



Wholehog v3.2.0 Release Notes

Version: 3.2.0 (3148) June 29, 2011

Wholehog 3, Hog 3PC, Road Hog Full Boar, Hog iPC, Road Hog

Version 3.2.0 b3148 is a software update for Wholehog 3, Hog 3PC, Full Boar, Hog iPC, and Road Hog that contains bug fixes and several new features.

Important Compatability Notice

Due to significant software changes, shows created on or saved on v3.2.0 software cannot be loaded on software older than v3.1.8.

DP2000 Notice

The DP2000 is not compatible with v3.2.0.

Version 3.2.0 Installation Instructions

In order to upgrade your Wholehog Console to v3.2.0 you must run a full system restore using the latest v3.2.0 compatible restore image. Wholehog Consoles also require a full restore to be downgraded back to v3.1.X from v3.2.0. The Hog3PC MSI installer, however can be used to upgrade all compatible standalone Windows XP, Vista, and 7 computers as normal without any special requirements.

New Features & Enhancements

USB Flash Drive Support for Wholehog 3 Console

For the first time ever the Wholehog 3 Console's file browser now supports USB flash drives, allowing users to perform software upgrades, backup show files, load show files, and store preference and log files on USB Flash Drives.

Multi-Server Failover Networks & Console Tracking

Multiple Wholehog Consoles (including Hog3PC) can now be logged onto a network show as show servers. When a console is logged onto a show as a show server it will immediately create a local copy of all the show data from the other show servers on the network and continue to sync changing data as users program their show. Since each show server console on the network has its own copy of the show that also means each show server will keep the show running should one of the other consoles log off, lose power, suffer a severed network connection, or have a localized failure. This feature is known as failover.

Consoles can now also be setup to run on the same net number as other consoles on the network. When two consoles are set to the same net number they will mirror one another in terms of the chosen page, the chosen master, and the playback state while still maintaining individual desktop experiences.

To run a redundant tracking backup console system configure two consoles to use the same net number and turn on “run server” for both consoles as well.

Selective Show Merging

The show merge wizard has been upgraded to allow users to pick which items from the source show file they wish to choose to merge into the destination show file. For example, you can now pick a single palette to merge into a show file instead of having to merge in all palettes.

Note: The same dependencies still exist in the new system as before:

- To merge groups, you must have merged fixtures.
- To merge palettes, you must have merged fixtures.
- To merge cuelists and cues, you must have merged palettes.
- To merge scenes, you must have merged palettes.
- To merge pages, you must have merged cuelists and scenes.

Fixture Schedule Search

A search field has been added to the top of the fixture schedule window. Simply begin typing the name of the fixture you wish to add in the search field and the console will filter the fixture list based on your input.

Enhanced Directory Annunciation

Selected Palettes are now indicated by a light blue stripe at the top of the selected palette. Unavailable palettes are still announced as they were in previous releases by turning dark grey regardless of whether they are color-coded.

Sub-Group Palette Annunciation

When a group is selected from the group directory and that group contains all of the fixtures used by another group, then both groups will be announced as selected in the group directory window. Likewise, if multiple groups are selected and the accumulation of those groups selects all the fixtures of another group, then that group will be announced as selected as well.

Group Palette Annunciation of Command line Selections

When a fixture selection is made using the command line any group that contains all of the selected fixtures will be announced in the group directory as selected. This feature is intended to make transitioning from palette programming to command line programming much easier.

Release On Local Page Change Only

In previous software versions the option to “release all” on page change would release all the playbacks on all the pages of networked consoles if any console in the show network changed pages. Now only the playbacks on masters of the actual console changing pages will release when the page change option is set to “release all”.

New Eject Button in the file browser

The disconnect button in the file browser has been re-established as an eject button. The function of the eject button is to allow users to safely disconnect USB flash drives, eject CDs, and to un-mount connected network drives.

Cuelist Directory Feedback for Paused Cuelists

Paused cuelists are now indicated with a light red stripe in the cuelist directory window. Previously this was indicated with hatched red lines.

New Archived Show File Extension

The file extension for archived show files has been changed from hog3.tar.gz to hog3.shw in order to avoid issues when downloading show files with different web browsers. Consoles running version 3.1.8 and greater will be able to read files with the new and old extensions.

Direct Entry of Encoder Toolbar Values

Users can now directly enter a value on the encoder toolbar for the displayed parameter by holding set and clicking on the encoder wheel toolbar. Hitting enter confirms your entry.

Enhanced In-place Edits

Users can now perform in-place edits (change cell values for parameters) within editor spreadsheets without first needing a prior value to be in the cell.

Enhanced Error Logging / Remote Logging

The log viewer is much more powerful in v3.2.0 as it allows for more detailed and discrete monitoring of individual processes and threads on the local console as well as on networked consoles (remote logging). To open the log view press Pig+Open+1. Users can also right click on dark grey areas of the log viewer and select "save as" from the menu to save a copy of the log file to disk that can be emailed to support staff for better debugging of software issues.

Keystroke Macros

Console keystrokes, trackball movements, encoder wheel movements, and touch screen events can now be recorded into keystroke macros for precision playback at a later time.

Custom Color Coding for Directories

Palette items can now be color-coded using right click. Users may chose from either a set of 15 preset colors, or from any custom color selectable in the color picker, or an option called "auto" which will color code the palette button based on the dominant color recorded in that palette.

DMX Window Color Coding

The dmx window will now highlight in dark blue any dmx values that are part of the current selection for the active editor, making it easier to trouble shoot dmx output and profiling issues.

Link Cue Color Coding

Link cues are now colored coded in dark grey in the cuelist window to help distinguish them from other cues in the cue stack.

Windows 7 & Windows Vista 64-bit Driver Support

Hog3PC is now fully compatible with Windows 7 and Windows Vista 64-bit operating systems as this release contains 64-bit Windows drivers for all Flying Pig branded USB devices. This includes single dmx widgets, timecode widgets, super-widgets, mini-wings, and x-wing.

NOTE: Hog3PC will not be supported on Windows XP 64-bit Operating Systems due to compatibility issues.

NOTE: Due to recent front panel driver changes mouse clicking during console startup animations no longer bypasses the animation on Road Hog and Full Boar consoles. Users are advised to tap the touchscreen if they wish to skip the startup animation.

ELO Touchscreen Drivers Removed from Hog3PC Installer

In an effort to always ensure users are getting the latest Elo touchscreen drivers for their respective Windows operating system, we have removed the ELO touchscreen drivers from the Hog3PC installer and have instead added a link to the ELOTOUCH website allowing users to download and install the latest drivers directly from ELO Touch Systems.

User Interface Enhancements

Many of the system's UI elements have been enhanced to provide a more consistent programming experience. These changes include a newly architected file browser system, enhanced pop up menus, and better representation of fanned values on the encoder wheels.

Wholehog v3.2.0 (Build 3148) Bug Fixes

Bug #2523: Held [Thru] not functional in range selection in palette directory

Bug #8392: Linux Kernel Upgrade to v2.6.26

Feature #13303: Allow direct entry of grouping/buddying values

Feature #13375: Add Flash drive support for hog III

Bug #13659: Will not allow upgrades to 3.2.0 must perform a full install

Bug #14200: Removing DMX entries in the fixture builder are removing entries from the non-selected channel

Bug #14202: Remove TSC from Launched Processes window

Bug #14235: Splash screen not going away on log on

Bug #14290: Skip Forward and Back are mapped wrong on the test app (QC)

Bug #14410: Effect rate encoder wheel is scaling goofy

Bug #14455: Held keys on playback wing when unplugged or re-plugged causes issue

Bug #14464: The IPCB icon is disappearing from the playback bar after changing flash options

Bug #14692: Clock trigger window is always coming up on right hand monitor

Bug #14693: Launch Existing Show drop down box is not sizing with file name

Bug #14712: Search Fixture Name text box in Fixture Schedule gets into state of constantly losing focus

Bug #14762: Scrolling the Fixture Builder window is very slow

Bug #14763: Not closing the Function Pop up window when clicking outside of the pop up in the fixture builder

Bug #14802: LED and Little Lights level control not functional in the test mini-wings test app (QC)

Bug #14831: Screen presses outside a modal dialog during macro playback and cause Desktop to crash

Bug #14833: Virtual Fader Preferences are not being honored

Bug #14853: Palettes numbered lower than 1 will not activate by clicking

Bug #14871: Post updates in show merge progress window while checking library consistency

Bug #14878: We are incorrectly redrawing the graphics when double mapping more than one universe

Bug #14883: Can no longer move the jump toolbar more than once

Bug #14885: Launcher is no longer centered now that we size the drop down box for existing shows

Bug #14889: We are not resizing the scroll toolbar when removing mappings in widgets tab

Bug #14890: Applying Preference changes crashes desktop

Bug #14892: Remove Help button from Merge Show window

Bug #14895: External DVI monitors take the place of the internal monitors on FB with 2400 series 500 video card

Bug #14901: Crash when releasing a partially stomping list in MUSIKTEST Show File

Bug #14903: Playback will crash when double tapping the Main Master Choose button

Bug #14905: Playback crashing during clock trigger edits