



Wholehog v3.1.7 Release Notes

RELEASE Version: 3.1.7 (2826) August 25, 2010

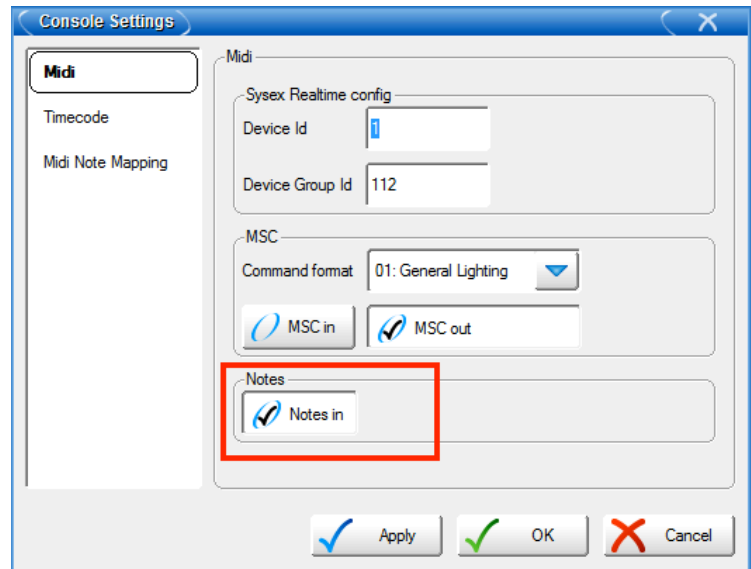
Wholehog 3 Console and Rack Mount, Hog 3PC, Road Hog Full Boar, Hog iPC, Road Hog

Version 3.1.7 b2826 is a software update for all Wholehog Consoles that contains new features, bug fixes, and overall increased show file stability.

New Features

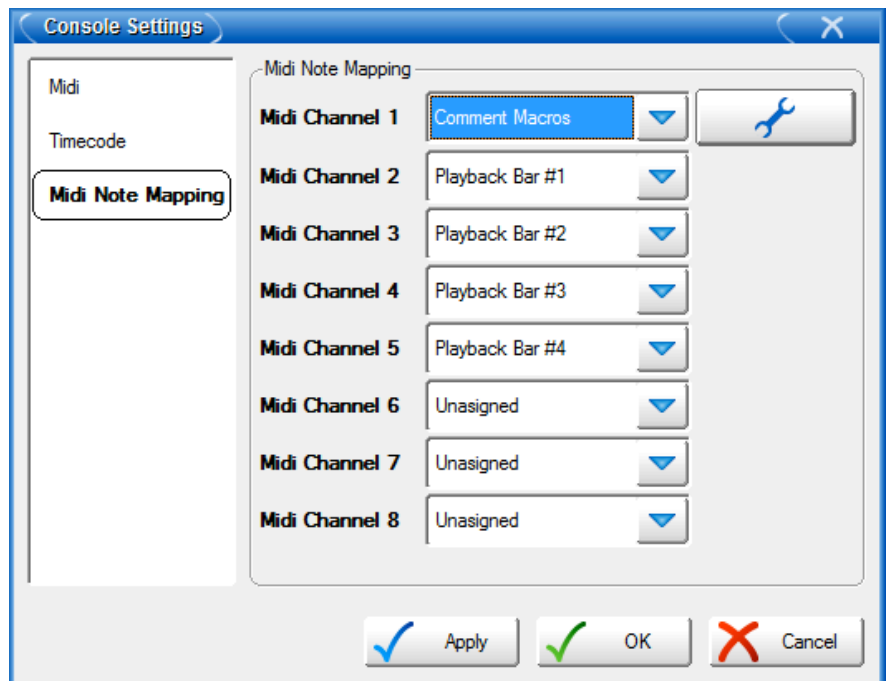
Midi Notes

All Wholehog consoles are now capable of listening to midi notes allowing users to remotely control many of the console's primary functions. Midi note input can be enabled and configured through the console settings window which is accessed via the network window.



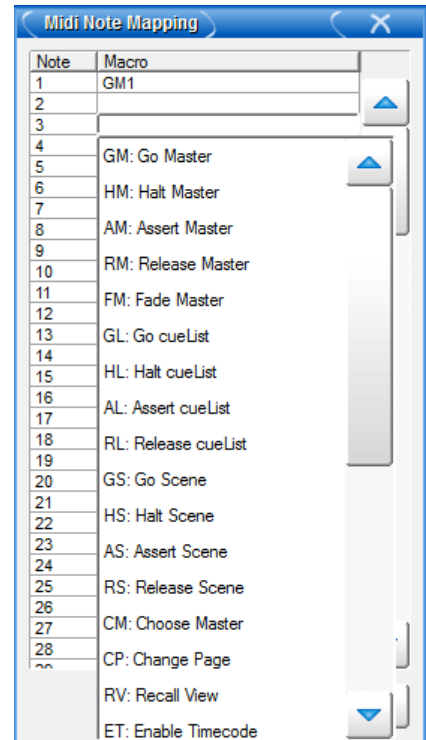
Midi Channel Assignments

Console features such as Programming buttons, Playback buttons, Touch Screen Soft Keys, and Comment Macros can be assigned to different midi channels allowing for a remote midi controller such as a midi keyboard to control fundamental console functions as specified by the fixed midi map (see *midi note mappings below*).



Comment Macro Midi Note Mappings

When the comment macros option is assigned to a midi channel the user can then click on the settings button and enter custom comment macros that coordinate with each midi note. When a midi note is fired the corresponding comment macro will trigger.



Midi Note Mappings

Below is a complete list of fixed Midi Note Mappings for each assignable section of console functionality:

PLAYBACK BAR NOTE MAPPINGS

<u>Master #1</u>	<u>Note</u>
CHOOSE	0
GO	1
HALT	2
FLASH	3

<u>Master #2</u>	<u>Note</u>
CHOOSE	4
GO	5
HALT	6
FLASH	7

<u>Master #3</u>	<u>Note</u>
CHOOSE	8
GO	9
HALT	10
FLASH	11

<u>Master #4</u>	<u>Note</u>
CHOOSE	12
GO	13
HALT	14
FLASH	15

<u>Master #5</u>	<u>Note</u>
CHOOSE	16
GO	17
HALT	18
FLASH	19

<u>Master #6</u>	<u>Note</u>
CHOOSE	20
GO	21
HALT	22
FLASH	23

<u>Master #7</u>	<u>Note</u>
CHOOSE	24
GO	25
HALT	26
FLASH	27

<u>Master #8</u>	<u>Note</u>
CHOOSE	28
GO	29
HALT	30
FLASH	31

<u>Master #9</u>	<u>Note</u>
CHOOSE	32
GO	33
HALT	34
FLASH	35

<u>Master #10</u>	<u>Note</u>
CHOOSE	36
GO	37
HALT	38
FLASH	39

<u>Main</u>	<u>Note</u>
GO	40
HALT	41
SKIPFWD	42
SKIPBCK	43
RELEASE	44
GOTO	45
NEXTPAGE	46

PROGRAMMING KEYS NOTE MAPPINGS

num 0	0
num 1	1
num 2	2
num 3	3
num 4	4
num 5	5
num 6	6
num 7	7
num 8	8
num 9	9
PERIOD	10

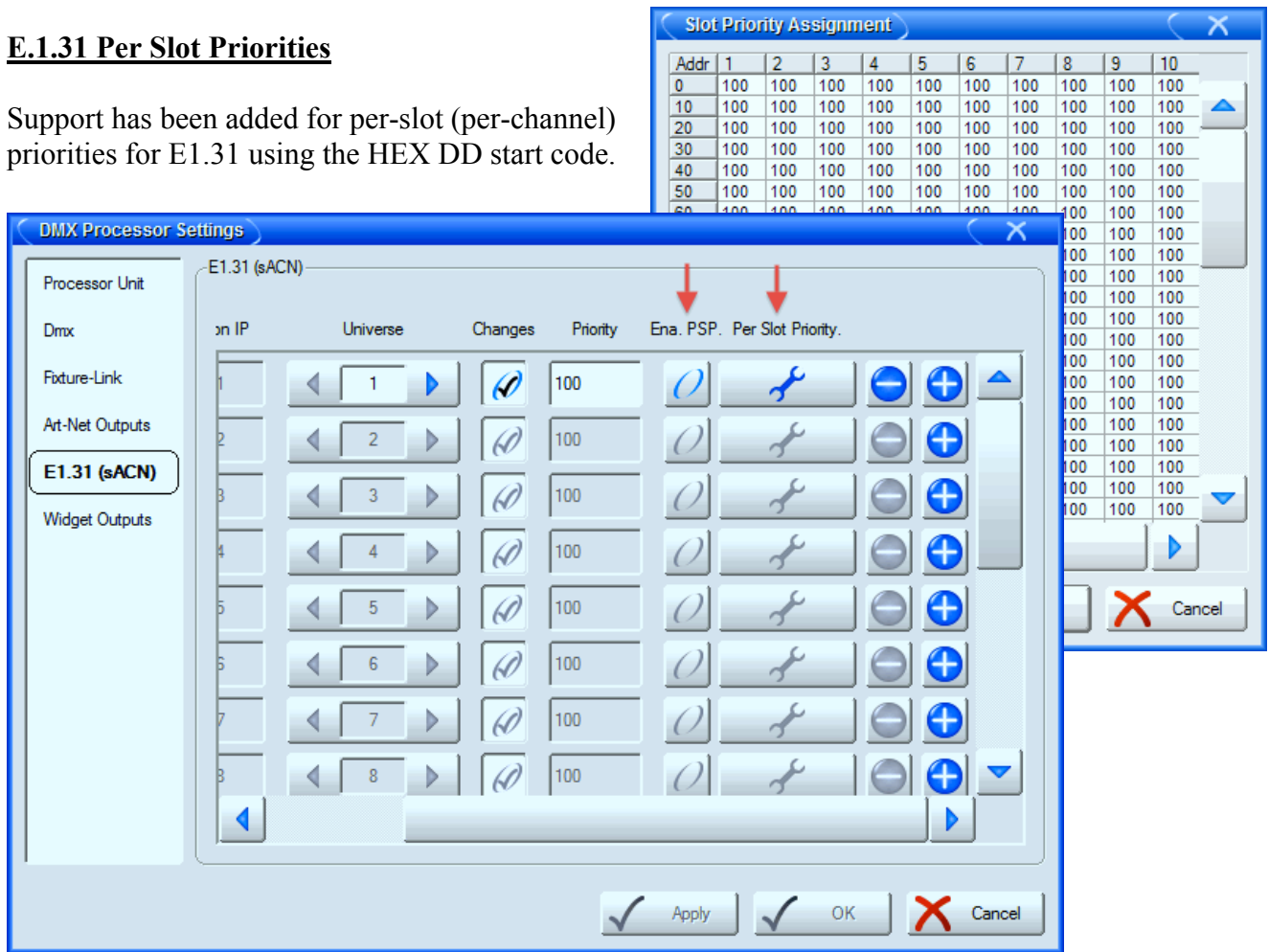
SLASH	11
MINUS	12
PLUS	13
THRU	14
FULL	15
AT	16
BACKSPACE	17
ENTER	18
LEFT	19
RIGHT	20
UP	21
DOWN	22
PIG	23
FAN	24
SET	25
SETUP	26
CONTROL	27
OPEN	28
UPDATE	29
MERGE	30
RECORD	31
COPY	32
MOVE	33
DELETE	34
FIXTURE	35
GROUP	36
INTENSITY	37
POSITION	38
COLOUR	39
BEAM	40
EFFECTS	41
TIME	42
LIVE	43
SCENE	44
CUE	45
LIST	46
PAGE	47
MACRO	48
HIGHLIGHT	49
BLIND	50
CLEAR	51
NEXT	52
BACK	53
MOUSE UL	54
MOUSE UR	55
MOUSE LR	56
MOUSE LL	57
I-WHEEL UP	58
I-WHEEL DN	59
TOUCH	60
PARK	61
VIEW	62
KNOCKOUT	63

TOUCHSCREEN SOFT KEY NOTE MAPPINGS

DOWN RIGHT 1	0
DOWN RIGHT 2	1
DOWN RIGHT 3	2
DOWN RIGHT 4	3
DOWN RIGHT 5	4
DOWN RIGHT 6	5
DOWN RIGHT 7	6
DOWN RIGHT 8	7
DOWN RIGHT 9	8
DOWN RIGHT 10	9
DOWN RIGHT 11	10
DOWN RIGHT 12	11
UPPER RIGHT 1	12
UPPER RIGHT 2	13
UPPER RIGHT 3	14
UPPER RIGHT 4	15
UPPER RIGHT 5	16
UPPER RIGHT 6	17
UPPER RIGHT 7	18
UPPER RIGHT 8	19
UPPER RIGHT 9	20
UPPER RIGHT 10	21
UPPER RIGHT 11	22
UPPER RIGHT 12	23
UPPER LEFT 1	24
UPPER LEFT 2	25
UPPER LEFT 3	26
UPPER LEFT 4	27
UPPER LEFT 5	28
UPPER LEFT 6	29
UPPER LEFT 7	30
UPPER LEFT 8	31
UPPER LEFT 9	32
UPPER LEFT 10	33
UPPER LEFT 11	34
UPPER LEFT 12	35

E.1.31 Per Slot Priorities

Support has been added for per-slot (per-channel) priorities for E1.31 using the HEX DD start code.



Software Enhancements

DP2000 Performance

DP2000 performance has been improved to provide healthier dmx refresh rates while under medium to heavy workloads.

Hog iPC DP8K Upgrade Installer Package No Longer Necessary

Due to improvements in the Hog3PC installer, the separate DP8K upgrade package that was previously required for older model Hog iPC s is no longer needed when upgrading your Hog iPC to Hog3PC v3.1.7 and greater.

Important Note: Older models of Hog iPC will reboot twice during the 3.1.7 install.

Version 4 Fixture Library Updated

The v4 fixture library has been updated to include new fixtures including the new Digital Lighting v2 Protocol profiles for DL.3, DL.2, and Axon.

Wholehog v3.1.7 (Build 2826) Bug Fixes

- Bug #13877: Add Edge Detect Color 2 button to the Global/Layer effects on DL lib
- Bug #14007: Garbage Collect error on log off (array 4), server busy
- Bug #14012: Auto-Update can record wrong fade time
- Bug #13691: Sloppy Cuelist Window Feedback on large shows
- Bug #13721: Strip Unused Types does not reuse unused object Id's when adding new types
- Bug #13835: Trigger Comment Macro option for BACK does not work
- Bug #13844: WYG auto-focus crash when fixture personalities of WYG and Wholehog don't match
- Feature #13856: Add E.1.31 DMX channel priority
- Bug #13857: Moving empty jump toolbar causes desktop crash
- Bug #13880: Crash when selecting certain groups on existing test show files
- Bug #13902: Garbage Collect is producing an Assert on log off on Test-D file
- Bug #10311: Copying (cloning) fails based on order of internal fixture IDs
- Bug #13435: Moving Scenes and Lists in the directory is spotty on PC Consoles
- Bug #13612: Custom timing for Master and Main Cuelist Options added back to software
- Bug #13633: Palette Integrity Issue on "RIP" test show file
- Bug #13641: Crash Undoing Cue Update in test show file
- Bug #13650: Poor DP Performance on large DP2K show files
- Bug #13652: Server crash when removing certain fixtures in test show file
- Bug #13654: Crash when recording or merging color/beam palettes in "FSP" test show file
- Bug #13658: Error message when merging into color/beam palettes in "FSP" test show file
- Bug #13663: 'UNDO' after removing fixtures from the "TT" test show file producing Remote Task error
- Feature #13666: Add support for Midi Note Input Mapping
- Bug #13670: Console Settings APPLY button doesn't grey out after applying changes
- Bug #13673: Custom Highlight Palette goes bad and causes crash (Trap: GetTypeID)
- Bug #13827: Custom Fixture Type show merge failure (Object 300370576 in array 36)