does not support terms containing numbers, punctuation, or operator symbols.
EOS-53199	MulticellPatching Second Part with a Fixture Type removes all cells from Part 1
EOS-52781	Snapshot doesn't restore Live/Blind if recorded with some monitors deselected
EOS-52452	When a fixture has a gap in its DMX offset and is patched, the gap addresses and any addresses after the gap can be double-patched
EOS-52149	Fixture Editor: Cells with Non-Consecutive addresses can cause fixture to patch incorrectly

EOS-52035	Setup: Headers change colors
EOS-51822	Chan Next/Last through a list of channels that contains some cells and some [minus cells] selects whole channel instead of minus cells
EOS-51543	Magic Sheets do not scale or resize when their frame size is changed and they are on the CIA monitor
EOS-51366	Learning a Macro or Cue Alert time with a Group selection causes channel list text after macro number to flash
EOS-50942	Fixture Editor: Multicell Editor allows Addresses of cells to overlap
EOS-50486	Patch: Move to or Copy To Plus Show/Only Show does not completely replace levels and effects from target channel
EOS-50112	Inconsistent Mark Intensity Color
EOS-47935	About does not correctly show the Source when Intensity Effects contribute levels
EOS-30322	In live, parameters mark before intensity effect completes.
EOS-25521	Backups and Clients cannot enable RDM feedback unless RDM is enabled in its shell
EOS-14162	Delayed marks can countdown in wrong cue in PSD.
EOS-14143	Effects are incorrectly tracking into mark range
A3D-2240	It is possible for the same Image file to be stored multiple times
A3D-2231	Some MVR containing mirrored geometry do not import correctly
A3D-2214	Material Color override picker should default to existing override color if present
A3D-1499	Nesting a channel in an SEM then moving the channel while SEM is selected on Eos Command line then Revert Model Changes does not revert the move of the channel
A3D-1462	Expanding imported models results in library items with incorrect size

ETC Release Notes
Eos v3.2.2

Compatibility

Affected ETC Products

Eos v3.2.2 is compatible with the following ETC products:

Consoles	Other Devices
Eos Apex 5 / 10 / 20	Eos Apex Processor
Gio @5 / Gio	Eos Remote Interface
Ion Xe / Ion Xe 20	Eos Remote Processor Unit 3 (RPU3)
Element 2	Ion Xe Remote Processor Unit (Ion Xe RPU)
ETC Puck	Eos Remote Processor Unit (RPU)
Eos Titanium (Ti)	Ion Remote Processor Unit (Ion RPU)
Ion Classic	Net3 Remote Video Interface 3 (RVI3)
Element Classic	Net3 Remote Video Interface (RVI)

Eos on Windows & macOS

Eos can be installed on Windows and macOS to view and edit show files offline, or to connect to a visualizer. In order to output to a lighting system, an ETCnomad license dongle is required.

Hardware Requirements

- Computer running Windows 7 (64-bit) or higher, or macOS Catalina (10.15) or higher
- Multicore processor with clock frequency higher than 2.0 GHz
- 3.5 GB free disk space or higher
- 2 GB RAM or higher
- Screen resolution of 1920x1080 or higher

- 64 MB video card or higher
- Direct X 11 or higher installed (Windows only)
- RJ-45 Ethernet network adapter (required to communicate with a lighting network and gateways for output)
- USB-A ports for connection of ETCnomad license key and output accessories

Network Protocols

⚠️ **CAUTION:** *The following Eos hardware and software does not support the ETCNet2 / EDMX, Draft sACN, and AVAB UDP level output protocols: Eos v3.2.2 and later, Apex consoles, Windows 10-based consoles, and Eos for Windows and macOS .*

For more information, visit etclink.it/d0zr3o6V.

sACN

Eos v3.2.2 is compatible with all products that meet or exceed ESTA ratified standard ANSI E1.17 2006 Architecture for Control Networks (ACN) and ANSI E1.31 Streaming ACN (sACN) for the output of streaming levels.

Art-Net 1-4

Eos v3.2.2 is compatible with all products that utilize Art-Net 1-4 for DMX-over-Ethernet output of streaming levels.

ETC Release Notes
Eos v3.2.2

Augment3d

In order to use Augment3d on a console, the console must have at least one Display Port connector. Augment3d is limited to Low or Medium render qualities when used on a console.

Alternatively, a computer can be tethered to run Augment3d for consoles that do not have at least one Display Port connector, or to access High and Ultra render qualities.

For the most up-to-date specifications for Augment3d on Windows and macOS, visit etcconnect.com/etcnomad/performance.

MVR & Vectorworks Import Support

Eos offers support for model and fixture import from Vectorworks into Augment3d.

Eos v3.2.0 and newer utilize Vectorworks' MVR export to move model and fixture data, and require Vectorworks 2023 Service Pack 3 or later. Older versions of Eos use generic 3D exports from Vectorworks for models, and an ETC-made plug-in for fixture data.

For more information, see **Augment3d > Fixtures in Augment3d > Importing Augment3d Fixtures** in the Eos Family v3.2.1 User Manual. For legacy installation instructions, see **Appendix > Vectorworks Augment3d Plug-in**.
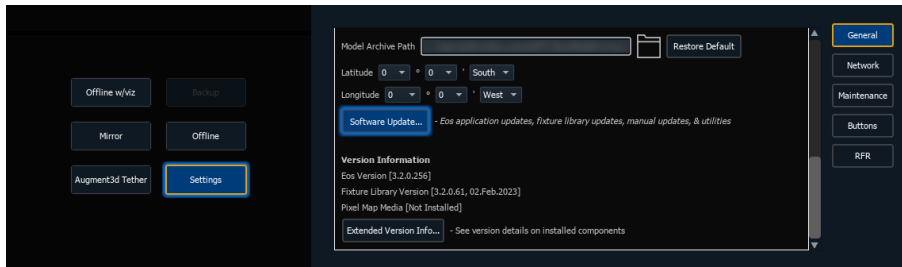
ETC Release Notes
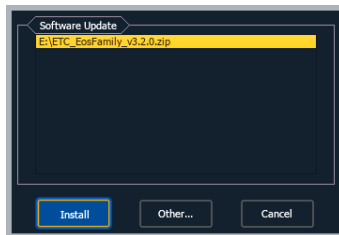## Eos v3.2.2

Installation Instructions

1. If necessary, first download the Eos v3.2.2 software from etcconnect.com/eos-software.

2. Transfer the zipped installer to a USB storage device. Navigate to **Settings > General** in the ECU by exiting Eos via **Browser > Exit**, or by selecting **{Launching in…}** as the device boots.

3. Insert the USB storage device and scroll down until you can press **{Software Update…}**. Any valid Eos installers detected will appear in a pop-up list.

4. Press **{Install}** and follow the instructions to install Eos v3.2.2. Your device will automatically restart when the installation is complete.

> ⚠️ **CAUTION:** *In order for multiple Eos Family devices to connect (including consoles, processors, video interfaces, and Eos on Windows and macOS), all devices must be running the same software version, have the same fixture library version installed, and be set to the same language, or they will not connect.*

Notes for macOS Users

When Eos is launched for the first time on macOS, users may be prompted to open System Preferences to enable access to Input Monitoring, allowing Eos to properly interface with programming and fader wings.

When Eos is launched for the first time on a Mac with an Apple silicon chip, users may be prompted to install Rosetta2 and reboot before continuing.

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

ETC Release Notes
Eos v3.2.2

Fixture Library Updates

Fixture library updates are periodically released separately from Eos software. Fixture library updates can be installed via the same update process as Eos software, and include their own release notes.

Firmware Updates

Occasionally, Eos software installations include firmware updates for hardware modules within your device. Firmware can be updated via the ECU. For more information, see the **ECU > Settings > Maintenance > Firmware Update** section of the Eos Family v3.2.2 User Manual.

> ⚠️ **CAUTION:** *A power cycle of the console is generally required when updating hardware modules.*

The Less-Exciting-But-Still-Necessary Stuff

v3.2.2 Issues Fixed

The following issues have been resolved in this software release.

EOS-54620   Prevent installation and remove Intelligent Power Board IMX RT 2.0.1.2 from the installer

Current Hardware Modules and Firmware

Module	Firmware	Apex 5/10/20	Apex Processor	Remote Interface	Gio @5	Ion Xe	Ion Xe 20	Element 2	Ion Xe RPU	Programming Wing	Motor Fader Wing 10/20	Fader Wing 20/40
Apex Button Module	1.0.0											
Apex Face Panel	1.1.2											
Apex Haptic Encoders	2.0.0.2											
Apex Intelligent Power	2.0.0.1											
Apex Main Playback	2.0.0.3											
Apex Motor Faders	1.1.3.1											
Apex Rackmount Display	1.0.2											
Display HS Universal	1.1.0.9.0.2										*	
Element2 Faders	1.0.1											
Element2 Faders IMX	2.0.0.2											
Eos Fader Wing	1.0.3.9.0.13											
Eos Family Face Panel	1.2.0.9.0.0											
Eos Main Playback	1.0.2.9.0.7					*	*					
Eos Main Playback IMX	2.0.0.2									†		
Eos Motor Faders	1.1.0.9.0.2				*							
Eos Playback	1.0.2.9.0.7									*		
Eos Playback IMX	2.0.0.2									†		
Face Panel HS	1.0.2.9.0.7									†		
Face Panel HS IMX	2.0.2.2									†		
Four Port I/O HS	1.2.1.9.0.8											
Four Port I/O IMX HS	2.2.0.5									†		
Two Port I/O HS	1.2.1.9.0.8											
@5 Main Playback	1.0.1.9.0.5				*							
@5 Main Playback IMX	2.0.0.2				*							
@5 6x2 HS	1.1.0.9.0.2											
@5 6x2 IMX	2.0.0.1											
Intelligent Power	1.0.2.9.0.6				*	*	*	*	*			
Intelligent Power IMX	2.0.1.2 ‡											
Ion Xe / Std Faders	1.0.3.9.0.13											
Ion Xe / Std Faders IMX	2.0.0.5											
Gadget II CPU2	2.2.0.5		Optional accessory.									

Bootloader and firmware update combined. Please contact ETC Technical Services.2.0.0.

† *Enhanced hardware only.*

‡ *2.0.0.2 and 2.0.1.2 are both acceptable firmware versions for this hardware module. DO NOT upgrade or downgrade between the two firmware versions.*

Legacy Hardware Modules and Firmware

Module	Firmware	Eos Ti	Gio	Ion Classic	Element Classic	Eos RPU3	Eos RPU	Ion RPU	Net3 RVI3	Net3 RVI
2(2x6) Buttons	1.1.0.9.0.2	†								
6x1 Buttons	1.1.0.9.0.2	†								
6x2 Button	1.1.0.9.0.1 (1.1.9 build 1)									
6x2 Buttons HS	1.1.0.9.0.2	†	†							
Element Face Panel	1.2.0.90.0.7 (1.2.90 build 7)				‡					
Eos Family Face Panel	1.2.0.9.0.0 (1.2.9 build 0)									
Eos RPU Front Panel	1.0									
Eos Ti Face Panel	1.2.0.9.0.0 (1.2.9 build 0)									
Face Panel HS	1.0.2.9.0.7	†	†							
Four Port I/O Board HS	1.2.1.9.0.8									
Gadget or I/O Board	1.4.2.9.0.5									
I/O Board HS	1.2.1.9.0.8									
Intelligent Power	1.0.2.9.0.6	*	*			*			*	
Internal Motor Fader	1.1.0.9.0.3 (1.1.9 build 3)									
Ion Face Panel RevF	1.3									
Ti 6x1 Button	1.1.0.9.0.1 (1.1.9 build 1)									
Ti 10x2 RPU Button	1.1.0.9.0.1									
Gadget II	1.2.1	Optional accessory.								

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

† Enhanced hardware only.

‡ For Element Classics that have Windows 7 installed but do not have firmware v1.2.90 or later, please contact ETC Technical Services.

ETC Release Notes
Eos v3.2.2

Eos Console Images

Image	Current Version	BIOS
Wes10 (Element 2)	10.22.02.01	
Wes10 (Ion Xe)	10.22.02.01	
Wes10 (Ion Xe 20)	10.22.02.01	
Wes10 (Ion Xe RPU)	10.22.02.01	V1.0.0
Wes10 (Gio @ 5)	10.22.03.01	
Wes10 (RPU3)	10.22.02.01	
Wes10 (RVI3)	10.22.02.01	
Wes10 ETCPuck	10.22.04.04	P1.60B
Wes10 Apex 5	10.22.04.01	
Wes10 Apex 10	10.22.03.01	1.06.10.ET16
Wes10 Apex 20	10.22.09.01	
Wes10 Apex Processor	10.22.06.02	
Wes10 Remote Interface	10.22.12.01	
Wes7 (Aaeon Element)	7.0.0.9.0.2	
Wes7 (Aaeon Ion)	7.0.0.9.0.1	MKQ7710H.95T.
Wes7 (Aaeon Ion RPU)	7.0.0.9.0.1	0060.2014.0115.1741
Wes7 (Aaeon RVI)	7.0.0.9.0.1	
Wes7 (Element 2)	7.20.0.9.0.1	
Wes7 (Ion Xe)	7.20.0.9.0.1	R1.0 (WE03YA10)
Wes7 (Ion Xe 20)	7.20.0.9.0.2	
Wes7 (Ion Xe RPU)	7.20.0.9.0.4	
Wes7 (Gio @ 5)	7.20.0.9.0.1	R1.1 (WE036A10)
Wes7 (RPU3_Q87)	7.20.0.9.0.1	R1.0 (WE03YA10)
Wes7 (RVI3_Q87)	7.20.0.9.0.1	R1.1 (WE036A10)
Wes7 (Eos Ti)	1.0.0.9.0.10	30.04.01
Wes7 (Gio)	3.0.0.9.0.20	
Wes7 (RPU3)	3.0.0.9.0.20	ETCR013x64
Wes7 (RVI3)	3.0.0.9.0.20	
Wes7 (Eos Ti UCB)	7.20.0.9.0.1	40.02.03
Wes7 (Gio UCB)	7.20.0.9.0.1	
Wes7 Puck	1.0.0.9.0.2	GKPPT10H.86A. 0040.2013.0325.1514
Wes7 Puck 2	7.20.0.9.0.2	F4
Wes7 Puck 2 SD	7.20.0.9.0.2	KYSLi70.86A. 0059.2018.1122.1431

Eos Software Components

Component	Current Version
Eos Family Console Main Application	3.2.2.25
Welcome Screen (ECU)	3.2.2.25
Eos Manual (English)	3.2.1
Eos Manual (German)	3.1.1
Eos Manual (French)	3.1.1
Eos Manual (Spanish)	3.1.1
Augment3d	1.3.1.2
Fixture Library	3.2.0.75
ACN Libraries	2.3.0.14
Network Common	2.2.0.16