

HogUNIT™ Supplement
Version 3.1



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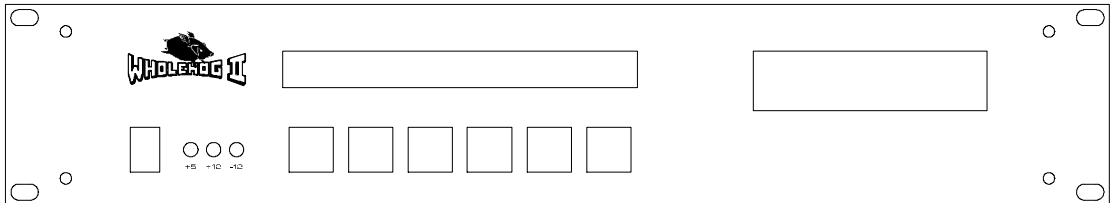
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Introduction

This supplement covers the additional features of the HOGUNIT™ Show Playback accessory. It is designed to be read in conjunction with the version 2.0 manual that was shipped with your WHOLEHOG II™.



HogUnit frontpanel

The HogUnit has been designed primarily for unattended playback of WholeHog II shows. This means that not all WholeHog II functions are accessible using a HogUnit.

There is no access to change show programming:

- No fixture programming can be altered.
- Neither cue programming nor cuelist structure can be altered.
- Page layout and ordering cannot be changed.

Playback timing and options can only be changed by using a mouse and keyboard:

- Overall cue timing can be edited.
- Cuelist options and chase timings can be edited.
- Console Input and Output options can be changed.
- Console options (such as locking) can be changed.

During playback, there is limited manual control and feedback:

- You can select a Playback Master, Go and Pause.
- You can toggle Dead Black-Out on and off.
- You can move to the next Page.

In addition, the HogUnit can be used as a slave backup console, but only for shows where limited manual control is required.

Playback on the HogUnit

Take these steps to get your HogUnit ready for Playback:

Design and program your show completely on a WholeHog II. It is not possible to do fixture programming on a HogUnit.

Setup the desired input options that you will want on the HogUnit, such as Midi In or LTC In.

Save the Show to disk, load the disk onto the HogUnit, and test.

Start Playback.

Designing a Show for the HogUnit

The HogUnit can playback full WholeHog II shows; however, you must have designed them specifically with HogUnit playback in mind.

The main differences between a HogUnit and a WholeHog II are

- There are no faders. The HogUnit acts as though the 8 standard faders are set at maximum, so you must program intensity changes directly into your show.
- There is only one set of 'Go' and 'Pause' buttons.

Consequently, your options for controlling playback on the HogUnit are

- manually using the HogUnit frontpanel (one master at a time)
- using a timecode input
- sending midi notes or midi show control commands
- using the 24 Hour clock. See *Using the 24 Hour Clock* for a description of how to schedule macro commands to be executed at hourly or daily intervals.

You must design your show structure to run using 'Go' on one fader, or with no operator intervention at all. There are a number of strategies which you can adopt to achieve this.

Triggering using one Master Cuelist

You can design the show around one master cuelist. If necessary, it can trigger sub-cuelists, chases and page changes using comment macros. That way, all the show triggering boils down to 'pushing Go' at the right time on the master cuelist, using any of the playback methods listed above.

Triggering of Multiple Cuelists and Chase using a Show Sequencer

If you have access to a Show Sequencer, you can remove the necessity of creating a master cuelist, and instead rely on the Sequencer to issue the correct cue triggers and the correct time.

The HogUnit can receive commands from Sequencers using either midi notes or Midi Show Control.

Save time by recording midi notes or show control from a WholeHog II console:

Program the show to your satisfaction.

Then, turn on the WholeHog II MSC Out or Notes out (as applicable), and connect the midi output to the sequencer

Next, playback the show manually, with the Sequencer in midi record mode.

When you are done, the Sequencer will contain all the cues at approximately the correct times. These can be tidied up on the Sequencer. Meanwhile, the show can be transferred via disk to the HogUnit ready for testing playback.

Plan and Setup any Input Options

Once you have decided how the HogUnit is to be triggered, select the correct input option before you save the show.

Press 'Setup', followed by 'Input Panel'. For **Timecode**, press 'LTC Controls' and select 'LTC In'. If necessary, change timecode options as described in your WholeHog II manual. For **Midi Notes** press 'Midi In' and make sure that you have selected the correct Midi Rx Chan. For **Midi Show Control**, press 'Midi In' as well; in addition make sure you have selected the correct Device Id.

Changing Input Options on the HogUnit

If you need to, you can change the Input Options you selected once the Show has been transferred to the HogUnit. Follow the description given in *Accessing WholeHog II Windows*.

How to access more HogUnit Master Controls manually:

If you need more manual control than the HogUnit frontpanel gives you, you can connect up a RockWing and use its master controls. Just plug in the RockWing the same way you would with a WholeHog II.

Or you can use DMX Input to trigger the HogUnit. On the Input Panel, select 'DMX Trigger' or 'DMX Masters' before transferring the show to the HogUnit.

Loading the Show onto the HogUnit

Before loading the show on the HogUnit, make sure that your show is fully tested on a WholeHog II, and then save it to disk.

Turn on the HogUnit. Start up messages will scroll down the LCD until you see

Load Show	found No show in memory
------------------	------------------------------------

Insert the disk and press 'Load Show'. Load show messages will scroll down the LCD, until you see

Load Show	Loading: Effects Library from ¥EFF Load finished okay.
------------------	---

Press 'Okay'. You will see the main HogUnit menu

Page 1(1)Empty/?	10: 59. 10				
Go	Pause	BO Off	Next /	Next	Setup

The show has now been loaded, and you can now start playback

Starting Playback

Manual Go

Use the 'Go' button on the main HogUnit menu to start the cuelist loaded on fader 1 running. To access a different master, press 'Next /' (Next Fader). To access a different page, press 'Next. ' (Next Page).

Timecode Control

Once the show has been loaded, 'LTC In' should be already turned on automatically, provided that you saved the show with it on. If not, *see Accessing WholeHog II Windows* for a description of how to turn on 'LTC In' on the HogUnit.

As on the WholeHog II, cuelists will not start listening to timecode until you have pressed 'Go' on a fader. Press 'Go' on the main HogUnit menu before starting the timecode tape running.

Midi Control

Once the show has been loaded, 'Midi In' should be already turned on automatically, provided that you saved the show with it on. If not, *see Accessing WholeHog II Windows* for a description of how to turn on 'Midi In' on the HogUnit.

24 Hour Clock

The 24 Hour Clock allows you to trigger macros at hourly and daily intervals. The macros can start or stop cuelists, or change page.

How to get a Cuelist to listen to Timecode without pressing Go:

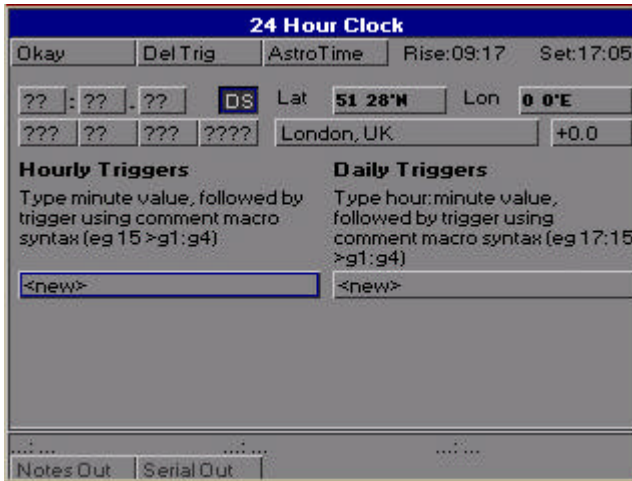
If you want a fully automatic setup once the show has been loaded, you can use the 'Save Activity' feature which automatically starts faders once a page is loaded. While still programming on the WholeHog II, change page so that your master cuelist is visible. Select the master cuelist's fader, press 'Go', and then press 'Save Activity' in the page menu window.

Using the 24 Hour Clock

Triggers can be programmed on the WholeHog II, or on the HogUnit provided you have external monitors, a mouse and a keyboard plugged in.

Hourly triggers are macros that will occur at the same minutes past each hour. Daily triggers are macros that will occur at the same time each day.

To access the HogUnit 24 Hour Clock Trigger window, press Setup > 'Input Panel' > '24 Hr Clock'.



24 Hour Clock Trigger Edit Window

Adding a Trigger

Move the entry box to the row labelled <new> in the hourly or daily list, as appropriate, then press Set. Type in the trigger time in minutes or hours:minutes depending on the list, followed by a space and the macro. Eg 05 >g1:g4

Modifying a Trigger

Move the entry box to the trigger to be modified, press Set, and type in your changes.

Deleting a Trigger

Move the entry box to the trigger to be deleted, and press the 'Delete Trigger' button in the menu.

Macro Syntax

The macro syntax is currently limited to the same syntax as used in the comment lines of cues; to summarise:

Each macro line is preceded by a >.

The macro commands are

- g or G Go, eg >g1 to go the first master
- s or S Pause (S is for Stop), eg >S2 to pause the second master
- r or R Release, eg >r4 to release the fourth master
- p or P Page. Use the page numbers shown in the top left of the page window buttons. eg >p12.1

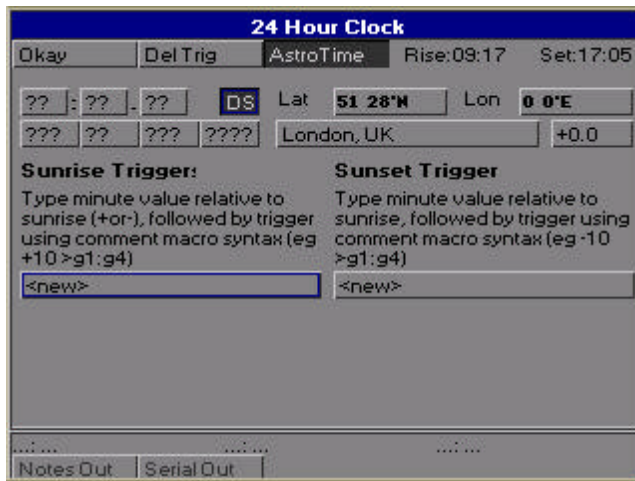
Other symbols used are:

- : separates multiple commands, eg >g2:s7
- > indicates a range of numbers, eg >g3>5 will go masters 3 through 5

Masters numbers are 1..8 for the masters accessible via the WholeHog II frontpanel, 9..42 for masters on the Wing and 9..33 for DMX Masters.

Using the Astronomical Clock

The console has the capability to calculate sunrise and sunset times, and triggers can be set relative to these in the same way that real-time clock triggers are set. The triggers can be programmed and saved but not used on the Wholehog II console.



The astronomical clock functions share the real time clock triggers window found under Setup – Input Panel – 24 Hour Clock. Sunrise and sunset triggers are programmed in the same manner as hourly or daily triggers, however the time is set relative to sunrise or sunset respectively. A > separates the time from the actual macro to be initiated.

e.g. to set a trigger to occur at sunrise precisely one would enter 0> followed by the trigger macro

e.g. to set a trigger to occur 20 minutes after sunrise the time entered would be 20>

e.g. for a trigger to occur 2 hours and 20 minutes before sunrise, the time would be - 2: 20>

In order to calculate sunrise and sunset accurately the console must know its geographical location. This information is entered in the top right of the same window. A drop down list of cities worldwide is provided, and the simplest option is to select your city from the list. This will automatically set the correct longitude, latitude and timezone in the neighboring boxes.

If you do not live in any of the listed cities (they are listed alphabetically first by country, then by state where appropriate) then choose the nearest location to you. If this is fairly close (within 100km) then it should be sufficient. If you are not close to any of the listed cities you will have to enter the geographical data manually. The timezone should be entered as the off-set between GMT and your local time without their daylight saving time adjustments. The longitude and latitude are entered in degrees and minutes west and east of the Greenwich Meridian, and north and south of the equator. This data should be available from local information resources.

The final element required for operation is the present time and date. The time and date are set as usual, however a DST toggle has been added to indicate whether the time is adjusted for daylight saving (summer time). Setting and clearing this toggle will automatically add or subtract an hour from the present time. Unfortunately the state of this toggle is not retained with the time and date information, nor is it saved with the show. Therefore you must check the time and date whenever a show with astronomical triggers is loaded.

[In a long-term situation the user may choose to leave the clock set to standard time (not adjusted for daylight saving) permanently. In this case the times calculated will still correspond to the actual sunrise and sunset, even though the console clock may be an hour off local time for part of the year.]

Given the correct information the console can calculate the sunrise and sunset times to within 5 minutes - in almost all cases it will be somewhat more accurate. However local factors such as atmospheric conditions (cloud cover), height above sea-level, and the height of surrounding terrain may slightly alter the time at which light conditions actually change. The sunrise/sunset triggers will operate best when triggering slow crossfades between day and night lighting states, or for initiating non-time-critical changes. Experiment with your local conditions!

Using the HogUnit

Loading a Show

After turning on the HogUnit, you will see

Load Show	found No show in memory
------------------	------------------------------------

Insert the disk and press 'Load Show'. Load show messages will scroll down the LCD, until you see

Load Show	Loading: Effects Library from ¥EFF Load finished okay.
------------------	---

Press 'Okay'. You will see the main HogUnit menu.

Changing a Show

If you want to load a different show, you will a mouse and an external monitor. Access the 'Change Show' window—see Accessing WholeHog II Windows.

Once the window is open, click on 'Load Show' and proceed in the same way as the WholeHog II.

Manual Playback Control

HogUnit playback controls are accessible through the main HogUnit menu.

Page 1(1)Empty/?	10: 59. 10				
Go	Pause	BO Off	Next /	Next	Setup

'Go' and 'Pause' act on the currently selected fader, as indicated in the top line of the display.

To change current fader, press 'Next /' (Next Fader).

To change current page, press 'Next ' (Next Page).

Intensity Control

The HogUnit acts as though the 8 standard faders are set at maximum, so you must program intensity changes directly into your show.

The operator has an emergency black out control: press 'BO Off' to turn black out on. The label changes to 'BO On' to indicate this. Press the button again to turn black out off again.

HogUnit faders are hardwired to act in 'LTP' mode. Avoid using 'HTP' programming techniques in your show.

Accessing WholeHog II Windows

In order to access more features, you will have to connect up a mouse, one or more external monitors and a keyboard before you turn on the HogUnit.

Cuelist Window

You will need an external monitor. Press 'Setup'; you will see the HogUnit Setup menu.

Okay	Set Time	Set Date	Open Qlist	Open Output	Bump Cntrs
-------------	-----------------	-----------------	-------------------	--------------------	-------------------

Press 'Open Qlist'. A cuelist window will be displayed on the external monitor. It will track the current master.

Output Window

You will need an external monitor. Press 'Setup', followed by 'Open Output'. The 'Output window' will be displayed. If you want to see different scroll positions, these will need to be setup on a WholeHog II and saved as different views. See *Using Views* later.

Then, on the HogUnit, you can switch between different views using a mouse. The view bar is visible on external monitor 2.

Input Window

You will need a mouse and an external monitor. Press 'Setup'. As well as the HogUnit Setup menu on the frontpanel, you will see the standard WholeHog II Setup Toolbar on the external monitor. Click on 'Input Panel', and proceed as you would for the WholeHog II.

Other Windows

As above, you can access the following windows using the mouse and the Setup Toolbar: Patch Window, Change Show Window, Control Panel Window, Input Window, Levels Window, Programmer Contents Window and the Output Window.

Other windows, such as the Page Menu, Cuelist Directory, etc., cannot be accessed directly. Instead, you must access them using a view.

Using Views

You will need a mouse and two external monitors. When creating your show on the WholeHog II, decide which windows you will require on the HogUnit, and save them as Views.

To access the Views, find the View Bar on the second external monitor, and click on the view you want.

Modifying Values

Since the HogUnit lacks a touchscreen and a keypad, you will need to plug in a keyboard in order to change values.

The keyboard equivalent of the Set key is the Num Lock key

HogUnit Setup

Setting the 24 Hour Clock

To **Change the Time**, press 'Setup'. You will see the HogUnit Setup Menu.

Okay	Set Time	Set Date	Open Qlist	Open Output	Bump Cntrs
-------------	-----------------	-----------------	-------------------	--------------------	-------------------

The HogUnit does not have an automatic daylight saving adjustment.

It does correct for leap years, except for the year 2000, which it will incorrectly assume isn't a leap year.

Press 'Set Time'.

Okay	Hours 12	Mns 32	Secs 34		
-------------	---------------------------	-------------------------	--------------------------	--	--

To change any of the time settings, press the buttons until you see the correct value. When you want the change to take effect, press 'Okay'.

To **Change the Date**, press 'Set Date' on the Setup Menu.

Okay	Date 23	Month Jun	Year 1997	Day Mn	
-------------	--------------------------	----------------------------	----------------------------	-------------------------	--

Again, press the buttons until you see the date you desire.

Note: the 24 Hour Clock battery does not recharge; however, it will last for about 15 years.

Adjusting LCD Contrast

To change the LCD contrast, press 'Setup' and then press 'Bump Cntrs' until the contrast is satisfactory.

Loading New Software

Turn on the HogUnit while holding down any of the frontpanel buttons.

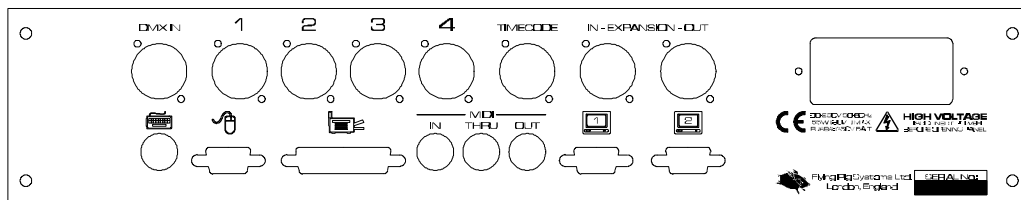
Clean	OldShw	New Sw	<- Choose Option
--------------	---------------	---------------	----------------------------

Press 'New Sw', and follow the instructions.

Resetting the HogUnit

If you want to reset the HogUnit to eradicate the existing show, turn on the HogUnit while holding down any of the frontpanel buttons, then press 'Clean'

HogUnit Back Panel



HogUnit Back Panel