ETC Release Notes
Eos Family Lighting Control Software

eos Family Lighting Control Systems

Lighting Control Software v3.2.10

Effective 2024-11-21

About This Release

Eos v3.2.10 is a patch build which includes:

- Magic Sheet improvements:
  - New Mirror Tool.
  - Redesigned Flip Tool.
  - New Stretch Tool.
  - Non-intensity parameters can be mapped in object fields.
  - Reorganization and cleanup of editor menus.
  - Show preview of objects when placing them from the editor.
  - Other improvements and bug fixes.

- Augment3d improvements:
  - Touch gestures can be used to change the camera position and orientation.
  - The Materials dock is now open by default.

- Bump button option for "On" for submasters.
- Smoother transitions with Track SEM Focus Palettes, allow nesting of Track SEM Focus Palettes into Presets.
- Other improvements and bug fixes.

ETC recommends updating to Eos v3.2.10 as production schedules allow.

⚠ **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 Release Notes
Eos v3.2.10

Compatibility

Affected ETC Products

Eos v3.2.10 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 v3.2.0 and later, Apex consoles, Windows 10-based consoles, and Eos for Windows and macOS. For more information, visit etclink.it/d0zr3o6V.*

sACN

Eos v3.2.10 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 v1-4

Eos v3.2.10 is compatible with all products that utilize Art-Net versions 1 through 4 for DMX-over-Ethernet output of streaming levels.

ETC Release Notes

Eos v3.2.10

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 User Manual. For legacy installation instructions, see **Appendix > Vectorworks Augment3d Plug-in**.

ETC Release Notes

Eos v3.2.10

Issues Corrected in v3.2.10

The following issues have been resolved in this software release.

EOS-56204 Renumbering a cuelist with [MoveTo] while a follow is counting down, unmaps the fader

EOS-56172 Change of Param on Absolute Effect Action is removed on show reload if at least one Level is not also changed in the same edit

Workaround: Set the Level of at least one Action while modifying the Params of any Action in the same effect before returning to Live

EOS-56151 If a Track SEM Focus Palette is nested in a Preset, and that Preset is being used by a channel, the channel will now track the SEM

EOS-56145 Focus Palettes that track SEMs snap to the SEM in the first cue that uses them, instead of fading with cue time

EOS-56129 Magic Sheets: channel buttons miss or duplicate presses + drag-to-select box is not starting from last touch input

EOS-56118 Fixture library update incorrectly changes many HES fixtures pan range from 540 to 630

EOS-56109 Magic Sheets: Improvements to Inspector and Settings menus

EOS-56093 Magic Sheets: Flip tool should have a preview/audition mode like Mirror

EOS-56088 Channels with levels from a palette mapped to a fader Sneak to a manual level instead of the palette

EOS-56068 Magic Sheet: When dragging and placing items, the preview should use accurate item size and drop location

EOS-56055 Macro Editor: Softkey_4 can't be inserted

EOS-56015 While the backup releases control to the primary, the primary can lock up while trying to process stage data, specifically RDM cache information

EOS-56011 Virtual Keyboard: add option to toggle between keyboard shortcuts and OSC key names

EOS-56002 On show file load, Eos will now regenerate color cal if it contains emitters that were not present as fixture definition parameters

EOS-55968 Allowed Output Addresses incorrectly removed (or defaulted) ranges where the numbers were entered backwards

EOS-55963 OSC TCP Server Ports should warn users if invalid or discouraged port numbers are assigned (1-1023)

EOS-55962 Cosmetic: macOS Nomad the dropdown for OSC TCP Mode is squished

EOS-55935 Eos could hang if an RFR was connecting while a different RFR was disconnecting

EOS-55732 Apex will not launch Eos software if internal screens are flipped

EOS-55725 Higher Priority Sub does not release control when another sub had control then released it

EOS-55593 Releasing channel controlled by two subs at different priorities remains controlled by sub incorrectly

EOS-55503 Custom fixtures with AB Shutter, but no virtual thrust angle parameters do not work until reboot if previously loaded showfile has thrust angle shutter params on same channel

Workaround: Doing File -> New in between both show files prevents the problem

EOS-54280 Fader Config: Subs: Add "On" as an option for the bump button to always play, never toggle

EOS-53507 Manual Master cue list playback incorrect if Main Playback faders are down when software starts

EOS-53381 Retyping currently selected target does not autopage PSD, blind spreadsheet, or target lists back to selected target, a different target must be typed

EOS-52456 Magic Sheets: Mirror tool, to mirror objects across an axis

EOS-24859 Magic Sheets: Resizing a group of objects with different sizes doesn't preserve relative size

EOS-22164 Magic Sheets: Add a Stretch mode, that allows the fonts of the selected items to auto-scale

EOS-21460 Magic Sheets: File import list not refreshing automatically

EOS-17614 Add [chan X thru -] syntax to select channel X and all consecutive subsequent channels of the same fixture type

ETC Release Notes
Eos v3.2.10

Availability

Download the Eos v3.2.10 software and learn more at **etcconnect.com/eos-software**.

Installation Instructions

1. If necessary, first download the Eos v3.2.10 software from the link above.
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.
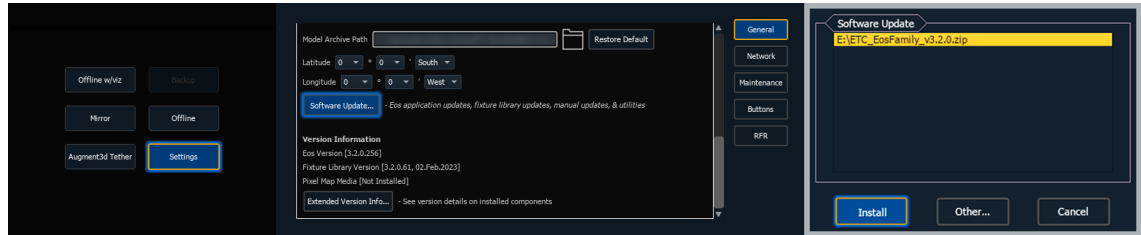
3. Insert the USB storage device and scroll down until you can press **{Software Update…}**. Any valid Eos installers detected will appear in a pop-up list.
4. Press **{Install}** and follow the instructions to install Eos v3.2.10. Your device will automatically restart when the installation is complete.

> ⚠️ **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.*

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. The ETC Fixture Library Hub is available at **fixture-library-hub.etcconnect.com**.

Firmware Updates

Eos software installations occasionally 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 User Manual.

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

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 v3.2.10

Resources

Eos Family User Manual:	Eos Family support and troubleshooting:	Eos Family resource hub:
[etcconnect.com/eos-manual](#)	[support.etcconnect.com/eos-family](#)	[etcconnect.com/eos-home](#)

ETC manuals in portable document format (PDF) are available for download at [etcconnect.com](#).

Release History

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

v3.2.9

Effective 2024-08-28

- Fixes for a few edge-case crashes in multiconsole sessions.
- Improvements for CSV exports, CSV imports, and GDTF imports.
- Gobo search menu added to Gobo Wheel editor in **Patch > Attributes**.
- New Magic Sheet options for command line User # and Label.
- Other improvements and bug fixes.

v3.2.8

Effective 2024-05-21

- A revamped gobo search in **Patch > Database > Gobo**.
- Pixel Map fixture layout import and export via CSV.
- Element 2 fader board firmware v2.0.2.3.
- Other bug fixes and improvements.

v3.2.7

Effective 2024-04-04

- Reinstated Rosco and GAM library assets.
- Bug fixes and improvements in Patch, GDTF import, and Augment3d.
- Firmware for Apex consoles and Processor, to increase stability.
- Fixed a bug where deleting channel parts in Patch would crash Eos.
- Other bug fixes and improvements.

v3.2.6

Effective 2024-02-26

- Improves GDTF imports.
- Includes firmware for Apex keypads and Windows 10 based Element 2 playback modules.
- Bug fixes and improvements.

ETC Release Notes
Eos v3.2.10

v3.2.5

Effective 2023-10-25

- **[Shift] & [Stop/Back]** could put Primary and Client devices in different active cues.
    - **Workaround:** a **[GoToCue] [##] [Enter]** will re-sync all devices.
- Network storage directories produced errors when executing a save.
- **[Go]** and **[Stop/Back]** presses on Apex main fader pair can be missed while backlights are fading.
    - **Fix:** update the Apex Main Playback module to v1.1.3.1 firmware from the Shell.
    - **Workaround:** ensure Apex is awake (not dimmed) before executing **[Go]** or **[Stop/Back]** commands. **[Shift]** or **[Clear]** are safe ways to wake up the console.
- Recalling a Snapshot with Blind Spreadsheet view was not switching format to Spreadsheet.
- New From Template now preserves the Park buffer through the file load.
- CMY color changes were not causing a Live Move.
- ETCnomad devices could accumulate false instances of wifi adapters.
- Updating a Palette reference currently used by a Sub would Sneak to the previous Palette value.
- Added **{Allow App Connections}** and **{Visible to Mobile Apps}** to the Macro Editor.

v3.2.4

Effective 2023-09-20

- Basic fixture import via General Device Type Format (GDTF).
- Fixture editor improvements and bug fixes.
- Show control list bug fixes.
- Magic sheet bug fixes.
- Shell popup dialog improvements.
- Apex display reliability improvements.
- Fixed:
    - Pixel maps could use additional emitters when at source points of the gamut.
    - Disabling WiFi in macOS could cause Eos to hang or not launch.
    - Partitions with thousands of channels could make the partition display sluggish.

v3.2.3

Effective 2023-07-13

- Playback, multiconsole, and synchronization bug fixes & improvements:
  - Changing any Setup option could cause some address levels to snap to 0 and then back again.
  - Extremely long file transfer times could be experienced on multiconsole systems.
  - Undo could experience significant slowdowns.
  - When the PSD is visible, it could slow down the fade engine refresh rate on very large shows.
  - Channel Filters with a very large number of channels could cause low sACN refresh rate.
  - Effects playback, out-of-sequence, and data management optimizations.
  - General cue-firing performance improvements.

- General improvements:
  - In **Patch > Universe Preview**, the default view is now **Port/Offset**, and the controls have been moved into the UI.
  - In previous versions, setting the per-channel shutter order in **Patch > Attributes** altered the shutters in the Augment3d model separately from the fixture profile. This has been fixed. A reminder that adjusting Augment3d shutters to match reality is done in the fixture profile editor. See this ETC support article: The Complete Guide to Shutters in Augment3d.
  - Trackball use has been improved.
  - Console sounds on Mac have been fixed.
  - Over 100 bug fixes and improvements.

v3.2.2

Effective 2023-06-01

- Critical firmware upgrade fixes.

v3.2.1

Effective 2023-05-17

- Eos v3.2.1 includes firmware v2.2.0 for newer console I/O cards and Gadget II. This firmware restores missing functionality from devices made after July 2022:
  - RDM functionality on DMX ports.
  - ETC device firmware updates via DMX ports.
  - Local contact closure and relay functionality.
  - Dimming of face panel backlight and indicators.
  - Live dimming of Littlite during brightness level adjustments.
  - With this firmware installed on affected devices, all consoles and Gadgets will have full feature sets, regardless of ship date. For more information, please visit etcconnect.com/eos-update.

- Bug fixes and performance improvements.
- The Eos Family User Manual is now available in Spanish.

ETC Release Notes
Eos v3.2.10

v3.2.0

Effective 2023-06-01

- **Setup > Device** improvements:
  - Some items from other areas of Setup have been moved into Device Settings, to encapsulate all settings that affect an Eos device.
  - Device Profiles have been introduced:
    - When a save is executed, all online devices will have their Device Settings saved into a Device Profile in the show file. These profiles can be accessed via **Setup > Device > Device Profiles** for copying or transferring settings between devices.
    - When a show file is loaded, items in **Setup > Device** are not automatically loaded. A user must manually change settings, or retrieve them manually via Device Profiles.
    - In Eos v3.2, Device Profiles can only be created from a save operation, and can be deleted from the show file. Fuller management of Device Profiles is coming in future development.
  - Network interface settings have been moved from the shell into **Setup > Device > Network**. These changes can still be made in the shell before entering Eos for pre-launch configuration.
  - Many settings no longer require a restart. For those that still require a restart (such as IP address or device name changes), warnings are given before the setting is changed.

- Output Protocols improvements:
  - sACN and Art-Net output protocol configurations have been moved from the Shell into Patch > Protocols. These settings are now stored in the show file, and are automatically loaded upon opening a show file.
  - sACN and Art-Net support multicast, broadcast, and unicast output, individually or simultaneously, on a per-universe basis.
  - sACN supports per-universe priority overrides.
  - sACN supports disabling the per-address priority packet from being sent (commonly referred to as the DD Packet) on a global or per-universe basis.
  - All settings in **Patch > Protocols** can be adjusted via the command line, and hence learned into a macro.

- Color Control Improvements:
  - Color Configuration has been added to **Patch > Fixtures** for additive luminaires. Color Configuration allows the user to define the field-measured properties of a luminaire into the fixture profile, allowing for more accurate control by Eos' color mixing tools. Color Configurations are stored in the fixture profile, in the show file. A guide to field measurement is available for download.
  - Fixtures with factory-provided Color Configurations are indicated in the Fixtures list with a small CIE XY icon.
  - Eos will dynamically make gamuts out of the additive color parameters defined for a fixture profile. This will allow for any emitter combination to be used with the color tools, including white light chips. This also means two-color systems, like a warm-white & cool-white fixture will work. Parameters named "UV" are automatically excluded from gamuts, but can be added in the Color Configuration setup of a fixture profile if the user deems it to be safe to be included.
  - CIE XY control has been integrated into Eos' color tools, and via the command line. This includes support for CIE XY native fixtures, as well as virtual control on the command line via the parameter tiles and the CIE 'X' and 'Y' bars in the color picker.
  - On the CIE color pickers, the Kodak ProPhoto space is now a toggleable layer.

ETC Release Notes
Eos v3.2.10

- Augment3d improvements:
  - Augment3d accepts direct MVR imports from Vectorworks for fixture and model data (requires Vectorworks 2023 SP3 or higher). No plug-in will be created for Vectorworks 2023 - use MVR export to obtain an importable file. MVR from WYSIWYG R46 and later can also be imported.
  - glTF imports are accepted from Capture 2022.0.29 and later.
  - Augment3d has added Zones, which are volumes that can be added to the model space, and interact with fixtures whose beam intersects the Zone. Behaviors include Keep Dark, Make Bright, Make Palette/Preset, and Macro Trigger. Zones can have channel filters, state filters, and timing attached to them. Zones can be nested under Scenic Element Movable (SEM) channels to be hidden/visible, and to move.
  - Zones use a new temporary data type, called Override Data, which sits above manual data and below park data, and is non-recordable.
  - Focus Palettes have a new "Track SEM" column. When a Scenic Element Movable (SEM) channel is patched, a Focus Palette can be associated with that SEM channel number. Any moving fixture that is put into that Focus Palette will find and begin tracking the SEM in the Augment3d model space until it is no longer in that Focus Palette. Any data stored in the XYZ parameters of a Focus Palette that is associated with an SEM will be used as an offset to the central SEM node.
  - Augment3d materials can have individual overrides applied to sub-objects from the inspector window.
  - Objects in Augment3d can now have their pivot point redefined from the inspector window.
  - Asset imports come through a unified popup, whether Augment3d is being run in-console or on a tethered machine.
  - Tethered devices now respect the connected Eos' extinguish mode.

- A search has been added to the Macro Editor. **[Shift] & [About]** will open the search, typing and up/down arrows assist in search, and enter will place the command into the editor and select the search text to begin a new search.
- Custom Encoder Map logic for maps with multiple fixtures assigned now uses "OR" logic, instead of the previously required "AND" logic, when applying maps to a channel selection.
- A template show file can be defined in the **Shell > Settings > General**. Once defined, a user can start a new, unsaved show file by going to **Browser > File > New From Template**.
- Update Intensity Cue Only is a modifier in the Update dialog, and can be toggled on in **Setup > User > Record Defaults**.
- Preheat Preset is defined in **Setup > System > System**, and is set for each channel in **Patch > Attributes > Preset**.
- WiFi Remote settings are no longer in the Shell, and only exist within **Setup > System > Mobile Apps**, and their connection is enabled by default.
- Eos Software and Library downloads which are "double-zipped" can be installed without removing the first zip.
- Importing .svgz files is supported.
- Record Effects In Presets is a toggleable option in **Setup > User > Record Defaults**.

ETC Release Notes
Eos v3.2.10

- Effects received many bug fixes, including:
  - In Blind, Preset Copy To and Recall From include Effects
  - Offset works on Steps and Actions, and allows variables to be applied in ranges across multiple steps.
  - In Blind, Copy To includes Stop Effect commands.
  - **[RecordOnly Preset]** and **[Update Preset]** add or remove manual effects, even if **[Plus Effects]** isn't specified.
  - **[Chan 1 Effect At QOnly]** in Blind is an acceptable syntax.
  - Font colors for effects have been cleaned up to be more accurate to an effect's state.
  - Marking a channel that only has an effect on intensity no longer makes the channel active.
  - Moving a cue with an effect no longer creates a move instruction for that effect.
  - Inhibitive subs are no longer affecting absolute effects with background values twice.

- Cue Alert timing allows a user to input or learn timing between manual **[Go]** presses. Once defined, the Cue Alert time will count down the time associated with the pending cue, so an operator gets a sense of when the next **[Go]** is expected. Upon reaching 0 seconds, the Cue Alert stays at 0, there is no automatic action taken from a Cue Alert completing. There is a Cue Alert column in the PSD (hidden by default), and timing can be input using **[Cue X] {Alert Time}**, or learned using **[Learn] {Learn Alert Time}**.
- Apex Scroll Faders are independently pageable by pressing and holding a [Page +/-] key and moving any scroll fader.
- Sneak commands accept **[Delay]** in their execution.
- The user manual (Tab 100) has received some improvements:
  - The Ion Classic and Element Classic User Manuals have been integrated into the Eos Family User Manual, which now covers all consoles compatible with Eos v3.2.
  - Additional features, including a popup keyboard, back/forward buttons and a breadcrumb title, keypad navigation, and search that scans all text - not just titles.

- Deleting a cue with an attached Scene will move that Scene to the subsequent cue.
- Zoom tools were added to the Pixel Map Editor (Tab 9) and Pixel Map Preview (Tab 10) in the config gear.
- OSC commands exist for controlling channels via Override Data.
- Hue & Saturation encoders have returned when using CMY fixtures.
- Filters have more prominent graphics on the CIA Parameter tiles when active, and while editing.
- There is simplified software versioning in the shell, with a popup for more details.
- There have been various CSV export improvements.
- There is a Flexi option in Staging Mode to show only channels affected by Staging levels, called **{Stage}**.
- The device clock can be changed by clicking or touching the clock in the top bar of any monitor. Time is still managed by the OS on Nomad installations.
- ~700 bug fixes, performance enhancements, and optimizations.

ETC Release Notes
Eos v3.2.10

Software and Firmware Components

Software Components

Component	Current Version
Eos Family Console Main Application	3.2.10.36
Welcome Screen (ECU)	3.2.10.36
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	1.3.10.6
Fixture Library	3.2.9.14
ACN Libraries	2.3.0.16
Network Common	2.3.0.1

Console Images

Image	OS Version	BIOS
Wes10 (Element 2)	10.22.02.01	V1.0.0
Wes10 (Ion Xe)	10.22.02.01	
Wes10 (Ion Xe 20)	10.22.02.01	
Wes10 (Ion Xe RPU)	10.22.02.01	
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	1.06.10.ET18
Wes10 Apex 10	10.22.03.01	
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	MKQ7710H.95T. 0060.2014.0115.1741
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 (Element 2)	7.20.0.9.0.1	R1.0 (WE03YA10)
Wes7 (Ion Xe)	7.20.0.9.0.1	
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	ETCR013x64
Wes7 (RPU3)	3.0.0.9.0.20	
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

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	2.0.0											
Apex Face Panel	1.1.5.2											
Apex Haptic Encoders	2.0.1.3											
Apex Intelligent Power	2.0.0.1											
Apex Main Playback	1.1.3.1											
Apex Main Playback IMX	2.0.1.1											
Apex Motor Faders	1.1.3.1											
Apex Rackmount Display	1.0.3.1											
Display HS Universal	1.1.1.9.0.1										*	
Element2 Faders	1.0.1											
Element2 Faders IMX	2.0.2.3											
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	2.0.3.2									†		
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	2.0.2.0 ‡											
Ion Xe / Std Faders	1.0.3.9.0.13											
Ion Xe / Std Faders IMX	2.0.1.1											
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.

ETC Release Notes
Eos v3.2.10

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.