ETC Release Notes

ColorSource Console Software

ColorSource Console Software

Version 3.4.0 System Software/Firmware

Effective 2026-Apr-30

Components

Application Software	**3.4.0.39**
Fixture Library	**20.0.7.0**
Bootloader	**1.1.2**
CoProcessor	0.20
Personality Editor	3.3.0.26

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About This Release

ColorSource Console Software v3.4.0 adds support for 16-bit Intensity and ColorMix parameters, along with other bug fixes and stability improvements.

For information about recent releases, see *Release History on page 5*.

Compatibility

This release is compatible with the following ETC hardware:

- **ColorSource 20, 40, AV 20, & AV 40 -** v1.0 and later software

ColorSource Console Offline software is compatible with:

- Windows® 11
- macOS® 14 (Sonoma) or later
- Screen resolution of 1920x850 or higher

ColorSource Console Personality Editor software for PC is compatible with:

- Windows® 11

Note: *Fixture personalities built with the ColorSource Personality Editor v3.2.0 or later cannot be loaded on consoles running pre-3.2.0 software.*

CAUTION: ***It is important to use the ETC recommended power supply and a grounded/earthed connection. The use of other power supplies or ungrounded power connections may lead to malfunction or erratic touchscreen operation.***

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Corrected Issues in v3.4.0

CSCON-49701	ColorSrc 4.3.0 fixtures have incorrect Tint filmstrip snap value
CSCON-49700	ColorSrc 4.3.0 fixtures have incorrect CCT values
CSCON-49668	Personality Editor: It is possible to save "invalid" parameters to a fixture profile via "Save for Console"
CSCON-49636	External Monitor on CSAV40 can lag after waking from hibernate
CSCON-49190	Amigo: Help initially loads to the page stored in the console back button.
CSCON-48917	Patch wizard no longer scrolls with the scroll wheel
CSCON-48833	macOS: Navigating to a second drive while in the installing extras menu cause the editor to crash.
CSCON-48499	Bump Button setting for channel mode
CSCON-35300	Undo: LTP parameter values are not removed during Undo Patch
CSCON-35188	Next/Previous Flag buttons may skip consecutive flagged cues when looping

Remaining Issues in v3.4.0

CSCON-49372	After a file new the playback page 1 bump buttons can be dim white instead of dark.
	Workaround: Change playback pages
CSCON-49348	Mac offline editor can fail to install update Russian and Italian language packs.
	Workaround: Delete the Keyboard in Application Support that matches your language pack then do the install extra again.
CSCON-49307	Changing show files after idling in a menu opens to the same menu rather than the stage map
CSCON-49238	Renumbering a channel in patch, the highlight doesn't move with the channel
CSCON-49227	Channel map may lag when hundreds of addresses are patched
CSCON-49209	External Monitor can display incorrect channel levels if the HDMI cable is plugged in after the console has booted.
CSCON-49141	When a fixture is dim, playbacks captured from direct emitter control are converting the data to near-zero values
CSCON-49095	Playbacks that don't include intensity are not painted correctly on the external monitor.
CSCON-49017	Crossfader may not trigger a dark move.
CSCON-48803	Bump Buttons are active while a Patch Wizard is open.
CSCON-48780	Only the first 33 selected channels are transferred when going from the stage map to the keypad.
CSCON-48775	Erasing Patch in Settings does not refresh the bump button color.
CSCON-48773	Undo does not fully restore an erased Playback.
CSCON-48755	Unable to Change Generic Dimmer Device type
CSCON-48745	Amigo: Scrolling and Scale Issues on Mobile Devices
CSCON-48727	Offline Editor: Playback with visual media is not being recalled correctly.
CSCON-48676	Mac Offline Editor does not support connections to a local visualization software
CSCON-48655	ColorSource Fixtures, when using the White Color Picker, are noticeably dimmer than Generic RGB counterpart
CSCON-48646	(Offline Windows) 2 Finger Scrolling is overly sensitive
CSCON-48564	External Monitor does not refresh after undoing a remove from patch.
CSCON-48532	Independent addresses can be patched to overlap normal control channels and vice-versa
CSCON-48508	Importing setting does not change the text on the master faders until File/Open is done.
CSCON-48477	In some cases, cue list display may not show cue information after wrapping around to the first cue
CSCON-48454	Playback Masters with audio content may not indicate on the external monitor
CSCON-48453	Audio files may play back inconsistently on Playback bumps.
	Workaround: Add a small amount of blank audio to the beginning of the clip.

Remaining Issues in v3.4.0 (continued)

CSCON-48417	A File/New can leave button colors stuck on.
CSCON-48340	Pressing Record again during Record Playback Sequence clears the prompt text
CSCON-48266	Adding then Releasing Multiple Playbacks over Cues can cause Residual Playback Data in Cue State
CSCON-48265	Residual AV Media on Playbacks
CSCON-48205	Image preview is not available in the offline editor on Mac OS devices
CSCON-48202	Stage Map: Rearranging Channels can result in snapping to 3 squares over
CSCON-48200	Switching between Effect Editor and Parameter Controls Deselects Fixtures
CSCON-48167	Effects can not be edited directly from the Sequence Editor
CSCON-48082	Opening a dropdown while a keyboard is open doesn't always focus properly
	Workaround: Touch the dropdown selection box a second time
CSCON-48054	"Show Universe" button occasionally turns on and off "Searching for RDM devices..." message
CSCON-48045	Moving a zone or channel in layout mode causes a temporary indication change
CSCON-47988	Entering a blind menu with a device selected may cause parameter to appear as inactive
CSCON-47971	Newly created Sequences do not immediately take priority over cues or manual levels
CSCON-40424	Altering rate on a seq containing media causes media to blackout
CSCON-40420	Playing cues with Effects and Sounds causes unexpected media blackout
CSCON-40363	Adjusting the rate on a sequence with Audio steps can cause audio to play at muted levels temporarily
CSCON-39195	Pressing GO during a crossfade causes running audio clip to re-start
	Workaround: Use the crossfader to quickly step ahead when playing continuous audio
CSCON-35738	Back: repeated pressing of Back after pause fades intensity and pos / beam params at different times
CSCON-35628	Playback Toy: turning off intensity rubberbands to incorrect values
CSCON-35626	Playback Toy: turning off intensity of a memory stops effects
CSCON-35442	Color Effects: pulling depth to zero on effect will cap intensity at 20%
CSCON-35397	Patch: Patching a device with all addresses used will enter 2 in universe box
CSCON-35286	Crossfader does not respond to Goto 0 while active cue is paused
CSCON-35246	Playback Toy: Overwriting memories do not update labels in Playback Toy
	Workaround: Refreshing Playback Toy using any of the buttons on the bar beneath the playbacks or selecting playback 1 from Playback Toy will update the label, time and icons.
CSCON-35242	Undo: The first recorded cue cannot be undone
CSCON-35234	Sequences set at max rate may not display properly on the stage map.
CSCON-35063	The last text entered into the Record Playback memory text box will not be cleared when a new show is started
CSCON-35035	The keypad can be used to select channels that are not patched
CSCON-34974	If a device or dimmer is removed from patch more than once using the Undo function, the channel will no longer be removed from the stage map
CSCON-34803	Removing Color capable device does not remove Color Selector from Controls
CSCON-34793	Deleting all steps from a playback sequence leave content on fader
CSCON-34590	Effects: Parameter name language does not refresh until an effect is selected
	Workaround: Selecting an Effect will change the parameter names to the correct language.
CSCON-33859	Cues carrying effects may not crossfade correctly, the original base can appear mid-fade
CSCON-31970	Fader levels may not match between console and remote control
CSCON-30298	After patching and adding an effect to a device, trying to patch and add an effect to a second device results in no effect being able to be selected
CSCON-30000	Fan function does not span the full length of an effect table
CSCON-29981	Recording a sequence on to a Playback already holding a memory does not prompt with an overwrite question

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Availability

This software is currently available as a free download from the ETC website etcconnect.com/Products/Consoles/ColorSource/Software.

Installation Instructions

Software Installation

To update your console to v3.4.0 software:

1. Download the software from the ETC website, etcconnect.com/Products/Consoles/ColorSource/Software.
2. Unzip the file.
3. Transfer the extracted file to the root directory of a FAT formatted USB memory stick. If you are updating from version 1.0.0 software, the filename must be named colorsource.fw for the console to recognize the file.
4. Insert the USB memory stick containing the software into the USB port on the console.
5. From the console's application, press **Setup** > **Files** > **Advanced** > **Update Firmware**.
6. Press **Yes** to proceed with the update. To abort the update process and return to the main application without updating, press **No**.

CAUTION: ***The update process may take a few minutes. Do not shutdown the console until the process has finished. You will be prompted to shutdown the console and restart after the update.***

7. Once the update has finished and you have restarted your console, you may also need to install the latest bootloader. Refer to *Bootloader Installation on page 4*.

Bootloader Installation

Note: *Navigate to **Setup > Settings > General** to find your console's currently installed bootloader version. The bootloader version is shown after the software version. For the most recent bootloader version available, see the components listing at the top of page 1.*

1. Update to the current software first. See *Software Installation on page 4* for more information.
2. Unplug the USB memory stick.
3. Cycle power on the console. Before reapplying power, press the four (4) middle buttons under the touchscreen simultaneously, and then apply power to the console. The console will display a test application.
4. Press the **Service - CAUTION!!** button to enter the service menu.
5. Press the **Reload Bootloader** button and press **OK** to confirm.

Note: *The **Reload Bootloader** button will is disabled if the currently installed bootloader is the most current available.*

6. Press **OK** when the bootloader reload is completed.
7. Press **Exit Service** to exit the service menu.
8. Cycle power on the console. **DO NOT EXIT THE TEST APPLICATION BEFORE CYCLING POWER.** The console will reboot normally. On start-up the ETC logo splash screen indicates the bootloader was updated properly.

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Resources

An embedded help system is included on the ColorSource Console, available directly on the console's touchscreen. For ColorSource AV consoles, the help system is additionally available while using the Amigo Web Browser.

Please keep these release notes with your other console documentation for descriptions of the newest features, changes, and bug fixes.

All help documentation including manuals are available for viewing or download from the ETC website (missing or bad snippet). Additional support resources are available on the ETC support website (missing or bad snippet).

For any questions relating to the contents and behavior of this release, please contact ETC Technical Services: (missing or bad snippet).

Release History

v3.3.3

Effective 2025-Oct-14

- Added support for 16-bit Intensity and ColorMix parameters.
- Bug fixes and stability improvements.

v3.3.2

Effective 2024-Jul-24

- Support for new components included in consoles manufactured after June 2024.

v3.3.0

Effective 2023-Aug-17

- Bug fixes