



How to Add a Library file into your HOG

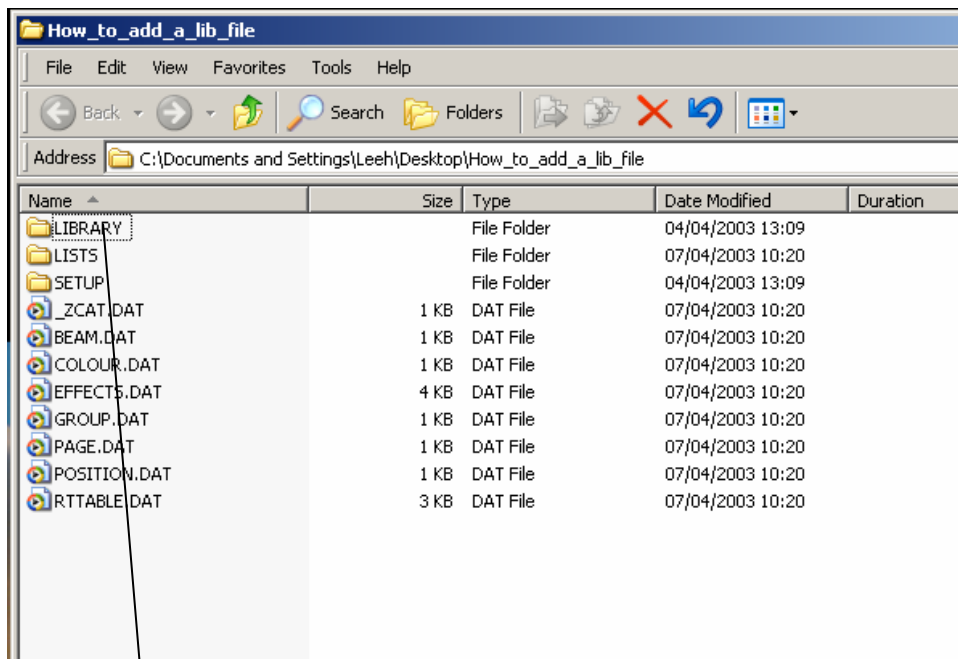
*This is for the following consoles.
Hog 500 Hog 1000 Hog PC and HOG II*

First you need to have the *.lib file. (*note: this will sometimes be sent to you as a *.txt file also*)

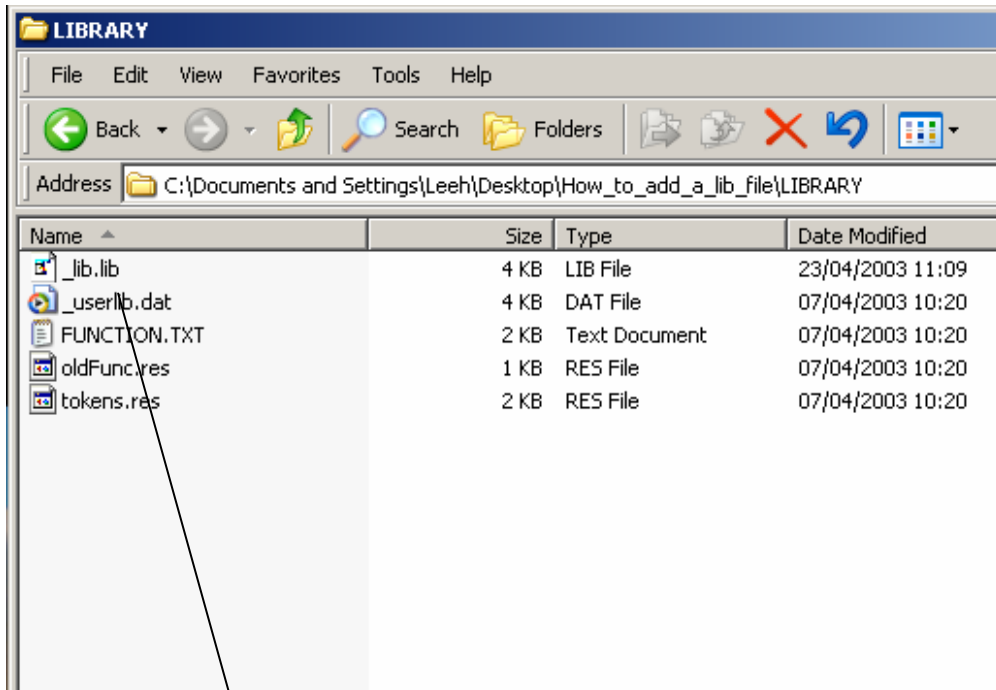
Flying Pig have either sent you this file or you have written this yourself following the Library Standards in the HOG II Manual (version 4)

Once you have the lib file Save out a clean HOG show or take a copy of the show you want to add the library into.

Open the show disk on a PC

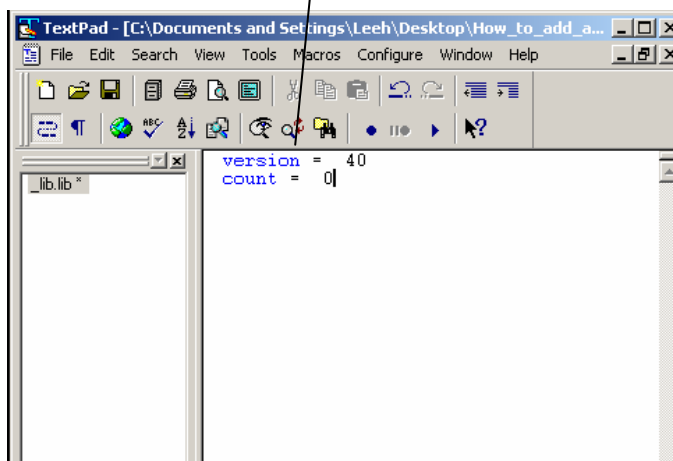


In here you will see the Library Folder.
Open this.

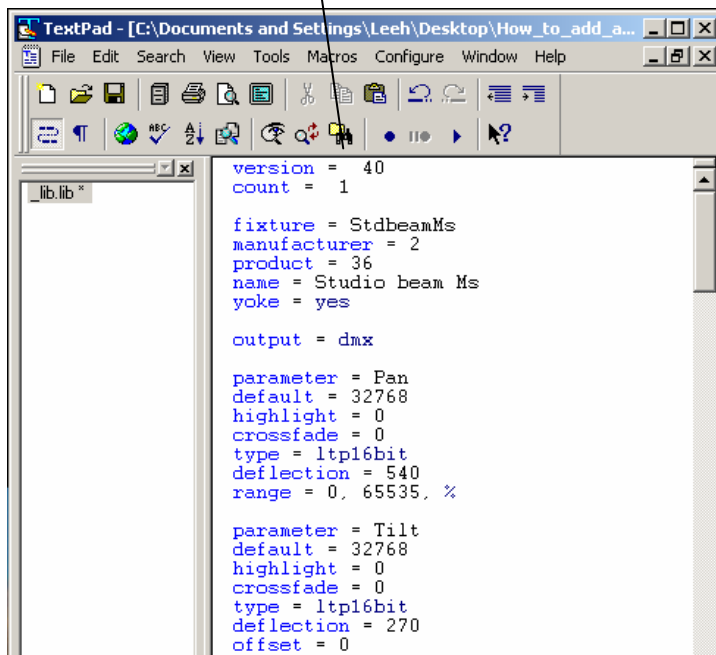


Contained in here is a file called `_lib.lib`.
Open this with a Text Editor. (We recommend Text Pad)

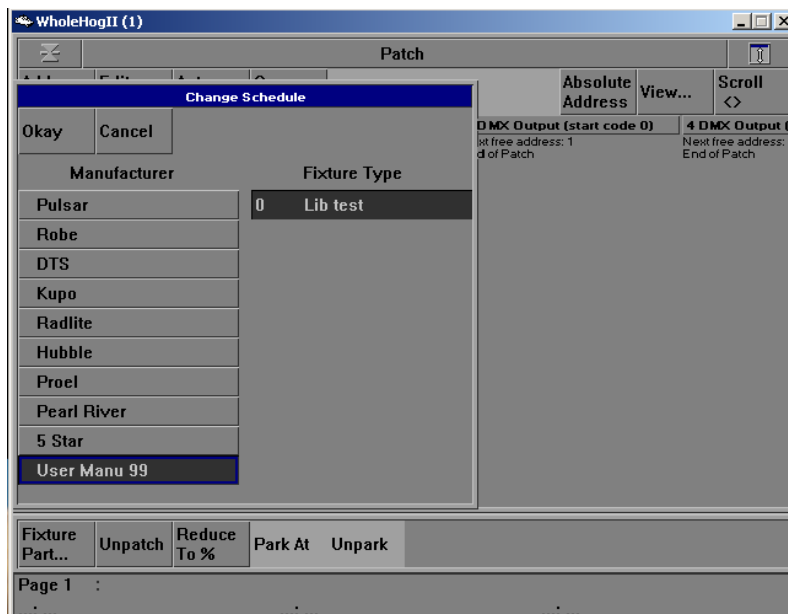
At the top of the `_lib.lib` file you will see `Version = 40` and `Count = 0`
The version number is generated by the HOG and may change when software is updated.
The count = tells the Hog, how many lib files you have added to the `.lib` file.



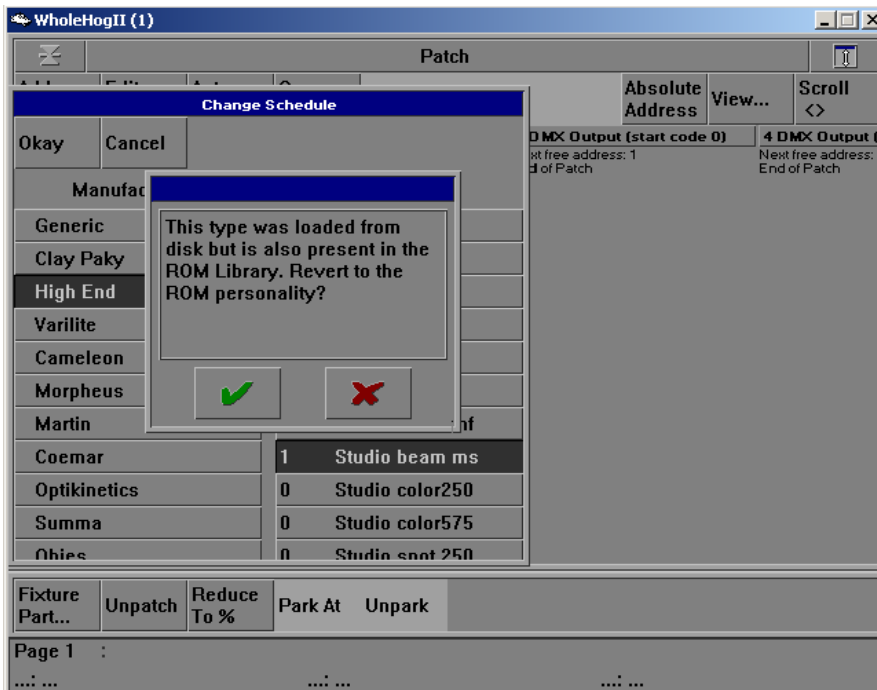
Paste the file that you want to add into the Hog into here and increase the count by one.
 If you add more than one file then just increase the count proportionally



Now save this and load this back into the HOG.
 If you have used the correct Manufacture and product code numbers then you should see this in your Fixture schedule.
 If the manufacture does not currently exist in the HOG then it will appear at the bottom of the Fixture Schedule.



If you are loading in a library file that is already contained in the ROM you will get an alert box when you enter a number in the schedule. You may wish to do this if the file contained in the ROM is wrong and you have been sent a fix.



If you get this box then select the X and continue as normal.

If you require any further assistance then please contact

Support@flyingpig.com