



Wholehog v3.0.5 Release Notes

Version: 3.0.5 (2482) June 23, 2009

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

Version 3.0.5 b2482 is a software update for all Wholehog Consoles. It includes important bug fixes that enhance the stability of your Wholehog Console.

Installation Notes

Upgrading Wholehog 3 Consoles

Wholehog 3 Consoles running 3.0.0 b2417 or greater can be upgraded to 3.0.5 b2482 via the software update button on the start screen using the FPSPKG installer. Wholehog 3 Consoles currently running pre-3.0.0 version software must be upgraded to 3.0.5 b2482 via the full install option in the bios menu using the ISO file. Failure to do so can result in touch screen and soft key button failure.

Feature Updates

New default blind state preference added for editors

A new default blind state for editors called “use current” has been added to the preferences panel under the programming tab. When the “use current” default blind state preference is applied editors will open using the current blind state of the console. For example, if blind is turned on when a cue editor is opened then that cue editor will open in blind.

Wholehog v3.0.5 (Build 2482) Bug Fixes

- 4582 Merge show fails to load archive when temp directory doesn't exist
- 4728 Pressing [Scene] [Scene] before show fully loaded crashes desktop
- 8184 CMY/HS Mutex issues with Knockout Function
- 9797 HTP fader release behavior on page changes had end path
- 9976 Add “use current” blind state preference to use the current blind state
- 10816 Redo ignores Fade Changes
- 11021 Edits made to a cue editor fade on clear
- 11599 Fade Changes should not alter encoder and trackball timing
- 12093 Update doesn't work if only change made to editor was setting default timing
- 12685 File Browser window too wide when show description is ling
- 12747 Output window lag when console not connected to network
- 12793 Key presses during log on cause desktop crash
- 12794 Assert Error when deleting a palette created in show session on Linux Console
- 12795 “Holdover if active” incorrectly holds over lists that were previously active
- 12807 Remote Task error after deleting a cue list then undoing that action
- 12844 Marked values improperly release in “cue only” list
- 12851 Renumber in cue list window does not renumber starting at cue 1
- 12869 New function ID for layout needs to be added for Arena View fixture
- 12890 Task error when undo replicate fixtures
- 12896 Cannot undo merge



Wholehog v3.0.4 Release Notes

Version: 3.0.4 (2468) May 5, 2009

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

Version 3.0.4 b2468 is a software update for all Wholehog Consoles. It includes important bug fixes that enhance the stability of your Wholehog Console.

Installation Notes

Upgrading Wholehog 3 Consoles

Wholehog 3 Consoles running 3.0.0 b2417 or greater can be upgraded to 3.0.4 b2464 via the software update button on the start screen using the FPSPKG installer. Wholehog 3 Consoles currently running pre-3.0.0 version software must be upgraded to 3.0.4 b2464 via the full install option in the bios menu using the ISO file. Failure to do so can result in touch screen and soft key button failure.

Wholehog v3.0.4 (Build 2468) Bug Fixes

- 4582 Merge show fails to load archive when temp directory doesn't exist
- 8746 Copying a Scene does not copy the Scene options
- 11260 Clear button LED can remain off, when it should be on
- 11682 Timing incorrect when merging without using track forwards
- 12614 DP8000 Expander: Status LED does not work
- 12686 Comm Error when Merge Replace Cuelist
- 12725 Fixture window losing focus causing desktop to freeze
- 12726 Remove fixtures causes issues after garbage collect on log off
- 12735 Clear LED doesn't come back on after closing palette editor
- 12736 Fixtures stuck in highlight after hitting clear in cue editor
- 12737 First fixture in the fixture schedule stays highlighted after deselecting
- 12761 Highlighted fixtures don't fade changes when pressing clear
- 12764 DP8000 Expander: Power LED turns off on DP server loss
- 12765 Baseless effects released on page change with leave in background turned on
- 12768 Slotted Color Palettes cause false mark cue indication in cue stack
- 12769 Copying a Scene does not copy Comment Macro
- 12775 Programmer sometimes not outputting on show launch



Wholehog v3.0.3 Release Notes

Version: 3.0.3 (2452) April 1, 2009

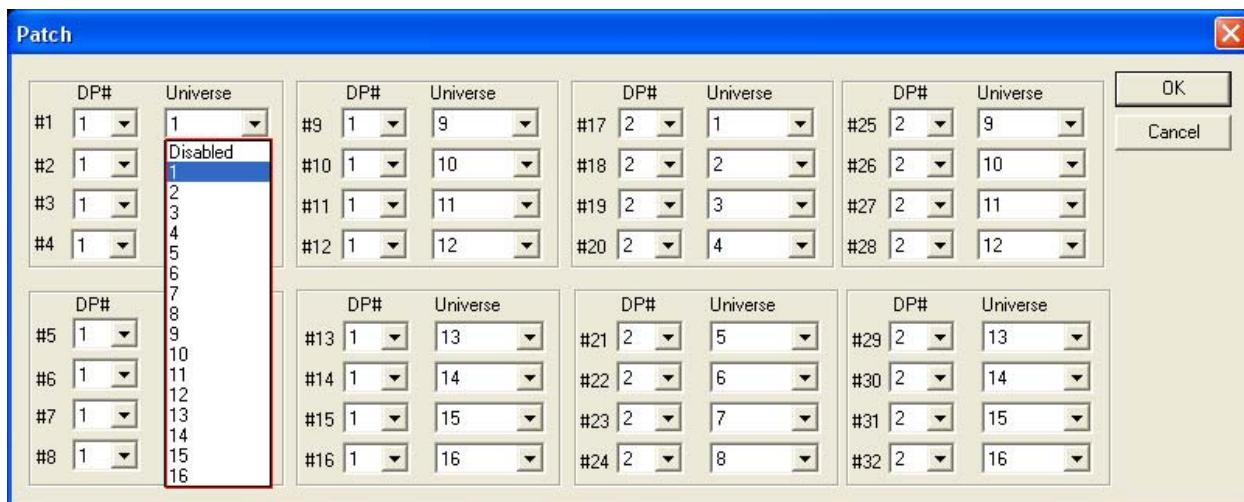
Wholehog 3 Console and Rack Mount, Hog 3PC, Road Hog Full Boar, Hog iPC, Road Hog

Version 3.0.3 b2452 is a software update for all Wholehog consoles. It includes important bug fixes that enhance the stability of your Wholehog console.

Important Updates

Visualizer Connectivity Support for 16 Universes per DP

The Wholehog Visualizer Connectivity Application now supports routing all 16 universes of a DP8000 to the virtual universes of compatible visualizer applications. Installation of the latest console software and connectivity driver 3.0.3 b2452 is required for this feature.



Wholehog 3 Full Install

Full install failures on Wholehog 3 consoles due to a dead bios battery or system clock set to the year 1970 have been resolved.

Hog iPC XPe Image v8.4.0

A new Hog iPC image resolves "Front Panel Not Found" errors with older motherboards.

Wholehog v3.0.3 (Build 2452) Bug Fixes

- 12592 Add Bad Boy to fixture library
- 12695 Clock triggers failing due bad cue list lookup
- 12705 Random DMX Values going to 0 after patch or un-patch
- 12723 Visualizer Connectivity App needs support for 16 universes per DP
- 12730 Add support for new super widget model fx1 (ROHS compliant widget hardware)
- 12731 Wholehog3 Full Install failure on consoles with date set to '1970'
- 12732 Desktop Crash when opening a Default Effect Palette with fixtures selected
- 12741 Add SHOWBEAM to fixture library



Wholehog v3.0.2 Release Notes

Version: 3.0.2 (2439) March 3, 2009

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

Version 3.0.2 b2439 is a recommended update for all Wholehog Consoles. It includes general system improvements and bug fixes that enhance the stability of your Wholehog Console.

Installation Notes

Upgrading Wholehog 3 Consoles

Wholehog 3 Consoles running 3.0.0 b2417 or greater can be upgraded to 3.0.2 b2439 via the software update button on the start screen using the FPSPKG installer. Wholehog 3 Consoles currently running pre-3.0.0 version software must be upgraded to 3.0.2 b2439 via the full install option in the bios menu using the ISO file. Failure to do so can result in touch screen and soft key button failure.

Wholehog v3.0.2 (Build 2439) Bug Fixes

- 12347 Mark Cue running count stops working
- 12453 DP2000 and IOP reset while patching
- 12637 X-wing performance issues
- 12659 DP8000 process on Full Boar will not close if Art-Net is connected to a Catalyst node
- 12668 Double Patched fixtures drop lower patch points on DP2000 Auto-Convert to DP8000
- 12670 Hog iPC Config Panel error when removing USB flash drive
- 12674 Browsing to a removed USB flash device will crash the desktop
- 12675 Auto-conversion of pre-3.0 show files can result in broken palettes and playback when first loaded on v3.0.1
- 12678 Operation Failed when doing show merge / replace Groups, Views, Cuelists, Scenes, o Pages twice in a single show file
- 12681 In-place knock out of cells with no information can cause desktop crash
- 12682 Error when doing show merge / replacing fixtures twice in a single show file
- 12690 Wholehog record dialogue box failure when cue/palette contains special characters
- 12696 DP8000 Loses Art-Net settings
- 12698 Cuelist and Playback Bar feedback failure caused by hard coded limit



Wholehog v3.0.1 Release Notes

Version: 3.0.1 (2425) January 19, 2009

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

Version 3.0.1 b2425 is a recommended update for all Wholehog Consoles. It includes general system improvements and bug fixes that enhance the stability of your Wholehog Console.

Installation Notes

Upgrading Wholehog 3 Consoles

Wholehog 3 Consoles running 3.0.0 b2417 can be upgraded to 3.0.1 b2425 via the software update button on the start screen using the FPSPKG installer. Wholehog 3 Consoles currently running pre-3.0.0 version software **must** be upgraded to 3.0.1 b2425 via the full install option in the bios menu using the ISO file. Failure to do so can result in touch screen and soft key button failure.

Hog3PC and 64-bit Windows Operating Systems

64-bit editions of Windows XP and Windows Vista require 64-bit system drivers and are not backwards compatible with 32-bit drivers such as those utilized by Hog 3PC. Therefore, installation of Hog 3PC has been disabled on all 64-bit Windows Operating Systems. These operating systems will be supported after 64-bit drivers are developed for Hog 3PC.

Wholehog v3.0.1 (Build 2425) Bug Fixes

- 12631 FPS error when launching a new show
- 12649 DP Crash when running change type show with mark cues
- 12622 DMX Processor 8000 does not always generate the correct default output map after a network boot
- 12615 DPs spend a long time in *Lost Server Resetting* after log off
- 12075 Internal touch screen graphics sometimes appear on wrong screen on show launch
- 12629 Fixture Builder is broken - new libraries are not added
- 12618 Disallow installation on Vista/XP 64



Wholehog v3.0.0 Release Notes

Version: 3.0.0 (2417) December 15, 2008

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

Version 3.0.0 represents major improvements to core components of the Wholehog software. Furthermore it adds support for the new DMX Processor 8000 and Art-Net output from the DMX Processor 8000 and Road Hog Full Boar console. This release has also updated and changed many windows and configurations. Users are urged to read this document as well as the updated User Manual/Help before loading version 3.0.

Important Notes:

Upgrade Information

When upgrading from other versions you **MUST** use an ISO for Wholehog 3 consoles. Also if you wish to downgrade from v3.0 you will need an ISO as well. Windows based consoles can be updated with the Hog 3PC msi file.

Compatibility Note

Show files are forwards and backwards compatible between version 3.0 and previous software versions. However a show file that contains a DP8000 node will not load into previous versions. Users will need to remove (or convert to DP2000) any DP8000 nodes if they wish to load v3.0 show files into previous versions of software.

Windows Based Systems

Show files loaded from previous versions into version 3.0 that contain virtual DP2000s will have these DP's automatically converted to a single DP8000. All patching will be automatically moved and no further user interaction is required.

Widget Configuration

The configuration pane for Widgets is no longer located in the control panel. With version 3.0 widget configuration is accomplished via the DP8000 settings pane of the Network window. **Refer to section 30.3.1 of the User Manual/Help for full details.** Widgets will auto-configure when discovered in version 3.0, however the mapping may not match that of previous software versions. Please be aware that existing setups may require re-configuration of widgets after upgrading to version 3.0

Networking

Many improvements and changes have been applied to the networking capabilities of Wholehog systems running version 3.0. **Please refer to section 12.2 of the User Manual/Help for full details and instructions regarding network configuration.**

New Features

Art-Net Output

The DMX Processor 8000 and the Road Hog Full Boar are capable of outputting DMX and Art-Net. The Art-Net output is fully configurable through the DP8000 settings pane of the Network window. **Refer to section 12.4 of the User Manual/Help for full instructions and details regarding Art-Net output configuration.**



Hog 3PC Vista Compatibility

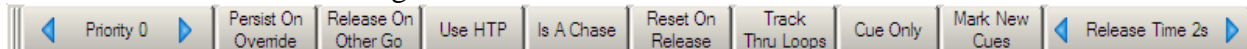
Hog 3PC is now compatible with Windows Vista as well as Windows XP SP2 or SP3.

Faster Show Loads

Important changes to core system processes now allow faster data loading on DP2000 and the new DMX Processor 8000. Users should see a significantly faster show load time on DP2000's.

Cuelist and Scene Options Toolbar

A new toolbar has been added to allow quick viewing and modifying of cuelist and scene options. By holding the Choose key of a master, the toolbar will open in place of the main toolbar on the bottom of the right touchscreen.



New Trackball button options

New options for custom trackball buttons have been added. These include “Fade Changes, Close window, and Next page”. **Refer to section 12.1.5 of the User Manual/Help for full instructions and details.**

Pig + Nudge = Half Step

When using Pig with the nudge keys above and below the intensity wheel, a half step will be nudged. For instance if the nudge value is set to +10% a Pig+Nudge will produce +5%.

Add “&O” to Default Naming Options

A default selection of “&o” is now available to allow for objects to be assigned the same name when copying (without the “copy of” wording).

Default Effect Timing Preference

A default assignment for effects timing has been added to the default timing preferences.

New Wheelsets

A new custom wheelset has been added to the Preferences folder for the Hippotizer fixture type.

DP2000 Art-Net Mode

A DMX Processor 2000 running version 3.0 or greater software includes a mode that allows you to change the DMX Processor 2000's mode to operate as a standard Art-Net node instead of a Wholehog DMX Processor. **Refer to section 12.4.3 of the User Manual/Help for full instructions and details.**



New Features *(continued)*

Reworked Network Configuration

Refer to section 12.2 of the User Manual/Help for full networking configuration instructions and details. Changes to network configuration include:

- Automatic switching to an internal interface adapter if the selected loopback adapter is disabled or (on Windows only) doesn't have a valid link. This allows proper operation when no adapters are available. The FPS loopback adapter is no longer required.
- Added a network adapter monitoring system that sends notifications when the state of an adapter changes, including IP address or link state.
- Modified the Control Panel Network pane to select an adapter for Hog-Net and specify a simple on/off for the DHCP server.
- Significant changes have been made to the configuration of network adapters on Full Boar, Hog iPC, and Wholehog 3 consoles. Users should expect the following changes:
 - IP address changes can now be made to the network adapter of the Full Boar, Hog iPC and Wholehog 3 consoles while in a show.
 - IP address changes can now be made to the network adapter of the Full Boar and Hog iPC when not connected to a network. (Previously this only worked on the Wholehog 3 console). This is intended to allow the user the ability to change and store IP address settings while offline for later use when the console is part of a network.
 - Note: Full Boar and Hog iPC consoles will use a 127.0.0.1 IP address anytime they are not connected to a network which ensures that every show launch is successful.
 - Any time the Full Boar, Hog iPC or Wholehog 3 console is set to obtain an IP address from a DHCP server and the DHCP request could not be resolved, the network adapter of the console will revert to an IP address of 127.0.0.1 which allows the user to still launch a show but connect to other nodes on the network.

Wholehog v3.0.0 (Build 2417) Bug Fixes

- 3491 Couple of problems with Default Timing pref. spreadsheet
- 5099 Remove option for unused Network Nodes (DP2000, DP8000)
- 5282 Error when knocking out values from Preview editor
- 5827 DP/IOP need to auto reset after IP address changes.
- 5868 Add "Fade Changes" to the trackball button options...
- 6055 Add a Cuelist options toolbar
- 7122 DVI and VGA outputs on PCI video card have swapped.
- 7151 Add '&o' to the default copy naming droplist in preferences...
- 7446 Increase sheet size to see Effects Time in default timing adjustments
- 7841 Console - Assert pressing set to open keyboard when bogus control has focus
- 8002 Pig+Nudge Intensity = half step
- 8087 Restarted non-ThreadX OB or DP8K cannot rejoin a show
- 8115 Mac 550 prism problems
- 8423 b1050 Console & PC - Fixture Builder Focus issue
- 8781 PC: Must Click Front Panel To Front It
- 8847 Add effects timing to default timing in setup -> preferences
- 8940 Internal keyboard won't close in fixture builder
- 9008 Add "Out" to customizable trackball button options
- 9067 b991 console - network window giving odd feedback
- 9471 Wholehog software should have a DHCP server
- 9749 LED Brightness should not fade Trackball to zero on Hog iPC & Road Hog
- 9959 Add "Close Window" to customizable trackball button options
- 9967 Incorrect output state after changing "Show State" in active cue editor
- 10144 Start Screen: Help and Control Panel windows not centered /maximized & CP shrinks
- 10313 Create an icon for Hog 3 installers (.msi and .fspkg).
- 10354 Vizualizers will not output if port number on VOB is changed
- 10357 Click and drag across multiple palettes causes button redraw issue
- 10368 DP8000 Artnet Implementation
- 10370 Fixture schedule window variable universe patching
- 10371 DP8000 configuration from console network window
- 10441 Keyboard shortcuts use physical positions of keys instead of characters on keycaps
- 10528 Vista: Maximized Parent windows too big for screen
- 10535 Underscore on external keyboard not working
- 10542 front panel widgets need their own style
- 10544 playback bar settings handler employs invalid dynamic_cast
- 10561 Numeric keypad period not working when Num Lock is on
- 10581 Console doesn't restart when changing external monitor preferences
- 10624 Cancel & Okay Buttons in wrong place in clone universe window
- 10648 Create User Manual text for DP8K and new associated features
- 10656 DP8000 Hardware Monitoring daemon
- 10657 User alert and feedback framework
- 10685 Graphic Missing from On-Line Help
- 10687 Add a version interface to Comm arrays
- 10690 Add Next Page to options for custom trackball button actions
- 10693 We need to warn users about adding duplicate files when burning CDs
- 10703 Applying certain changes in control panel causes console crash
- 10714 Replace Hog 3 logo in the PC installer
- 10739 OB sometimes ignores show load
- 10762 Link cues should be ignored when merging data into a range of cues

Wholehog v3.0.0 (Build 2417) Bug Fixes (continued)

- 10796 Architecture-neutral TLS solution
- 10797 Architecture-neutral hardware watchdog solution
- 10805 DP8K application runtime
- 10806 DMX output rework
- 10900 Break out DMX message buffer construction and transmit into 2 APIs
- 10918 OutputBox abstraction for DMX output configuration
- 10927 Engine rework to utilize new OutputBox configuration functionality
- 10957 DMX USB device management re-architecture
- 11002 Cuelist effect rate should added to the third encoder wheel on chases if choose is held
- 11124 Using the Color Picker with the programmer window open bogs down the desktop
- 11142 Rework programmer window for unused buttons (Mark and Show State)
- 11150 I-Red, I-Green, and I-Blue on certain RGB fixtures do not release properly
- 11152 Slotted parameters are lost when playing marked cue if marked is first & linked to
- 11175 Software reload support for DP8000
- 11176 Cuelist window's horizontal scroll bar does not automatically resize
- 11177 Art-Net output for DP2000
- 11264 Patching large # of desk ch. will crash the desktop
- 11287 Fixture window does not redraw correctly after actions
- 11293 Recording + lots of encoder wheel action with programmer window open will crash
- 11351 Add support for Light Converse visualizer
- 11354 Crash when add DP + clear
- 11373 Full Boar: Splash screen and Network window report different MAC address
- 11395 DP8000 Art-Net throttling
- 11413 Hog iPC: changing time asks for reboot due to MIDI change
- 11421 Desktop crash during rapid Next / Back / Next+Back
- 11521 Create GUI for diagnostics tab of DP8K DMX Configuration Window
- 11522 Remove the Update portion from the Node Settings Window
- 11541 Stacktrace facility for Win32
- 11543 Add Clone DP ability to aid with DP8K transitions
- 11547 Full Boar does not time out obtaining IP from DHCP when network link is not present
- 11571 DP8K hardware diagnostic API
- 11581 WINS Naming support
- 11582 Disable ability to launch uncompressed show files FROM USB DRIVES
- 11586 Disable ability to launch/expand shows onto Floppy Drive A:
- 11592 Double clicking headers in compact output window crashes desktop
- 11602 Console screen shots needed for manual
- 11620 Fatal Error when right click to copy/paste in effects window
- 11624 Mount shows directory with no "atime"
- 11628 Update X-wing loader for DP8000 DMX Board
- 11684 Clone universe should only give 1 warning when unpatching fixtures
- 11685 Clone universe does a really bad job of determining which fixtures conflict
- 11697 lib_gen ignores default feature crossfade paths specified in functions.txt
- 11717 Mac 700 Profile Extended has wrong default value for Position Time
- 11761 Get/Set/Store LCD contrast from session to session.
- 11763 Add DP8 Magic Key Sequences
- 11765 DP8000 Fail Safe Boot / Watchdog functions implementation
- 11906 Add preferences folder and HES wheelsets to installers and image
- 11921 Network window - Add option to remove IOP and client console logical nodes
- 12056 Clearing changes made to a cue editor causes loss of cuelist state

Wholehog v3.0.0 (Build 2417) Bug Fixes (continued)

- 12073 Hide Loopback adapter on Linux Console, Full Boar, and Hog iPC
- 12079 Period + time in a cue editor crashes the desktop
- 12108 Add Hippo Timeline Fixture
- 12109 Add Hippotizer wheelset to preferences folder
- 12110 Syntax Error in manual section 17.5
- 12151 Unconfigured widget outputs should display none
- 12178 Add DP should default to a net number that makes sense
- 12180 Clone Universe should allow negative address offsets
- 12218 Enable Artnet Output on the Full Boar
- 12307 Add support for DP8K in Expander Mode
- 12348 Recorded edits left on stage when entering blind using fade changes or try cue
- 12474 Add dialog and automatic virtual DP2K to DP8K procedure
- 12524 Add "Pixellage" library to SHOWPIX and StudioPix
- 12606 Add "OUT" trackball option to the help manual