Wholehog Translation Guide

A Thesaurus for Wholehog 2 Users

Wholehog Translation Guide

This guide compares Wholehog II terminology and syntax to that of the Wholehog Operating Software. It is not intended as a replacement for the user's manual or proper training.

KEY

BOLD CAPITALIZED TEXT IN BLUE FONT represents a hard key on the console

`Grey text in Courier Font` represents a button, tab, or other selection found on screen

---

SETUP

Customizing the Interface

Resetting the Console

Hog 2: Push blue button on rear panel for Clean Start

Wholehog: Press **SETUP** key, select `Quit` from the Main toolbar; select `Restart Console` from pop-up

Touchscreen Contrast

Hog 2: Hold down **SETUP** and turn 2nd or 3rd encoder wheel for left/right screen

Wholehog: Hold down **SETUP** and turn 1st or 2nd encoder wheel for left/right screen

Touchscreen Calibration

Hog 2: Press `Recalb Touchscreens` button in the Control Panel

Wholehog: Press `Calibrate Touchscreens` in the Control Panel's Displays section

Adjusting the LittleLite levels and LED levels

Hog 2: No adjustments

Wholehog: Hold down **SETUP** and turn 3rd encoder wheel (gooseneck) and 4th encoder wheel (desk LED)

Setup Peripherals

Hog 2: Assign monitors, keyboard and trackball in the Control Panel

Wholehog: Assign monitor and keyboard options in the Control Panel. Trackball assignments can be further modified in the Preferences window

Control Panel

Open the Control Panel

Hog 2: Press **SETUP** button on console, then select `Control Panel` from the Setup toolbar

Wholehog: Press **SETUP** button on console, then select `Control Panel` from the Setup toolbar

Default Timing

Hog 2: Press `Default Timing` in Control Panel to display the Default Timing window

Wholehog: Press **SETUP** button on console, then select `Preferences` from the Setup toolbar. Select `Default Timing` section to display Default Timing window

---

Bus Devices
Hog 2: Press `Bus Devices` in the Control Panel to display the Expansion Devices window
Wholehog: Select the `Wings` section in the Control Panel

Event Monitor
Hog 2: Press `Event Monitor` in the Control Panel
Wholehog: Hold down the **OPEN** key and select `Events` from the Open toolbar

Live Programmer
Hog 2: Press `Live Programmer` in the Control Panel to toggle on/off
Wholehog: Press `Fade Changes` in the Programmer to toggle on/off

Trackball does Pan/Tilt
Hog 2: Press `Trackball does Pan/Tilt` in the Control Panel to toggle on/off
Wholehog: If trackball preferences have been left at default, the onboard trackball can be toggled in Position mode by pressing the top right trackball key (grey oval)

Use external keyboard
Hog 2: Press `Use External keyboard` in the Control Panel to toggle on/off
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Appearances` section, press `Use Internal Keyboard` to toggle on/off

Top Left Buttons Do Views
Hog 2: Press `Top Left Buttons Do Views` in the Control Panel to toggle on/off
Wholehog: All toolbars are dockable and can be attached to the desired set of soft keys

Front Reselected Windows
Hog 2: Press `Front Reselected Windows` in the Control Panel to toggle on/off
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In the `Programming` tab, press `Front Palette Window when Kind Pressed` to toggle on/off. You can also toggle `Front Cuelist/Scene Window when Choose Pressed` on/off

Page Holdover if Active
Hog 2: Press `Page Holdover if Active` in the Control Panel to toggle on/off
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Misc`. section, select this or another option from the `Page Change Action` drop down menu

Confirm Overwrite
Hog 2: Press `Page Confirm Overwrite` in the Control Panel to toggle on/off
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In Programming section, under `Confirm Before`, **select** `Deleting Directory Items` to toggle on/off

Edits Track Forward
Hog 2: Press `Edits Track Forward` in the Control Panel to toggle on/off
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In Programming section, press `Default Track Forwards to Off` to toggle on/off

Guard Cuelists

Hog 2: Press `Guard Cuelists` in the Control Panel to toggle on/off
Wholehog: Press `Guard` in the Cuelist directory to toggle on/off

Recall Visible

Hog 2: Press `Recall Visible` in the Control Panel to toggle on/off
Wholehog: Hold down the **OPEN** key and press `View` from Views toolbar. Press the spreadsheet button in this directory. Select the view's additive column and press **SET** to toggle to No

External Displays

Hog 2: Touch or click the field next to `Monitor 1, 2` in the Control Panel to set resolution
Wholehog: Touch or click the field in the `Displays` section of the Control Panel to set resolution

Backlight off after

Hog 2: Touch or click the field next to `Backlight off after` in the Control Panel, then enter a time
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Appearances` section, adjust the time in the `Backlight Off` (min) field

Keyboard

Hog 2: Touch or click the field in the Control Panel to select a keyboard from the menu
Wholehog: Touch or click the field in the Keyboard Options in the `Keyboard` tab of the Control Panel

Auto Exec Macros

Hog 2: Enter Macro commands in the `Auto Exec Macro` field in the Control Panel
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Misc` section, enter macro commands in the `Startup Macro` field

Sensitivities %

Hog 2: Touch or click the field in the Control Panel to adjust sensitivity of wheels, mouse, trackball
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Sensitivity` section, adjust sensitivity of keyboard, mouse, trackball

Keep Parameters Seperate

Hog 2: Touch or click an `I`, `F`, `C`, or `B` field in the Control Panel under `Keep Parameters Separate`
Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Programming` section, touch or click a parameter type in the `Separate Parameters` section

---

Shows

Opening a new show

Hog 2: Press `New Show` in the opening window
Wholehog: Press `Launch New Show` in the opening window

Saving a Show
Hog 2: Press **SETUP**, then press `Save Show` on the Setup toolbar
Wholehog: Press **SETUP**, select `Shows` from Setup toolbar, press `Backup` in the `Current Show` section.

Merging Shows
Hog 2: Load the Show you are merging to. Insert the show disk you are merging from. Open the `Change Show` window , choose the items you wish to merge and press `Merge`.
Wholehog: Load the show you are merging to. Press **SETUP**, select `Shows` from Setup toolbar, press `Merge` in the `Current Show` section. The wizard will guide you through.

Desk Operations

Updating Software
Hog 2: Insert the new software disk and reset the console while holding **ENTER**. Select `Load New Software` from menu
Wholehog:
For Upgrades:
1- Insert software disk
2- Press the `Software` icon in the Startup Menu
3- Follow on screen displays
For Full Installs:
1- Insert new software disk
2- Restart console while holding **PIG** or **ENTER** key
3- When menu appears, arrow down to select `Full Install`, hit **ENTER**

Upgrading DP2000s
Hog 2: Hog2 cannot use DP2000s
Wholehog: DPs will generally update automatically after the new software is installed on the console. If this does not occur, press the `Software Update` button in the Network window. The console will scan for nodes with invalid software and ask you to update them.

Upgrading BIOS
Hog 2: No BIOS upgrade possible
Wholehog: Insert a Full Install disk into the console. Boot the console while holding **PIG** or **ENTER**. When the menu appears, use the arrows to select `Upgrade Bios`. Follow the prompts to complete the upgrade.

Dealing with Program Fault Crashes
Hog 2: Cold (Clean) start the console (press blue button on back of desk)
Wholehog: Press **PIG** + **OPEN** + **BACKSPACE** to open the Launched Processes Window. Right click to restart any "dead" or non-responsive processes.

PATCHING

Basic Operations

Opening the Patch Window
Hog 2: Press **SETUP**, then press `Patch` on the main toolbar
Wholehog: Press **SETUP**, then press `Patch` on the setup toolbar, or press **OPEN** + **FIXTURE**

Adding Fixtures
Hog 2: Press `Add Fixtures` in the Patch Window, select and **SET** desired number of instruments
Wholehog: Press `Fixture Schedule` in the Fixture Window, select and **SET** desired number of instruments

Patching Fixtures
Hog 2:
1. Select the output universe by touching its column in the main Patch window screen
2. Select fixture(s) by typing the user number(s)
3. Press **@**
4. Type in the DMX address of the starting unit and press **ENTER**
Wholehog:
1. Select the fixture(s) by typing the user number(s)
2. Press **@**
3. Select the DP2000 to be patched to from the left column of the Fixture Patch window
4. Touch the column of the output universe or type the number of the desired universe followed by a **/**
Example: **1 @ 1/1**= Fixture 1 at universe 1, address 1
5. Type the DMX address of the first unit and press **ENTER**

Unpatching Fixtures
Hog 2:
1. Select fixture(s)
2. Press **@**
3. Type in the DMX address
4. Press `Unpatch` on the Patch window toolbar
Wholehog:
1. Select fixture(s)
2. Press `Unpatch` at the top of the Fixture Window
Also: Toggle on `View by DP` in Fixture window and select an entire universe to unpatch

Auto Menus
Hog 2: Press `Auto Menus` in the Patch Window
Wholehog: Press `Auto Palettes` in the Fixture Window

Fixtures with multiple parts
Hog 2: Select the fixture and press `Fixture Part` on the main toolbar to toggle between Fixture and Intensity
Wholehog: In the Fixture Patch window, select either Fixture or Intensity from the `Patch Points` dropdown list in the pop-up patching window

Edit Fixtures Window

Hog 2: Press `Edit Fixtures` in the Patch window

Wholehog: Press `Edit Fixtures` in the Fixture window

Note: many fixture editing features are now available in the Fixture window (user numbers, pan/tilt invert, etc)

Advanced Operations

Channel View, Output View

Hog 2: Press the `View` button in the Patch window to open View options

Wholehog: Press `View by DP` in the Fixtures window

Proportional Patching

Hog 2:

1. Select fixture(s) in Patch window

2. Press `Reduce to %` on the Patch toolbar

3. Type in a %, press **ENTER**

Wholehog:

1. Select the Intensity Percent cell in the Fixture window

2. Press **SET** to enter a percentage, press **ENTER**

PROGRAMMING

Useful Operations

Fine control of 16 bit parameters

Hog 2: Hold **PIG** key while turning an encoder knob

Wholehog: Hold **PIG** key while turning an encoder knob

Parking Fixtures

Hog 2: Select fixture and set desired parameters in the Programmer window. Press `Park` on the main toolbar. To unpark: press **PIG**+ `Park`

Wholehog: Select fixture and set desired parameters in the Programmer window. On the Select toolbar, press `More` and then choose `Park`. To unpark: press **PIG**+ `Park`

Note: Wholehog OS includes a Parked window that works as an editor. To access this, hold the **OPEN** key and select `Parked` from the main toolbar. From this window, you can choose fixtures or parameters to knockout (as you would any editor window) and press **UPDATE** to apply changes.

DBO

Hog 2: Pressing the **DBO** key takes all intensities to 0% (dead black out)

Wholehog: The flash key on Master 1 acts as a DBO key (unless disabled in the Preferences window). If a cuelist is recorded on Master 1, the flash key will only act as a DBO when the **GM** key is held.

Select Toolbar Operations

Hog 2: Press `Select` on main toolbar

   `All`: Selects all fixtures in the programmer

`Odd`: Selects all fixtures in the programmer with odd numbers
`Even`: Selects all fixtures in the programmer with even numbers
`Previous`: Selects previously selected fixtures
`Invert`: Selects all fixtures in the programmer that are not currently selected
`Only`: Selects an intersection between groups
`None`: Deselects all fixtures in the Programmer
`Random`: Selects random fixture in the Programmer
`Calibrate`: For use with XYZ programming
Wholehog: Press `Select` on the Main toolbar
`All`: Selects all fixtures in the programmer
`Odd`: Selects all fixtures in the programmer with odd numbers
`Even`: Selects all fixtures in the programmer with even numbers
`Previous`: Selects previously selected fixtures
`Invert`: Selects all fixtures in the programmer that are not currently selected
`Random`: Selects random fixture in the Programmer
`Reverse`: reverses the selection order of fixtures in the Programmer
`Shuffle`: Shuffles the selection order of fixtures in the Programmer
`Reorder`: Resets the selection order of fixtures in the Programmer

---

Windows

Opening Windows
Hog 2: Hold **PIG** key and press desired Kind button
Wholehog: All directories can be opened by pressing their respective key twice (eg: **COLOUR COLOUR**), or hold the **OPEN** key and press the desired kind; or press the desired Kind key and press **OPEN**

Closing Windows
Hog 2: Press the **CLOSE** key, or press the `Close` icon inside the window
Wholehog: Press the `Close` softkey in the Window Control Toolbar; pr press the `X` (close icon) in the upper right of the window itself; or hold **OPEN** + **BACKSPACE**

Resizing Windows
Hog 2: Select the window you wish to resize and press the **TOGGLE** key
Wholehog: Select the window you wish to resize and press the `Size` or `Maximize` softkeys in the Window Control Toolbar; or `Unlock` the window and drag a corner to resize; or use keyboard shortcuts:
OPEN + **+** (plus key): size (clockwise)
OPEN + **-** (minus key): size (counterclockwise)
OPEN + **FULL**: maximize

Moving Windows
Hog 2: Select the window you wish to move and press the **SHUFFLE** key
Wholehog: Select the window you wish to move and press the `Move` softkey in the Window Control Toolbar or hold **OPEN** and press **@** key

Recording Views
Hog 2:
1. Arrange windows across screens
2. Press **SETUP** and select `Save View` from main toolbar
3. Press a View Button on the View toolbar; press **SET** to name it
Note: Total Views: 10
Wholehog:
1. Arrange windows across screens
2. Hold **RECORD** key and press the desired softkey on the View Toolbar
3. Press **SET** to name the view
Note: Wholehog OS can store an unlimited number of Views. The directory can be accessed by holding **OPEN** and pressing the `View` softkey. Also, the `Next` softkey will cycle the toolbar through banks of 10 Views

The Programmer

Opening the Programmer window
Hog 2: Press **SETUP**, then press `Programmer` on the main toolbar, or use the `Programmer` View from the Views toolbar
Wholehog: Touch or click `Programmer` on the main toolbar, or use the `Programmer` View from the Views toolbar, or hold **OPEN** + **0**.

Clearing the Programmer
Hog 2: Press **CLEAR** key; hold **PIG** + **CLEAR** to restore
Wholehog: Press **CLEAR** key; hold **PIG** + **CLEAR** (or press `Undo` from main toolbar) to restore

Command Line Syntax
Hog 2: Command, source object, mask, destination, **ENTER** (if necessary)
Wholehog: Source object, mask, command, destination, **ENTER** (if necessary)

Cancelling modifications in the command line
Hog 2: use the **BACKSPACE** key on the keypad
Wholehog: use the **BACKSPACE** key on the keypad

Knockout
Hog 2: To remove fixture(s) from Programmer, select fixture then press `Knockout` (main toolbar)
To clear Kind parameters, hold **UNDO** key and press **COLOUR**, **BEAM**, etc
To clear individual parameters, hold **UNDO** key and turn desired encoder wheel
Wholehog: To remove fixture(s) from Programmer, select fixture then press `Knockout` (main toolbar)
To clear Kind parameters, press kind key (**COLOUR**, etc) and press `Knockout` from main toolbar
To clear individual parameters, hold **BACKSPACE** key and turn desired encoder wheel OR select the cells you wish to clear and press **PIG** + **BACKSPACE**

Building Groups

Hog 2: Select the fixtures you wish to include in the Programmer, press **RECORD** and touch/click a cell in the `Group Directory` or type **RECORD GROUP** (#) **ENTER**

Wholehog: Select the fixtures you wish to include in the Programmer, press **RECORD** and touch/click a cell in the `Group Directory` or type **RECORD GROUP** (#) **ENTER**

Palettes

Creating Palettes

Hog 2:

1. Select desired fixtures and parameters
2. Press **RECORD** and select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
3. Press **SET** to name palette

Wholehog:

1. Select desired fixtures and parameters
2. Press **RECORD** and select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
3. Press **SET** to name palette

Masking Palettes

Hog 2:

1. Select desired fixtures and parameters
2. Press **RECORD** and select desired parameters (`Use F, Use B, Use C,` etc.) from the main toolbar
3. Select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
4. Press **SET** to name palette

Wholehog:

1. Select desired fixtures and parameters
2. Press **RECORD** and select desired parameters (`Use I, Use B, Use C,` etc.) from the main toolbar
3. Select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
4. Press **SET** to name palette

Highlight/Lowlight Palettes

Hog 2: Highlight: select the palette containing desired parameters to highlight, press **SET** twice. Select `Highlight` from dropdown menu. Lowlight not available in Hog2.

Wholehog: Select the palette containing desired parameters to highlight and right-click on it. Select `Set as Highlight` or `Set as Lowlight` from dropdown menu.

Editing Palettes

Hog 2:

1. Select fixtures and make desired changes in Programmer

2. Press **RECORD** and select occupied box in directory

3. Chose either `Merge` or `Replace`

OR

1. Press **LOAD** and select palette to modify.

2. Make desired changes and press **UPDATE**

Wholehog:

1. Select fixtures and make desired changes in Programmer

2. Press **RECORD** and select occupied box in directory

3. Chose either `Merge` or `Replace`

OR

1. Select fixtures and make desired changes in Programmer

2. Press **MERGE** and select occupied box in directory

OR

1. Select palette to modify and press **OPEN**

2. Make desired changes and press **UPDATE**

Reference Palettes

Hog 2: All palettes referencing another palette are embedded by default

Wholehog: When recording a palette based on other palettes, press **RECORD**, choose `More` from main toolbar and then select `Allow Refs` from main toolbar

----

CUEING

Basic Operations

Recording a Cue

Hog 2:

1. Select desired fixtures and parameters in the Programmer

2. Press **RECORD**

3. Press **CHOOSE** on desired master to record as the next cue in list or

Press **LIST** (x) **ENTER** or

Press (x) **/** (y) **ENTER** (x= Master Number, y= Cue Number)or

Press (x) **ENTER** (record a particular cue number to currently selected master) or

Press **ENTER** to record as the cue in list on currently chosen master

Wholehog:

1. Select desired fixtures and parameters in the Programmer

2. Press **RECORD**

3. Press **CHOOSE** on desired master to record as the next cue in list or

Press **LIST** (x) **CUE** (y) **ENTER** or

Press **LIST** (x) **/** (y) **ENTER** or

Press **CUE** (x) **ENTER** (records to currently selected master) or

Press **ENTER** to record as the cue in list on currently chosen master

To record a range of cues, Press **RECORD LIST** (x) **CUE** (y) **THRU** (z) **ENTER**

Opening the Cue Contents Window

Hog 2: Press `Contents View` or `Contents` button located in the Cuelist Window

Wholehog: Pres `View Cue` in the Cuelist window

Or **CUE** (X) **OPEN** to open a cue from selected master

Or **LIST** (x) **CUE** (y) Open to open a specific cue

Or **CUE CUE**

Editing Cues

Hog 2:

1. Press **LOAD** (x) **ENTER** (x = cue number)

2. Make desired changes

3. Press **UPDATE**

OR

1. Activate the cue you wish to edit

2. Make desired changes and press **UPDATE**

3. Select the cue or palette you wish to change from the Update Window

Wholehog:

1. Press **CUE** (x) **OPEN**, or select `Edit` in the `View Cue` Window

2. Make desired changes

3. Press **UPDATE**

OR

1. Activate the cue you wish to edit

2. Make desired changes and press **UPDATE**

3. Select the cue or palette you wish to change from the Update Window

OR

1. Activate the cue you wish to edit

2. Make desired changes and press **RECORD** or **MERGE LIST** (x) **CUE** (y) **ENTER**

Active and Live Key Functions

Active Key Functions

Hog 2: **PIG** + **ACTIVE** (requires a fixture selection in programmer first)

Wholehog: `Touch` (requires a fixture selection in programmer first)

Hog 2: **ACTIVE**, **ENTER**

Wholehog: **LIVE** (enter masking if desired, EG: Position),`Suck`

Hog 2: **ACTIVE**, (Palette), **ENTER**

Wholehog: **LIVE**, (Palette), **ENTER**

Hog 2: **ACTIVE**, **ENTER** followed by **PIG** + **ACTIVE**

Wholehog: **LIVE**, `Touch`

Hog 2: Hold **ACTIVE** while touching a parameter wheel (requires a fixture selection in programmer first)

Wholehog: Hold `Touch` while touching a parameter wheel (requires a fixture selection in programmer first)

Cloning

Hog 2: Source fixture must already be in the programmer
1. Select destination fixture(s)
2. Press **PIG** + **COPY**
3. Select source fixture(s), press **ENTER**

Wholehog: Source fixture must already be in the programmer
1. Select source fixture(s); Select masking button if desired
2. Press **COPY**
3. Select destination fixture(s), press **ENTER**

**Wholehog Circular Copy: (Source fixtures must already be in the programmer)
Example: **1 THRU 10 COPY 10 THRU 1**; or **1 THRU 10 COPY 2 THRU 10 + 1**

Extract

Hog 2:
1. Select destination fixtures
2. Press **PIG** + **LOAD**
3. Press **CUE** (x), **ENTER**

Wholehog:
Press **CUE** (x), **FIXTURE** (y), **COPY**, **ENTER** to extract from chosen master to programmer OR
Press **LIST** (x), **CUE** (y), **FIXTURE** (z), **COPY**, **ENTER** OR
Press **LIST** (x), **CUE** (y), **FIXTURE** (z), **COPY**, select `State` from main toolbar, **ENTER** OR
Press **LIST** (x), **CUE** (y), **FIXTURE** (z), (mask; EG: **COLOUR**), **COPY**, select `State` from main toolbar, **ENTER**
** this can also be for several fixtures, example: **FIXTURE 101 THRU 105**

Blocking Cues

Hog 2: Select all fixtures, press **PIG** + **ACTIVE**, then **RECORD ENTER** or **CHOOSE**
Wholehog: Select all fixtures, press `Touch`, then **RECORD ENTER** or **CHOOSE** OR
Extract Cue into programmer using **LIST** (x), **CUE** (y), **FIXTURE** (z), **COPY**, **ENTER**, `Touch` parameters and re-record (or `merge` or `replace`)

Unblocking Cues

Hog 2: Select `Unblock` in the Cuelist Window
Wholehog: Press **LIST** (x), select `Unblock` from Main toolbar OR
Press **LIST** (x), **CUE** (y **THRU** z), `Unblock`

Link Cues

Hog 2: Open Cuelist Window
1. Play last cue in link sequence
2. Press `Insert Link` in the Cuelist Window
3. Use the `Fade` cell of the link cue to select desired jump point

Wholehog: Open Cuelist Window
1. Play last cue in link sequence
2. Press `Insert Link` in the Cuelist Window
3. Use the `Fade` cell of the link cue to select desired jump point

Setting Default Fade/Delay Time
Hog 2: Edit in the Control Panel
Wholehog: Edit in the `Default Timing` section of the Preferences Window

Editing Fade/Delay Time
Hog 2: Select fixtures and desired parameters in the Programmer
1. Press **TIME** or hold **PIG** + **TIME** to open Timing Window
2. Select the desired timing cell you wish to change
3. Press **SET** and enter desired time, Press **ENTER**
Wholehog: Select fixtures and desired parameters in the Programmer/Active Editor
1. Press `Fade`, `Delay` or `Path` options in programmer to view timing
2. Select desired cell you wish to edit
3. Press **SET** and enter a new value, Press **ENTER**
OR
Select fixtures and desired parameters in the Programmer/Active Editor
Press **TIME** (x) **ENTER** to assign fade time OR
Press **TIME TIME** (x) **ENTER** to assign delay time OR
Press **TIME TIME TIME** (x) **ENTER** to assign path
OR use masking
Select fixtures and desired parameters in the Programmer/Active Editor
Press (mask, EG: **BEAM**), **TIME** (x) **ENTER** to assign fade time OR
Press (mask, EG: **BEAM**), **TIME TIME** (x) **ENTER** to assign delay time OR
Press (mask, EG: **BEAM**), **TIME TIME TIME** (x) **ENTER** to assign path
OR use the timing encoder wheels

Fanning Timing
Hog 2: Select fixtures and desired parameters in the Programmer
Open the timing window by pressing **TIME** or holding **PIG** + **TIME**
Select timing cell you wish to edit
Type (time x) **PIG** + **THRU** (time y) **ENTER** OR
Hold **SET** while turning time encoder wheel to fan
Wholehog: Select fixtures and desired parameters in the Programmer/Active Editor
Press `Fade` or `Delay` in Programmer window to view timing
Select desired cells, press **SET**, type (time x) **THRU** (time y), **ENTER**
OR
Press (mask, EG: **BEAM**), **TIME** (X) **THRU** (Y) **ENTER** to assign fade time OR
Press (mask, EG: **BEAM**), **TIME TIME** (X) **THRU** (Y) **ENTER** to assign delay time
OR
Hold **FAN** while turning timing encoder wheel
**Grouping and Buddying will apply when fanning timing

Wait Time

Hog 2: Open Cuelist Window

1. Select desired cell(s) in `Wait` column
2. Press **SET**
3. Enter desired time, or `Follow`, etc; Press **ENTER**

Wholehog: Open Cuelist Window

1. Select desired cell(s) in `Wait` column
2. Press **SET**
3. Enter desired time, or `Follow`, etc; Press **ENTER**

Cuelists

Viewing a Cuelist

Hog 2: Press **PIG** + **CHOOSE** OR use default `Cuelist` View in Views toolbar

Wholehog: Press **CHOOSE**, **CHOOSE** OR hold **OPEN** + **CHOOSE**, OR press **LIST** X **OPEN**, OR use default `Cuelist` in Views Toolbar

Opening the Cuelist Directory

Hog 2: Press **PIG** + **LIST**

Wholehog: Press **LIST**, **LIST** or hold **OPEN** + **LIST**

Cuelist Window Columns Overview

Hog 2:

`Wait`: Contains information regarding follows, waits, timecode or other triggers

`Cue`: Name of cue (text)

`Fade`: Displays crossfade time of cue; may display several times if cue is multipart or fanned

`Delay`: Displays delay time of cue; may display several times if cue is multipart or fanned. Delay is an amount of time between when a cue is triggered and when a crossfade begins

`Path`: Displays how parameters will crossfade; default attribute paths are determined by a fixture's library

`Comments`: Used as a second place for text or to add Macros

Wholehog:

`Wait`: Contains information regarding follows, waits, timecode or other triggers

`Name`: Name of cue (text)

`Mark`: Displays "mark" when parameters in this cue have been told to preset when possible in a previous cue

`Comments`: Used as a second place for text

`Fade`: Displays crossfade time of cue; may display several times if cue is multipart or fanned

`Delay`: Displays delay time of cue; may display several times if cue is multipart or fanned. Delay is an amount of time between when a cue is triggered and when a crossfade begins

`Path`: Displays how parameters will crossfade; default attribute paths are determined by a fixture's library

`Macro`: Used to store macros selected from a dropdown list

Copying and Moving Cues within a Cuelist

To Copy a Cue
Hog 2: Press **COPY** (x) **@** (y) **ENTER**
Wholehog: Press **CUE** (x) **COPY CUE** (y) **ENTER**

To Move a Cue
Hog 2: Press **MOVE** (x) **@** (y) **ENTER**
Wholehog: Press **CUE** (x) **MOVE CUE** (y) **ENTER**

To Copy a Sequence of Cues
Hog 2: Press **COPY** (x) **THRU** (y) **@** (z) **ENTER**
Wholehog: Press **CUE** (x) **THRU** (y) **COPY CUE** (z) **ENTER**

Copying and Moving Cues Between Lists

Hog 2: Source Cues must be on Chosen master
To Copy a Cue Into a different Cuelist
Press **COPY** (cue number) **@ CHOOSE**(choose desired destination list) OR
Press **COPY** (cue number) **@** X **/** Y (X= Destination Master #, Y= Cue #)
To Copy a Sequence of Cues Into a different Cuelist
Press **COPY** (x) **THRU** (y) **@ CHOOSE** (choose desired destination list) OR
Press **COPY** (x) **THRU** (y) **@** A **/** B (A= Destination Master #, B= Cue #)
To Move a Cue Into a different Cuelist
Press **MOVE** (cue number) **@ CHOOSE** (choose desired destination list) OR
Press **MOVE** (cue number) **@** X **/** Y (X= Destination Master #, Y= Cue #)
To Move a Sequence of Cues Into a different Cuelist
Press **MOVE** (x) **THRU** (y) **@ CHOOSE** (choose desired destination list) OR
Press **MOVE** (x) **THRU** (y) **@** A **/** B (A= Destination Master #, B= Cue #)

Wholehog:
To Copy a Cue Into a different Cuelist
Press **LIST** (a) **CUE** (x) **MOVE LIST** (b) **CUE** (y) **ENTER**
To Copy a Sequence of Cues Into a different Cuelist
Press **LIST** (a) **CUE** (x) **THRU** (y) **MOVE LIST** (b) **CUE** (z) **ENTER**
To Move a Cue Into a different Cuelist
Press **LIST** (a) **CUE** (x) **MOVE LIST** (b) **CUE** (y) **ENTER**
To Move a Sequence of Cues Into a different Cuelist
Press **LIST** (a) **CUE** (x) **THRU** (y) **MOVE LIST** (b) **CUE** (z) **ENTER**

Copying and Moving Entire Cuelists to Masters
Hog 2: Press **COPY** (or **MOVE**) **LIST** (a) **CHOOSE**
Wholehog: Press **LIST** (a) **COPY** (or **MOVE**) **CHOOSE**

Copying and Moving Cuelists from Master to Master

Hog 2: To Copy a cuelist from one master to another:
Press **COPY**, **CHOOSE** (Source), **CHOOSE** (destination)
To Move a cuelist from one master to another:
Press **MOVE**, **CHOOSE** (Source), **CHOOSE** (destination)
Wholehog: To Copy a cuelist from one master to another:
Press and hold **COPY**, press **CHOOSE** (source master); release **COPY** and press **CHOOSE** on destination master
To Move a cuelist from one master to another:
Press and hold **MOVE**, press **CHOOSE** (source master); release **MOVE** and press **CHOOSE** on destination master

Cuelist Options

Fader Action Translator

Hog 2	Wholehog
Use HTP	Use HTP (under Priorities in Cuelist tab)
Inhibitive	Select a Group, Press **MOVE** and Press **CHOOSE** on Desired Master
+ Go When Off Zero	+ Go Off Zero (under Fader in Master tab)
Use IFCB Crossfade	IPCB Crossfader (dropdown option for Fader in Master Tab)

Flash Button Actions Translator

Hog 2	Wholehog
Swaps	Solo (button in Click section of Master tab)
+ Go	+Go on Flash (button in Click section of Master Tab)
+ Release	+ Release on Off (button in Click Section of Master Tab)

Priority Translator

Hog 2	Wholehog
High Priority	Priority Levels are available in increments of 10 between cuelists (located in Priority section in Cuelist tab)
Persist on Override	Persist on Override button in Priority section of Cuelist Tab
Release on Next Go	Release on Other Go in Priority section of Cuelist Tab

Advanced Options Translator

Hog 2	Wholehog
Add Blank First Cue	With no values in the programmer, recording a cue will result in a blank cue
Reset When Released	Reset on Release in Properties section of Cuelist Tab
Maintain State	(On by default) Select Cue Only in Properties section of Cuelist tab to disable tracking for cuelists
..But Not in Jumps	Use Track Through Loops in Properties section of Cuelist tab to toggle tracking on/off for jumps

Action of Go While Looping Translator

Hog 2	Wholehog
Start Next, Skip Loop	Exit Loop Immediately
Start Next, Exit Loop at End	Exit Loop at End
Restart	Restart
Stop at Next	Stop at Next
	**Wholehog also has option for Go Next

Cuelist Defaults
Hog 2: Accessed from the Control Panel
Wholehog: Accessed from the Cuelist tab in the Preferences Window

Manual Fade
Hog 2: Enter desired time in Manual fade cell
Wholehog: Enter desired time in cells for Back Time, Release Time, Assert Time
**In Wholehog, these can all be different

Advanced Operations

Recording Selected
Hog 2: Press **RECORD**, Options (from main toolbar), Selected (from Main toolbar)
Wholehog: Press **RECORD**, More (from main toolbar) Selected (from Main toolbar)

Comment Macros Translator (Used in `Cuelist` Window)

Hog 2 (Comment Column)	Wholehog (Macro Column)
`>G`# *Go Master #*	`GM`#
`>S`# *Pause Master #*	`HM`#
`>R`# *Release Master #*	`RM`#
`>P`# *Change to Page #*	`CP`#
`>T`# *Goto Cue # on currently chosen master*	`GM`#/# (Master #/Cue #) or `GL`#/#
`>C`# *Choose Master #*	`CM`#
`>V`# *Open View 1*	`RV`#
`>J`# *Release Virtual Cuelist #*	`RL`#
`>K`# *Release Macro #*	
`>L`# *Go Virtual Cuelist #*	`GL`#
`>M`# *Trigger Macro #*	
`>I` *Starts Timecode*	`ET`
`>H` *Stops Timecode*	`DT`
`>Fn` *Reset Timecode 1, 2 or 3 (n = number)*	
	**Other Wholehog Macros (not available in Hog2) include: `AM`# *Assert Master #,* `FM`# *Fade Master #,* `HL`# *Halt List #,* `AL`# *Assert List #,* `RL`# *Release List #,* `GS`# *Go Scene#,* `HS`# *Halt Scene #,* `AS`# *Assert Scene #,* `RS`# *Release Scene #,* `OT` *Open Timecode,* `RN`# *Reset Node #,* `MS` *to enter a Midi String,* `RA` *to Release all Cuelists,* `RO` *to release all other cuelists,* `EC` *enable clock,* `DC` *disable clock,* `GCD` *play cd,* `HCD` *pause cd,* `RCD` *stop CD,* `NCD` *next cd track,* `PCD` *previous cd track*

Auto Execute Macros
Hog 2: Can be entered in the Control Panel
Wholehog: `Start-up Macros` can be entered in the `Misc` tab of the Preferences window

Opening the Effects Engine
Hog 2: Press **PIG** + **EFFECT** for directory, select `Effects` from main toolbar for Engine
Wholehog: Press **EFFECT**, **EFFECT** or hold **OPEN** + **EFFECT**

Recording an Effect
Hog 2:
1. Select desired fixtures
2. Apply effects with directory and/or engine
3. Record cue as you normally would
Wholehog:
1. Select desired fixtures
2. Apply effects with directory and/or engine
3. Record cue/scene as you normally would

Adjusting Effects
Hog 2: After applying an effect to a fixture or group, use the encoder wheels to adjust `Rate`, `Size`, and `Offset` OR
Affect `Rate`, `Size`, and `Offset`, etc. by editing the desired cell in the Effects Engine
Wholehog: After applying an effect to a fixture or group, use the encoder wheels to adjust `Rate`, `Size`, `Offset, Length` OR
Affect `Rate`, `Size`, and `Offset`, etc. by editing the desired cell in the Effects Engine

Fanning Effect Parameters
Hog 2: Hold **SET** while turning effect encoder wheels
Wholehog: Hold **FAN** while turning effect encoder wheels OR
Select the desired cell in the Effects Engine and type (x) **THRU** (y)

Releasing an Effect in the Programmer
Hog 2: Select the fixture(s) running the effect and hold **PIG** while selecting the effect in the directory OR
Select table cell in Effects Engine and **SET** to `Off`
Wholehog: Select the fixture(s) running the effect and press `Knockout` (main toolbar) while holding **EFFECT** key OR
Select table cell in Effects Engine (or editor) and **SET** to `Off`

PLAYBACK

Virtual Cuelists

Playing a Virtual Cuelist

Hog 2: Open List Directory and select any list in the directory OR

Press **LIST** (x) **ENTER** OR

Use a Comment Macro

Wholehog: Open List Directory and ensure the `Guard` is off, then touch any list in the directory OR

Press/hold the desired cuelist button (in directory) to use central playback controls (**RELEASE**, **GO**, **PAUSE**, **SKIP**, Etc) OR

Use Playback Controls located in `Cuelist` Window OR

Use Cuelist Macros

Pages

Opening the Page Directory

Hog 2: Press **PIG** + **PAGE**

Wholehog: Press **OPEN** + **PAGE** or press **PAGE**, **PAGE**

Creating a New Page

Hog 2: Press **PAGE** (x) **ENTER** or touch an empty Page button in directory

Wholehog: Press **PAGE** (x) **ENTER** or touch an empty Page button in directory (ensure `Guard` is off) OR

Hold **PIG** while touching an empty Page button in directory if `Guard` is on.

Creating a Template Page

Hog 2:

1. Open the Page Directory

2. Choose desired page

3. Press `Set as Template` in Page Directory window

Wholehog:

1. Open the Page Directory

2. Activate desired page

3. Press `Set Current Page as Template` in Page Directory window

Feedback Displays

Opening the Levels Window

Hog 2: Press **SETUP** and select `Levels` from the main toolbar

Wholehog: Hold **OPEN** and select `Levels` from the Open toolbar

Opening the Output Window

Hog 2: Press **SETUP** and select `Output` from the main toolbar OR

Use the default `Output` view in the Views toolbar

Wholehog: Press **OPEN** and select `Output` from the main toolbar OR

Use the default `Output` view in the Views toolbar

PERIPHERALS

Printing

Supported Printers

Hog 2: Any printer that uses Postscript (level 2) or PCL (level 5) as its command language

Wholehog: A USB or networked printer that appears in the `Add Printers` List can be used.

**Note: Hog iPC/Roadhog do not currently support printers. Hog3PC will print to the default printer set on your computer

Printing a Report

Hog 2:

1. Press **SETUP** and select `Reports` from main toolbar

2. Press `Printer Setup`

3. Select appropriate driver for your printer

4. Choose desired fonts (make sure your printer supports them)

5. Press `Print` and desired information (example: **LIST 11**)

6. Press **ENTER**

**For more printing choices, press `…Others` after pressing `Print`

Wholehog: Press the Print icon in desired window