



Hog 4 OS Release Notes

v3.10.0 b1809 | December 19, 2018

Hog 4, Full Boar 4, Road Hog 4, Nano Hog 4, Hog 4PC, HedgeHog 4/4S/4N/4X, RackHog 4

Installation Instructions

All Hog 4 OS consoles require a full install of Hog 4 OS v3.10.0.

IMPORTANT: When the full install is complete the console will reboot. **When the Hog 4 start screen appears please wait an additional 30 seconds while the front panel loads new firmware.** The firmware upload is complete when all of the choose keys flash once and the desk lights turn on. At this point the console is ready for show operation.

Show File Compatibility

Show files created/edited with Hog 4 OS v3.10.0 are compatible with Hog 4 OS v3.9.0 and v3.10.0. All pre-existing Hog 4 show files are compatible with Hog 4 OS v3.10.0.

Fixture Library Information


Hog 4 OS v3.10.0 comes with Fixture Library v4.18.447 installed. All pre-existing version 4 fixture libraries and show files are compatible with Hog 4 OS v3.10.0.

New Features and Enhancements:

Virtual Wings

The new Virtual Wing Window provides a graphical interface that mimics the physical controls of a playback wing. Multiple virtual wing windows can be displayed at once and can be individually customized to control masters on different playback bars.

To display a virtual wing on the console:

1. Press and hold on the touchscreen to bring up the menu window.
2. Press the Virtual Wing button in the menu window.
3. Use the scroll box at the top of the window to assign a playback bar to the virtual wing.
4. To adjust which controls are displayed in a virtual wing window click the  button.

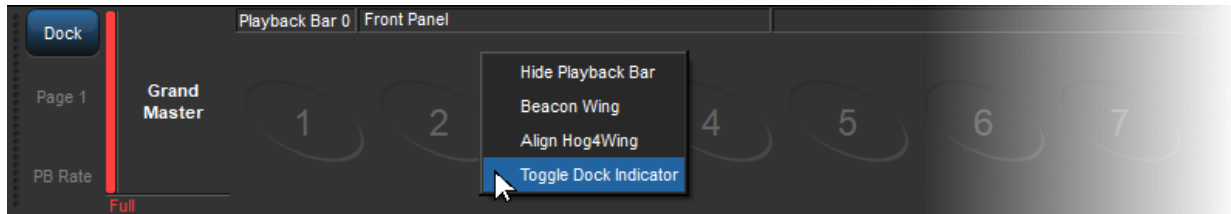


Dynamic Playback Bar Hardware Docking

The console front panel and physical playback wings can now be assigned to multiple playback bars in the Wings tab of the control panel and can be docked to those playback bars dynamically using a variety of methods:

- The dock button associated with the playback bar in the wings tab of the control panel
- Center [Choose] + numeric keypad number corresponding to the playback bar number
- The dock button on each playback bar (to show/hide the dock button right click on the playback bar and selecting “Toggle Dock Indicator”)

➤ See section 3.5 of the Hog 4 OS v3.10.0 Help Manual for more details on this feature.



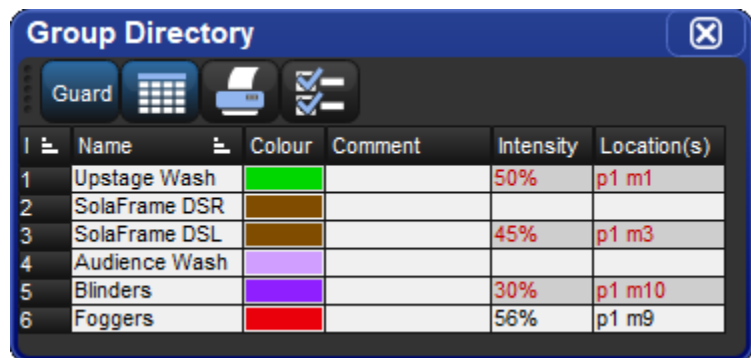
Group Masters in the background

A “Leave Inhibitive Masters in Background” option has been added to the misc tab of the user preferences window. When this option is enabled groups that are not attached to masters will persist their levels through page changes. This option is enabled by default for new shows.

Other changes related to this enhancement:

- The group directory window now provides feedback to indicate when a group’s intensity level has been inhibited. When the level is below 100% the level will be shown. If the group’s level is actively affecting fixtures on stage then a red stripe will also appear on the group’s cell.
- Groups not attached to masters can also be inhibited by holding down the group in the group directory and dialing the fifth main encoder wheel (fourth encoder on some consoles).
- Group + Release will release all group masters currently in the background (not attached to a master on the current page).
- When the group directory is displayed in list view the location column will display the page (p) and master (m) to which an inhibited group is attached.
- To adjust the release timing of a group master hold down the group and use the scroll box located on the main toolbar

➤ See section 17.11 of the Hog 4 OS v3.10.0 Help Manual for more information on this feature.



I	Name	Colour	Comment	Intensity	Location(s)
1	Upstage Wash	Green		50%	p1 m1
2	SolaFrame DSR	Brown			
3	SolaFrame DSL	Brown		45%	p1 m3
4	Audience Wash	Purple			
5	Blinders	Purple		30%	p1 m10
6	Foggers	Red		56%	p1 m9

Compound Fixture Explode

Compound fixtures can now be broken up into individual parts by selecting the compound fixture and pressing the “Compound Explode” button at the top the fixture window.

[Segments...] Button Enhancements

The [Segments...] button on the main button toolbar has been enhanced to light up in blue and display the underlying segments and buddy settings if any of these settings have been activated. In addition the “buddy parts” option is now disabled by default for new shows.



Disable Rem Dim Option

A new option to disable the Rem Dim (remainder dim) button has been added to the programming section of the user preferences window. The Rem Dim button is disabled by default for new shows.

Enable Fader Option for Grand Master

A new “Enable Fader” option has been added to the General Master Options under the misc section of the user preferences window. This button is enabled by default for new shows but can be disabled.

Hog 4 PC: File Directory Naming Update

Hog 4 PC directories that previously utilized “Flying Pig Systems” as part of the directory path name have been revised to use “High End Systems” in its place. Pre-existing directories are automatically renamed during the install of Hog 4 PC v3.10.0. Downgrading to a previous version of Hog 4 PC after installing Hog 4 PC v3.10.0 will not revert these changes and result in the existence of both “Flying Pig Systems” and “High End Systems” directories on your Windows computer.

New PixelMap Layer Content: Gradient Shapes

The Hog PixelMap layer fixture has been updated with new “gradient shapes” stock content. New show files automatically take advantage of the new stock content when a pixelmap layer is scheduled into the show but if you are using an existing show file you will first need to completely remove all pixelmap layers fixtures from the show, log off/on, and then rescheduled the pixelmap layers to take advantage of the new content. Change type does not work for updating stock content.

Support for Rev 2 of RoadHog 4 Front Panel

This software release adds support for revision 2 of the Roadhog 4 front panel board.

Bug Fixes:

D-02768	Desktop crash importing webm movies into PixelMap Content Package
D-03584	Playback Bar is displayed in the template blue color when not on the template page
D-03827	Targeted comment macros attached to Pages do not execute on remote consoles
D-03830	Desktop crash when copy/paste lots of media to PixelMap Content Package
D-03835	File Browser doesn't display discovered USB sticks until window closed/reopened
D-03859	Sleep Time preference not consistently labeled across console platforms
D-03875	Onscreen function keys unreadable in light color scheme
D-03955	Learn timing doesn't work with master play
D-03956	Hog 4 PC does not recognize wings for OSC input validation

D-03968	The active show server failed during specific change type operations
D-03970	The active show server failed during specific fixture delete operations
D-03404	Restore Activity Macros for current Page does not execute on show load
D-03729	Live effect rate changes are choppy in editors when using the encoder wheels
D-03991	Backing up a show file to a Networked Drive not working
D-04002	Capture Activity doesn't work for objects that are not in playback
D-04007	Playback Wing 4 and Command Wing 4 touchscreens not working with Hog 4 PC
D-04014	Catalyst Thumbnail Retrieval failing after logging off/on show
D-04034	Restore Activity Comment Macros do not execute on show load
D-04048	HTP masters cause crash on page change if HTP masters are above 0%
D-04062	Goto 0 does not reset cuelist to first cue
D-04091	PC server show sync failure due to Midi Note Factory Window XTTI
D-04168	DP8000: Catalyst/CITP thumbnail retrieval fails after Log Off/On or DP soft reset