



GENERAL INFORMATION

Complete control of conventional and moving lights, LEDs and media servers. Supports multiple users with partitioned parameter control and full backup, multiple playback faders and cue lists in a tracking, move fade environment, with unique tactile response direct selects and encoders.

APPLICATIONS

- Theatre
- Television Studios
- Houses of Worship
- Corporate Theatre
- Exhibits
- Special Events
- Touring

FEATURES

- 4000, 8000, 12,000 or 16,000 Outputs/Parameters
- 10,000 control channels
- 12 Discrete Users
- Partitioned Control
- Master playback pair with motorized 100mm faders
- 10 100mm motorized faders x 30 pages for configurable faders, submasters, masters and grandmaster control
- 2 full size LCD touchscreens for display, direct selection and context sensitive control
- LCD direct selects with tactile response
- Four discrete palette types (IFCB)
- Presets function as "all palette"
- Effects provide dynamic relational and absolute progressive behavior
- Central information area (CIA) accesses electronic alpha keyboard, Hue + Saturation color picker, gel picker, browser and other controls
- 1 context sensitive LCD touchscreen with six associated force-feedback encoders for non-intensity parameter control
- Configurable high-density channel display, with format and flexi-channel modes
- User configurable topographical channel views
- List views of all record targets
- Mouseless navigation of displays
- ETCNet2 and Net3 (powered by ACN) network protocols
- Show import from Obsession, Express/Ion, Emphasis, Congo and Strand 500/300 Series via ASCII
- Multiple MIDI and/or SMPTE Time Code Inputs, MIDI Through and Output, Analog/Serial Inputs

ORDERING INFORMATION

Eos

MODEL	DESCRIPTION
EOS - 4K	Eos Console, 4000 outputs
EOS - 8K	Eos Console, 8000 outputs
EOS - 12K	Eos Console, 12,000 outputs
EOS - 16K	Eos Console, 16,000 outputs
EOS RPU - 4K	Eos Remote Processor Unit, 4000 outputs
EOS RPU - 8K	Eos Remote Processor Unit, 8000 outputs
EOS RPU - 12K	Eos Remote Processor Unit, 12,000 outputs
EOS RPU - 16K	Eos Remote Processor Unit, 16,000 outputs
EOS 4000 Up	4000 Output Upgrade
EOS - CSK	Client Software Kit

*Output protocols are distributed using ETCNet2 DMX nodes or Net3 DMX/RDM Gateways. I/O gateways and Show Control Gateways provide switch closure functionality, MIDI and SMPTE time code.

Eos Accessories

MODEL	DESCRIPTION
Net3 RFR - US	Radio Focus Remote 903 MHz US
FADW 2x10	Fader Wing - 2x10
FADW 2x20	Fader Wing - 2x20
Net3 RVI	Net3 Remote Video Interface
ETC-TS	19" LCD touchscreen (1280x1024)
EOS - MOD 60B	Eos Button Module - 60 Button
EOS - MOD 5B	Eos Button Module - 5 Button
EOS - MOD FM	Eos Button Module - Filler
EOS - FC	Eos Flightcase

Eos Offline Editor software for Mac and PC platforms is available for download from www.etconnect.com



SPECIFICATIONS

SYSTEM CAPACITY

- 16,000/12,000/8000/4000 Outputs/Parameters
- 10,000 Control Channels (devices)
- 10,000 Cues
- 999 Cue Lists
- 200 Active Playbacks
- 300 Submasters
- 30 Fader Pages
- 4 x 1000 Palettes (Intensity, Focus, Color, Beam)
- 1000 Presets (all palette)
- 1000 Groups
- 1000 Effects (relative, absolute or step)
- 1000 Macros
- 1000 Snapshots
- 1000 Curves
- Supports three external DVI/SVGA monitors at 1280x1024 resolution, with optional touchscreen control
- Hard Disk
- USB ports for flash drives, pointing devices, keyboards

DISPLAY FUNCTIONS

- All show data may be viewed on a single external monitor or may be posted to the integral touchscreens. External views may be posted separately or expanded across a maximum of three monitors.
- The Central Information Area accesses:
 - Browser
 - File Management
 - Display Selection
 - System Defaults
 - Show Defaults
 - Desk Defaults
 - Partition Definitions
 - Security Functions
 - Network Configuration
 - Show Data Utilities
 - Printing
 - Record Target Lists
 - Patch functions
 - Help
 - Hue and Saturation Color Picker
 - Electronic alpha keyboard
 - Command Line
 - Selected Cue
 - Error messages
 - Context Sensitive Control
 - Parameter Categories and individual parameters
 - Filters
- Channel Displays
 - Live channel or table view
 - Blind cue, palette, preset and group views, in list, channel, table and spreadsheet formats
 - User configurable to show required parameters and/or parameter categories (IFCB)
 - Flexi-channel to determine which channels to display
 - Zoom allows user to define how many channels are viewed
 - Color coded intensity levels indicate direction of move

SPECIFICATIONS

- Color coded non-intensity levels indicate change from previous state
- Graphic differentiation of moving lights, single parameter devices and unpatched channels
- Channel Layouts
 - 1000 Channel Layouts
 - User-defined topographical view of channels
 - User-definable view of parameters and/or parameter categories
- Patch Views
 - Channel List
 - Address List
 - Up to four keywords for each channel
 - Range patching, including offset controls.
- Playback Status Display
 - Accesses status of 30 fader pages
 - Graphic representation of cue list
 - Expanded cue list for selected cue
- Cue List Index
- Effect Editor
- Group Editor
- Park Display
- Fader Display
 - Isolates display to active output by fader contribution
- Dimmer Monitoring

PLAYBACK CONTROLS

- Master Playback crossfade pair with 2 100mm motorized potentiometers, Go, Stop/Back and Load
- 30 pages of 10 100mm motorized faders, each configurable as:
 - Single playback, with Go and Stop/Back
 - Crossfade playback, with Go and Stop/Back
 - Rate controller
 - Additive or Inhibitive Submaster, with Bump and Assert/Channel Select
- Grand Master with Blackout
- Playback fader controls include:
 - Load to assign cue lists
 - Timing Disable
 - Off/On
 - Release
 - Filters
 - Freeze
 - Assert
 - Manual Override
 - Rate
 - Go To Cue 0
 - Multipart Spread

SPECIFICATIONS

MANUAL CONTROL

- Channel selection from keypad and/or multi-touch direct selects
- Lists constructed with +, -, thru
- Intensity set with level wheel, keypad, "level" button, full and out
- Select Last recalls last sequential channel selection set
- Select Manual selects all channels with manual values
- Select Active selects all channels with intensity above zero
- Ordered groups
- Offset
- Fan
- Sneak
- User definable home
- Home by parameter, parameter category or all non-intensity parameters
- Capture
- Park at level
- Scaled park for temporary percentage adjustment
- Recall from and Copy to commands
- About provides detailed view of selected channels or record targets
- Undo
- Highlight and Lowlight, with optional Rem Dim
- Lamp controls to strike and douse arc sources, calibrate devices

PROGRAMMING FEATURES

- Channel Functions
 - Non Intensity parameters set via numeric entry or pageable encoders
 - Encoders support software controlled tactile response
 - Local display of color and gobo images
 - Color matching to gel selector or Hue/Saturation color picker
 - Apply discrete time and delay per channel parameter
- Palette and Preset Functions
 - Record and Update
 - Toggle display to absolute data
 - Up to 99 decimal values may be inserted between any two whole numbers
- Effects
 - Create live or blind
 - Pattern based relative dynamic effects
 - Absolute effects
 - Step effects
 - Multi-part effects easily synchronize parameter activity
 - Entry mode determines how parameters enter effects
 - Exit mode determines how parameters depart effects
- Cue Recording
 - Cue List HTP/LTP Intensity
 - Cue List Independent
 - Cue List Assert
 - Fader as progress controller or intensity master
 - Record manual values or channels in use
 - Autoplay back recorded cues
 - Referenced or auto-mark instructions
 - Block at cue or parameter level

SPECIFICATIONS

- Assert at cue or parameter level
- Allfade flag
- Follow or hang times
- Out of sequence link
- Loop functions
- Cue level parameter category timing
- 20 part multi-part cues with default part assignment
- Cue level rate override
- Mark flags for Auto or Referenced Marks
- Up to 99 decimal cues between each two whole numbered cues
- Execute List
 - Triggers snapshot with delay
 - Triggers macros with delay
 - Triggers go of other cues
 - Syncs go to multiple cue lists
 - Show control triggers
 - Analog triggers
- Update and Update Trace functions
- Undo record and delete
- Submaster Recording and Playback
 - 300 additive or inhibitive submasters
 - Bump button timing for fade up/dwell/fade out
 - Assert/Channel select button
 - Exclusive Mode
 - Fader as progress controller or intensity master
 - Bump button to mark NPs
 - Independent status
 - Motorized faders match level across all devices and when paging
 - Submaster mapping on the fly

INTERFACES

- Ethernet (four ports) 802.3af compliant PoE
- ETCNet2
- Net3 (powered by ACN)
- Artnet and Avab UDP
- Three video connectors support DVI/SVGA external displays (1280x1024) with optional touch screen control
- USB multipurpose (four ports)
- Radio Focus Remote (RFR)
- MIDI Timecode, MIDI Show Control through Gateway
- SMPTE Timecode through Gateway
- Contact closure (12 analog inputs, 12 SPDT contact outputs, RS-232) through Gateway

ELECTRICAL

- AC Input (100 - 240V at 50/60 Hz)
- Power consumption (less external monitors) approximately 3 amps at 120V and 1.5 amps at 230/240V

PHYSICAL

Eos Dimensions*

MODEL	HEIGHT		WIDTH		DEPTH	
	inches	mm	inches	mm	inches	mm
Eos	11.97	304	39.52	1004	23.79	604
Eos in Shipping Container	17	432	44	1118	30	762
Eos in Road Case	17	432	45	1143	34	864

Eos Weights*

MODEL	WEIGHT	
	lbs	kgs
Eos Console	90	40.8
Eos in Shipping Container	113	51.3
Eos in Road Case	170	77.1

*Weights and dimensions typical

