



Wholehog III 1.3.8 Release Notes

Current version: 1.3.8.3 (818)

IMPORTANT NOTICE

Show File Incompatibility

Due to significant changes in version 1.3.8, shows that are created, opened or edited within 1.3.8 are **NOT** backwards compatible with previous builds of Wholehog 3 software.

When opening an existing show with version 1.3.8, a backup of your show in its previous version format will automatically be created.

New Features

1.3.8.3 (build 818)

New Copy Option

When using the copy command, the copy toolbar now defaults the “allow refs” button as enabled. When copying, palette references will be copied by default. If this option is turned off (more-> allow refs) then the hard values from within the palette will be copied.

Tip: This can be useful if copying a fixture to itself to “extract” the hard values from the palette reference.

1.3.8.2 (build 816)

New Loop Action

A new option for “Action of Go while looping” has been added. “Go Next” will result in the next cue in the loop or list firing when Go is pressed. This should be used if a link cue jumps to a point earlier in a cuelist instead of creating a loop (where the cues within the link have times in their wait column).



Improved ESP Vision Connectivity

ESP connectivity now fully supports **16** universes of visualization. Installation instructions are available at <http://www.flyingpig.com/support/hog3/downloads/archive/wyg/>

1.3.8 (build 790)

State Builder improvements

The ability of the console to “maintain state” when editing cues, palettes, and scenes has been greatly improved. All forms of editing, updating, merging, etc should now result in the on-stage state matching the recent changes.



ESP Vision Connectivity

When connecting to a computer running ESP Vision via an Ethernet connection, 4 DMX universes can be visualized with no additional hardware. You will need to install the Wholehog 3 Connectivity application on the ESP Vision computer. Full installation instructions are available at www.flyingpig.com.

DP improvements

Much work has done to improve the performance and reliability of the DMX Processors. Improved memory usage and streamlined communication routines have resulted in marked improvements to the DMX processing.

DP's can Display DP 50/75 mhz

To assist customer's in determining which version of DP they currently have, users can now use the DP's on-screen display to indicate the type. On the DP, select Control Panel. The top of the display will now indicate both the software and hardware version. Users with 50mhz processors should contact support@flyingpig.com to update their processors.

Updated Help / On-Line Manual

The Help file in version 1.3.8 has been updated with the recent changes for the upcoming new version of the Wholehog 3 User Manual. While some portions are still "under construction", most sections are improved from previous versions.

Apply Patch Button



When making changes in the Fixture window, the patch changes are not sent to the DP's until the Fixture window is closed or the Apply Patch button is pressed.

Fixture Builder



This new utility enables the ability to create your own fixture libraries from scratch, or from existing libraries within the console. The fixture builder should only be used in extreme cases when a new library is needed and there is no time to contact High End Systems support. Generally it is best that you contact support@flyingpig.com to request properly built fixture libraries.

The Fixture Builder utility is only suggested for advanced programmers with extensive lighting and console knowledge. Knowledge of the fixture DMX protocol is essential prior to creating a custom library. A guide outlining use of the Fixture Builder is available at www.flyingpig.com. Users are urged to contact support to have libraries properly built and installed into the software.

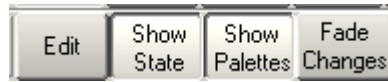
Follow Current / Follow Next



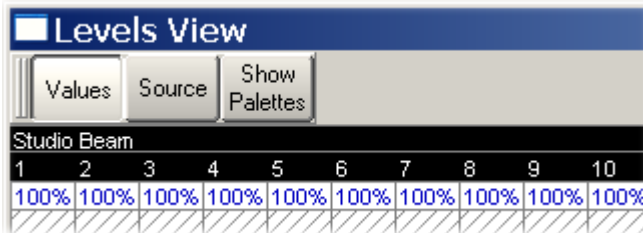
Editor windows now contain new buttons labeled Follow Current and Follow Next. When either is enabled, the editor window will automatically update as cues are advanced within the cuelist. Follow Current will allow the current cue to be displayed, while Follow Next will display the next cue in the list after the current cue. In the case where the last cue in a list is the current cue, the first cue will be displayed.

Both of these functions will automatically disable, if the user enters a specific cue to view or selects the Next or Back buttons to view other cues.

Show State button moved



Due to the addition of the new Follow Current and Follow Next buttons (explained above), the Show State button has moved to a new toolbar within editor windows. The functionality remains the same, just the location has changed. The Show State button now also appears in the programmer window, but has no function.



Levels View

The first edition of the Levels View has been enabled in version 138. The Levels view displays the output of intensities for all fixtures. Values, Source, and Show Palette options allow for a range of display options. To open the Levels view, hold Open and select Levels from the Open toolbar.

Currently the Levels view will display intensity values only. Future versions of software will allow other parameters to be displayed.

New Show Creation

New show window no longer shows pane for security settings. The Finish button now appears on the library selection pane.

Wholehog III 1.3.8 (Build 790) Bug Fixes

Bug Fixes for 1.3.8 (build 790) May 4, 2005

State Builder

- 1705 Deleting a cue does not assert tracked info into following cue
- 2245 CueState array dependency removed from critical process and IOP.
- 2808 Effects Engine edits don't update correctly without doing a Release and Re-Go first.
- 2920 [Update] sends some fixtures in cuelist back to updated cue
- 3051 Record/merge 'cue only' not working properly
- 3209 On-Stage State doesn't update tracked values after edits to current cue
- 3517 Merge/Update Latency
- 3534 State builder called slowly for some cues
- 3724 Auto-update of color palette info causes fixture release
- 3831 State building of FollowOn cues
- 3862 Unblocking a cuelist on stage releases redundant programming
- 3864 View Cue: tracked/blocked values take a while to appear
- 4493 Editing Cues does not always open or copy all contents
- 4511 Auto Update editor crash
- 4645 Deactivated Preview Editor by editing and reactivating programmer then updating Preview Editor.
- 4905 Cue x [Copy] [State][Enter] gives Network busy error
- 4953 Update/merge not taking sometimes
- 5115 Error while updating cues
- 5156 Auto update changes state on stage
- 5217 Colour slot released on stage as Discard Changes in Editor
- 5601 State Loss with Forward/Reverse or Goto buttons
- 5661 Update leads to color parameter set to 'off'.
- 5823 Updating 'not forwards' of gobo gives 'operation failed'
- 6855 Cuelists not ready after page change

DP

360	Custom streaming implementation for DP. Only load data specifically patched to that DP.
3142	DPs feedback incorrect data after Change Type
3734	DP not loading cue when outputs active after network disconnect
5758	Console croak on Loadshow with DP's in a partial crash state already.
5815	Upgrade resets DP port setting on older DP's.
5835	DP crash on multiple cue updates
5919	DP crash changing times on 5 cues while deleting old state.
5953	LogicalNodeld' croak in Playbase.cpp on Startup
5963	Node freezes on "Initialising Network...."
6053	Added Display of 50MHZ or 75MHZ in DP/IOP Display in control panel.
6066	Watchdog turned on causing major lockup when port number is changed
6159	dtlb DP crash on when acting on invalid node list.
6160	DP's sticking in Preparing DMX
6315	Node stuck in "Initialising Network...." state
6442	Default DMX Refresh Rate Change to 25 HZ
6504	Node front panel may freeze while generating stack trace
6584	Dp says it is IDLE although outputs are running
6644	DP Crash when 'Exit loop at end' set for a 'forever' link...
6760	DP crash after loading show with certain types of playlists active

IOP

5925	IOP dtlb crashes on multiple console restarts.
5952	IOP BufferControl dualPortRam FATAL Assert error.
6127	IOP locking up on show load/logoff show w/ timecode running

Library

4012	HS & CMY mutex conflicts
4894	Colour behaviour going between HS->CMY inconsistent.
5322	Rounding error of 0-255 ranges in DMX Output vs. Display
5935	Studio Color 575 Control missing items
6475	Hog III DL-1 Position times are inverted
6506	Catalyst Library Media Mode Improvements.
6856	Enable 16bit resolution for DMXInteger Library values

Show Load

6126	Console won't load certain shows with T/C coming in.
6299	Multi-Add Fail errors on loading show
6301	Comm deadlock during show load
6331	Server Busy while loading show.
6734	Loading existing show caused owningProcessId fatal error.

Playback

5535	Moving fader w/ wait times playback jumps to wrong location when manually hitting go
5971	Link cues with a zero count apply their wait time to the subsequent cue
6079	Wait column jumping all over the place upon releasing
6123	Playbacks releasing on Page Changes
6468	Goto a link cue does not work
6589	Release not taking causing wait column to jump around
6689	Link cues not firing first cue properly if before follow...
6707	Trigger macro error on edit with bad data ' :GM#'
6815	Comment macros should be applicable to the current master

Programming

5238	[Record][List](List Palette) is invalid.
5286	Editing a deleted cue caused editor crash
5411	Delete Cues using Tracking Forward method
5452	"Touch" Broken with Colour (CMY)
5810	Inconsistent 'Touch' on CMY.
5881	Programmer and Frontpanel locks up for a while.

Programming *(continued)*

- 6052 Macro parsing is not very robust against variations
- 6088 Inplace edit of 'Programmed release' crashes editor
- 6318 Palette apply time croaker: {Palette}[Time]x[Enter]
- 6399 Blind not always releasing.
- 6536 Editor/Desktop crash 'Thru touch' after change type
- 6625 Selecting Fixtures in Patch causes Editor to Crash while building wheelset.
- 6628 Crash fanning intensity after sort
- 6669 Inplace edit of slot in global palette crashes editor.
- 6719 Deleting range of cues !forwards doesn't save all to following cue.
- 6781 Change Type causing Fixtures to disappear in Patch Window

Others

- 4072 View Levels fatal error
- 5196 Race condition in startup between Server and Launcher processes.
- 5686 Livecache croaker.
- 6105 Central Choose Delete/Merge/Move/Record croaks the desktop...
- 6118 Server processs consuming CPU for extended period during playback
- 6642 File browser does not refresh after backup
- 6691 HOG III won't restart after build upgrade
- 6728 Five Mini-Wings plugged in gives Fatal Error
- 6742 Message size offset receiver error
- 6800 Upgrade Issue from 0-255 Rounding Bug fix
- 6885 "Failed to send Master LED" error
- 6934 Moving I-Wheel on start-up crashes desktop

Wholehog III 1.3.8.1 (Build 800) Bug Fixes

Bug Fixes for 1.3.8.1 (build 800) May 25, 2005

- 7183 Cue State Performance slow using Back, Goto, and Links

Wholehog III 1.3.8.2 (Build 816) Bug Fixes

Bug Fixes for 1.3.8.2 (build 816) July 18, 2005

- 4345 Fanned time across irregular selection wrong
- 4759 Fx's restart on [go] of next cue if a follow on is set.
- 5717 Crash "ToDo" at line 590 xtti/xtti.cpp
- 6933 Simulate Timecode kills playback
- 6995 Palette timing problems loading pre138 show files
- 7056 browse button not deactivated when "run server" is off
- 7064 'Select All' selects all fixtures in the 'state' not just the cue.
- 7247 ESP does not set patch info correctly when accessing any DP other than 1
- 7252 DP/Vob croak... B800
- 7256 'Track Backwards' should look for cue timing... B800
- 7257 Removing parameters from cues inserts phantom timing... B800
- 7259 Tracked values should use the current cue time when touched. 138
- 7422 Link Cues jumping randomly to wrong cues
- 7424 Cue timing wonky when using position palettes.
- 7456 Incomplete trigger macro restarts console.... !!!!!!!
- 7464 copying position palettes from one fixture to another does not work
- 7481 Crash entering fanned delay time B800/808

Wholehog III 1.3.8.3 (Build 818) Bug Fixes

Bug Fixes for 1.3.8.3 (build 818) July 22, 2005

- 7464 Copying palettes from one fixture to another broken
- 7522 Updating combo reference palettes causes croak