



Wholehog v3.1.6 Release Notes

Version: 3.1.6 (2773) May 27, 2010

Wholehog 3 Console and Rack Mount, Hog 3PC, Road Hog Full Boar, Hog iPC, Road Hog

Version 3.1.6 b2773 is a software update for all Wholehog Consoles that contains bug fixes, enhancements, and overall increased stability.

Feature Updates

New Back Time Option

Users now have the option to “Use Fade Time” when using the back key. Enabling this option in the cuelist options window will fade the list to the previous cue using the fade time of that cue as apposed to using the cuelist’s assigned back time. This feature was previously only available with halt.

Mark Cues

Users now have the option to mark cues using a specified time which can be edited in the mark column. The option to use the fade time of the marked cue is also still available.

Options	Play Controls	Learn Timing	View Cue	Enable Timecode	Enable Clock	Follow Cue	Follow Chosen	Insert Link	Renumber	View Timecode	
Number	Wait	Name	Mark	Comment	Fade	Delay					
1	-->	Cue 1			2s	0s					
2		Cue 2			2s	0s					
3		Cue 3	0s		2s	0s					
End							Fade	Time	None		

The cuelist options window has also been updated to allow users to mark newly recorded cues using either the fade or time option described above. When “mark time new cues” is selected then newly record cues in that cuelist will be marked with a 2s time by default.

Properties

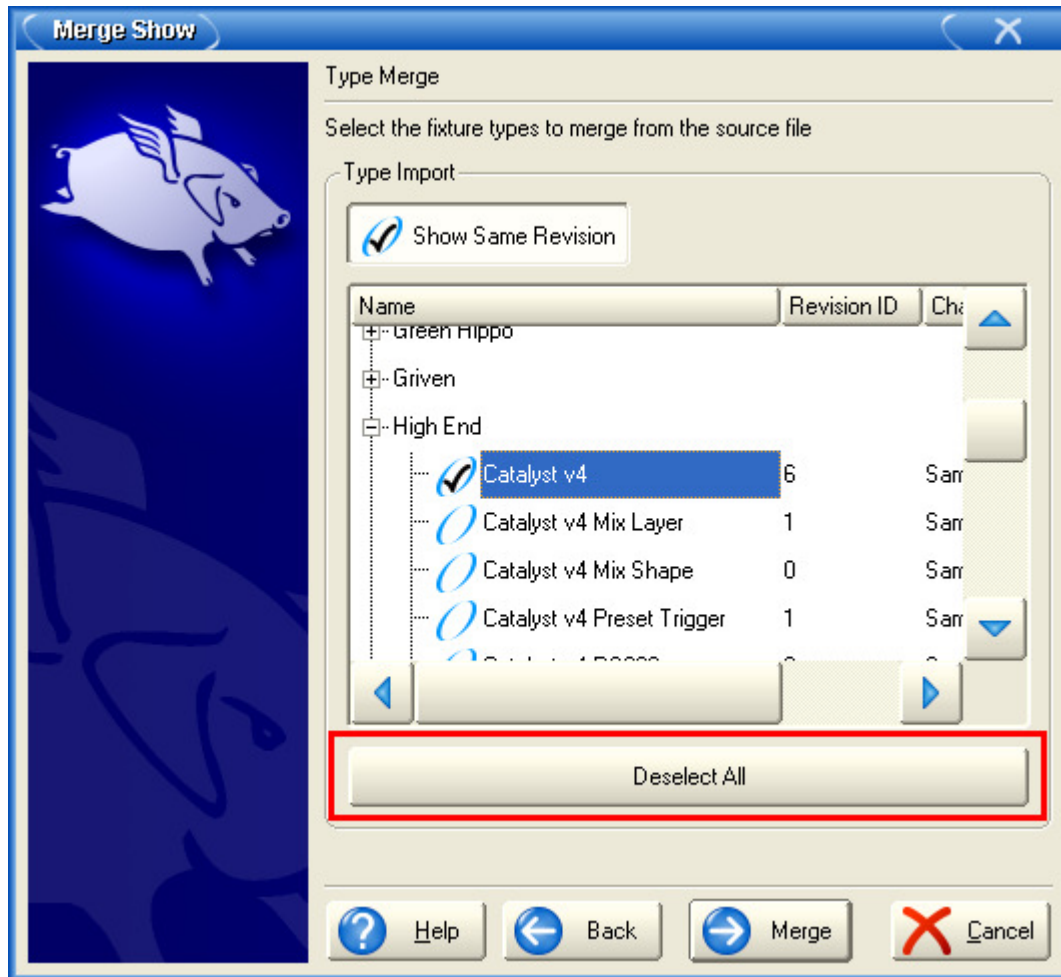
- Use HTP
- Pile-add Effects
- Is A Chase
- Reset On Release
- Track Through Loops
- Cue Only
- Mark Fade New Cues
- Mark Time New Cues

Action at end of list: Wrap to beginning of list

Action of Go when looping: Go next

Show Merge

The [select all], [select all missing], and [deselect all missing] buttons have been removed from the merge types section of the show merge wizard to prevent users from casually merging in more fixture types than show files have the capacity for which previously led to problems with subsequent show merges. Users are encouraged to pick and choose only the fixture types they need merged into their current show.



Wholehog v3.1.6 (Build 2773) Bug Fixes

Bug #5235: XSpot not going Open White on default Highlight

Bug #11196: Touching fixtures after playback can change output for some units

Bug #13285: When performing a Network backup, overriding an existing show file can crash the desk

Bug #13315: Crash when attempting to scroll the left hand side of the help window

Bug #13344: DP crash on playback of cue before mark in certain cases

Support #13356: Full Boar support for ATI 2400 Video Card Rev8 Series 500

Bug #13364: Disable auto-backup due to potential for show failures during auto-backup

Bug #13365: Show Merge Task will hang if show integrity is broken

Bug #13404: Follow cue won't execute if it comes after a 0s wait cue

Bug #13411: E1.31 should join multicast group

Feature #13413: Allow Mark Cell to accept an override time

Bug #13416: Changing a Fade time while a Delay is counting down will result in the list releasing

Bug #13428: Selecting "don't ask me again" on delete dialogue box and hitting enter crashes console

Bug #13430: Start-up Macro's are not cancelled when show is logged off before macro is fired

Bug #13448: Multiple cuelist playback timing issue when using fanned delays

Bug #13449: Effect track off doesn't finish releasing the effect when using default cuelist time

Bug #13488: Merging into internal test case show file crashes the desk every time

Bug #13490: Desk Crash when highlighting groups in support show file

Bug #13500: Stomping a persist on override list back on top of another LTP list is happening in 0s

Bug #13533: Failed to load archive error when attempting show merge on Hog3

Bug #13539: Desktop Crash on "Test B" show file when desk channel select, time, and clear

Bug #13540: Updating intensity palette during delay time causes cross-fade to begin prematurely

Bug #13541: Updating color palette with slot/offset information causes cross-fades to finish prematurely

Bug #13547: Updating/Merging IPCB faders and Manual Xfaders incorrectly throws cue into full state onstage

Bug #13549: Merging into a release side IPCB fader causes parameters to release onstage

Bug #13552: Copying cues in reverse order to a new master adds a cue 0 and reverses order of first two cues

Bug #13581: Crash when check integrity of corrupted test case show files on Hog 3

Bug #13562: Setting a chase or timed go cuelist to Release on other go will not release on another go if the list is already in playback

Bug #13572: Cuelist Options window doesn't redraw "CuelistCuelist Rate" field correctly

Bug #13573: Cuelist Options window doesn't redraw "Cuelist Rate" and "Effect Rate" fields correctly after toggling chase

Bug #13576: Follow + Time doesn't work; acts as a follow

Bug #13591: Comm delegated id allocator causes problems deleting objects from some arrays