



Wholehog III 1.3.7 (Build 688) Release Notes

New Features

Tap Sync for Chases

When a cuelist is assigned as a chase, the rate of the chase can now be defined by holding the **Choose** button while pressing the master's **GO** button repeatedly. The duration between **GO** presses will be calculated to determine the chase rate. The Tap Sync function is only available for chases assigned to a master. This functionality is not possible with virtual masters.

Update Toolbar

If you hold down **Update**, the Update Toolbar will appear. If you press **Update** in the Programmer, the Update Toolbar will remain open while the Auto Update dialog is open, after releasing **Update**.

From the Update Toolbar, you can turn off Track Forwards (when updating or Auto Updating Cues), use the kind mask options and allow references (Allow Refs) in palettes (default is On).

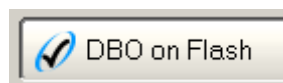


Update Masking Defaults

Now when using Auto-update, the "USE T" masking is turned off by default. This solves the problem of auto-updates changing crossfade times back to default values.

Turn off DBO on Flash for Grand Master

The Flash button under the Grand Master acts as a DBO button. To disable this functionality, go to **Setup** > Preferences > Playback/Misc and deselect 'DBO on Flash' under Grand Master Options. The default setting is On.



Default Blind state in Preview Editors

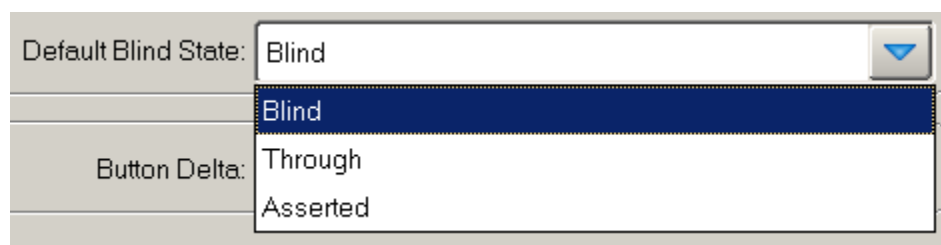
In **Setup** > Preferences > Edit/Programming, you can choose the default Blind mode when you open a Preview Editor.

Blind - nothing will be output to stage

Through (Flashing Blind LED) - changes to values currently on stage controlled by object will be output to stage

Asserting - all changes will be output to stage

The default setting is Blind.



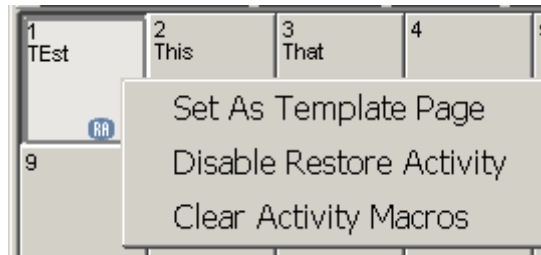
Latching Flash

The options menu for a Cuelist now contains an option a “latching” function for flash keys. Activating this option will result in the flash key enabling with one press and disabling with a second press.



Removing Activity Macros from Pages

In the Page Directory, right-click on a Page and select Clear Activity Macros to remove the activity macros from that Page.



Record Choose with Scenes

If you enter **Record Choose** and the chosen Master has a Scene attached to it, you are asked if you would like to Merge into or Replace the Scene, or unattach the Scene and create a new List on the Master.

Pig + Touch

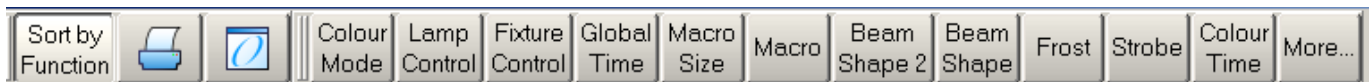
In the Editor, **Pig + Touch** will bring in the values as Touch does, but they will not be touched so a subsequent record operation will not record those values.

Palette Merging from Editors

When you merge into a Palette from an Editor, the Editor will take references to the recorded values. Previously, those values were marked as untouched.

Sort by Function in Edit Fixtures

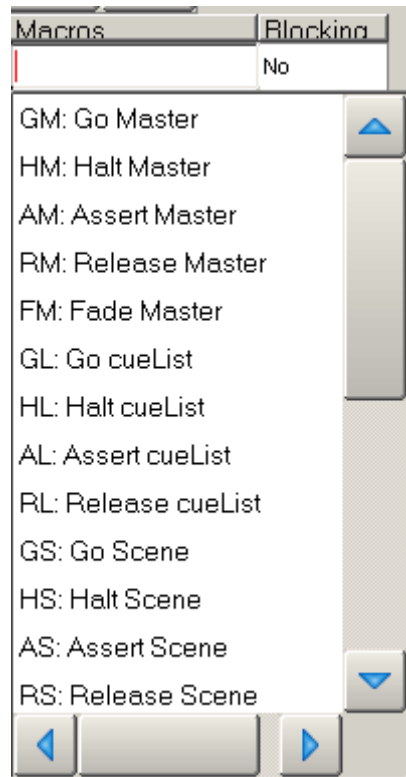
A new button on the top of the Edit Fixtures window allows the window to be sorted by function. This allows users to quickly edit fixture attributes for several fixtures at once. Also the jump toolbar will change from fixture numbers to function types.



Please note: Double clicking cells within the Edit Fixtures window is not possible at this time. Users must select a cell and press SET on the console to make changes.

Trigger Macro entry

When entering a Trigger Macro, clicking on an acronym in the drop down list will append the acronym to the macro, with a preceding : separator if required. Macros are case insensitive and can have spaces entered in them.



CD Player Trigger Macros

The following Trigger Macros can be used to control the internal CD drive

GCD - (G)o CD (play). A number after the macro will play that track number. If no number is given, if the CD player is paused, it will unpauses, otherwise it will play from the start of the disc.

HCD - (H)alt CD (pause). Pauses the CD if it playing, unpauses it if it is paused, otherwise starts the CD but pauses it immediately.

RCD - (R)elease CD (stop)

NCD - (N)ext track. Start playing from the start of the next track.

BCD - (B)ack track. Start playing from the start of the previous track.

All macros accept the 'h' modifier to specify which console's CD drive will be targeted. Leaving the modifier off will cause the macro to control the CD player on the console on which the macro was added.

MIDI String Trigger Macro

Trigger Macro to output MIDI is **MS**. Pass is a processor box type (h for Hog) and a net number, then a forward slash and the MIDI String. The MIDI String will be treated as hexadecimal unless delimited with a '!'. End the decimal portion of the string with a space. Currently in 1.3.7 MIDI Strings are only output via the console MIDI output and not the IOP,

Syntax:

MSh[Console ID]/[Serial String]

[Serial String] is the message to be sent expressed numerically. A number preceded by a '!' is treated as decimal. A number preceded by a space or another two digit hex number is treated as hex.

Examples:

MSh2/90473F - Outputs MIDI Hex codes 90 47 3F from Console #2

MSh1/a0 b0 c0 d0 - Outputs MIDI Hex codes a0 b0 c0 d0 from Console #1

MSh1/90.14.12 90.5.6 - Outputs hex 90, decimal 14, 12, hex 90, decimal 5, 6 from Console #1.

Known Issues

Sorting Palettes in Sheet Mode

See bug #5128. Users should be aware that they shouldn't sort palettes in the sheetmode.

State Builder

Sometimes when updating a cue that is live on stage (auto-update or merge), the state on stage will not update. Users will need to "GO" that cue again to see the new changes. This bug has existed for many versions and is planned to be fixed in the next release.

Link Cues

If a link cue has a (0 count) and a wait time, then the wait time will be applied to the cue following the link and that cue's wait time will be ignored. A zero wait time "disables" the link cue. Future versions will not allow zero wait times, instead a "disable" button will be created.

Trigger Macros

Due to changes within the trigger macro system, ANY Timecode macros **WILL CHANGE** when a show is loaded into 1.3.7. Users should be aware that shows migrating from version 1.3.6 using timecode trigger macros, will need the macros to be manually updated within cuelists. This bug does NOT affect new shows created in 1.3.7.

Original in 1.3.6

JT: Jump Timecode

DT: Disable Timecode

ET: Enable Timecode

OT: Open Timecode Toolbar

RN: Release Node

Becomes in 1.3.7

ET: Enable Timecode

RN: Release Node

OT: Open Timecode Window

MS: Output MIDI String

GCD: Play CD

Bug Fixes for 1.3.7

Bugs Fixed as of December 4, 2004

<u>Bug #</u>	<u>Description</u>
#1361	Fixture control status not shown in output window
#1721	Autopalettes generates fixture groups wrong
#1748	Pressing Control doesn't open control toolbar.
#2219	X-spot unable to fade from saturated to pastel w/o going through white.
#2248	Group master doesn't update if source group changed
#2303	patching large numbers of fixtures is slower
#2332	Copy syntax should display as "Copy To" instead of just "Copy"
#2559	Custom IP and DHCP setting not responsive after restart
#2704	Touching Catalyst Color Encoders brings it to black
#2756	Implement Studio Color 2x color mode
#2828	Update resets cue timing
#3375	Implement [Pig] + "Touch" to make information record ineligible
#3527	DP restarting will halt all playback
#3583	DP DHCP problem if DHCP server isn't present.
#3599	DP crash when upgrading software 1.3x
#3715	Don't pop up Control menu if it will be empty.
#3798	CD burn to invalid directory locks and croaks desktop
#3913	Cue # copy state enter not live...
#3931	ColorPro HX: Beam Shaping non-functional
#3934	Fatal Error adding desk channels to b.420
#3994	Cuelist Options - Flash, fader options must be more prominent
#3996	Correct dialog when trying to print and no printers installed.
#4046	Heldover cuelist annunciation should be more prominent
#4117	Colour Picker can appear without header
#4133	Transport problem after loading the Autant show.
#4137	DHCP sometimes very slow
#4151	Widget Timecode USB Issue
#4181	Kind palettes don't announce 'selected' status on first press
#4198	Option to 'disable wrapping' at end of cuelist
#4243	Print Preview crash
#4252	Command line Toolbars open in the wrong order.
#4259	ColorMerge cyan, Magenta swapped
#4261	X-Spot needs to have full Continuous Color Mode Access
#4290	IOP & DP Crash (itlb and dtlb errors)
#4318	IOP Crash while receiving MTC
#4349	DP's go to intermediate state on log off
#4371	Crash logging off 'CountFree() == Capacity()'
#4421	Trackspot 2 colors are incorrect
#4426	Random editor crash viewing cues using 'Next +Back'
#4466	DP MMU itlb croak while Preparing DMX
#4510	[Copy] x [Thru] selects all fixtures after x irrespective of type
#4517	DP startup croak: Server Busy Message lockup

Bug Fixes for 1.3.7 (continued)

Bugs Fixed as of December 4, 2004

<u>Bug #</u>	<u>Description</u>
#4523	IOP lockup on logoff with timecode running
#4533	Link loops with count # not exiting on correct count.
#4551	Make default Views set as additive
#4587	Logon croaker... 'Assert:'pPlaybase' is FALSE'
#4589	DP PlayMessage croak on Paris Lido show & Mariner 'dllst_node<playmessage>'
#4637	[Record][Choose] scene options
#4639	Dp croak after software upgrade + fixture add
#4658	DP FUSION croaks
#4731	Selecting views = croaker on Mariner show
#4732	Launched new show and had no DMX Output from programmer
#4775	Changing user number with Pig+[Cursor] selecting Top to bottom incorrect
#4777	New Control options missing some features previously avai...
#4817	Add Tap Sync feature
#4839	Add Comment Macros for CD playing
#4847	Disney Test IOP Croak - 'WaitForArrays Failed is TRUE'
#4850	'Failed to Restart CUPsd' message
#4851	DP Crash... FUSION:FATALsendto(waitChkReXmitMsg)
#4854	CD Controls needs 'Repeat' Function.
#4872	Restore activity 'right click' enable doesn't work in spreadsheet
#4877	Croak on ShutDown following Server Busy Msg:'not_empty()' comm_pointer.h
#4910	No playback feedback available in Scene window
#4936	LCD Backlights do not come on after waking from sleep.
#4940	View scroll buttons broken after redraw
#4941	IOP drops incoming LTC input after ~3+ hours
#4971	Clearing trigger macros under capture activity
#4972	Capture Activity incorrectly storing inactive fader values
#4983	Implement Hog II style MIDI serial messages
#4990	Jump tool bar in Edit fixture window [More] button functionality
#4994	Wyg Croak after trying to disconnect Wyg OB
#4995	Help Button doesn't function when there are no open windows
#4997	Window 'Lock' softkey should be stored as pref or showfile
#5000	Crash at shutdown...'CountFree() == Capacity()'
#5003	Views with colour picker kill FWM, Editor
#5006	Unpatch by address doesn't work if fixture has a patch note
#5008	Second press of [Cue] is not being consumed.
#5009	Ability to turn off flash DBO for GM
#5016	Disney IOP lockup on powerup with SMPTE connected
#5018	Croak on recalling view with Rackmount Playback unit
#5024	Cuelist Directory does not show Playback activity
#5026	Ctrl-Alt-Esc-Backspace causes Crash/Shutdown
#5043	Library Merge Croak
#5044	Wyg croak on shutdown
#5045	IOP Crash with MTC running
#5051	DP Crash testing Duran Duran

Bug Fixes for 1.3.7 (continued)

Bugs Fixed as of December 4, 2004

<u>Bug #</u>	<u>Description</u>
#5055	Wyg Croak on shut down of console
#5064	DP Croak, 6500 Dimmers; 'dlist_node TRAP'
#5080	DP croak... (long*)((char*)ptr-4) ==MEM_ALLOC_VAL'
#5084	DP Croak 'nobis*sizeof(T) > MAX_VECTOR_BYTES
#5090	DP Croak on startup after hanging on "Loading Show Data" ...
#5102	Memory leak in GUI extractors
#5104	Preference for default state of Blind in Preview Editor
#5106	Display cue number in Preview Editor caption
#5114	Auto Update kills Editor
#5119	Trigger Macros menu should be double-clickable
#5120	Gui_core/application needs to be more assertive
#5128	Turn off sorting for Button view of Directory Windows
#5130	Showfile Launcher croaks if last opened show was deleted.
#5132	IOP croak while using simulate timecode-still running
#5143	Recoding new information into existing palettes does not update editor
#5159	Fader moves while Flash button is held are ignored
#5160	Selecting undefined range selects multiple type
#5161	Changing the timecode frame rate kills the desktop
#5165	Lists not triggered reliably by Macro
#5166	Multi-column selection allows illegal changes in spreadsheet view
#5167	DP Croak FUSION Fatal h_mfree:corruptedheap
#5169	Remove one click sorting on header bar.
#5170	New Show: Default Library path not obvious
#5173	IOP lockup w/blank screen when doing Remote Reset and Timecode present
#5188	DL1 Menu feature at Wrong DMX value
#5195	Play Controls button state isn't initialized correctly
#5199	DL1 w/ camera lib incorrect
#5202	Making selection after removing all fixtures gives error
#5214	Issues with concurrent data access and performance within network transport.
#5229	Custom Default Scene options do not store with record
#5231	Re-recording global palette fault
#5233	Record Merge command line syntax is not working
#5236	Editor crashes when updating Position Palettes
#5238	[Record][List](List Palette) is invalid
#5248	DL1- Camera Lib issues
#5249	IOP croak while running River Dance 'Fatal MMU itlb error'
#5264	DP/IOP 'BuildArray' Error Message
#5265	List views don't recall until touched
#5271	changing pan invert and swap axes simultaneously causes desktop to crash
#5279	Croak when patching large # of Deskchannels
#5288	Selecting view croaker...
#5290	DP Lockup loading show data
#5304	Selecting a light with 'highlight' on can crash Desktop
#5307	DP Crash on load

Bug Fixes for 1.3.7 (continued)

Bugs Fixed as of December 4, 2004

<u>Bug #</u>	<u>Description</u>
#5316	Patching invalid 'unit' to range, locks up the desktop.
#5319	DL1: Camera Orientation Labels incorrect
#5320	DL1: Camera Reset Label
#5326	Scenes/lists with 0sec release still take > 2secs to be available to go.
#5328	View /Open Cue after replicate gives "pPlaybase Assert" error.
#5345	DP Lockup (Connecting No Server Freeze)
#5350	Catalyst V3 playmodes not supported
#5361	IOP restart caused croak
#5375	DL1 with Camera Zoom2
#5378	Desktop process croak w/ Ministry of Sound
#5437	DP 'Comm_pointer.h' Croak on upgrade
#5446	View cue broken with a running scene
#5448	Change default Blind State
#5449	DP sticks with error message and Outputs Active
#5464	Toolbars positioned entirely wrong after logoff/on
#5481	Command line drops keystrokes when desk is busy
#5483	Auto-Update with wheel touch causes error
#5491	Circular Palette References cause View and Update Crash
#5492	View selection crashes desktop (YES show)
#5507	Cue<x>+[Delete](not forwards)[Enter] server busy error
#5534	Clicking pause on CD tools toolbar causes launcher -desktop process to lock up.
#5539	Nodes (DP, IOP, switch) should hard reset when losing contact with the server
#5541	Link Cues do not always jump properly with multiple DP's
#5549	Change Page macro kills desktop/playback with no Master assigned on destination page
#5552	editor crashes aftering adding Elation Fixtures
#5554	Spurious interrupts causing node lockup
#5559	Color information paste Croaks Desktop
#5563	Link Cue destination cuate's are rarely available causing delay
#5567	Zooming on print preview will kill desktop
#5664	DP croak 'dtlerror in mmu.c'
#5669	Server Busy on Merge [Not Forward] of prev cue
#5682	Auto Update not working properly in all situations.
#5691	Allow multiple rows for Slot Toolbar with large fixtures/media servers.
#5701	DP/IOP Crash/Freeze on show shutdown
#5718	Insert Link using right-click Causes desktop crash
#5743	Update [not forwards] by knocking out does not copy proper value
#5809	Gateway IP not changing properly when using Static IP addressing
#5816	Manual Backup from a Client console crashes desktop
#5852	Merge Show needs to be disabled on client consoles