# Road Hog Full Boar® Console

A. General:

1. The lighting control console shall be a Flying Pig Systems Road Hog Full Boar console. The console shall be available from Barco Lighting Systems, Inc., 2105 Gracy Farms Lane, Austin, TX 78758, USA.
2. The lighting control system shall be designed specifically for the control of stage, studio, touring and entertainment lighting systems.
3. A company having over 20 years experience in the control of entertainment lighting shall manufacture the lighting control system.
4. The equipment shall be ETL listed.
5. Systems that do not provide the features listed below shall not be acceptable.

B. Hardware:

1. The console shall be constructed of a rugged aluminum chassis with powder coated panels and faceplates. The exterior of the console shall be finished with a tough laminate finish with wear resistant legends. A leather elbow rest shall be provided.
2. A universal 90 – 250V 50/60 Hz power factor corrected power supply shall be incorporated.
3. The console shall contain a PC motherboard.
4. A 40GB or larger high performance internal hard disk drive shall be provided. The console shall have an internal re-writeable CD-ROM drive. This shall be accessible on the side of the console
5. Controls shall consist of keypad, four (4) rotary encoders knobs, a backlit trackball and rotary encoder wheel. There shall be ten (10) user programmable Penny & Giles faders with associated illuminated enable buttons on the playback portion of the console.
6. The console shall have two (2) touch sensitive color display screens.
7. Two (2) desklights are provided, using dimmable white LEDs for illumination. A dimmable white LED worklight shall be on the front of the console along with dual blue LED marker lights.
8. The following interfaces shall be provided
    a. Five (5) Universal Serial Bus ports
    b. Four (4) 5-pin XLR DMX outputs
    c. Two (2) gigabit Fast Ethernet using rugged Neutrik Ethercon connectors
    d. Two (2) DVI monitor outputs
    e. MIDI input and output

    f. 3-pin XLR SMPTE input

9. The console shall be capable of outputting four DMX universes via 5-pin XLR connectors.
10. The console shall be 759mm x 572mm x 310mm weight, weighing 20.5 kg.
11. The user shall make operating software upgrades via USB flash drive or CD-ROM. No changing of internal components shall be required. USB connected accessories shall also be upgradeable via USB flash drive or CD-ROM.
12. The control console shall be supplied with
    a. Power cord
    b. USB Flash drive
    c. Dust cover
    d. User Manual
    e. Roadcase

C. Programming and playback:

1. The controller's capacities shall be: 8192 multi-parameter luminaires, an unlimited number of simultaneous crossfades, and up to 65,536 cues, cue lists, chases, scenes, palettes, groups, and pages. There shall be no specific limit on the number of DMX universes supported.
2. The console shall contain a library that addresses moving lights of all major manufacturers as well as other lighting devices such as color scrollers. The control console shall contain an inherent mapping of fixtures for the various attributes associated with automated and fixed focus lighting units.
3. Multiple fixture types shall be simultaneously supported and any fixture may be patched to any address on any universe.
4. The console shall follow an industry standard command line programming syntax.
5. The console shall contain the capacity to program unlimited multi-part cues, automated preset focus updating, and shall be able to track changes to the modifications of previously recorded cues. Each element of programming in a Cue shall possess independent timing and fade path settings. Cue timing options shall include: fade, delay, or manual (all with in/out option). Times may be programmable from 0.0 seconds to several days.
6. The console shall provide complete programming manipulation including move, copy, merge, mask, as well as comprehensive patch features for profiles, proportional patching, parking, etc.
7. The console will provide a multi-level undo/redo function and an online help system.
8. The console shall be equipped with an effects engine that shall instantly generate complex effects including those commonly referred to as "rainbows" and "ballyhoos". Chases shall have fully adjustable direction, crossfading, and rates.
9. The controller shall provide unlimited simultaneous playback of independent cue lists, chases, or scenes on up to 10 Playback masters on the console. Additional Playback masters may be added with expansion wing units and virtual masters. Masters shall also be able to provide inhibitive intensity control of some or all fixtures.
10. Cue lists, scenes, and inhibitives shall be dynamically assigned to Masters and grouped together on a Page. Changing Pages shall load a new set of cue lists, scenes and inhibitives to the Masters.
11. The controller shall possess advanced Page features including: instant changes, crossfading between pages, flexible sizes, automatic holdover and remain in background.
12. Custom settings shall be provided for Go and Flash buttons, Cues, Cuelists, and submasters: activation, precedence (HTP or LTP), resetting, inhibitive, etc.

13. There shall be a main set of playback controls providing Go, Halt/Back, Step Forward, Step Back, Go To, Release and Assert buttons.
14. A rear-illuminated multi-mode trackball for focusing or pointing, a next fixture button for quick fixture selection, a live button that shall instantly select specified fixtures, a snapshot function named "suck" for active cues, and a blind programming mode shall be provided.
15. The control console shall provide instant access to fixtures, groups, and palettes via touch-sensitive displays. The displays shall contain numerous windows to give feedback on programming and fixture status. If connected to two external displays, all four displays may simultaneously show different windows, windows may be sized and moved on any display as desired, and custom configured views may be saved and instantly recalled.
16. All items may be given useful names to simplify operation.

D. Peripheral equipment:

1. A range of optional complementary equipment shall be available from console manufacturer and shall include the following:
    a. DMX processor providing sixteen universes of DMX output via XLR or Art-Net. It shall be possible to connect multiple DMX processors via Ethernet.
    b. 17” Colour external touchscreen monitor
    c. USB Playback wing
    d. USB Programmer wing
    e. USB Expansion wing

E. Provide the following

| Qty | Part number | Description |
|---|---|---|
| - | A6020001 | Road Hog Full Boar Console with Roadcase |
| - | 62040001 | Wholehog DMX Processor 8000 |
| - | 62040002 | Wholehog DMX Processor 8000 Expander |
| - | 61040028 | Wholehog USB Timecode Widget |
| - | 75020001 | Wholehog USB Expansion Wing in Roadcase |
| - | 61040039 | Wholehog USB Playback Wing |
| - | 61040040 | Wholehog USB Programmer Wing |
| - | A5020001 | Road Hog USB Playback Wing |
| - | A5020002 | Road Hog USB Programmer Wing |
| - | A5040001 | Road Hog USB Wing SuperWidget Expansion kit |
| - | 61040021 | 17” Colour Touchscreen |
| - | 61070002 | Wholehog Wing Flightcase |
| - | A5070001 | Road Hog Wing Single Wing Case |
| - | A5070002 | Road Hog Wing Double Wing Case |
| - | 61040034-37 | Wholehog USB Hub |
| - | 61040038 | Wholehog Widget Rackmount Kit |