



High End Systems
Flying Pig Systems
Wholehog II/III Thesaurus



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Wholehog Translation Guide

This guide compares Wholehog II terminology and syntax to that of the Wholehog III. It is not intended as a replacement for the user's manual or proper training.

Setup

Customizing the Interface

Resetting the Console

Hog 2: Push blue button on the rear panel for Clean Start

Hog 3: Press Setup > Quit > Restart Console , or press Pig + Open + Backspace > Quit > Restart Console

Touchscreen Contrast

Hog 2: Hold down Setup and turn 2nd or 3rd encoder knob for left/right screen

Hog 3: Hold down Setup and turn 1st or 2nd encoder knob for left/right screen

Touchscreen Calibration

Hog 2: Press the Recalib Touch button in the **Control Panel**

Hog 3: Press the Calibrate Touchscreens button in the **Control Panel Displays** section

Adjusting LittleLite levels and LED levels

Hog 2: no adjustments

Hog 3: Hold down Setup and turn 3rd encoder wheel (Goosenecks) or 4th Encoder knob (desk LED)

Setup Peripherals

Hog 2: Assign monitors, keyboard and trackball options in the **Control Panel**

Hog 3: Assign monitors and keyboard options in the **Control Panel**

Wholehog II Control Panel

Open the Control Panel

Hog 2: Press the Setup button on the console, then press the **Control Panel** button on the Setup toolbar

Hog 3: Press the Setup button on the console, then press the **Control Panel** button on the Setup toolbar

Default Timing

Hog 2: Press Default Timing in the **Control Panel** to display the **Default Timing** window

Hog 3: Press the Setup button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Default Timing* section to display the **Default Timing** window

Bus Devices

Hog 2: Press Bus Devices in the **Control Panel** to display the **Expansion Devices** window

Hog 3: Select the *Wings* section of the **Control Panel**

Event Monitor

Hog 2: Press Event Monitor in the **Control Panel** to display the **Event Monitor** window

Hog 3: Hold down the Open button on the console and press the **Control Panel** button on the Setup toolbar to display the **Event Monitor** window

Live Programmer

Hog 2: Press Live Programmer in the **Control Panel** to toggle on/off

Hog 3: Press the Fade Changes button in the programmer window to toggle on/off

Trackball does Pan/Tilt

Hog 2: Press **Trackball does Pan/Tilt** in the **Control Panel** to toggle on/off

Hog 3: An external trackball cannot adjust fixture pan/tilt values

Use external keyboard

Hog 2: Press **Use external keyboard** in the **Control Panel** to toggle on/off

Hog 3: Press the **Setup** button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Appearance* section to display the **Appearance** options

Press **Use Internal Keyboard** to toggle on/off

Top Left Buttons Do Views

Hog 2: Press **Top left buttons do views** in the **Control Panel** to toggle on/off

Hog 3: All tool bars are dockable and can be attached to the desired set of soft keys

Front Reselected Windows

Hog 2: Press **Front reselected windows** in the **Control Panel** to toggle on/off

Hog 3: Press the **Setup** button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Programming* section to display the **Programming** options

Press **Front palette window when kind pressed** to toggle on/off

Page Holdover if Active

Hog 2: Press **Page holdover if Active** in the **Control Panel** to toggle on/off

Hog 3: Press the **Setup** button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Misc* section to display the **Misc** options

Select an option from the **Page Change Action** drop down menu

Confirm Overwrite

Hog 2: Press **Page Confirm overwrite** in the **Control Panel** to toggle on/off

Hog 3: Press **Guard Cuelists** in the **Control Panel** to toggle on/off.

Select the *Programming* section to display the **Programming** options

In the **Confirm before** section press **Deleting directory** to toggle on/off

Edits Track Forward

Hog 2: Press **Edits Track Forward** in the **Control Panel** to toggle on/off

Hog 3: Press **Cue Only** in a Cuelist's **Options** window

Guard Cuelists

Hog 2: Press **Guard Cuelists** in the **Control Panel** to toggle on/off

Hog 3: Press **Guard** in the Cuelist Directory to toggle on/off

Recall Visible

Hog 2: Press **Recall Visible** in the **Control Panel** to toggle on/off

Hog 3: Press the **Open** button on the console, then press the **View** button on the View toolbar.

Press the spreadsheet icon in the **View** directory

Select a view's additive column and press **Set** to toggle to No

Displays

Hog 2: Touch or click the field in the **Control Panel** to open a pop-up menu of resolution settings

Hog 3: Touch or click the field in the *Displays* option of the **Control Panel** to open a pop-up menu of resolution settings

Backlight Off After

Hog 2: : Touch or click the field in the **Control Panel**, then enter a time

Hog 3: Press the **Setup** button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Appearance* section to display the **Appearance** options

Adjust the time in the **Backlight Off (min)** field

Keyboard

Hog 2: Touch or click the field in the **Control Panel** to open a pop-up menu keyboard types

Hog 3: Touch or click the field in the *Keyboard* option of the **Control Panel** to open the keyboard options

Auto Exec Macros

Hog 2: Enter macro commands in the **AutoExec Macro** field

Hog 3: Press the **Setup** button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Misc* section to display the **Misc** options

Enter macro commands in the **Startup Macro** field

Sensitivities %

Hog 2: Touch or click the field in the **Control Panel** to adjust sensitivity of wheels, mouse, and trackball

Hog 3: Press the **Setup** button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Sensitivity* section to display the **Sensitivity** options

Adjust the sensitivity of the wheels, trackball, and mouse

Keep Parameters Separate

Hog 2: Touch or click an I,F,C, and/or B field in the **Control Panel**

Hog 3: Press the **Setup** button on the console, then press the **Preferences** button on the Setup toolbar.

Select the *Programming* section to display the **Programming** options

Touch or click parameter types in the *Separate Parameters* section

Shows

Opening a New Show

Hog 2: Press **New Show** on the opening window

Hog 3: Press **Launch New Show** on the opening window

Saving a Show

Hog 2: Press **Setup** then press **Save Show** on the right touchscreen toolbar

Hog 3:

1. Press **Setup**
2. Press **Shows** on the toolbar
3. Select the **Current Show** section
4. Press **Backup**
5. Save your show file as you would a file on your computer

Merging Shows

Hog 2:

1. Load the show you are merging **TO**
2. Insert the show disk you are merging **FROM**
3. Open the **Change Show Window**
4. Choose the items you wish to merge (hold **Pig** to select multiple items)
5. Press **Merge**

Hog 3:

1. Press the **Merge** button in the bottom of the **Current Show** pane of the **Show Manager**
2. Follow the instructions in the **Show Merging Wizard** window

Desk Operations

Updating Software

Hog 2:

1. Insert the new software disk
2. Reset the console while holding `Enter`
3. When the menu appears, select Load New Software

Hog 3:

For full installs (for use when changing versions)

1. Insert new software disk
2. Restart Console while holding `Pig`, `Enter` or `Open`
3. When menu appears, arrow down to Full Install

NOTE: This will erase your hard drive of any existing shows... To preserve your show files on the hard drive use the 'Upgrade software' option

4. Press `Enter`

For Upgrades (for use when changing builds within a version)

1. Insert new software disk
2. Press the `Software` softkey in the startup menu
3. Follow the on screen prompts

Upgrading DP 2000s

The DMX processor will generally auto-update when new software is installed. If this does not occur, press the `Software Update` button in the Network window. The console will scan for nodes with invalid software and prompt you to upgrade them.

If this method does not work, reset the DP2000 while holding the `left arrow key` on the Processor. This will force the DP2000 to suck valid software from the console.

Upgrading BIOS

Hog 3: Insert a Full Install disk into the console. Boot the console while holding `Pig`. When the menu appears, use the arrow keys to select Upgrade BIOS. Follow the prompts to complete the upgrade.

Console Locking

Hog 2: In the Control panel, press `Lock Edit` to disable editing and programming functions or press `Lock All` to completely disable the desk. You can set a PIN with the `Change PIN` button. The default PIN is 0.

Hog 3: Console locking will be available in future software versions

Dealing With Program Fault Crashes

Hog 2: Cold start the console

Hog 3: Press `Pig + Open + Backspace`

Attempt to kill/restart unresponsive items by right clicking on them and selecting `Kill` or press `Quit` to restart the console. In the event that the Launcher, Server or FWM crashes, you should shut down and restart the console.

Patching

Basic Operations

Opening the Patch Window

Hog 2: Press `Setup`, then press `Patch` on the main toolbar

Hog 3: Press `Setup` > `Patch` on the main toolbar, or press `Open + Fixture`

Adding Fixtures

Hog 2: Press `Add Fixtures` in the Patch Window, select and set desired instrumentation

Hog 3: Press `Fixture Schedule` in the Fixture Window, select and set desired Instrumentation

Patching Fixtures

Hog 2:

1. Select the Output by touching its column in the Main Patch Window Screen
2. Select Fixture(s)
3. Press `@`
4. Type in the DMX address # of 1st unit
5. Press `Enter`

Hog 3:

1. Select Fixture(s) by highlighting their fixture number or by typing their user numbers
2. Press `@`
3. Select the DP2000 to be patched to from the left Column of the Fixture Patch Window
4. Touch the column of the DMX output on the right or type the number of the desired universe, followed by a /
Example: `1@1/1/1 = DP1, Universe 1, Address 1`
5. Type in the DMX address of the 1st unit
6. Press `Enter`

Unpatching Fixtures

Hog 2:

1. Select fixture(s)
2. Press `@`
3. Type in DMX Address
4. Press `Unpatch` on the Patch Window Toolbar

Hog 3:

1. Select Fixture(s) in the Fixture Column of the Fixture Window
2. Press `Unpatch` button at top of Fixture Window

Auto Menus

Hog 2: Press `AutoMenus` in the Patch Window

Hog 3: Press `AutoPalettes` in the Fixture Window

Fixtures with Multiple Parts

Hog 2: Press `Fixture Part` on the main tool bar to toggle between Fixture and Intensity

Hog 3: In the Fixture Patch window, select either Fixture or Intensity from the `Patch Points` [dropdown list](#)

Edit Fixtures Window

Hog 2: Press `Edit Fixtures` in the Patch Window

Hog 3: Press `Edit Fixtures` in the Fixtures Window

Advanced Operations

Channels View, Output View

Hog 2: Press **View** button in the Patch Window and select from View Options

Hog 3: Press **View By DP** in the Fixtures Window

Proportional Patching

Hog 2:

1. Select Fixture
2. Press **Reduce to %** on the Patch toolbar
3. Type in a %
4. Press **Enter**

Hog 3:

1. Open the Fixtures Window
2. Select the Intensity Percent cell
3. Press **Set**
4. Enter a value
5. Press **Enter**

Programming

Useful Operations

Fine Control of Parameters

Hog 2: Hold **Pig** while turning an encoder knob

Hog 3: Hold **Pig** while turning an encoder knob

Parking Fixtures

Hog 2: To park a fixture, select it and set desired parameters. Press **Park** on the programmer toolbar

To Unpark a fixture, press **Pig + Park**

Hog 3: To park a fixture, select it and set desired parameters. Press **More > Park**

To unpark fixtures, select them and press **Pig + Park**

Pressing **Open + Parked** (on the Open Toolbar) opens the Parked editor where you can view and edit the parked fixtures

XYZ Programming

Hog 2:

1. Create four focus palettes, one for each corner of a rectangle (bigger is better)
2. Record all fixtures into each of the four palettes
3. Name the palettes (USR, DSL, etc...)
4. Press **Calibrate** on the Select menu
5. Press **Focus** twice to change parameter wheels to X, Y, and Z

Hog 3: XYZ programming will be implemented in future software versions

DBO

Hog 2: The DBO (dead black out) key takes all intensities to 0 when pressed

Hog 3: The Flash Button on fader 1 where the grand master is located functions as the DBO key. If a cuelist exists on the first fader, the flash button will work as a DBO if GM key is held.

Select Toolbar Operations

Hog 2: Press Select

All- selects all fixtures in the programmer

Odd- selects all fixtures in the programmer with odd user numbers

Even- selects all fixtures in the programmer with even user numbers

Previous- selects previously selected fixtures

Invert- selects all fixtures in the programmer that are not currently selected

Only- selects an intersection between two groups

None- deselects all fixtures in programmer

Random- selects random fixtures in the programmer

Calibrate- for use with XYZ programming

Hog 3: Press Select

An options toolbar will pop up

All- selects all fixtures in the programmer

Invert- selects all fixtures in the programmer that are not currently selected

Random- selects a single random fixture in the programmer

Even- selects all fixtures in the programmer with even user numbers

Odd- selects all fixtures in the programmer with odd user numbers

Previous- selects previously selected fixtures

Windows

Opening Windows

Hog 2 : Press **Pi**g and desired kind button

Hog 3 : All Directory windows with the exception of the View Directory, can be opened by pressing their respective keys twice (eg: **CO**lour , **CO**lour), or hold **O**pen and press a kind key, or press a kind key, followed by **O**pen (eg: **CO**lour, **O**pen)

Closing Windows

Hog 2: Press the Close Soft key on the upper right touchscreen to close the active window

Press the Close Window Icon in the opened window

Hog 3: Press the **X** in the upper right corner of the window

Press the **X** softkey to close the active window on the Window Control Toolbar

Press **O**pen + **B**ackspace to close the active window

Resizing Windows

Hog 2:

1. Select the window you wish to resize
2. Press the **T**oggle button

Hog 3:

1. Select the window you wish to resize
2. Use either 'Size' or 'Maximise' softkeys on the window control toolbar, or Press the 'lock' soft button on the Window Control Toolbar, drag a corner of the window to resize.

Moving Windows

Hog 2:

1. Select the window you wish to move
2. Press the **S**huffle button

Hog 3:

1. Select the window you wish to move
 2. Press the **M**ove softkey on the window control toolbar
- or
1. Press the **L**ock softkey on the window control toolbar
 2. Use the track ball to drag the window to another location
 3. Press the **L**ock softkey again to lock windows

Views

Recording Views

Hog 2:

1. Arrange windows across screens
2. Press `Setup`
3. Press `Save View` on touchscreen toolbar
4. Press a `View Button` on the `View Toolbar`
5. Press `Set` to name it

Total views=10

Hog 3:

1. Arrange windows across screens
2. Hold `Record`
3. Press desired softkey on the `View Toolbar`, then release `Record`
4. Press `Set` to name the new view

The Hog3 can store unlimited Views; other banks can be selected by pressing `Open+View`, `View View`, or the 'Next' softkey on the `View Toolbar`.

The Programmer

Programmer Contents Window

Hog 2: Press `Setup`, then press `Programmer` on the main toolbar, or use the `Programmer View` from the `View Toolbar`

Hog 3: Press the `Programmer` button from the `View` or `Open Toolbars`, or use the default `Programmer View` from the `View Toolbar`.

Clearing the Programmer

Hog 2: Press `Clear`; use `Pig+Clear` to restore

Hog 3: Press `Clear`; use `Undo` or `Pig + Clear` to restore

Command Line Syntax

Hog 2: `Command, Source Object, Mask, Destination`

Hog 3: `Source Object, Mask, Command, Destination, Enter (if needed)`

Canceling Modifications in the Command Line

Hog 2: use the `Backspace` key on the keypad

Hog 3: use the `Backspace` key on the keypad

NOTE: pressing `backspace` twice quickly will clear the command line

Knockout

Hog 2:

To remove fixture from the programmer, select fixtures and press `Knockout`

To clear parameters from selected fixtures, hold `Undo` and press (`Colour`, `Beam`, etc..)

Hog 3:

To remove fixture from the programmer, select fixtures and press `Knockout`

To clear parameters from selected fixtures, hold (`Colour`, `Beam` etc...) and press

`Knockout`

Or

Select cells you wish to knock out and press `Pig+Backspace`

Or

Select fixtures and press `Backspace+Kind(Col,Beam, etc)`

Groups

Building Groups

Hog 2:

1. Select the fixtures you wish to be contained in the group
2. Press `Record`
3. Select a box in the `Group Window` or press `Group` and enter a group number, then press `Enter`

Hog 3:

1. Select the fixtures you wish to be contained in the group
2. Press `Record`

3. Select a box in the Group Window or press Group and enter a group number, then press Enter

Palettes

Creating Palettes

Hog 2:

1. Select fixtures
2. Set desired parameters
3. Press Record
4. Select a box in the appropriate directory window or press a kind button followed by a number, then press Enter

Hog 3:

1. Select fixtures
2. Set desired parameters
3. Press Record
4. Select a box in the appropriate directory window or press a kind button followed by a number, then press Enter
5. Press 'Set' to name your palette

Masking Palettes

Hog 2:

1. Select desired fixtures
2. Set desired parameters
3. Press Record
4. Select desired parameters (Use I, Use B, Use C...etc) from the toolbar
5. Select desired button in palette window

Hog 3:

1. Select desired fixtures
2. Set desired parameters
3. Press Record
4. Select desired parameters (Use I, Use B, Use C...etc) from the toolbar
5. Select desired button in palette window or press a kind button followed by a number, then press Enter

Highlight/Lowlight Palettes

Hog 2: For Highlight Palettes, create a Masked palette that contains all desired parameters. Select this palette in the Directory window, then press Set twice. From the drop down menu, select Highlight. Lowlight Palette settings are not available

Hog 3: For both Highlight/Lowlight Palettes, create a masked palette for each that contains all desired parameters, then right click on each and select the corresponding option.

Editing Palettes

Hog 2:

1. Select fixtures
2. Make parameter changes
3. Press Record
4. Select an occupied box in the chosen directory
5. Choose either Merge or Remove

or

1. Press Load
2. Select the palette you wish to modify
3. Make desired parameter changes
4. Press Update

Hog 3:

1. Select fixtures
2. Make parameter changes
3. Press Record
4. Select an occupied box in the chosen directory
5. Chose either Replace, Insert, or Merge

or

1. Press a kind key, followed by a number then press Open, or hold Open and press a kind key
2. Make desired changes on the spreadsheet

3. Press Update

Reference Palettes

Hog 2: Embedded palettes are an automatic function.

Hog 3: To record a reference palette, apply two or more palettes to a range of fixtures.
Press Record > More > Allow Refs

Cueing

Basic Operations

Recording a Cue

Hog 2:

1. Select fixtures and set parameters
2. Press Record
3. Press Choose on desired master to record as the next cue in the cuelist or press List (x) Cue (y) Enter or press List (x)/(y) Enter or press Cue (x) Enter to record the cue to the currently selected master or press Enter to record as the next cue on the chosen master

Hog 3:

1. Select fixtures and set parameters
2. Press Record
3. Press Choose on desired master to record as the next cue in the cuelist or press List (x) Cue (y) Enter or press List (x)/(y) Enter or press Cue (x) Enter to record the cue to the currently selected master or press Enter to record as the next cue on the chosen master or
To record a range of cues, press Record, List, (a) Cue, (x), Thru, (y), Enter,

Opening the Cue Contents Window

Hog 2: Press Contents View or Contents button located in the Cuelist Window

Hog 3: Press View Cue button located the Cuelist Window

Or Cue (x) Open to open a cue from the selected master

Or List (x) Cue (x) Open

Editing Cues

Hog 2:

Method 1:

1. Press Load Cue (x) Enter
2. Make desired changes
3. Press Update

Method 2.

1. Activate a cue
2. Select fixtures and make changes
3. Press Update.
4. Select the Cue(s) you wish to update from the update window

Hog 3:

Method 1

1. Activate a cue

2. Select fixtures and make changes
3. Press Update.
4. Select the Cue(s) you wish to update from the update window

Method 2. Make desired changes while the cue is playing. Press Record or Merge, List, (a), Cue, (x), Enter.

Method 3. Open the View Cue Window or press 'Cue x Open'. The console will default to blind mode. With the 'Edit' button depressed, make desired changes either within the Editor. Press Update to record all changes. Press Record or Merge, List, (a), Cue, (x), Enter

Active and Live Key Functions

Active Key Functions

Hog 2: Pig + Active

Hog 3: Touch

Hog 2: Active, Enter

Hog 3: Live, Suck

Hog 2: Active + (palette), Enter

Hog 3: Live, (palette), Enter

Hog 2: Active Enter followed by Pig+Active

Hog 3: Live, Touch

Hog 2: Hold Active while touching a Parameter wheel (Grab)

Hog 3: Touch a parameter wheel while holding the TOUCH button

Pig Key Functions

Cloning

Hog 2:

Source fixture(s) must already be in the Programmer, then:

1. Select Destination Fixture(s)
2. Pig + Copy
3. Select source fixture(s)
4. Press Enter

Hog 3:

Source fixture(s) must already be in the Programmer,

1. Select Source Fixture(s)
2. Select masking button if desired
3. Copy
4. Select Destination Fixture(s)
5. Enter

Additional Power of Hog 3 Syntax:

Example: 'Fixture 1>10 Cue 1 Copy Fixture 11>20' will clone the state of 1>10 in cue 1 to 11>20 in the programmer.

Extract

Hog 2:

- 1.. Select Destination Fixtures
2. Pig + Load
3. Cue #

4. Enter
- Hog 3:*
- 1.. Select Destination Fixtures
 2. Type Cue #
 3. Copy
 4. Enter

Cue Types

Blocking Cues

*Hog 2:*Select all fixtures, press `Pig+Active`, then record
Or *'Record, State'*...

*Hog 3:*Press Cue, (x), Copy, State, Cue, (y), Enter
Or Touch desired fixtures before recording
Or *'Record, State'*....

Unblocking Cues

Hog 2:
Select Unblock in Cuelist Window

Hog 3:

1. Press List (x)
2. Select Unblock from the main toolbar

Link Cues

Hog 2:

1. Open cue list
2. Select last cue in link sequence
3. Press Insert Link

Hog 3:

1. Open cue list
2. Select last cue in link sequence
3. Press Insert Link

or

Right click the cue in the cuelist window and select from the drop down menu

*You can change the first cue of the loop in the fade box of the link cue

Timing

Fade Time

Hog 2:

1. Open the time window
2. Select fixtures
3. Select the fade box next to the parameters
4. Press Set
5. Enter fade time

Hog 3:

*When editing a cue, the Edit button must be depressed to make any changes

1. Open Cue or in the Programmer
2. Depress Edit button in cue window
3. Select Fade button in cue window
4. Highlight desired parameter cell(s)
5. Press Set
6. Enter fade time
7. Press Enter

Or type Cue (x) Time (y) Enter

Setting Default Fade Time

*Hog 2:*Edit in Control Panel Window

Hog 3:

1. Press Setup
2. Press the Preferences softkey on the main toolbar
3. Select the Playback Defaults tab for Cuelist or Scene
4. Edit desired boxes
5. Press Apply

6. Press Cancel to close the window

Setting Delay Time

Hog 2:

Hog 3: Press Cue (x) Time Time (desired time) Enter

Or

1. Open a cue or in the Programmer
2. Press Delay Button
3. Select Desired parameter cell(s)
4. Press Set
5. Enter Desired time
6. Press Enter

You can set the delay time of all parameters in the cuelist window or in the programmer or type Cue (x) Time Time (y) Enter

Fanning Time

Hog 2:

1. Select fixtures
2. Press (Time) Pig + Thru (Time) Enter or Set Set (hold) while turning the left encoder knob

Hog 3:

1. Open a cue or in the Programmer
2. Press Fade or Delay in the Cuelist Window
3. Select desired cells
4. Press Set
5. Press (time) Thru (time) Enter

Multi-part fans can be used in timing using the following syntax:

(Fixture), Thru, (Fixture), Mask, Time, (a) Thru, (b), Thru, (c), etc... Enter, or using the FAN key

Wait Time

Hog 2:

1. Open Cuelist Window
2. Press Set in desired Wait Column box
3. Enter desired wait time
4. Press Enter

Hog 3:

1. Open the cuelist window
2. Select desired cell(s) in the Wait Column
3. Press Set
4. Enter time
6. Press Enter.

Cuelists

Viewing a Cuelist

Hog 2: Press Pig + Choose

Hog 3: Press Choose Choose or Open + Choose or List x Open

Opening the Cuelist Directory

Hog 2: Press Pig + List

Hog 3: Press List List or Open + List

Cuelist Column Overview

Hog 2:

Wait - This column contains information regarding follows and waits

Cue - This column contains a cue name or a comment.

Fade - This column contains information on fade times for various aspects of the cue. If different parameters have different fade times, several values will be displayed here.

Delay - This column contains the amount of time between the triggering of the cue and the actual playback of the cue.

Path - This column contains information on how parameter values will change while crossfading. Default indicates that the fixtures parameters will fade according to their specific library.

Comments -

This space is for a comment on the cue contents or intended use. Comment macros can also be entered here.
Hog 3:

Wait - This column contains information regarding follows and waits

Cue Name - This column contains cue titles, either numbers assigned when recording cues or set names

Fade - this column contains information on fade times for various aspects of the cue. If different parameters have different fade times, several values will be displayed here.

Delay - This column contains the amount of time between the triggering of the cue and the actual playback of the cue.

Path - This column contains information on how parameter values will change during fading. Default indicates that the fixtures parameters will fade according to their specific library.

Comments - This is simply a column that gives you space to fill in any desired information

Macro - This column contains trigger macro functions (equivalent

Editing Cuelists

Copying and Moving Cues Within a Cuelist

To Copy a cue:

Hog 2: Press Copy Cue (x) @ Cue (y) Enter

Hog 3: Press Cue (x) Copy Cue (y) Enter

To Move a cue:

Hog 2: Press Move Cue (x) @ Cue (y) Enter

Hog 3: Press Cue (x) Move Cue (y) Enter

To Copy a Sequence of Cues:

Hog 2: Press Cue (x) Thru (y) Copy Cue (z) Enter

Hog 3: Press Cue (x) Thru (y) Copy Cue (z) Enter

Copying and Moving Cues Within A Directory.

Hog 2:

To Copy a Cue Into a Different Cuelist:

Press Copy List (a) Cue (x) List (b) Cue (y)

To Copy a Sequence of Cues into a Different Cuelist:

Press Copy List (a) Cue (x) Thru (y) List (b) Cue (z)

To Move a Cue Into a Different Cuelist:

Press Move Cue List (a) Cue (x) List (b) Cue (y)

To Move a Sequence of Cues into a Different Cuelist:

Press Move List (a) Cue (x) Thru (y) List (b) Cue (z)

Hog 3:

To Copy A Cue to A Different Cuelist:

Press List (a) Cue (x) Copy List (b) Cue (y) Enter

To Copy a Sequence of Cues into a Different Cuelist

Press List (a) Cue (x) Thru (y) Copy List (b) Cue (z) Enter

To Move a Cue Into a Different Cuelist:

Press List (a) Cue (x) Move List (b) Cue (y) Enter

To Move a Sequence of Cues into a Different Cuelist:

Press List (a) Cue (x) Thru (y) Move List (b) Cue (z) Enter

Copying and Moving Entire Cuelists

Hog 2:

To Attach a Copy of a Cuelist To A Master

Press Copy List (a) Choose

To Attach a Cuelist to a Master

Press Move List (a) Choose

Hog 3:

To Attach a Copy of a Cuelist To A Master

Press **List** (a) **Copy** **Choose**

To attach a Cuelist to a Master

Press **List** (a) **Move** **Choose**

The syntax for List (a) can be replaced by selecting a list from the cuelist window

Copying and Moving Cuelists From Master to Master

Hog 2:

To Copy a Cuelist From One Master To Another

Press **Copy** **Choose** (source) **Choose** (destination)

To Move a Cuelist From One Master To Another

Press **Move** **Choose** (source) **Choose** (destination)

Hog 3:

To Copy a Cuelist From One Master To Another

Press and hold **Copy**. Press **Choose** for the master that you are copying from. Release **Copy** and press

Choose for the master that you are copying to.

To Move a Cuelist From One Master To Another

Press and hold **Move**. Press **Choose** for the master that you are moving from. Release **Move** and press

Choose for the master that you are moving to.

Cuelist Options

Fader Actions

Hog 2:

Use HTP - Selecting this box will set the cuelist to Highest Takes Precedence as opposed to Latest Takes Precedence

Inhibitive - Selecting this box will define the fader as an intensity control for the group assigned to it.

+ Go When Off 0 - Selecting this box will cause the cuelist to play as soon as the fader is moved from 0

Use IFCB Crossfade - Selecting this box will cause all parameters to crossfade when the fader is brought up

Hog 3:

Use HTP - This Option is located in the Properties Box on the Cuelist Tab on the Cuelist Window

Inhibitive - To create an inhibitive submaster, select a group, press **Record** and **Choose**.

+ Go When Off 0 - To activate this feature, select the **Control** tab in the cuelist window.

Highlight the **Fader** control, press **Set**, and select **+ Go off zero** from the Fader Action menu.

Use IFCB Crossfade - This option can be set if a Scene is attached to a playback master. In the options window for the scene, select the **Fader Control**, press **Set**, and select **IPCB Crossfader**.

+ Release at zero - When this option is activated, moving the fader to 0% will release the cuelist

Flash Button Actions

Hog 2:

Swaps - Causes all other masters to go to 0 when flash button is pressed

+ Go - Flash Button will act as **Go**

+ Release - Releasing the flash button releases entire cuelist

Hog 3:

Swaps - To activate this feature, select the **Control** tab in the cuelist options window.

Highlight the **Click** control and press **Set**. From the **Click Action Menu**, activate the **Solo** button.

+ Go - This option can be found on the **Master** tab on the **Controls** tab of the Cuelist Options Window when **Click** is selected in the **Control Box**

+ Release - This option can be found on the **Master** tab on the **Controls** tab of the Cuelist Options Window when **Click** is selected in the **Control Box**

Priority

Hog 2:

High Priority - This ensures that the cuelist will not be overridden

Persist on Override - This prevents the cuelist from getting stomped

Release on Next Go - This causes the cuelist to release when another cuelist is played

Hog 3:

High Priority - The Hog 3 allows you to set a numeric priority level of all cuelists. This option can be found in the Properties Box on the Cuelist tab of the Cuelist Window

Persist on Override - This option can be found in the Properties Box on the Cuelist tab of the Cuelist Window

Release on Next Go - This option can be found in the Properties Box on the Cuelist tab of the Cuelist Window

Advanced Options

Hog 2:

Add Blank First Cue - Inserts an empty cue at the beginning of the cuelist

Reset When Released - Resets the cuelist when fader is released

Maintain State - Defines the cuelist as non-tracking

...But Not in Jumps - Will allow fixtures to track when cues within the cuelist are skipped

Hog 3:

Reset When Released - This option can be found in the Properties Box on the Cuelist tab of the Cuelist Window

Maintain State - Activate the Cue Only option in the Cuelist Options Window for this feature

...But Not in Jumps - Activate the Track Though Loops option in the cuelist options window for this feature

Manual Fade Time

Hog 2: Sets the Time for Release, Goto, and Back

Hog 3: With the Hog 3, you have individual control over Release time, Goto time, and back time. You can set these times in the Cuelist Options

Action of Go While Running

Hog 2:

Start Next, Skip Loop-Jumps to the next cue after the link

Start Next, Exit Loop at End-Completes the loop, then plays the next cue after the link

Restart-will go back to the first cue of the loop

Stop At Next-Finishes the current cues, the freezes in the next

Hog 3:

Start Next Skip Loop-Jumps to the next cue after the link

Start Next Exit Loop End-Completes the loop, then plays the next cue after the link

Restart-will go back to the first cue of the loop

Stop At Next-Finishes the current cues, the freezes in the next

These options can all be found in the Properties Window on the Cuelist tab of the cuelist window under the heading Action of Go When Looping

Cuelist Defaults

Hog 2:

Cuelist Defaults can be accessed from the control panel

Hog 3:

Press Setup Preferences then select the Cuelist tab

Advanced Operations

Recording Selected

Use this feature to record ONLY selected fixtures in the programmer

Hog 2: Press Record, Options, Selected

Hog 3: Press Record, More, Selected

Crossfade Path

Hog 2:

1. Open the Time Window
2. Press `Set`
3. Select a path
4. Press `Enter`

Hog 3:

1. Open a cue or in the Programmer
2. Depress the `Path` button
3. Select desired cells
4. Press `Set`
5. Select a path
6. Press `Enter`

You can change the path of all parameters in the cuelist window

Comment Macros

Hog 2:

Command Code Action

Go G(m) Go on specified master

Pause S(m) Pause specified master

Release R(m) Release specified master

Page P(x) Load specified page

Goto T(c) Go on specified cue

Choose C(m) Highlight specified choose button

View V(x) Loads specified view to the interface

Release (virtual) J Releases a virtual cuelist

Release (macro) K Releases a macro

Go (virtual) L Go on a virtual cuelist

Go (macro) M Go on a macro

Tcode I Timecode Start

Tcode H Timecode Stop

Reset n Fn Resets timecode option 1, 2, or 3 where n is the Number

Hog 3:

Command Code Action

Go Master GM(m)/(c) Go on specified master/cue

Halt Master HM(m) Pause on specified master

Choose Master CM(m) Highlights specified choose button

Assert Master AM(m) Asserts specified master

Release master RM(m) Releases specified master

Go Cuelist GL(l)/(c) Go on specified cuelist/cue

Halt Cuelist HL(l) Pause on specified cuelist

Assert Cuelist AL(l) Assert specified cuelist

Release Cuelist RL(l) Release Specified Cuelist

Go Scene GS(l) Go on specified scene

Change Page CP(p) Load specified page

Recall View RV(v) Load specified view

Jump Timecode JT

Set Input SI

Enable Timecode ET

Disable Timecode DT

Open Tcode Toolbar OT

Example:

“To go master 3, on Hog 2, use G3 and on Hog 3, use GM3”

Keystroke Macros

Hog 2:

1. Press `Record Macro`
2. Select a box in the macro window or type in a macro number and press `Enter`
3. Enter desired keystrokes
4. Press `Record` while holding `Pig`

Hog 3: Keystroke macros will be implemented in future software versions

Auto-Exec Macro

Hog 2: Auto executing macros can be entered in the control panel

Hog 3: Start up Macros can be entered in the Preferences window under Misc

Effects Engine

Opening the Effects Engine

Hog 2: Press **Effect** while holding **Pig**

Hog 3: Press **Effect** while holding **Open** or press **Effect Effect**

Recording an Effect

Hog 2:

1. Select desired fixtures
2. Open Effects Window and Select desired effect
3. Record *cue*, *scene*, etc...as you normally would

Hog 3:

1. Select desired fixtures
2. Open Effects Window and Select desired effect
3. Record *cue*, *scene*, etc...as you normally would

Adjusting Effects

Hog 2: After applying an effect to a fixture or group, select desired parameters from the Effects Engine to manipulate using the encoder knobs

Hog 3: After applying an effect to a fixture or fixtures, you can adjust the Rate, Size, Offset, and Length of the Effect by pressing **Effect** and turning the encoder knobs

Fanning Effects Parameters

Hog 2: Hold **Set** while turning the encoder for Rate, Offset, and Size

Hog 3: Hold **Fan** while turning the encoder for Rate, Offset, and Size

Releasing an Effect

Hog 2: To release an effect from the programmer, close the Effects Window

Hog 3: To release an effect from the programmer, press **Knockout** while holding **Effect**

Playback

Virtual Cuelists

Playing A Virtual Cuelist

Hog 2:

1. Open the cuelist directory
2. Make sure the Guard button is inactive
3. Press an entry in the directory

or

1. Press **List (x) Enter**

Hog 3:

1. Open the cuelist directory
2. Make sure the Guard button is not selected
3. Pressing the desired cuelist button will cause the cuelist to play or you can hold the cuelist button and use the main controls (**Go**, **Pause**, **Back**, **Release**)

or

1. Open the cuelist directory
2. Hold the desired cuelist button while using the main controls

or

1. Open the Cuelist (**List**, **(x)**, **Open**)
2. Activate the Play Controls button in the cuelist window
3. Use the control buttons displayed in the cuelist for playback

Pages

Opening the Page Directory

Hog 2: Pig + Page

Hog 3: Open + Page or Page Page

Creating A New Page

Hog 2:

Page (x) Enter or touch an empty page button

Hog 3:

Page (x) Enter

or touch an empty page button while the Guard button is inactive

or touch an empty button while holding Pig if the Guard button is active

Creating A Template Page

Hog 2:

1. Open the Page Directory Window

2. Choose a page

3. Press Set As Template

Hog 3:

1. Open the Page Directory Window

2. Highlight desired Page button

3. Press Set Current Page as Template in the Page Directory

Feedback Displays

Opening the Levels Window

Hog 2:

1. Press Setup

2. Press Levels on the toolbar

Hog 3:

The Levels Window will be implemented in future software versions

Opening the Stage Output Window

Hog 2:

1. Press Setup

2. Press the Output key on the toolbar

Hog3:

1. Press and hold Open

2. Press Output on the main tool bar

Peripherals

Printing

Supported Printers

Hog 2: Any printer that uses postscript (level 2) or PCL (level 5) as its command language

Hog 3: Any USB printer that works under Linux

Printing a Report

Hog 2:

1. Open the report manager window (Setup Reports)

2. Press Printer Setup

3. Select the appropriate driver for your printer

4. Choose desired fonts (make sure your printer supports them)

5. Press Print and the desired information to be printed (ex. List 11)

6. Press Enter

For more printing choices, press ...Others after pressing Print

Hog 3:

Press the Print button in any open window

