



# Wholehog III 1.3.8 Release Notes

Current version: 1.3.8.5 (857) September 21, 2005

## ***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***

### **1.3.8.5 (build 857)**

#### **New Flash Key Option**

A new option for flash keys has been added. “Assert” was previously only available for other playback buttons, but is now available for the flash key. The action is the same as with normal playback buttons.

off	cmy1	cmy2	cmy3	rgb1	rgb2	rgb3
solarize 4	dot p	colour cycle	all or none	solid rgb	inverted rgb	i rgb to gbr
circle ripple	asym ripple	chroma fine	chroma medium	chroma coarse	inv chroma fine	inv chroma medium
circle sine y	circle sine z	horiz sine x	horiz sine y	horiz sine z	vert sine x	vert sine y
Effect 1 Mode	Effect 2 Mode	Sync Type	Visual Mode			

#### **New Library Slot Type Functions**

The DL.2 library utilizes enhanced library functions that allow for slot type buttons for quick selection of parameters. In addition this allows folders, objects, and masks to be labeled within the fixture library. These enhancements will be added to existing libraries in future releases.

### **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](http://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](mailto: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.

### 1.3.8 (build 790) *continued*

#### 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](http://www.flyingpig.com). Users are urged to contact support to have libraries properly built and installed into the software.

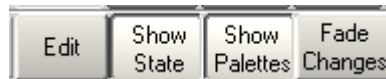
#### Follow Current / Follow Next



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.

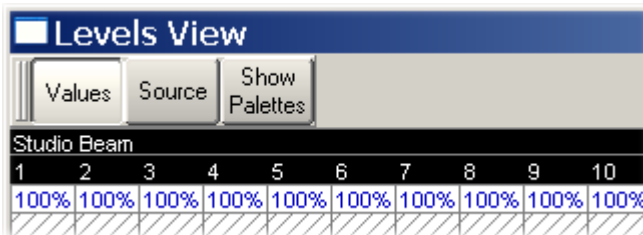
Both of these functions will automatically disable, if the user enters a specific cue to view or selects the Next or Back buttons to view other cues.

#### 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

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

### 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	Livcache 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

## **Wholehog III 1.3.8.4 (Build 820) Bug Fixes**

### **Bug Fixes for 1.3.8.4 (build 820) July 27, 2005**

7302 Jump Toolbar has shrunk. No longer uses available space with many fixture types  
7551 Loops not properly exiting after expired count  
7552 Loops not clearing count on release

## **Wholehog III 1.3.8.5 (Build 857) Bug Fixes**

### **Bug Fixes for 1.3.8.5 (build 857) September 21, 2005**

3837 Effects 'Off' does not update/merge into cues  
3887 dmx frame not reloaded croak.  
5335 AM or AL macro to same list kills playback in B588  
7094 C Runtime memory manager performance improvement for MW/ThreadX embedded platform  
7241 New slot type functions for DL2 create an "offset" encoder that has problems  
7521 Cuelist window is not updated properly during a page change  
7557 Croaker when using shuffle (818)  
7567 Editing an effect and updating a cue crashed editor.  
7568 Fixture Builder button is inactive builds 820 and 822  
7573 DPs crash when leaving a loop running overnight  
7579 DP timing causes errors with Loops  
7586 DP crash with 'Follow' after link cue count, B826  
7638 Opening Control Panel kills console B837-841  
7651 Add Assert capability to flash  
7652 slow response displaying toolbar after 'Set' press