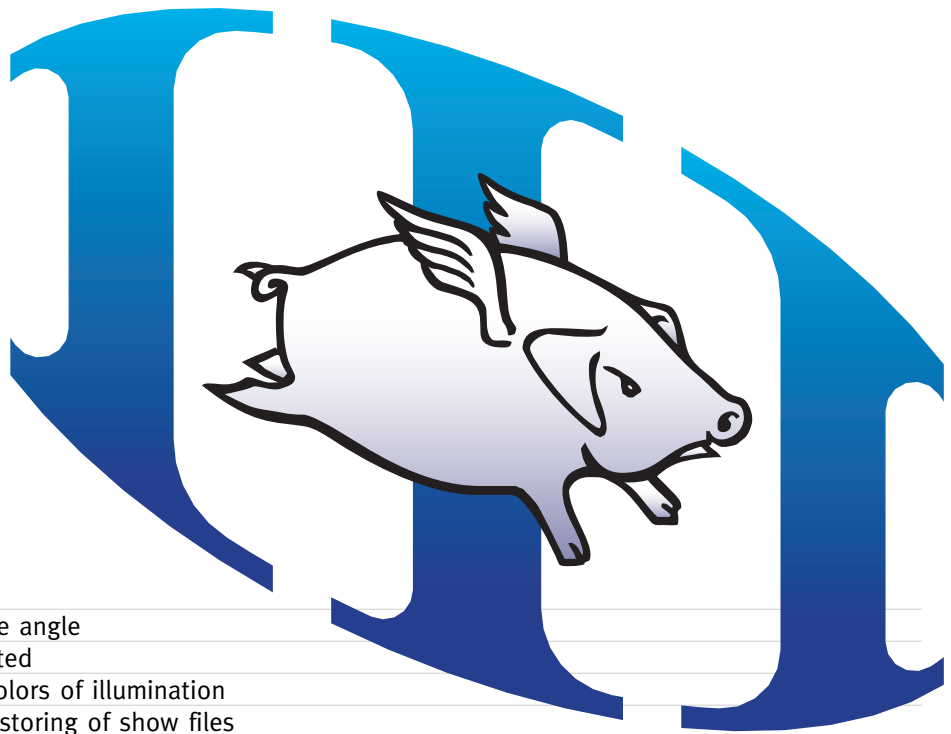


THREE is MORE than two.
It's simple math that adds up to the fact
that the Wholehog III is leaps and bounds
ahead of the discontinued Wholehog II.

With Wholehog III, we've moved forward
to offer you MORE features, options
and accessories.

See for yourself!
Here's why Wholehog III is significantly
MORE advanced than Wholehog II.



IMPROVED HARDWARE SINCE WHOLEHOG II:

Bright, full color touchscreens with adjustable angle
Up to two external ELO touchscreens supported
Two dimmable LED Desklights provide two colors of illumination
Internal Hard drive allows quick, continuous storing of show files
Fully equipped rack mount unit available
Built-in Trackball used for both mouse functions and fixture positioning
Two USB connectors support a wide range of accessories
Audio input and output and dual built in speakers
Four Encoders for direct parameter controls
USB printing with most modern printers and over a network
Internal battery for power loss protected shutdown
Improved hinged leather armrest

MORE SHOW DATA UTILITIES THAN WHOLEHOG II:

Linux based multi-process OS for increased stability
Distributed Processing shares processing duties between devices
Timed Auto backup ensures show data is backed up on a regular basis
Backup medium options: HDD, CDRW, ZIP, USB
Show maintenance utilities

GREATER FIXTURE ABILITIES THAN WHOLEHOG II:

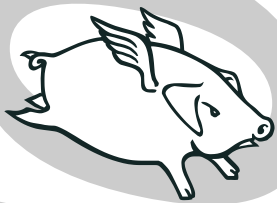
Unlimited DMX outputs, no limit to the number of DMX universes
Library Model means all fixture share common parameter labels and programming functionalities
Real World Values describe parameter settings with useful terminology
"Replicate Fixtures" function to quickly add additional fixtures to an existing show
"Change Type" function provides a simple method to replace fixture types without reprogramming
Cloning of patch information by universe

BETTER PLAYBACK FUNCTIONALITY THAN WHOLEHOG II:

"Follow +" provides flexible cuelist timing
Scenes allow direct access and playback of single looks
Enhanced playback control customization
Virtual master playback controls improve functionality
Inhibitive group submasters provide active intensity master control
"Leave in background" option for unlimited active playbacks across pages
Improved trigger Macros with drop down clickable selection list
Intensity Wheel provides live control of intensity parameters
Rate Thruster Wheel provides live adjustment of cue fade and chase rate
Tap Sync feature for timing of chases
Dedicated "Live" key with 'Touch' and 'Suck' buttons for easy grabbing of live parameters
Dedicated Assert key
Improved "priority" assignments for cuelists
Latchable flash buttons

EVEN MORE! ▼

GET MORE!



BETTER PROGRAMMING FEATURES THAN WHOLEHOG II:

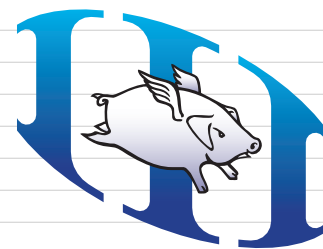
- Improved syntax is consistent throughout all functions
- Multiple editors can be opened at once
- Merge button for quick cue changes
- "Track backwards" options for cue changes
- Enhanced record options toolbar
- Global palettes allow sharing of information across fixture types
- Slots toolbar allows quick selection of fixture parameter settings
- Wheelset editor allows customization ordering of parameters on encoder wheels
- User definable intensity level adjustment quick keys
- Color Picker for visible color mixing selections
- Gel Chart provides quick reference to major gel colors
- Hue and Saturation parameters provide the ultimate control of color mixing parameters
- Remote focus using Hog3PC software
- Buddying functionality provides powerful fanning abilities
- Improved fanning from various start points
- Dedicated Fan Key
- Quick key shortcut for parameter max/min values
- Quick key shortcut for parameter invert (gobo rotation)
- Improved Highlight functionality with custom 'highlight' palette
- Lowligh feature with custom 'Lowligh' palette
- Back key for previous fixture selection
- Multi-level undo/redo

BETTER TIMING CONTROL OPTIONS THAN WHOLEHOG II:

- Multiple timecode formats supported
- Multiple MIDI/TC/VTIC inputs and outputs via Input/Output processors
- Individual Timecode toolbars for each source
- Individual Timecode enabling for each cuelist
- Sound control and CD playback controls with trigger macros
- Cuelists be triggered by timecode from internal audio CD's
- Realtime Time and Date display and show stamping

BETTER USER INTERFACE THAN WHOLEHOG II:

- Import and export user preferences between shows or consoles
- Enhanced user and console configuration options
- Editable spreadsheet displays provide additional programming and display abilities
- Dockable toolbars for easy console customization
- Compact editor modes allow more on-screen information
- Editable Aggregation of display information
- Copy and paste functionality in spreadsheet views
- Additive and non additive views
- Parked Output Window
- Control key and control toolbar for fixture commands
- Quick scroll functions for windows
- Custom resizing of windows
- Custom column ordering in spreadsheets
- Customizable default naming schemes
- Unlimited number of views
- Online help / manual
- User's Manual available in English and German



BETTER CONNECTIVITY THAN WHOLEHOG II:

- Multiple consoles, Hog iPC, and/or Hog3PC computers networked on same show
- Connectivity of multiple programming and playback wings
- Connectivity of multiple expansion wings
- WYSIWYG and ESP Vision direct connect via Ethernet with Autofocus
- WYSIWYG Console Edition free with every Wholehog III console

MORE DEVELOPMENT SERVICES SINCE WHOLEHOG II:

- Dedicated development team continually improving and enhancing software
- Internal Testing Department ensures stability of new releases
- Customer input strongly desired and considered for future features and enhancements