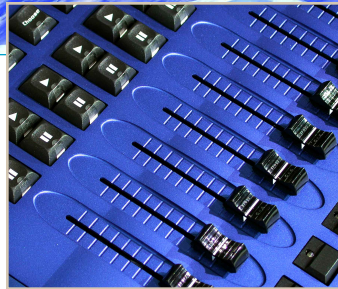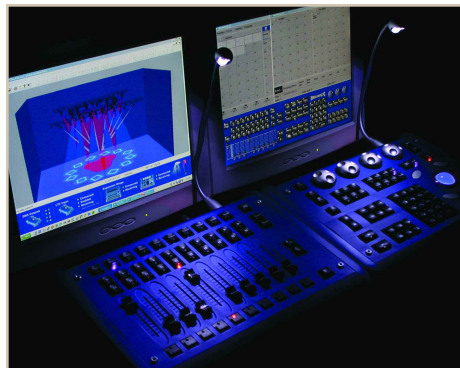# WHOLEHOG PC

## HOG® PC

BRINGS YOU
THE CONVENIENCE
AND POWER OF
THE WHOLEHOG® II
OPERATING SYSTEM
RUNNING ON A PC.

## BUILD YOUR OWN LIGHTING CONSOLE.

Flying Pig System's **Hog PC** transfers the functionality of the **Wholehog® II** lighting console to your personal computer. Create your own control solution to meet your particular requirements and budget.

**Hog PC** offers a cost effective and flexible suite of software and hardware components that combine to produce the system that you need; from the free of charge Hog PC software for viewing and editing Wholehog II shows through to a fully fledged 3584 channel console.

Use a laptop for a lightweight portable system or a desktop for installations, rackmount if need be; it's up to you.

With timecode (SMPTE) and astronomical clock, Hog PC is perfect for automated playback in retail and architectural applications. Hog PC is also the ideal backup solution.

Hog PC runs on any Windows® 98, ME, 2000 or XP computer and also interfaces directly to WYSIWYG, Martin Show Designer or Capture for realtime visualization on the same computer.

**Wholehog® II Operating System**

**Moving and Conventional Lights**

**Powerful Programming and Playback**

**Effects Engine™**

**Astronomical Clock**

**Timecode and MIDI**

**Programmer and Playback Wings**

**Wholehog® III compatible hardware**

**NEW VERSION!:**
**7 DMX Universes, all 4 console windows and 2 Playback Wings for even greater flexibility and power**

## PROGRAMMING

- All types of moving lights (including fixtures from High End Systems, Vari-Lite, Martin, Clay Paky, Coemar, etc.) are programmed with the same natural programming interface
- Numerous windows give feedback on programming and fixture status
- Familiar command line programming syntax
- Unlimited multi-part cues
- Timing spreadsheet for easy entry of parameter times
- 3D positional programming with XYZ coordinates
- Automated preset focus updating with 3D system
- Effects Engine™ instantly generates complex effects including rainbows and ballyhoos
- Complete programming manipulation: move, copy, merge, mask, etc.
- Standard or custom profiles for cues or individual parameters
- Cue, cuelist, effect and palette transfer between shows
- Sophisticated macro recording and playback capabilities
- Track and Cue Only modes
- Blind programming mode

## PLAYBACK

- Simultaneous playback of independent Cuelists, chases or effects on Masters (dedicated or virtual)
- Cuelists are dynamically assigned to Masters and grouped together on a Page. Changing Pages loads a new set of Cuelists to the Masters.
- Advanced Page features: instant changes, crossfading between pages, flexible sizes, automatic holdover, activity recall, etc.
- Custom settings for Go and Flash buttons, Cues, Cuelists and submasters: activation, precedence (HTP or LTP), resetting, inhibitive, etc.
- Astronomical clock
- Cue timing options: fade, delay or manual
- Chases have fully adjustable direction, crossfading and rates
- Independent timing and fade path settings for each parameter in a cue
- Times programmable from 0.0 seconds to days
- Loop backs within cue lists
- Macros and MIDI Out commands can be included in cues
- Intensity grand master and blackout button
- Instant timing overrides by cue, master or console

## CAPACITIES

- 512 to 3584 DMX-512 channels (depending on number of Widgets)
- Unlimited number of simultaneous crossfades
- Hundreds of Cues, Cue parts, Cue lists, chases, effects, groups, presets, pages, macros (figures are memory dependent)

## OTHER

- MIDI In/Out via PC's sound card
- Multiple fixture types simultaneously supported
- Any fixture or parameter can be patched to any location
- User-definable system default settings
- Access protection password
- Free of charge World Wide Web software & library support

System requirements: Windows 98, ME, 2000 or XP PC required (not included)
• USB support • Intel Pentium II compatible processor at 400MHZ or higher
• 96MB of RAM • Hard-disk space: 8MB • 1024 x 768 or higher-resolution monitor

## HARDWARE

### PLAYBACK WING

- Integrated 2 port USB hub
- Rugged, high quality control surface
- 10 faders with playback controls
- Bi-color dimmable LED feedback
- Bi-color LED desklight
- USB or PSU (supplied) powered

### PROGRAMMER WING

- Integrated 2 port USB hub
- Rugged, high quality control surface
- 4 encoders, trackball and programming controls
- Main playback controls
- Bi-color LED desklight
- USB or PSU (supplied) powered

### DMX WIDGET

- DMX512-1990/-A compliant
- RDM compatible
- Failsafe DMX frame store
- USB powered

### TIMECODE WIDGET

- Balanced audio LTC input
- Film, EBU, NTSC & SMPTE
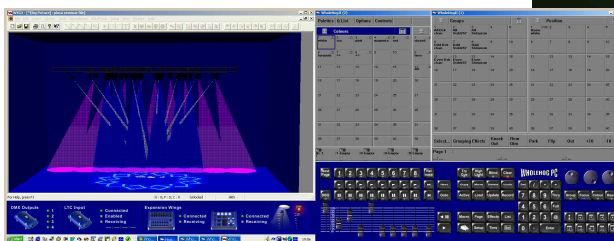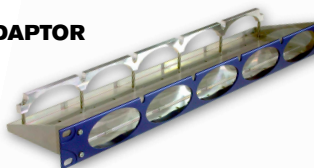- Timecode status LEDs
- USB powered

### USB HUB WIDGET

- Rugged 4 port USB hub
- USB or PSU (supplied) powered
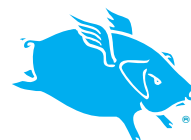- Ideal for use in Rack Adaptor (see below)

### 1U WIDGET RACK ADAPTOR

- Rackmounts 5 Widgets
- 4.5" deep
- Wholehog III rack unit styling