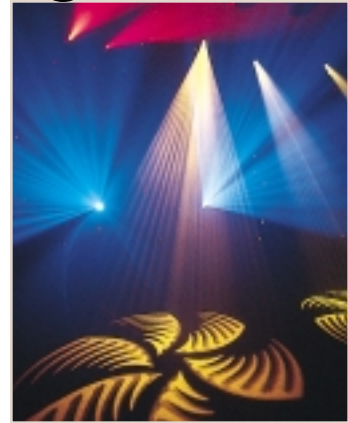


hogTM 500/hogTM 1000

L I G H T I N G C O N S O L E S



The new HogTM 1000 and HogTM500 consoles integrate unprecedented power and functionality in compact lighting controllers. Together with the industry standard Wholehog[®] II, these consoles represent a full family line of controllers perfect for every application and budget.

With the feature-packed Wholehog II Version 3 operating system and enough control channels for most applications, the Hog 500 and Hog 1000 offer intuitive control of both conventional and moving lights. The natural programming interface makes all types of moving lights equally simple to program.

Both consoles include many of Wholehog II's most powerful features, including Effects Engine[™] playback and 3D positional programming. Designers and programmers familiar with the Wholehog II operating system will be instantly comfortable using these boards. Hog 500 and Hog 1000 represent the new standards in sophisticated—yet affordable—lighting control.

Wholehog[®] II Operating System
Industry standard O/S for lighting control

Moving and Conventional Lights
Complete with personalities for all major moving lights

Powerful Programming and Playback Tools
Including unlimited multi-part cues, macros, and 3D positional programming

Effects Engine[™] Playback
An extensive library of effects including rainbows and ballyhoos

 **HOG**⁵⁰⁰ **HOG**¹⁰⁰⁰


FLYING PIG SYSTEMS

Standard Features & Accessories for the Hog™ 500 and the Hog™ 1000

PROGRAMMING

- All types of moving lights (including fixtures from High End Systems, Vari-Lite, Martin, Clay Paky, etc.) are programmed with the same natural programming interface
- Editable personalities for all major fixture types
- Numerous windows give feedback on programming and fixture status
- Familiar command line programming syntax
- Unlimited multi-part cues
- Timing spreadsheet for easy entry of parameter times
- 3D positional programming with XYZ coordinates
- Automated preset focus updating with 3D system
- Effects Engine™ playback includes complex effects including rainbows and ballyhoos
- Complete programming manipulation: move, copy, merge, mask, etc.
- Standard or custom profiles for cues or individual parameters
- Cue, cue list, effect and palette transfer between consoles
- Sophisticated macro recording and playback capabilities
- Highlight button for focusing
- Next fixture button for quick fixture selection
- Active button instantly grabs specified fixtures
- Snapshot button for active cues
- Track and Cue Only modes
- Blind programming mode

PLAYBACK

- Each master runs its own Cuelist using Go, Pause/Black, Add/Swap/Bump, and Select buttons
- Simultaneous playback of independent Cuelists, chases or effects on Masters (dedicated or virtual)
- Cuelists are dynamically assigned to Masters and grouped together on a Page. Changing Pages loads a new set of Cuelists to the Masters.
- Advanced Page features: instant changes, crossfading between pages, flexible sizes, automatic holdover, activity recall, etc.
- Custom settings for Go and Flash buttons, Cues, Cuelists and submasters: activation, precedence (HTP or LTP), resetting, inhibitive, etc.
- Cue timing options: fade, delay or manual
- Chases have fully adjustable direction, crossfading and rates
- Independent timing and fade path settings for each channel in a Cue
- Times programmable from 0.0 seconds to days
- Learn mode for times
- Loop backs within cue lists
- Go To button
- Macros and MIDI Out commands can be included in cues
- Intensity grand master and blackout button
- Instant timing overrides by cue, master or console

HARDWARE

- Rugged, 100% solid state construction, fully contained in console
- Two separate DMX-512 outputs
- 8 or 16 playback Masters - each able to run the most complicated cue lists or chases
- DOS compatible 3.5" disk drive for show storage and programming exchange
- External SVGA monitor supported

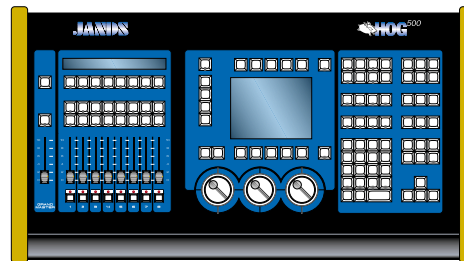
CAPACITIES

- 512 or 1024 DMX-512 channels and dimmer channels Hog 1000
- Unlimited number of simultaneous crossfades
- Hundreds of Cues, Cue parts, Cue lists, chases, effects, groups, presets, pages, macros (figures are memory dependent)

OTHER

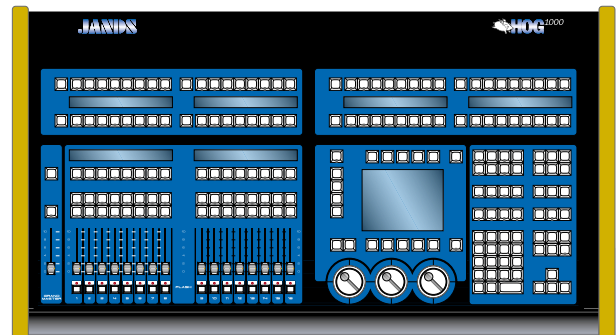
- MIDI In/Thru/Out and Timecode support
- Tracking mode for backup console
- Multiple fixture types simultaneously supported
- Any fixture or parameter can be patched to any location
- User-definable system default settings
- Console self-test and diagnostic routine
- Access protection password
- Comprehensive fixture library and World Wide Web software/library support

	HOG 1,000	HOG 500
DMX chan:	1,024	512
Menu Banks:	4	0
Masters:	16	8
Weight:	25 kg/18 lbs	18 kg/12 lbs
Dimensions		
Width:	908mm/36.3"	660mm/26.4"
Depth:	530mm/21.2"	390mm/15.8"
Height:	150mm/6"	140mm/5.6"



OPTIONS

- External monitor
- External trackball/mouse
- External keyboard
- 12V desk lamp



hog™ 500 · hog™ 1000

.....www.hog1000.highend.com



FLYING PIG SYSTEMS

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