ETC Release Notes

Eos Family Lighting Control Software

Eos Family Lighting Control Systems

Lighting Control Software v3.3.10

Effective 2026-Sep-22

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About This Release

Eos v3.3.10 is a patch release containing minor features, improvements, and bug fixes.

Out of an abundance of caution, Apex consoles with fader firmware v1.1.4.2 will be prompted to move to v1.1.3.1. We continue to investigate intermittent field reports and will release new firmware when fixes are ready to apply.

Compatibility

Eos v3.3.10 can be installed on the following ETC products:

Eos Family Consoles		
Eos Apex 5	Eos Apex 10	Eos Apex 20
Eos Apex FP	Eos Titanium (Ti)	Gio @5
Gio	Ion Xe	Ion Xe 20
Element 2	Ion Classic (Windows 7)	Element Classic (Windows 7)
Eos Family Rackmount Processors		
Eos Apex Processor	Eos Expansion Processor	Ion Xe RPU (Remote Processor Unit)
Eos Remote Interface	Eos RPU3 (Remote Processor Unit 3)	Eos RPU (Remote Processor Unit)
Ion RPU (Remote Processor Unit)	Net3 RVI3 (Remote Video Interface 3)	Net3 RVI (Remote Video Interface)
Other Eos Family Products		
ETC Puck	ETCnomad	

Corporate Headquarters ■ Middleton, WI, USA | +1 608 831 4116
Global Offices ■ London, UK | Rome, IT | Holzkirchen, DE | Paris, FR | Hong Kong | Dubai, UAE | New York, NY
Orlando, FL | Los Angeles, CA | Austin, TX | Squamish, BC | Victor, NY |

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Web etcconnect.com | **Support** support.etcconnect.com | **Contact** etcconnect.com/contactETC

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4250M1100-3.3.10 Rev A Released 2026-09

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Eos on Windows and 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 any of the following operating systems:
  - Windows 7 (64-bit), 8, 10, or 11
  - macOS 13 (Ventura), 14 (Sonoma), 15 (Sequoia), 26 (Tahoe), or 27 (Golden Gate)
- 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

sACN

Eos v3.3.10 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 v3.3.10 is compatible with all products that utilize Art-Net versions 1 through 4 for DMX-over-Ethernet output of streaming levels.

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 and 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.

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Issues Corrected in v3.3.10

The following issues have been corrected in this software release.

EOS-58719	Disable [Output in Client mode] if Expansion Processing is enabled
EOS-58713	Fan after Offset can change offset mode rather than enable Fan functionality
EOS-58692	Manual: Updates for French, German and Spanish
EOS-58682	If only NICs with ephemeral MAC addresses are enabled, there is no output
EOS-58662	Using delete key in gobo wheel editor clears the label
EOS-58635	Discrete Delay no longer works on tracked values with discrete Asserts
EOS-58632	XYZ to P/T calculation no longer works when sending Override levels to XYZ parameters
EOS-58628	Streaming 300 OSC Override levels per second with 200 cues selected in blind causes Eos to hang
EOS-58606	Apex Fader Board Firmware Change for devices running v1.1.4
EOS-58585	Fixture Editor Scrolls too far down when coming from Multicell popup
EOS-58582	Starting a fade can cause channels that are tracking SEMs to flip unnecessarily
EOS-58563	Color picker: Gel picker in spectral mode on ETC virtual RGB or HS fixtures are not outputting correct color
EOS-58468	French User Manual on Console: some topic text is dark grey, making it difficult to read
EOS-58340	OSC: expose Show Control targets, like all other targets
EOS-58336	CSV Imports: Display an error when Files will not be read, due to legacy Mac OS CR line endings
EOS-58013	CSV Import does not use the same format as CSV Export for Cue OSC String External Links Execute so those links are skipped on import
EOS-57166	Universe override table in Patch scrolls to top of list after click
EOS-49665	Flash on selected channel(s), Does Not Respect Partition State
EOS-48184	Standard Fader Wing Font is Large and Blurry on ETCnomad Mac

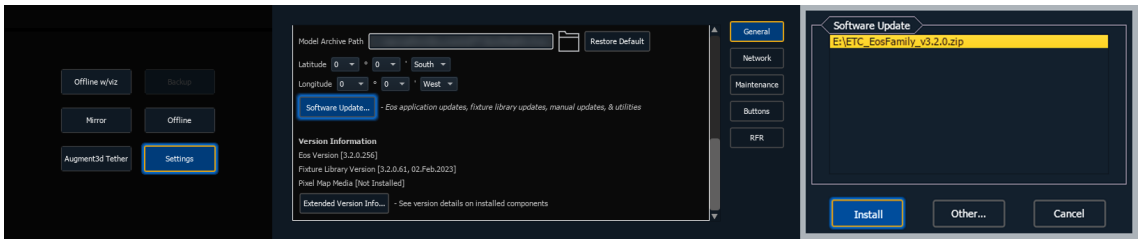
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Availability

Download the Eos v3.3.10 software and learn more at etcconnect.com/eos-software.

Installation Instructions

1. If necessary, first download the Eos v3.3.10 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 v3.3.10. 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.***

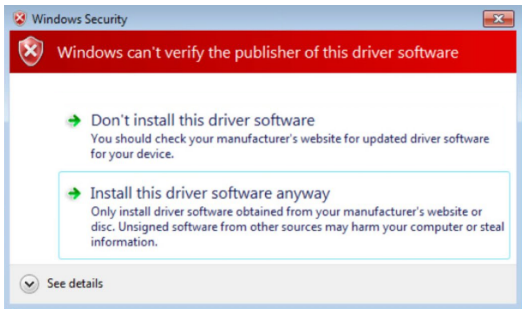
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Notes for macOS Users

- 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. macOS 27 (Golden Gate) may warn that Intel-based apps will not open in macOS 28; Eos will be updated before then to maintain compatibility.
- 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.

Note for Windows 7 Users

When installing Eos v3.3.10 for the first time on devices with a Windows 7 operating system, including both computers and older Eos Family consoles, a discrepancy between old and new driver verification methods will cause the following Windows Security error to appear:



Select the **Install this driver software anyway** option to continue with the installation.

Resources

Eos Family User Manual

etcconnect.com/eos-manual

Eos Family Support and Troubleshooting

support.etcconnect.com/eos-family

Eos Family Resource Hub

etcconnect.com/eos-home

ETC documentation can be downloaded in Portable Document Format (PDF) or viewed on our website, etcconnect.com.

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Eos v3.3.10

Release History

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

v3.3.9

Effective 2026-Jul-20

- Additions and improvements to third-party OSC TCP connections. Port 3038 is now available for third-party app integration.
- Improvements to fixture position data from a Lightwright import. Lightwright import now supports Augment3d fixture position information.
- A fix for an issue introduced in 3.3.7 where cues with channels running in a downtime would make the previous cue red until the fade was complete.

v3.3.8

Effective 2026-Jun-01

- Removed the critical firmware fault found in v3.3.7.

v3.3.7

Effective 2026-Jun-01

- Removed from distribution due to a critical firmware fault.

v3.3.6

Effective 2026-Apr-14

- Minor features, improvements, and bug fixes.

v3.3.5

Effective 2026-Jan-20

Video Stream Input

Video continues to grow as a core part of productions, and having streams accessible from your lighting console is more useful than ever. In v3.3.5, you can send your favorite SRT and RTSP streams to Eos and use them in a variety of ways:

- Video streams can be used as a Pixel Map layer, giving your rig the ability to stay in sync with video content.
- Need a heads up view from your backstage feed, or your new RigPOV camera? Simply open a new Video Stream tab, or embed several streams into your Magic Sheets for ultimate control.
- Streams can be represented in your Augment3d space by mapping them to materials and displaying them on any surface.
- Need additional programming references when working in Augment3d? With camera overlays with opacity, you can see your front-on stream lined up with your Augment3d model, or pre-light in Augment3d by playing that rehearsal room video alongside.

With video streams tied into so many Eos tools, all points of view come to you.

Additional Features

- Undo and Redo options have been added to the Magic Sheet Editor.
- Setup has a new Protect Wheels in Blind option.
- Color configuration can be copied between device profiles.
- GDTF imports now include color configuration information.
- You can add favorite file locations in Eos on Windows and macOS.
- Eos can act as an OSC TCP Client.
- OSC Health subscriptions are now available.
- Flagging logs with [Displays] & [Record] now sends an OSC event.
- Improvements have been made to the fixture wizard.
- Diagnostics [Tab 99] has been modernized and added to the tab menu.

v3.3.4

Effective 2025-Dec-02

- Fixes an issue where cues with over 1000 channels may not start their marks in the correct cue.
- Fixes a rare hang when loading a corrupted show file.
- Fixes other mark, effect, and display bugs.

v3.3.3

Effective 2025-Oct-16

- Fixes an issue where, if palettes had not been created or merged previously, they would not be stored after Eos was restarted.
- Fixes crashes related to moving Subs and the Device Health Magic Sheet object.
- Fixes issues where Expansion Processors could get out of sync.
- Fixes an issue where Snapshots with faders stored could flip Subs to Additive.

v3.3.2

Effective 2025-Oct-06

- Fixes for rare hangs and crashes.
- Display optimizations for large show files.
- GDTF import fixes.
- Processor object for Magic Sheets.
- New [GoToCue] {Timecode} syntaxes.

v3.3.1

Effective 2025-Sep-16

- Fixes for critical field issues.
- Other improvements and bug fixes.

v3.3.0

Effective 2025-Aug-19

Eos Expansion Processing

New to the family is Eos Expansion Processing, which allows you to divide up the workload of large rigs across multiple devices. With Expansion Processing, you can scale up outputs to levels which satisfy the most demanding productions, add temporary output to your existing system for a single show, or distribute processing loads across large spaces, localizing the processing near the output. Expansion Processing uses Eos' rock-solid multi-console synchronization to keep all portions of the system moving in time. And because of its deterministic architecture and full-tracking backups, reliability and predictability are core to sessions of any scale. Perfect for commercial productions, film and studios, themed entertainment, museums and galleries, multi-venue facilities, and rental inventories, Eos Expansion Processing is a powerful new tool to help you realize the expansiveness of your creativity.

Device and Connection Health Reporting

Eos is built for real-time, no-fail environments, and that means you need to know the status of your system at all times. Health reporting has gotten a big makeover in v3.3, with clearer displays and messages, and devices sharing their health across the network, allowing you to stay informed regardless of where you're seated. New Device and Connection metrics show in Green Light / Yellow Light / Red Light notifications, to let you know when a device or the session may be struggling. Devices report their health statistics into Health Cards, with summary and advanced sections, viewable from anywhere in the session. And when you call on Eos to do those big tasks, a new "working" indicator lets you know the device is busy, not unhealthy. Throughout the system, visible and hidden, we have improved connectivity, health, and reporting, to give you confidence in your healthy system, and to let you know if anything changes.

Magic Sheet Improvements

Magic Sheet editing has received several changes aimed at making you faster each time you create or edit a Magic Sheet. The new always-on toolbar and increment bar brings options to the surface, requiring fewer clicks and offering visibility into automated tools like renumbering. A new right-click or press-and-hold popup context menu puts your most-used tools directly next to your work (including new tools, like Renumber In Item). Nearly every tool now has a keyboard shortcut associated with it, to make changing between tasks easier. Pasting ranges of items remembers their offsets, and Paste now maintains all fields without renumbering (there is a new Paste Renumber tool). There are new options and designs for Timecode widgets and Faders, as well as tools brought in 3.2.10 and 3.2.11 - like proportional stretch tools, a new mirror tool, and more options for fields. It has never been easier - or faster - to build your ideal workspace in Magic Sheets.

Fader Tab Improvements

Faders are at the heart of quick changes to live playback in Eos. With v3.3, you get an entirely redesigned experience which includes multitouch support, updated graphics, and customizable layouts akin to Direct Selects. Now using faders on a touchscreen can be as powerful as a physical bank - unlocking more touch points for your most hands-on shows.

Eos Fixture Wizard

When you encounter a brand new fixture type, it can be confusing and time-consuming to build a new profile from the ground up. The new Eos Fixture Wizard takes you through a series of questions about the fixture profile you want to create, and guides you through the steps to create a fully integrated and useable Eos profile. The Wizard can be a great place to build simpler fixture profiles, or as a base for more complex units. When finished with the Wizard, you are returned to the full fixture editor - allowing access to any adjustments or complex features the Wizard didn't ask about. With Fixture Wizard, getting from "nothing" to "something useable" is faster than ever.

Network Requirements

Systems in every discipline and at every level are getting more complicated. Eos and many of the show control and integrated tools users want now communicate on a network, and having a network which is designed for the real-time delivery of data, with aversion to risk and zero-to-little downtime, is a fundamental part of deploying successful lighting control systems. As such, we have done extensive research and development to provide comprehensive network requirements for Eos Family systems at multiple scales. These requirements document layouts and configurations for networks which support the types of communication utilized by Eos and common industry protocols like sACN. The goal is to provide users, specifiers, IT professionals, and other interested parties information on how to successfully deploy a network to support the work of a real-time lighting control system.

Additional Features and Improvements

- Pixel Map Media Synchronization - in Setup, a sync can be initiated which will push all Pixel Map media from the Host to all other connected Eos Family devices. This sync can be initiated from anywhere in the session, and fully replaces all files in the destination devices' Media Archive.
- LED Parameter Curves - many LEDs do not fade linearly, making them difficult to match color-picking tools. The fixture editor now has the ability to set the curvature of the LED parameters in a fixture.
- Lumens for Augment3d - not all sources are the same brightness. Lumens live in the fixture profile (default: 10,000 lumens) and can be changed there, or overridden on a per-channel basis in Patch.
- Camera Touch Gestures in Augment3d (v3.2.10) - use multitouch gestures to pan, move, and dolly the camera in Augment3d.
- Target increases: 9,999 Groups, Subs, Cue Lists - more room to organize and grow your show.
- Channel increases: 100,000 channels, 150,000 parameters - more channels and parameters in support of Eos Expansion Processing.
- Remote Startup / Shutdown moved into Eos Settings - now located in Settings > Device > Config.
- Updated manual sections - full dictionary for OSC, release notes in the manual on-console for easier reference, and a new design for the online manual.
- Shell: select a sticky boot-up mode - instead of always auto-launching in the last mode, you can select a default mode into which the device will always boot.
- Changes to XYZ movements to minimize unwanted flips - live moves of fixtures in XYZ space have been improved.
- Four decimals for XY color parameter levels - allows input and display of four decimal places, common in XY color communication.

- UV LED emitters home to zero - UV LED emitters are left out of color picker control by default, and now they home to zero by default. If the emitter is not in a harmful range, these defaults can be changed in the fixture editor.
- Improved displays for the Apex Processor - more menus, including a cue list screen, a main playback screen, and more.
- Over 700 bug fixes and minor improvements - improvements system-wide to keep you expanding your creativity.

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Eos v3.3.10

Software Components

Component	Current Version
Eos Family Console Main Application	3.3.10.28
Welcome Screen (ECU)	3.3.10.28
Eos Manual (English)	3.3.10
Eos Manual (German)	3.3.0
Eos Manual (French)	3.3.0
Eos Manual (Spanish)	3.3.0
Augment3d	1.4.9.1
Fixture Library	3.3.9.11
ACN Libraries	2.3.0.15
sACN Libraries	3.0.0.24
Network Common	2.3.0.6

Console Images

Image	OS Version	BIOS Version	New Release Version
Wes10 (Element 2)	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	
Wes10 (Ion Xe)	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	
Wes10 (Ion Xe 20)	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	
Wes10 (Ion Xe RPU)	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	V1.04 (Blue USB and Red USB)
Wes10 (Gio @ 5)	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	
Wes10 (RPU3)	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	V1.04 (Blue USB and Red USB)
Wes10 (RVI3)	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	V1.04 (Blue USB and Red USB)
Wes10 ETCPuck Gen 4	10.25.07.02	P1.20Z	
Wes10 ETCPuck Gen 5	10.25.07.02	P1.60B	
Wes10 ETCPuck Gen 6	10.25.07.02	P1.10I	
Wes10 Apex 5	10.25.07.02	1.06.10.ET20	
Wes10 Apex 10	10.25.07.02	1.06.10.ET18	
Wes10 Apex 20	10.25.07.02		
Wes10 Apex Processor	10.25.07.02		
Wes10 Apex FP	10.25.07.02		
Wes10 Eos Expansion Processor	10.25.07.02	V1.04 (Blue USB and Red USB)	V1.04 (Blue USB and Red USB)
Wes10 Remote Interface	10.25.07.02	V1.21 (Blue USB), V1.0 (Red USB)	V1.04 (Blue USB and Red USB)
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	

Hardware Components

These charts detail the hardware modules installed in Eos Family devices and their latest firmware versions.

Hardware Module	Latest Firmware	Gio @5	Ion Xe	Ion Xe 20	Element 2	Ion Xe RPU	Remote Interface	Programming Wing	Motor Fader Wing 10/20	Fader Wing 20/40
Apex Rackmount Display	1.0.4.2						✓			
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	2.0.3.1 ‡	✓	✓	✓	✓	✓	✓			
Ion Xe / Std Faders	1.0.3.9.0.13			✓						
Ion Xe / Std Faders IMX	2.0.1.1			✓						
Gadget II	1.2.1	§	§	§	§	§	§	§	§	§
Gadget II CPU2	2.2.0.5	§	§	§	§	§	§	§	§	§

✓ *Hardware module is a component in this Eos Family device.*

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

† Hardware module is only a component in the advanced hardware variant of this Eos Family device.

‡ 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.

§ Hardware module is an optional accessory for this Eos Family device.

Apex Hardware Components



CAUTION: ***Apex users with an "Apex Target Key 1x10 (NKK)" module who want to upgrade its firmware should reach out to ETC Technical Services for assistance.***

Hardware Module	Latest Firmware	Apex 5	Apex 10	Apex 20	Apex FP	Apex Processor	Expansion Processor	Target Key 10
Apex Face Panel	1.1.6.2	✓	✓	✓	✓			
Apex Haptic Encoders	2.0.1.3	✓	✓	✓	✓			
Apex Intelligent Power	2.0.1.2	✓	✓	✓	✓	✓	✓	
Apex Main Playback	1.1.3.1	✓	✓	✓	✓			
Apex Main Playback IMX	2.0.2.3	✓	✓	✓	✓			
Apex Motor Faders	1.1.3.1	✓	✓	✓	✓			
Apex Rackmount Display	1.0.4.2					✓	✓	
Apex Target Keys 1x10 (NKK)	2.0.0	✓	✓	✓				
Apex Target Keys 1x10, 2x5, TK10 (ETC)	3.0.0.3	✓	✓	✓	✓	§	§	✓
Gadget II	1.2.1	§	§	§	§	§	§	
Gadget II CPU2	2.2.0.5	§	§	§	§	§	§	

✓ Hardware module is a component in this Eos Family device.

§ Hardware module is an optional accessory for this Eos Family device.

Legacy Hardware Components

Hardware Module	Latest 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					✓			✓	

✓ Hardware module is a component in this Eos Family device.

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

† Hardware module is only a component in the advanced hardware variant of this Eos Family device.

‡ Users of Windows 7 Element Classics without firmware v1.2.90 or later installed should contact ETC Technical Services.