



# Hog 4 OS Release Notes

v3.13.1 b2885 | January 28, 2020

Hog 4-18, Hog 4, Full Boar 4, Road Hog 4, Nano Hog 4, Hog 4 PC, HedgeHog 4, Rack Hog 4

## Installation Instructions

All Consoles require a full install of v3.13.1.

*A third party application called "Etcher" is required for creating v3.13.1 full install USB flash drives. Do not use LinuxLive.*

## Show File Compatibility

Show files created/edited with Hog 4 OS v3.13.1 are compatible with Hog 4 OS v3.9.0 and greater.

All pre-existing Hog 4 show files are compatible with Hog 4 OS v3.13.1.

## Fixture Library Compatibility

Hog 4 OS v3.13.1 comes with Fixture Library v4.19.329 Installed.

All pre-existing v4 fixture libraries and show files are compatible with Hog 4 OS v3.13.1.

## 3.13.1 New Features and Enhancements:

### Compliance with New California Laws in 2020

Hog 4 OS v3.13.1 adds compliance with California Law Title 1.81.26, "Security of Connect Devices" by programming a unique root password for all consoles and dmx processors when a full install of the software is performed.


### 13.3.1 Bug Fixes:

H4OS-5333	Fixture Icon changes made in the fixture window are not reflected in the plot
H4OS-5338	Desktop Crash when closing the Fixture Window

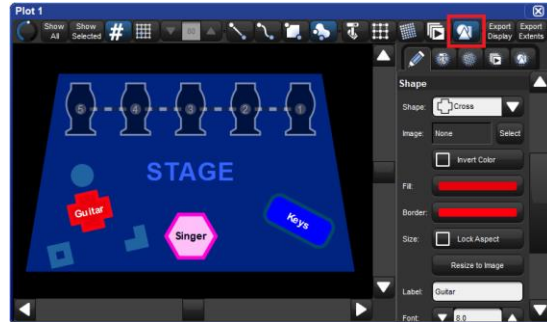
## 3.13.0 New Features and Enhancements:


### New Plot Objects

Two new object types have been added to plots:

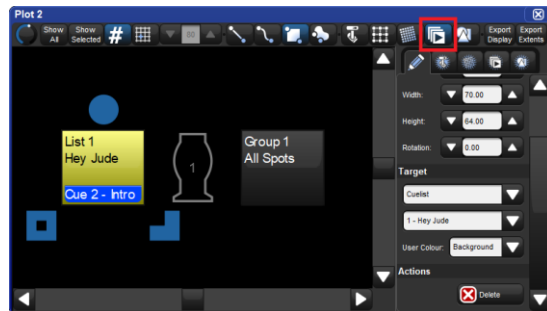
 **Shapes** replaces “background images” but provides similar functionality plus new features such as assignable text labels.

Older show files that utilized background images will look the same when loaded on v3.13.0 but instead of editing images using the background image tool you will use the “shapes” tool.



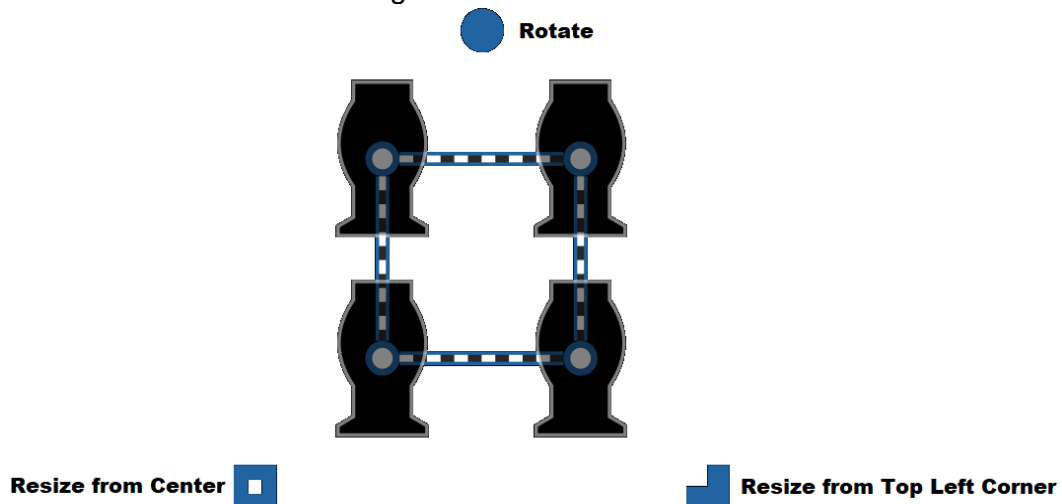
 **Show Items** are sizeable cell blocks that coordinate with items programmed in the show. For example, a group can be added to a plot so that it can be selected directly from the plot window.

For more information please refer to section 20.3 of the Hog 4 OS v3.13.0 help manual.



### New Plot Object Resizing Handles

There are now two resizing handles available when editing gang, shape, PixelMap objects. The rotate handle has not been changed.

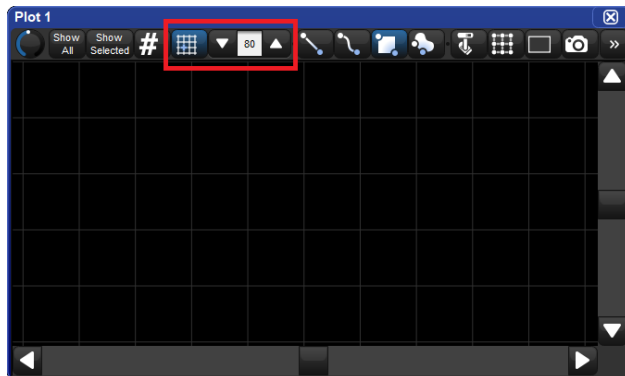


## Plot Window Gridlines with Snap-to-Grid

An alignment grid with customizable sizing can be toggled on/off in plot windows by pressing the grid button at the top of the plot window.

To adjust the grid size change the numeric value in the scroll box located directly to the right of the grid button on plot window toolbar.

When the grid is enabled plot objects will snap to the vertices of the plot grid when they are moved via click-n-drag.



## Support for Multiple MIDI Hardware Devices

All Hog consoles and Hog 4 PC now support up to 8 local MIDI devices. As part of these changes the MIDI hardware device settings have moved from the control panel window to the node settings window of the console which is accessed through the network window. As a result all MIDI device settings must be reconfigured after upgrading to v3.13.0 or when downgrading from v3.13.0 to a previous version. See section 21.1 of the Hog 4 OS v3.13.0 help manual for details.

## Task Queue and Notifications

Several tasks within Hog 4 OS have been overhauled and are now tracked using a dedicated task status window which can be opened by pressing [PIG]+[OPEN]+[SETUP] on the console front panel or by clicking on the task status icon located to the right of the command line. If a task fails the task status icon will turn red. Clicking on the task status icon dismisses the red icon and opens the task status window where the operator can further investigate what failed and the impact it may have on the show.

## QWERTY Keyboard Shortcuts added

Two QWERTY keyboard shortcuts have been added: **L** for the Main Back Key and **ALT N** for the All key.

## 3.13.0 Bug Fixes:

H4OS-1716	Masters release incorrectly if moved during a solo
H4OS-1939	Console misses keystrokes selecting 2,000 fixtures when 1,000+ fixtures in open plot window
H4OS-2470	Delete + choose doesn't work when going fast
H4OS-4161	Console drops command line keystrokes while Pixel Mapping
H4OS-4165	Oversized core dmps files cause console to fail booting (requires full install of Hog 4 OS to fix)
H4OS-4645	ArtNet unicasts to IP Address without hardware representation causes delays in ArtNet output
H4OS-4713	Releasing & Marking a parameter at the same time results in a failure to playback parameter
H4OS-4729	DP8K crash / reset when changing fixture icon color
H4OS-4785	Console Faders go to 0 when receiving MIDI Controller Messages of any value
H4OS-4803	Thumbnail Cache task struggling with pixel map content
H4OS-4813	All Encoders stop responding if Unblock is on the command line
H4OS-4817	All Encoders stop responding if Copy is on the command line
H4OS-4818	All Encoders stop responding if Merge is on the command line
H4OS-4819	All Encoders stop responding if Record is on the command line
H4OS-4820	All Encoders stop responding if Goto is on the command line
H4OS-4821	All Encoders stop responding if Renumber is on the command line.

H4OS-4823	Space needs to be added between "Delayed" and "And" in the Auto Launch description
H4OS-4842	Possible to have duplicate user numbers with the ColorBand Pix 36ch compound fixture
H4OS-4845	DP8000 "segfault" and hard reset if FixtureNet IP address changed when no show is loaded
H4OS-4868	PlotTransferTask Error when trying to redo plot with background image
H4OS-4871	Cannot undo deletion of plot if plot was open during deletion
H4OS-4872	DP8000s lose DMX Output if upgraded to 3.12.0 using standard upgrade (not net-booted)
H4OS-4875	[List] [#] [Cue] [#] [Open] doesn't override "Follow Current" Option in editors
H4OS-4884	Undoing a page creation is leaving you are on the page that was just deleted
H4OS-4908	Deleting fixture parameters in fixture builder will stop or freeze DMX output.
H4OS-4910	Undo doesn't work with encoder wheel direct entry
H4OS-4925	DP8K syslog fills up ramfs
H4OS-4929	'Fixture Schedule' Window for Change Type does not show fixture revision
H4OS-4981	Gadget installer appears during Hog 4 PC Uninstall
H4OS-5022	DMX output wrong after deleting first cue from list
H4OS-5054	Large fixture selections across DPs via Groups are inefficient and can cause DP resets