



# Wholehog 3 v1.3.8 Release Notes

Current version: 1.3.8.8 (988) March 6, 2006

## ***IMPORTANT NOTICE***

### **Show File Incompatibility**

Due to significant changes in version 1.3.8, shows that are created, opened or edited within 1.3.8 are **NOT** backwards compatible with previous builds of Wholehog 3 software (1.3.7 or earlier). When opening an existing show with version 1.3.8, a backup of your show in its previous version format will automatically be created.

## ***New Features***

### **1.3.8.8 (build 988)**

#### **Improved DP Performance**

Version 1.3.8.8 contains very significant improvements to DP performance. This includes a rework to some layers between the DP's and the server. As a result of these enhancements, the server and DP communications are improved, particularly with larger sized shows.

#### **Editors Open with Content Fixtures Selected**

When an editor is opened (**cue 1 Open** or **[Palette] Open**) all fixture's within the editor will automatically be selected. This aids in quick editing of cues or palettes.

#### **New Macros**

The following macros have been implemented:

**RA** – Release All (Pig+Release)

**RO** – Release Others (releases all but the list with the macro)

#### **Show File Compatibility**

Shows created on v1.3.8.8 of the Wholehog 3 console are fully compatible with v1.4.0 of Hog 3PC

### **IMPORTANT NOTE Regarding Auto-Backup**

The Auto-Backup function is still disabled. Please see below for further details.

### **1.3.8.6 (build 956)**

#### **IMPORTANT NOTE Regarding Auto-Backup**

The Auto-Backup function has been disabled in 1.3.8.6 due to the possibility of show file corruption if a user initiated backup occurs at the same time as an auto-backup. Due to the severity of this problem, we have opted to disable the auto-backup for this version. In the upcoming v1.4.0 software, we have restructured major file systems to ensure this will no longer occur and allow us to re-enable the auto-backup feature. Any current shows with the auto-backup enabled will retain this setting when loaded into the v1.4.0 software. We are sorry for any inconvenience this may cause users, however we feel it is better to disable this function than to have users continue to risk show file corruption.

#### **New Change Page Macros**

**CP+** and **CP-** will change to the next page (+) or previous page (-) following the order in the page directory. These commands are similar to the **Next Page** button and ignore the template page and blank pages.

### **1.3.8.5 (build 857)**

#### **New Flash Key Option**

A new option for flash keys has been added. “Assert” was previously only available for other playback buttons, but is now available for the flash key. The action is the same as with normal playback buttons.

off	cmy1	cmy2	cmy3	rgb1	rgb2	rgb3
solarize 4	dot p	colour cycle	all or none	solid rgb	inverted rgb	i rgb to gbr
circle ripple	asym ripple	chroma fine	chroma medium	chroma coarse	inv chroma fine	inv chroma medium
circle sine y	circle sine z	horiz sine x	horiz sine y	horiz sine z	vert sine x	vert sine y
Effect 1 Mode	Effect 2 Mode	Sync Type	Visual Mode			

#### **New Library Slot Type Functions**

The DL.2 library utilizes enhanced library functions that allow for slot type buttons for quick selection of parameters. In addition this allows folders, objects, and masks to be labeled within the fixture library. These enhancements will be added to existing libraries in future releases.

### **1.3.8.3 (build 818)**

#### **New Copy Option**

When using the copy command, the copy toolbar now defaults the “allow refs” button as enabled. When copying, palette references will be copied by default. If this option is turned off (more-> allow refs) then the hard values from within the palette will be copied.

*Tip: This can be useful if copying a fixture to itself to “extract” the hard values from the palette reference.*

### **1.3.8.2 (build 816)**

#### **New Loop Action**

A new option for “Action of Go while looping” has been added. “Go Next” will result in the next cue in the loop or list firing when Go is pressed. This should be used if a link cue jumps to a point earlier in a cuelist instead of creating a loop (where the cues within the link have times in their wait column).



## **Improved ESP Vision Connectivity**

ESP connectivity now fully supports **16** universes of visualization. Installation instructions are available at <http://www.flyingpig.com/support/hog3/downloads/archive/wyg/>

### **1.3.8 (build 790)**

#### **State Builder improvements**

The ability of the console to “maintain state” when editing cues, palettes, and scenes has been greatly improved. All forms of editing, updating, merging, etc should now result in the on-stage state matching the recent changes.

#### **ESP Vision Connectivity**

When connecting to a computer running ESP Vision via an Ethernet connection, 4 DMX universes can be visualized with no additional hardware. You will need to install the Wholehog 3 Connectivity application on the ESP Vision computer. Full installation instructions are available at [www.flyingpig.com](http://www.flyingpig.com).

#### **DP improvements**

Much work has done to improve the performance and reliability of the DMX Processors. Improved memory usage and streamlined communication routines have resulted in marked improvements to the DMX processing.

#### **DP's can Display DP 50/75 mhz**

To assist customer's in determining which version of DP they currently have, users can now use the DP's on-screen display to indicate the type. On the DP, select Control Panel. The top of the display will now indicate both the software and hardware version. Users with 50mhz processors should contact [support@flyingpig.com](mailto:support@flyingpig.com) to update their processors.

#### **Updated Help / On-Line Manual**

The Help file in version 1.3.8 has been updated with the recent changes for the upcoming new version of the Wholehog 3 User Manual. While some portions are still “under construction”, most sections are improved from previous versions.

#### **Apply Patch Button**



When making changes in the Fixture window, the patch changes are not sent to the DP's until the Fixture window is closed or the Apply Patch button is pressed.

### 1.3.8 (build 790) *continued*



#### Fixture Builder

This new utility enables the ability to create your own fixture libraries from scratch, or from existing libraries within the console. The fixture builder should only be used in extreme cases when a new library is needed and there is no time to contact High End Systems support. Generally it is best that you contact support@flyingpig.com to request properly built fixture libraries.

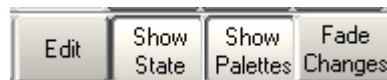
The Fixture Builder utility is only suggested for advanced programmers with extensive lighting and console knowledge. Knowledge of the fixture DMX protocol is essential prior to creating a custom library. A guide outlining use of the Fixture Builder is available at [www.flyingpig.com](http://www.flyingpig.com). Users are urged to contact support to have libraries properly built and installed into the software.



#### Follow Current / Follow Next

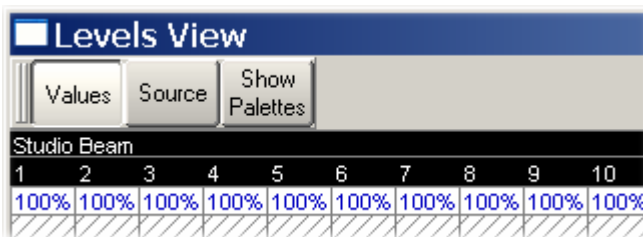
Editor windows now contain new buttons labeled Follow Current and Follow Next. When either is enabled, the editor window will automatically update as cues are advanced within the cuelist. Follow Current will allow the current cue to be displayed, while Follow Next will display the next cue in the list after the current cue. In the case where the last cue in a list is the current cue, the first cue will be displayed.

Both of these functions will automatically disable, if the user enters a specific cue to view or selects the Next or Back buttons to view other cues.



#### Show State button moved

Due to the addition of the new Follow Current and Follow Next buttons (explained above), the Show State button has moved to a new toolbar within editor windows. The functionality remains the same, just the location has changed. The Show State button now also appears in the programmer window, but has no function.



#### Levels View

The first edition of the Levels View has been enabled in version 138. The Levels view displays the output of intensities for all fixtures. Values, Source, and Show Palette options allow for a range of display options. To open the Levels view, hold Open and select Levels from the Open toolbar.

### **1.3.8 (build 790) continued**

Currently the Levels view will display intensity values only. Future versions of software will allow other parameters to be displayed.

### **New Show Creation**

New show window no longer shows pane for security settings. The Finish button now appears on the library selection pane.

## **Wholehog 3 v1.3.8 (Build 790) Bug Fixes**

**Bug Fixes for 1.3.8 (build 790)** May 4, 2005

### **State Builder**

1705	Deleting a cue does not assert tracked info into following cue
2245	CueState array dependency removed from critical process and IOP.
2808	Effects Engine edits don't update correctly without doing a Release and Re-Go first.
2920	[Update] sends some fixtures in cuelist back to updated cue
3051	Record/merge 'cue only' not working properly
3209	On-Stage State doesn't update tracked values after edits to current cue
3517	Merge/Update Latency
3534	State builder called slowly for some cues
3724	Auto-update of color palette info causes fixture release
3831	State building of FollowOn cues
3862	Unblocking a cuelist on stage releases redundant programming
3864	View Cue: tracked/blocked values take a while to appear
4493	Editing Cues does not always open or copy all contents
4511	Auto Update editor crash
4645	Deactivated Preview Editor by editing and reactivating programmer then updating Preview Editor.
4905	Cue x [Copy] [State][Enter] gives Network busy error
4953	Update/merge not taking sometimes
5115	Error while updating cues
5156	Auto update changes state on stage
5217	Colour slot released on stage as Discard Changes in Editor
5601	State Loss with Forward/Reverse or Goto buttons
5661	Update leads to color parameter set to 'off'.
5823	Updating 'not forwards' of gobo gives 'operation failed'
6855	Cuelists not ready after page change

### **DP**

360	Custom streaming implementation for DP. Only load data specifically patched to that DP.
3142	DPs feedback incorrect data after Change Type
3734	DP not loading cue when outputs active after network disconnect
5758	Console croak on Loadshow with DP's in a partial crash state already.
5815	Upgrade resets DP port setting on older DP's.
5835	DP crash on multiple cue updates
5919	DP crash changing times on 5 cues while deleting old state.
5953	LogicalNodeld' croak in Playbase.cpp on Startup
5963	Node freezes on "Initialising Network...."
6053	Added Display of 50MHZ or 75MHZ in DP/IOP Display in control panel.
6066	Watchdog turned on causing major lockup when port number is changed
6159	dtlb DP crash on when acting on invalid node list.
6160	DP's sticking in Preparing DMX
6315	Node stuck in "Initialising Network...." state
6442	Default DMX Refresh Rate Change to 25 HZ
6504	Node front panel may freeze while generating stack trace
6584	Dp says it is IDLE although outputs are running

## **DP (continued)**

- 6644 DP Crash when 'Exit loop at end' set for a 'forever' link...
- 6760 DP crash after loading show with certain types of playlists active

## **IOP**

- 5925 IOP dtlb crashes on multiple console restarts.
- 5952 IOP BufferControl dualPortRam FATAL Assert error.
- 6127 IOP locking up on show load/logoff show w/ timecode running

## **Library**

- 4012 HS & CMY mutex conflicts
- 4894 Colour behaviour going between HS->CMY inconsistent.
- 5322 Rounding error of 0-255 ranges in DMX Output vs. Display
- 5935 Studio Color 575 Control missing items
- 6475 Hog III DL-1 Position times are inverted
- 6506 Catalyst Library Media Mode Improvements.
- 6856 Enable 16bit resolution for DMXInteger Library values

## **Show Load**

- 6126 Console won't load certain shows with T/C coming in.
- 6299 Multi-Add Fail errors on loading show
- 6301 Comm deadlock during show load
- 6331 Server Busy while loading show.
- 6734 Loading existing show caused owningProcessId fatal error.

## **Playback**

- 5535 Moving fader w/ wait times playback jumps to wrong location when manually hitting go
- 5971 Link cues with a zero count apply their wait time to the subsequent cue
- 6079 Wait column jumping all over the place upon releasing
- 6123 Playbacks releasing on Page Changes
- 6468 Goto a link cue does not work
- 6589 Release not taking causing wait column to jump around
- 6689 Link cues not firing first cue properly if before follow...
- 6707 Trigger macro error on edit with bad data ' :GM#'
- 6815 Comment macros should be applicable to the current master

## **Programming**

- 5238 [Record][List](List Palette) is invalid.
- 5286 Editing a deleted cue caused editor crash
- 5411 Delete Cues using Tracking Forward method
- 5452 "Touch" Broken with Colour (CMY)
- 5810 Inconsistent 'Touch' on CMY.
- 5881 Programmer and Frontpanel locks up for a while.
- 6052 Macro parsing is not very robust against variations
- 6088 Inplace edit of 'Programmed release' crashes editor
- 6318 Palette apply time croaker: {Palette}[Time]x[Enter]
- 6399 Blind not always releasing.
- 6536 Editor/Desktop crash 'Thru touch' after change type
- 6625 Selecting Fixtures in Patch causes Editor to Crash while building wheelset.
- 6628 Crash fanning intensity after sort
- 6669 Inplace edit of slot in global palette crashes editor.
- 6719 Deleting range of cues !forwards doesn't save all to following cue.
- 6781 Change Type causing Fixtures to disappear in Patch Window

## **Others**

- 4072 View Levels fatal error
- 5196 Race condition in startup between Server and Launcher processes.
- 5686 Livecache croaker.
- 6105 Central Choose Delete/Merge/Move/Record croaks the desktop...
- 6118 Server processs consuming CPU for extended period during playback
- 6642 File browser does not refresh after backup
- 6691 HOG III won't restart after build upgrade

### **Bug Fixes for 1.3.8 (build 790) May 4, 2005 (continued)**

6728 Five Mini-Wings plugged in gives Fatal Error  
6742 Message size offset receiver error  
6800 Upgrade Issue from 0-255 Rounding Bug fix  
6885 "Failed to send Master LED" error  
6934 Moving I-Wheel on start-up crashes desktop

### **Wholehog 3 v1.3.8.1 (Build 800) Bug Fixes**

#### **Bug Fixes for 1.3.8.1 (build 800) May 25, 2005**

7183 Cue State Performance slow using Back, Goto, and Links

### **Wholehog 3 v1.3.8.2 (Build 816) Bug Fixes**

#### **Bug Fixes for 1.3.8.2 (build 816) July 18, 2005**

4345 Fanned time across irregular selection wrong  
4759 Fx's restart on [go] of next cue if a follow on is set.  
5717 Crash "ToDo" at line 590 xtti/xtti.cpp  
6933 Simulate Timecode kills playback  
6995 Palette timing problems loading pre138 show files  
7056 browse button not deactivated when "run server" is off  
7064 'Select All' selects all fixtures in the 'state' not just the cue.  
7247 ESP does not set patch info correctly when accessing any DP other than 1  
7252 DP/Vob croak... B800  
7256 'Track Backwards' should look for cue timing... B800  
7257 Removing parameters from cues inserts phantom timing... B800  
7259 Tracked values should use the current cue time when touched. 138  
7422 Link Cues jumping randomly to wrong cues  
7424 Cue timing wonky when using position palettes.  
7456 Incomplete trigger macro restarts console.... !!!!!!!  
7464 copying position palettes from one fixture to another does not work  
7481 Crash entering fanned delay time B800/808

### **Wholehog 3 v1.3.8.3 (Build 818) Bug Fixes**

#### **Bug Fixes for 1.3.8.3 (build 818) July 22, 2005**

7464 Copying palettes from one fixture to another broken  
7522 Updating combo reference palettes causes croak

### **Wholehog 3 v1.3.8.4 (Build 820) Bug Fixes**

#### **Bug Fixes for 1.3.8.4 (build 820) July 27, 2005**

7302 Jump Toolbar has shrunk. No longer uses available space with many fixture types  
7551 Loops not properly exiting after expired count  
7552 Loops not clearing count on release

### **Wholehog 3 v1.3.8.5 (Build 857) Bug Fixes**

#### **Bug Fixes for 1.3.8.5 (build 857) September 21, 2005**

3837 Effects 'Off' does not update/merge into cues  
3887 dmx frame not reloaded croak.  
5335 AM or AL macro to same list kills playback in B588  
7094 C Runtime memory manager performance improvement for MW/ThreadX embedded platform  
7241 New slot type functions for DL2 create an "offset" encoder that has problems  
7521 Cuelist window is not updated properly during a page change  
7557 Croaker when using shuffle (818)  
7567 Editing an effect and updating a cue crashed editor.  
7568 Fixture Builder button is inactive builds 820 and 822

### **Bug Fixes for 1.3.8.5 (build 857)** September 21, 2005 (continued)

- 7573 DPs crash when leaving a loop running overnight
- 7579 DP timing causes errors with Loops
- 7586 DP crash with 'Follow' after link cue count, B826
- 7638 Opening Control Panel kills console B837-841
- 7651 Add Assert capability to flash
- 7652 slow response displaying toolbar after 'Set' press

### **Wholehog 3 v1.3.8.6 (Build 956) Bug Fixes**

#### **Bug Fixes for 1.3.8.6 (build 956)** December 18, 2005

- 4958 Time Sync Error Dialog on Startup
- 5603 Timesync server should not be nondeterministic
- 6280 Fixture Builder Operation Failed
- 7160 DL2 needs path default corrections
- 7178 Random cue jump happening before a linked cue while fast forwarding.
- 7366 Base values sometimes not recorded when recording effects due to command line confusion
- 7361 Next/previous Page macro
- 7535 Copy of multiple cues not always functioning
- 7538 Recording with fanned delay causes croak
- 7555 DP crash on Priority Fight
- 7604 DP crash when running cuelist with IOP
- 7757 Disable the auto-backup feature
- 7767 b855 Copy State crashes desktop
- 7808 b857 programmer scroll crashed Editor
- 7861 b857 - Auto-Update Will Not Set Effect Table To Off
- 7889 b857 Catalyst v3 Playmode Shows for no text play mode/sync (Not Library Issue)
- 8016 Random DP croaker
- 8090 MSC Skip commands broken
- 8100 b881 - On-Stage Glitch Running Cue After Page Change
- 8112 Changing Description of current show croaker
- 8119 b897 - Croaker loading old show
- 8159 Crash with implicit context error
- 5228 Color Pro FX Twinkle not working properly
- 7646 DL2 Motion fixture missing some slot bars
- 7735 VL3500 Spot Auto Palettes contain duplicates
- 7737 VL3500 Spot strobes are touchy
- 7922 Catalyst Play Speed encoder not sensitive enough

### **Wholehog 3 v1.3.8.8 (Build 988) Bug Fixes**

#### **Bug Fixes for 1.3.8.8 (build 988)** March 6, 2006

- 2536 Go & Assert LEDs wrong if editor on
- 4337 Output window feedback issue
- 4700 DP Croak MEM\_ALLOC\_VAL ...
- 4819 Select all option on opening an editor
- 5022 Auto- and user-backup at the same time can toast ident file
- 5085 'Release All/Other' Trigger Macros
- 5230 Missing 1 bump button in 20
- 6732 Cuelist not completely resetting link/loop logic.
- 6885 "Failed to send Master LED" error
- 7078 DP 2000 needs "hard reset" after clean install in order to be recognized by console.
- 7173 Color updates not always taking
- 7194 replace out-of-process tar/gzip with libtar API
- 7269 Console has restarted since server has shutdown (umbrella)
- 7300 Add tarlib and zlib files to build and installer
- 7327 Active playback unnecessarily re asserting on palette creation
- 7349 Editor crash editing a colour wheel
- 7366 Base values not recorded when recording effects.



## Bug Fixes for 1.3.8.8 (build 988) March 6, 2006 (continued)

- 7441 DP crash when updating position
- 7467 Pressing 'Show State' in editor de-selects fixtures (808)
- 7479 Chase releases sometimes on page change... B808
- 7513 Cannot do implicit context... error when adding fixtures
- 7556 Held over list will hold over and then after 5 secs disappear
- 7588 b857 - Merge into palette with Allow Refs adds Effects
- 7639 Desktop DOA on load, B837 (also seen on B835)
- 7731 Remove FLOOD (array sync)
- 7752 LookBuilder crash due to const\_hook (b858)
- 7753 Output windows not tracking output data -- fixtures missing. b876
- 7755 Help crash everytime
- 7761 Reseting DPs creates duplicate on Network Screen
- 7793 Recording a cue Fatal Error
- 7795 Colors don't properly stomp effects on separate cuelists
- 7827 Croak and network error on Integrity Check
- 7842 Transport improvements
- 7861 b857 - Auto-Update Will Not Set Effect Table To Off
- 7942 b942 - Assert error when editor & desktop die after updating cue
- 7947 b868 - Croaker changing settings in edit fixtures
- 7957 Node watchdog only monitors one thread
- 7960 Mask Edge locking up in DL-2
- 7965 b868 - Cannot move cues - Server busy error
- 7969 IOP/DP fatal error on startup b868
- 7971 b868 - Insert link ignores current list position and inserts at beginning
- 7975 b868 - DP Fatal Assert during playback
- 7985 b868 removal of one fixture type and patch of new fixture causes croak
- 7990 soft reset on DP/IOP freezes unit b868
- 7997 changing patch on networked desks fails b868
- 8018 b872 - Link cues run cuelist in incorrect order
- 8020 b872 - Slots toolbar shows "#Not Ready#" (DL2)
- 8023 FX parameters do not announce in red in the cue editors/contents
- 8075 DP not found after soft reset
- 8103 New Show - Integrity Check croaker
- 8117 Technobeam labeling problems
- 8118 250 Spot labeling problems
- 8127 Triggered Cuelist re-fading tracked data (b857)
- 8165 b955 - Desktop Crash When Using Knockout
- 8172 cuelist path options not available
- 8274 No library for Given Colorway
- 8275 No library for Clay Paky Color MH AE
- 8276 No library for Coemar iWash Halo
- 8299 Need 7 channel Space Cannon Ireos fixture
- 8337 No library for Mac 700 (basic)
- 8338 No library for Martin CX-10
- 8341 b959 - power cycled DP will not continue playing running cuelists
- 8352 v1.3.8.8 - DP2000 - FATAL DMX Port Failure
- 8365 Newly recorded scene leaves out parameters on first playback
- 8378 b961 - DP2000 Socket Failure
- 8394 Server crashes while loading corrupt show file
- 8395 Space Cannon Helios lib incorrect.
- 8396 iSpot 1200 EB, Magenta and Yellow are swapped
- 8397 Unable to index gobos on iSpot 1200 EB
- 8398 No Library for Space Cannon Ireos Pro Shutter
- 8402 b962 - Assert - '\\m\_activeFades.size() < ActiveFades::MAX\_ACTIVE\_PLAYBACKS\\' is FALSE
- 8405 b1050 Console & PC - Label of DL2 Media Folder should be Sean Bridwell, not Birdwell
- 8409 No library for Space Cannon New Wash fixture.
- 8410 No library for Space Cannon Hypnose fixture.
- 8426 Crash Applying Palette To Fixtures

**Bug Fixes for 1.3.8.8 (build 988) March 6, 2006 (continued)**

- 8439 is\_ready error in comm\_pointer.h running abusive show
- 8463 b965 croaker adding link
- 8464 DL2 Objects incorrect
- 8501 Assert error copying cuelist from cuelist directory to empty fader
- 8522 Server Death trying to merge libs into show- b965
- 8560 No library for Robe Colorwash 250 AT
- 8561 No library for JB Lighting Varycolor 7
- 8589 No library, Ultralite Pro Wash 575
- 8590 No library, Elation Power Wash 575
- 8591 Loop does not work anymore on second run.
- 8617 Park causes output loss until Park Window is opened
- 8621 Croaker Updating Cue - i<size in fps\_vector.h
- 8640 OB can watchdog during show data load
- 8646 Stop Counter for chases doesn't work for values > 1
- 8679 unbound LogicalNode objects map to incorrect PhysicalNode objects
- 8683 No libraries for VL500
- 8737 VI2500 Color Slot problems
- 8753 b1085 PC - Fatal Error while using LTC
- 8765 Comm synchronizer can lose sync events
- 8775 b974 - Feedback stops when 1 DP is unplugged
- 8789 OB show load feedback in network window
- 8791 Comm synchronizer can cause unnecessary traffic
- 8779 b970 - Playback Assert logging off and back on to show
- 8842 b1097. Playback stops responding due to re-initialization of CriticalTimingLoop
- 8918 Cuelist Window and Playback Bar Giving Bad Feedback
- 8932 b984 Assert Error Logging Client onto Server