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 force-feedback encoders, two integral articulating multi-touch displays and backlit keys.

FEATURES

- 2,048 to 32,768 outputs upgradeable in 1024, 2048 or 4096 increments
- 16,000 control channels
- 12 discrete users
- Partitioned control
- Master playback pair with motorized 100mm faders
- Ten 100mm motorized faders x 30 pages for configurable faders, submasters, masters and grandmaster control
- Two multi-touch LCD touchscreens for display, direct selection and context-sensitive control
- 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
- Four force-feedback encoders for non-intensity parameter control
- Configurable high-density channel display, with format and flexi-channel modes
- List views of all record targets
- User-configurable, interactive magic sheets
- ETCNet2™ and Net3™ (powered by ACN), ArtNet and Avab® UDP output protocols
- Show import from Obsession, Express™, Expression®, Emphasis®, Congo®, Cobalt®, Grand MA1, Safari and Strand 500/300 Series
- Two individually configurable Ethernet ports, 802.3af compliant PSE
- Multiple MIDI and/or SMPTE TimeCode Inputs, MIDI In and Out, Analog/Serial Inputs
- Virtual Media Server function for pixel-mapped effects, images and animations
- Support for multiple languages, including English, German, Spanish, French, Italian, Japanese, Korean, Russian and Chinese (Simplified and Traditional)

ORDERING INFORMATION

Gio

<table>
<thead>
<tr>
<th>MODEL</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gio – 2K</td>
<td>Gio console, 2,048 outputs (minimum)</td>
</tr>
<tr>
<td>Gio – 32K</td>
<td>Gio console, 32,768 outputs (maximum)</td>
</tr>
<tr>
<td>Ion RPU – 2K</td>
<td>Ion Remote Processor Unit, 2,048 outputs</td>
</tr>
<tr>
<td>Eos RPU3 – 32K</td>
<td>Eos Remote Processor Unit, 32,768 outputs</td>
</tr>
<tr>
<td>Eos 1000 Up</td>
<td>1,024 output upgrade</td>
</tr>
<tr>
<td>Eos 2000 Up</td>
<td>2,048 output upgrade</td>
</tr>
<tr>
<td>Eos 4000 Up</td>
<td>4,096 output upgrade</td>
</tr>
<tr>
<td>Nomad 256</td>
<td>Client for PC/Mac</td>
</tr>
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Gio Accessories

<table>
<thead>
<tr>
<th>MODEL</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Net3 RFR – US</td>
<td>Radio Focus Remote 903 MHz US</td>
</tr>
<tr>
<td>Net3 RFR – RX</td>
<td>Net3 Radio Focus Remote, receiver only</td>
</tr>
<tr>
<td>Net3 RFR – TX</td>
<td>Net3 Radio Focus Remote, transmitter only</td>
</tr>
<tr>
<td>FADW 2x10</td>
<td>Fader Wing - 2x10</td>
</tr>
<tr>
<td>FADW 2x20</td>
<td>Fader Wing - 2x20</td>
</tr>
<tr>
<td>Net3 RVI</td>
<td>Net3 Remote Video Interface</td>
</tr>
<tr>
<td>Net3 RVI3</td>
<td>Remote Video Interface</td>
</tr>
<tr>
<td>19” LCD-T</td>
<td>19” Single-touch display</td>
</tr>
<tr>
<td>19” LCD</td>
<td>19” Flat panel display</td>
</tr>
<tr>
<td>WMON</td>
<td>Wide-format flat panel display</td>
</tr>
<tr>
<td>WMONTS</td>
<td>Wide-format, multi-touch display</td>
</tr>
<tr>
<td>ETC – TS</td>
<td>19” LCD touchscreen (1280x1024)</td>
</tr>
<tr>
<td>GIO – FC</td>
<td>Gio Flightcase</td>
</tr>
</tbody>
</table>

Eos Family Offline Editor software for Mac and PC platforms is now called ’Nomad’ and is available for download from www.etcconnect.com

Gio requires Windows 7 compatible external monitors, 1280x1024 minimum resolution, touch or multi-touch

SHIPS WITH:

- Dust cover
- Two Littlelites
- Mouse and mousepad
- External alphanumeric keyboard
- Three-display port to DVI adapters
**SYSTEM CAPACITY**
- 2,046 to 32,768 outputs
- 16,000 Control Channels (devices)
- 10,000 Cues
- 999 Cue Lists
- 200 Active Playbacks
- 999 Submasters
- 30 Fader Pages
- 4 x 1,000 Palettes (Intensity, Focus, Color, Beam)
- 1,000 Presets (all palette)
- 1,000 Groups
- 1,000 Effects (relative, absolute or step)
- 1,000 Macros
- 1,000 Snapshots
- 1,000 Curves
- Supports three external display port monitors at 1280 x 1024 (minimum resolution required with optional touch or multi-touch control)
- Solid-state hard drive
- USB ports for flashdrives, 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. Three user-configurable workspaces per display, with split-screen/sizing controls.
- The Central Information Area accesses:
  - Browser
  - File Management
  - System Defaults
  - Show Defaults
  - Desk Defaults
  - Partition Definitions
  - Network Configuration
  - Show Data Utilities
  - Print to PDF
  - Record Target Lists
  - Patch functions
  - Help
  - 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
- Magic Sheets
  - User-defined interactive display layouts
  - Objects and images may be imported
- Patch Views
  - Patch by channel
  - Patch by address
  - Patch by Device List (RDM)
  - Assign proportional patch value, curve, preheat value for intensity
  - Swap pan and tilt
  - Invert pan and tilt
  - Custom fixture editor
- Playback Status Display
  - Accesses status of 30 fader pages
  - Expanded cue list for selected cue. Optional dynamic countdown of active cues
- 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 two 100mm (3.94in.) motorized potentiometers, Go, Stop/Back and Load
- Thirty pages of ten 100mm (3.94in.) motorized faders, each configurable as:
  - Single playback, with Go and Stop/Back
  - Grand Master with Blackout
  - Additive, Inhibitive or Effect Submaster, with Bump and Assert/Channel Select
- Rate controller
- Playback fader controls include:
  - Load to assign cue lists
  - Timing Disable
  - Off/On
  - Release
  - Filters
  - Freeze
  - Assert
  - Manual Override
  - Rate
  - Go To Cue 0
  - Spread
  - Background enabled/disabled

**MACROS**
- May be set to play background or foreground
- Startup and Shutdown Macros
- Disconnect Macros
### SPECIFICATIONS

#### MANUAL CONTROL
- Channel selection from keypad and/or 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; including even, odd, random and reverse
- 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 user-definable 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
  - Channel level overrides
  - Cue level overrides
  - Entry mode determines how parameters enter effects
  - Exit mode determines how parameters depart effects
- Cue Recording
  - Cue List HTPLTP Intensity
  - Cue List Priority
  - Cue List Assert
  - Fader as progress controller, manual or intensity master
  - Record manual values or channels in use
  - Auto playback of recorded cues
  - Referenced or auto-mark instructions
  - Block at cue or parameter level

#### ELECTRICAL
- AC input (100 - 240V at 50/60 Hz)
- Power consumption (less external monitors) approximately two amps at 120V and one amp at 230/240V

#### INTERFACES
- Ethernet (two ports) 802.3af compliant PSE
- ETCNet2, Net3 (powered by ACN), ArtNet and Avab UDP output protocols
- Two DMX512 ports (RDM compatible)
- Contact-closure triggers via D-Sub connector
- Three video connectors support display port external displays (1280x1024) with optional single-touch or multi-touch screen control
- USB multipurpose bus (seven ports)
- Phone remote
- MIDI In/Out (MIDI TimeCode, MIDI Show Control)
- SMPTE TimeCode through Gateway
- Contact closure (12 analog inputs, 12 SPDT contact outputs, RS-232) through Gateway

#### SPECIFICATIONS
- Assert at cue or parameter level
- All-fade 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
  - Triggers macros
  - 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
  - 999 additive, inhibitive or effect submasters
  - Bump button timing for fade up/dwell/fade out
  - Assert/Channel select button
  - Exclusive or Shielded Mode
  - Background enable/disable
  - Restore to background or minimum value
  - LTP/HTP intensity
  - Fader as progress controller or intensity master
  - Bump button to mark NPs
  - Priority status
  - Motorized faders match level across all devices and when paging
  - Submaster mapping on the fly
- Curves
  - Assignable in patch to modify dimmer output ramp
  - Assignable at cue or cue part level to modify intensity crossfade profile or non-intensity parameter ramping

### Eos Series
**Gio™ Console**

**Eos Series**

**PHYSICAL**

**Gio 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</td>
</tr>
<tr>
<td>Gio</td>
<td>11.61</td>
<td>295</td>
<td>30.5</td>
</tr>
<tr>
<td>Gio in shipping container</td>
<td>34.5</td>
<td>876.3</td>
<td>27.3</td>
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<tr>
<td>Gio in roadcase</td>
<td>34</td>
<td>863.6</td>
<td>36.2</td>
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**Gio Weight**

<table>
<thead>
<tr>
<th>MODEL</th>
<th>WEIGHT</th>
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<tbody>
<tr>
<td></td>
<td>lbs</td>
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<tr>
<td>Gio console</td>
<td>45</td>
</tr>
<tr>
<td>Gio in shipping container</td>
<td>60</td>
</tr>
<tr>
<td>Gio in roadcase</td>
<td>80</td>
</tr>
</tbody>
</table>

*Weight and dimensions typical*