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, Expression, 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

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<td>EOS RPU - 8K</td>
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*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

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<td>Fader Wing - 2x10</td>
</tr>
<tr>
<td>FADW 2x20</td>
<td>Fader Wing - 2x20</td>
</tr>
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<td>Net3 RVI</td>
<td>Net3 Remote Video Interface</td>
</tr>
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<td>ETC-TS</td>
<td>19” LCD touchscreen (1280x1024)</td>
</tr>
<tr>
<td>EOS - MOD 60B</td>
<td>Eos Button Module - 60 Button</td>
</tr>
<tr>
<td>EOS - MOD 5B</td>
<td>Eos Button Module - 5 Button</td>
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<tr>
<td>EOS - MOD FM</td>
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</tr>
<tr>
<td>EOS - FC</td>
<td>Eos Flightcase</td>
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Eos Offline Editor software for Mac and PC platforms is available for download from www.etcconnect.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
  - 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 HT/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

**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, R5-232) 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**

<table>
<thead>
<tr>
<th>MODEL</th>
<th>HEIGHT</th>
<th>WIDTH</th>
<th>DEPTH</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>inches</td>
<td>mm</td>
<td>inches mm</td>
</tr>
<tr>
<td>Eos</td>
<td>11.97</td>
<td>304</td>
<td>39.52 1004</td>
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<tr>
<td>Eos in Shipping Container</td>
<td>17</td>
<td>432</td>
<td>44 1118</td>
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<tr>
<td>Eos in Road Case</td>
<td>17</td>
<td>432</td>
<td>45 1143</td>
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</table>

**Eos Weights**

<table>
<thead>
<tr>
<th>MODEL</th>
<th>WEIGHT</th>
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<tbody>
<tr>
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<td>90</td>
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<tr>
<td>Eos in Shipping Container</td>
<td>113</td>
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<tr>
<td>Eos in Road Case</td>
<td>170</td>
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</tbody>
</table>

*Weights and dimensions typical*