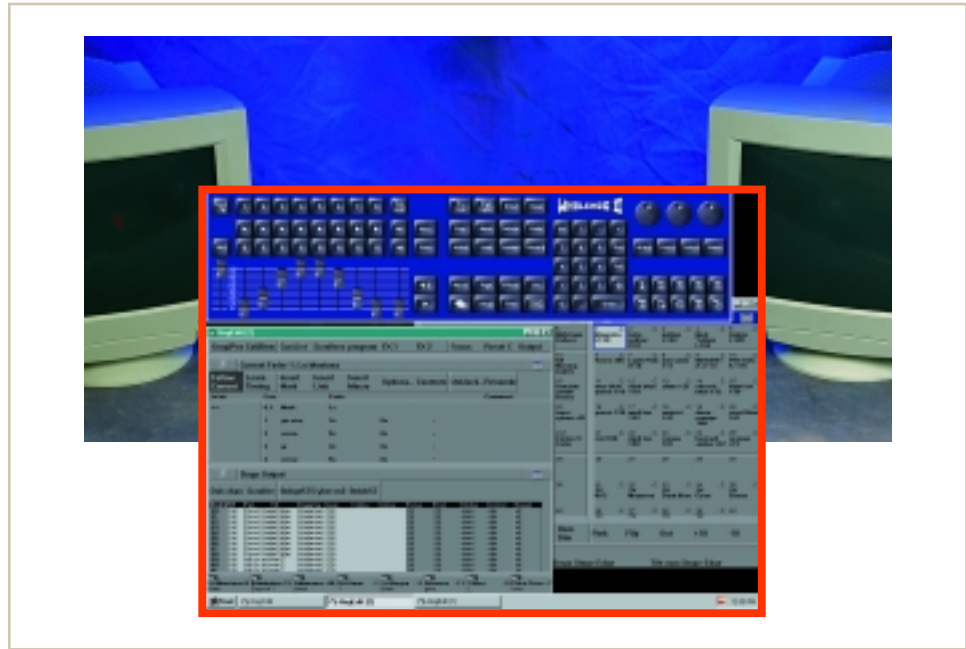# Hog PC

The Wholehog® II operating system running on a PC.

due to popular demand, Flying Pig Systems introduces Hog™ PC, which transfers many of the Wholehog® II lighting console's functions to a personal computer. Hog PC is ideal for applications like architecture, retail, and corporate events where space and cost are sometimes an issue.

Hog PC is an ideal backup solution since it can be run on a laptop computer. Shows programmed on a Wholehog II console can be played back with Hog PC. Operators can even program cues or a run show from any remote location—even halfway around the world—by using any widely available third-party software such as PC Anywhere® or Timbuktu®.

Born out of the company's existing Hog™ Edit software, Hog PC runs on any Windows® 95, 98, or 2000 computer and includes a hardware device to output DMX. Up to seven DMX universes can be controlled from HOG PC using USB interfaces, while one DMX universe is supported by the parallel port version.

- Wholehog® II Operating System
- Moving and Conventional Lights
- Powerful Programming and Playback Tools
- Effects Engine™
- Astronomical Clock

HOG^{PC}™

FLYING PIG SYSTEMS®

Standard Features & Accessories for Hog™ PC

PROGRAMMING

- All types of moving lights (including fixtures from High End Systems, Vari-Lite, Martin, Clay Paky, etc.) are programmed with the same natural programming interface
- Editable personalities for all major fixture types
- 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
- Highlight button for focusing
- Next fixture button for quick fixture selection
- Active button instantly grabs specified fixtures
- Snapshot button for active cues
- Track and Cue Only modes
- Blind programming mode

PLAYBACK

- Each master runs its own Cuelist using Go, Pause/Black, Add/Swap/Bump, and Select buttons
- 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.

- Cue timing options: fade, delay or manual
- Chases have fully adjustable direction, crossfading and rates
- Independent timing and fade path settings for each channel in a Cue
- Times programmable from 0.0 seconds to days
- Learn mode for times
- Loop backs within cue lists
- Go To button
- Macros and MIDI Out commands can be included in cues
- Intensity grand master and blackout button
- Instant timing overrides by cue, master or console

HARDWARE

- Parallel port version supports 512 DMX channels
- USB version supports 7 DMX universes
- Windows® 95, 98, or 2000 PC required (not included)

CAPACITIES

- 512 to 3584 DMX-512 channels (depending on hardware configuration)
- 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/Thru/Out
- Tracking mode for backup console
- Multiple fixture types simultaneously supported
- Any fixture or parameter can be patched to any location
- User-definable system default settings
- Access protection password
- Comprehensive fixture library and World Wide Web software/library support
- SMPTE Timecode is not supported
- Mac version not available
- DMX Input is not supported
- Expansion items (wing, remote) are not supported

Hog™ PC

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