Wholehog Translation Guide

A Thesaurus for Wholehog 2 Users

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Wholehog Translation Guide

This guide compares Wholehog II terminology and syntax to that of the Wholehog Operating Software. It is not intended as a replacement for the user’s manual or proper training.

**KEY**

**BOLD CAPITALIZED TEXT IN BLUE FONT** represents a hard key on the console

Grey text in Courier Font represents a button, tab, or other selection found on screen

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**SETUP**

**Customizing the Interface**

**Resetting the Console**

*Hog 2:* Push blue button on rear panel for Clean Start

*Wholehog:* Press **SETUP** key, select **Quit** from the Main toolbar; select **Restart Console** from pop-up

**Touchscreen Contrast**

*Hog 2:* Hold down **SETUP** and turn 2nd or 3rd encoder wheel for left/right screen

*Wholehog:* Hold down **SETUP** and turn 1st or 2nd encoder wheel for left/right screen

**Touchscreen Calibration**

*Hog 2:* Press **Recalb Touchscreens** button in the Control Panel

*Wholehog:* Press **Calibrate Touchscreens** in the Control Panel’s Displays section

**Adjusting the LittleLite levels and LED levels**

*Hog 2:* No adjustments

*Wholehog:* Hold down **SETUP** and turn 3rd encoder wheel (gooseneck) and 4th encoder wheel (desk LED)

**Setup Peripherals**

*Hog 2:* Assign monitors, keyboard and trackball in the Control Panel

*Wholehog:* Assign monitor and keyboard options in the Control Panel. Trackball assignments can be further modified in the Preferences window

**Control Panel**

**Open the Control Panel**

*Hog 2:* Press **SETUP** button on console, then select **Control Panel** from the Setup toolbar

*Wholehog:* Press **SETUP** button on console, then select **Control Panel** from the Setup toolbar

**Default Timing**

*Hog 2:* Press **Default Timing** in Control Panel to display the Default Timing window

*Wholehog:* Press **SETUP** button on console, then select **Preferences** from the Setup toolbar. Select **Default Timing** section to display Default Timing window
Bus Devices
_Hog 2_: Press **Bus Devices** in the Control Panel to display the Expansion Devices window

_Wholehog_: Select the **Wings** section in the Control Panel

Event Monitor
_Hog 2_: Press **Event Monitor** in the Control Panel

_Wholehog_: Hold down the **OPEN** key and select **Events** from the Open toolbar

Live Programmer
_Hog 2_: Press **Live Programmer** in the Control Panel to toggle on/off

_Wholehog_: Press **Fade Changes** in the Programmer to toggle on/off

Trackball does Pan/Tilt
_Hog 2_: Press **Trackball does Pan/Tilt** in the Control Panel to toggle on/off

_Wholehog_: If trackball preferences have been left at default, the onboard trackball can be toggled in Position mode by pressing the top right trackball key (grey oval)

Use external keyboard
_Hog 2_: Press **Use External keyboard** in the Control Panel to toggle on/off

_Wholehog_: Press **SETUP** key on console and select **Preferences** from toolbar. In **Appearances** section, press **Use Internal Keyboard** to toggle on/off

Top Left Buttons Do Views
_Hog 2_: Press **Top Left Buttons Do Views** in the Control Panel to toggle on/off

_Wholehog_: All toolbars are dockable and can be attached to the desired set of soft keys

Front Reselected Windows
_Hog 2_: Press **Front Reselected Windows** in the Control Panel to toggle on/off

_Wholehog_: Press **SETUP** key on console and select **Preferences** from toolbar. In the **Programming** tab, press **Front Palette Window when Kind Pressed** to toggle on/off. You can also toggle Front Cuelist/Scene Window when Choose Pressed on/off

Page Holdover if Active
_Hog 2_: Press **Page Holdover if Active** in the Control Panel to toggle on/off

_Wholehog_: Press **SETUP** key on console and select **Preferences** from toolbar. In **Misc.** section, select this or another option from the **Page Change Action** drop down menu

Confirm Overwrite
_Hog 2_: Press **Page Confirm Overwrite** in the Control Panel to toggle on/off

_Wholehog_: Press **SETUP** key on console and select **Preferences** from toolbar. In **Programming** section, under **Confirm Before**, select **Deleting Directory Items** to toggle on/off

Edits Track Forward
_Hog 2_: Press **Edits Track Forward** in the Control Panel to toggle on/off

_Wholehog_: Press **SETUP** key on console and select **Preferences** from toolbar. In **Programming** section, press **Default Track Forwards to Off** to toggle on/off
Guard Cuelists

Hog 2: Press Guard Cuelists in the Control Panel to toggle on/off
Wholehog: Press Guard in the Cuelist directory to toggle on/off

Recall Visible

Hog 2: Press Recall Visible in the Control Panel to toggle on/off
Wholehog: Hold down the OPEN key and press View from Views toolbar. Press the spreadsheet button in this directory. Select the view’s additive column and press SET to toggle to No

External Displays

Hog 2: Touch or click the field next to Monitor 1, 2 in the Control Panel to set resolution
Wholehog: Touch or click the field in the Displays section of the Control Panel to set resolution

Backlight off after

Hog 2: Touch or click the field next to Backlight off after in the Control Panel, then enter a time
Wholehog: Press SETUP key on console and select Preferences from toolbar. In Appearances section, adjust the time in the Backlight Off (min) field

Keyboard

Hog 2: Touch or click the field in the Control Panel to select a keyboard from the menu
Wholehog: Touch or click the field in the Keyboard Options in the Keyboard tab of the Control Panel

Auto Exec Macros

Hog 2: Enter Macro commands in the AutoExec Macro field in the Control Panel
Wholehog: Press SETUP key on console and select Preferences from toolbar. In Misc section, enter macro commands in the Startup Macro field

Sensitivities %

Hog 2: Touch or click the field in the Control Panel to adjust sensitivity of wheels, mouse, trackball
Wholehog: Press SETUP key on console and select Preferences from toolbar. In Sensitivity section, adjust sensitivity of keyboard, mouse, trackball

Keep Parameters Separate

Hog 2: Touch or click an I, E, C, or B field in the Control Panel under Keep Parameters Separate
Wholehog: Press SETUP key on console and select Preferences from toolbar. In Programming section, touch or click a parameter type in the Separate Parameters section

Shows

Opening a new show

Hog 2: Press New Show in the opening window
Wholehog: Press Launch New Show in the opening window
Saving a Show

_Hog 2:_ Press **SETUP**, then press **Save Show** on the Setup toolbar

_Wholehog:_ Press **SETUP**, select **Shows** from Setup toolbar, press **Backup in the Current Show** section.

Merging Shows

_Hog 2:_ Load the Show you are merging to. Insert the show disk you are merging from. Open the **Change Show** window, choose the items you wish to merge and press **Merge**.

_Wholehog:_ Load the show you are merging to. Press **SETUP**, select **Shows** from Setup toolbar, press **Merge** in the **Current Show** section. The wizard will guide you through.

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### Desk Operations

#### Updating Software

_Hog 2:_ Insert the new software disk and reset the console while holding **ENTER**. Select **Load New Software** from menu

_Wholehog:_

For Upgrades:
1. Insert software disk
2. Press the **Software** icon in the Startup Menu
3. Follow on screen displays

For Full Installs:
1. Insert new software disk
2. Restart console while holding **PIG** or **ENTER** key
3. When menu appears, arrow down to select **Full Install**, hit **ENTER**

#### Upgrading DP2000s

_Hog 2:_ Hog2 cannot use DP2000s

_Wholehog:_ DPs will generally update automatically after the new software is installed on the console. If this does not occur, press the **Software Update** button in the Network window. The console will scan for nodes with invalid software and ask you to update them.

#### Upgrading BIOS

_Hog 2:_ No BIOS upgrade possible

_Wholehog:_ Insert a Full Install disk into the console. Boot the console while holding **PIG** or **ENTER**. When the menu appears, use the arrows to select **Upgrade Bios**. Follow the prompts to complete the upgrade.

#### Dealing with Program Fault Crashes

_Hog 2:_ Cold (Clean) start the console (press blue button on back of desk)

_Wholehog:_ Press **PIG + OPEN + BACKSPACE** to open the Launched Processes Window. Right click to restart any “dead” or non-responsive processes.
PATCHING

Basic Operations

Opening the Patch Window
Hog 2: Press SETUP, then press Patch on the main toolbar
Wholehog: Press SETUP, then press Patch on the setup toolbar, or press OPEN + FIXTURE

Adding Fixtures
Hog 2: Press Add Fixtures in the Patch Window, select and SET desired number of instruments
Wholehog: Press Fixture Schedule in the Fixture Window, select and SET desired number of instruments

Patching Fixtures
Hog 2:
1. Select the output universe by touching its column in the main Patch window screen
2. Select fixture(s) by typing the user number(s)
3. Press @
4. Type in the DMX address of the starting unit and press ENTER

Wholehog:
1. Select the fixture(s) by typing the user number(s)
2. Press @
3. Select the DP2000 to be patched to from the left column of the Fixture Patch window
4. Touch the column of the output universe or type the number of the desired universe followed by a /
Example: 1 @ 1/1= Fixture 1 at universe 1, address 1
5. Type the DMX address of the first unit and press ENTER

Unpatching Fixtures
Hog 2:
1. Select fixture(s)
2. Press @
3. Type in the DMX address
4. Press Unpatch on the Patch window toolbar

Wholehog:
1. Select fixture(s)
2. Press Unpatch at the top of the Fixture Window
Also: Toggle on View by DP in Fixture window and select an entire universe to unpatch

Auto Menus
Hog 2: Press Auto Menus in the Patch Window
Wholehog: Press Auto Palettes in the Fixture Window

Fixtures with multiple parts
Hog 2: Select the fixture and press Fixture Part on the main toolbar to toggle between Fixture and Intensity
Wholehog: In the Fixture Patch window, select either Fixture or Intensity from the Patch Points dropdown list in the pop-up patching window
Edit Fixtures Window

_Hog 2:_ Press **Edit Fixtures** in the Patch window

**Wholehog:** Press **Edit Fixtures** in the Fixture window

Note: many fixture editing features are now available in the Fixture window (user numbers, pan/tilt invert, etc)

Advanced Operations

Channel View, Output View

_Hog 2:_ Press the **View** button in the Patch window to open View options

**Wholehog:** Press **View by DP** in the Fixtures window

Proportional Patching

_Hog 2:_
1. Select fixture(s) in Patch window
2. Press **Reduce to %** on the Patch toolbar
3. Type in a %, press **ENTER**

**Wholehog:**
1. Select the Intensity Percent cell in the Fixture window
2. Press **SET** to enter a percentage, press **ENTER**

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PROGRAMMING

Useful Operations

Fine control of 16 bit parameters

_Hog 2:_ Hold **PIG** key while turning an encoder knob

**Wholehog:** Hold **PIG** key while turning an encoder knob

Parking Fixtures

_Hog 2:_ Select fixture and set desired parameters in the Programmer window. Press **Park** on the main toolbar. To unpark: press **PIG+Park**

**Wholehog:** Select fixture and set desired parameters in the Programmer window. On the Select toolbar, press **More** and then choose **Park**. To unpark: press **PIG+Park**

Note: Wholehog OS includes a Parked window that works as an editor. To access this, hold the **OPEN** key and select **Parked** from the main toolbar. From this window, you can choose fixtures or parameters to knockout (as you would any editor window) and press **UPDATE** to apply changes.

**DBO**

_Hog 2:_ Pressing the **DBO** key takes all intensities to 0% (dead black out)

**Wholehog:** The flash key on Master 1 acts as a DBO key (unless disabled in the Preferences window). If a cuelist is recorded on Master 1, the flash key will only act as a DBO when the **GM** key is held.

Select Toolbar Operations

_Hog 2:_ Press **Select** on main toolbar

**All:** Selects all fixtures in the programmer
Odd: Selects all fixtures in the programmer with odd numbers
Even: Selects all fixtures in the programmer with even numbers
Previous: Selects previously selected fixtures
Invert: Selects all fixtures in the programmer that are not currently selected
Only: Selects an intersection between groups
None: Deselects all fixtures in the Programmer
Random: Selects random fixture in the Programmer
Calibrate: For use with XYZ programming

Wholehog: Press Select on the Main toolbar
All: Selects all fixtures in the programmer
Odd: Selects all fixtures in the programmer with odd numbers
Even: Selects all fixtures in the programmer with even numbers
Previous: Selects previously selected fixtures
Invert: Selects all fixtures in the programmer that are not currently selected
Random: Selects random fixture in the Programmer
Reverse: reverses the selection order of fixtures in the Programmer
Shuffle: Shuffles the selection order of fixtures in the Programmer
Reorder: Resets the selection order of fixtures in the Programmer

Windows

Opening Windows
Hog 2: Hold PIG key and press desired Kind button
Wholehog: All directories can be opened by pressing their respective key twice (eg: COLOUR COLOUR), or hold the OPEN key and press the desired kind; or press the desired Kind key and press OPEN

Closing Windows
Hog 2: Press the CLOSE key, or press the Close icon inside the window
Wholehog: Press the Close softkey in the Window Control Toolbar; pr press the X (close icon) in the upper right of the window itself; or hold OPEN + BACKSPACE

Resizing Windows
Hog 2: Select the window you wish to resize and press the TOGGLE key
Wholehog: Select the window you wish to resize and press the Size or Maximize softkeys in the Window Control Toolbar; or Unlock the window and drag a corner to resize; or use keyboard shortcuts:
OPEN + (plus key): size (clockwise)
OPEN + - (minus key): size (counterclockwise)
OPEN + FULL: maximize

Moving Windows
Hog 2: Select the window you wish to move and press the SHUFFLE key
Wholehog: Select the window you wish to move and press the Move softkey in the Window Control Toolbar or hold OPEN and press @ key
Views

Recording Views

Hog 2:
1. Arrange windows across screens
2. Press SETUP and select Save View from main toolbar
3. Press a View Button on the View toolbar; press SET to name it
   Note: Total Views: 10

Wholehog:
1. Arrange windows across screens
2. Hold RECORD key and press the desired softkey on the View Toolbar
3. Press SET to name the view
   Note: Wholehog OS can store an unlimited number of Views. The directory can be accessed by holding OPEN and pressing the View softkey. Also, the Next softkey will cycle the toolbar through banks of 10 Views

The Programmer

Opening the Programmer window

Hog 2: Press SETUP, then press Programmer on the main toolbar, or use the Programmer View from the Views toolbar
Wholehog: Touch or click Programmer on the main toolbar, or use the Programmer View from the Views toolbar, or hold OPEN + 0.

Clearing the Programmer

Hog 2: Press CLEAR key; hold PIG + CLEAR to restore
Wholehog: Press CLEAR key; hold PIG + CLEAR (or press Undo from main toolbar) to restore

Command Line Syntax

Hog 2: Command, source object, mask, destination, ENTER (if necessary)
Wholehog: Source object, mask, command, destination, ENTER (if necessary)

 Cancelling modifications in the command line

Hog 2: use the BACKSPACE key on the keypad
Wholehog: use the BACKSPACE key on the keypad

Knockout

Hog 2: To remove fixture(s) from Programmer, select fixture then press Knockout (main toolbar)
To clear Kind parameters, hold UNDO key and press COLOUR, BEAM, etc
To clear individual parameters, hold UNDO key and turn desired encoder wheel
Wholehog: To remove fixture(s) from Programmer, select fixture then press Knockout (main toolbar)
To clear Kind parameters, press kind key (COLOUR, etc) and press Knockout from main toolbar
To clear individual parameters, hold BACKSPACE key and turn desired encoder wheel OR select the cells you wish to clear and press PIG + BACKSPACE
Groups

Building Groups

Hog 2: Select the fixtures you wish to include in the Programmer, press RECORD and touch/click a cell in the Group Directory or type RECORD GROUP (#) ENTER

Wholehog: Select the fixtures you wish to include in the Programmer, press RECORD and touch/click a cell in the Group Directory or type RECORD GROUP (#) ENTER

Palettes

Creating Palettes

Hog 2:
1. Select desired fixtures and parameters
2. Press RECORD and select a box in the appropriate directory window or press a Kind button, followed by a number and press ENTER
3. Press SET to name palette

Wholehog:
1. Select desired fixtures and parameters
2. Press RECORD and select a box in the appropriate directory window or press a Kind button, followed by a number and press ENTER
3. Press SET to name palette

Masking Palettes

Hog 2:
1. Select desired fixtures and parameters
2. Press RECORD and select desired parameters (Use F, Use B, Use C, etc.) from the main toolbar
3. Select a box in the appropriate directory window or press a Kind button, followed by a number and press ENTER
4. Press SET to name palette

Wholehog:
1. Select desired fixtures and parameters
2. Press RECORD and select desired parameters (Use I, Use B, Use C, etc.) from the main toolbar
3. Select a box in the appropriate directory window or press a Kind button, followed by a number and press ENTER
4. Press SET to name palette

Highlight/Lowlight Palettes

Hog 2: Highlight: select the palette containing desired parameters to highlight, press SET twice. Select Highlight from dropdown menu. Lowlight not available in Hog2.

Wholehog: Select the palette containing desired parameters to highlight and right-click on it. Select Set as Highlight or Set as Lowlight from dropdown menu.
Editing Palettes

**Hog 2:**
1. Select fixtures and make desired changes in Programmer
2. Press RECORD and select occupied box in directory
3. Choose either Merge or Replace

OR
1. Press LOAD and select palette to modify.
2. Make desired changes and press UPDATE

**Wholehog:**
1. Select fixtures and make desired changes in Programmer
2. Press RECORD and select occupied box in directory
3. Choose either Merge or Replace

OR
1. Select fixtures and make desired changes in Programmer
2. Press MERGE and select occupied box in directory

OR
1. Select palette to modify and press OPEN
2. Make desired changes and press UPDATE

Reference Palettes

**Hog 2:** All palettes referencing another palette are embedded by default

**Wholehog:** When recording a palette based on other palettes, press RECORD, choose More from main toolbar and then select Allow Refs from main toolbar

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CUEING

Basic Operations

Recording a Cue

**Hog 2:**
1. Select desired fixtures and parameters in the Programmer
2. Press RECORD
3. Press CHOOSE on desired master to record as the next cue in list or Press LIST (x) ENTER or Press (x) / (y) ENTER (x= Master Number, y= Cue Number) or Press (x) ENTER (record a particular cue number to currently selected master) or Press ENTER to record as the cue in list on currently chosen master

**Wholehog:**
1. Select desired fixtures and parameters in the Programmer
2. Press RECORD
3. Press CHOOSE on desired master to record as the next cue in list or Press LIST (x) CUE (y) ENTER or Press LIST (x) / (y) ENTER or Press CUE (x) ENTER (records to currently selected master) or Press ENTER to record as the cue in list on currently chosen master

To record a range of cues, Press RECORD LIST (x) CUE (y) THRU (z) ENTER
**Opening the Cue Contents Window**

*Hog 2:* Press **Contents View** or **Contents** button located in the Cuelist Window  
*Wholehog:* Press **View Cue** in the Cuelist window  
*Or CUE (X) OPEN* to open a cue from selected master  
*Or LIST (x) CUE (y) Open to open a specific cue*  
*Or CUE CUE*

**Editing Cues**

*Hog 2:*
1. Press **LOAD (x) ENTER** (x = cue number)  
2. Make desired changes  
3. Press **UPDATE**  

*OR*
1. Activate the cue you wish to edit  
2. Make desired changes and press **UPDATE**  
3. Select the cue or palette you wish to change from the Update Window

*Wholehog:*
1. Press **CUE (x) OPEN**, or select **Edit in the View Cue Window**  
2. Make desired changes  
3. Press **UPDATE**  

*OR*
1. Activate the cue you wish to edit  
2. Make desired changes and press **UPDATE**  
3. Select the cue or palette you wish to change from the Update Window  

*OR*
1. Activate the cue you wish to edit  
2. Make desired changes and press **RECORD** or **MERGE LIST (x) CUE (y) ENTER**

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**Active and Live Key Functions**

**Active Key Functions**

*Hog 2:* **PIG + ACTIVE** (requires a fixture selection in programmer first)  
*Wholehog:* **Touch** (requires a fixture selection in programmer first)

*Hog 2: ACTIVE, ENTER*  
*Wholehog: LIVE* (enter masking if desired, EG: Position), **Suck**

*Hog 2: ACTIVE, (Palette), ENTER*  
*Wholehog: LIVE, (Palette), ENTER*  

*Hog 2: ACTIVE, ENTER followed by PIG + ACTIVE*  
*Wholehog: LIVE, Touch*  

*Hog 2: Hold ACTIVE while touching a parameter wheel (requires a fixture selection in programmer first)*  
*Wholehog: Hold Touch while touching a parameter wheel (requires a fixture selection in programmer first)
Cloning and Extracting

Cloning

Hog 2: Source fixture must already be in the programmer
1. Select destination fixture(s)
2. Press PIG + COPY
3. Select source fixture(s), press ENTER

Wholehog: Source fixture must already be in the programmer
1. Select source fixture(s); Select masking button if desired
2. Press COPY
3. Select destination fixture(s), press ENTER

**Wholehog Circular Copy: (Source fixtures must already be in the programmer)

Example: 1 THRU 10 COPY 10 THRU 1; or 1 THRU 10 COPY 2 THRU 10 + 1

Extract

Hog 2:
1. Select destination fixtures
2. Press PIG + LOAD
3. Press CUE (x), ENTER

Wholehog:
Press CUE (x), FIXTURE (y), COPY, ENTER to extract from chosen master to programmer  OR
Press LIST (x), CUE (y), FIXTURE (z), COPY, ENTER OR
Press LIST (x), CUE (y), FIXTURE (z), COPY, select State from main toolbar, ENTER OR
Press LIST (x), CUE (y), FIXTURE (z), (mask; EG: COLOUR), COPY, select State from main toolbar, ENTER

** this can also be for several fixtures, example: FIXTURE 101 THRU 105

Cue Types

Blocking Cues

Hog 2: Select all fixtures, press PIG + ACTIVE, then RECORD ENTER or CHOOSE
Wholehog: Select all fixtures, press Touch, then RECORD ENTER or CHOOSE OR

Extract Cue into programmer using LIST (x), CUE (y), FIXTURE (z), COPY, ENTER, Touch parameters and re-record (or merge or replace)

Unblocking Cues

Hog 2: Select Unblock in the Cuelist Window
Wholehog: Press LIST (x), select Unblock from Main toolbar OR
Press LIST (x), CUE (y THRU z), Unblock

Link Cues

Hog 2: Open Cuelist Window
1. Play last cue in link sequence
2. Press Insert Link in the Cuelist Window
3. Use the Fade cell of the link cue to select desired jump point

Wholehog: Open Cuelist Window
1. Play last cue in link sequence
2. Press Insert Link in the Cuelist Window
3. Use the Fade cell of the link cue to select desired jump point
Setting Default Fade/Delay Time

*Hog 2:* Edit in the Control Panel

*Wholehog:* Edit in the **Default Timing** section of the Preferences Window

Editing Fade/Delay Time

*Hog 2:* Select fixtures and desired parameters in the Programmer
1. Press **TIME** or hold **PIG + TIME** to open Timing Window
2. Select the desired timing cell you wish to change
3. Press **SET** and enter desired time, Press **ENTER**

*Wholehog:* Select fixtures and desired parameters in the Programmer/Active Editor
1. Press **Fade, Delay or Path** options in programmer to view timing
2. Select desired cell you wish to edit
3. Press **SET** and enter a new value, Press **ENTER**

OR
Select fixtures and desired parameters in the Programmer/Active Editor
Press **TIME** (x) **ENTER** to assign fade time OR
Press **TIME TIME** (x) **ENTER** to assign delay time OR
Press **TIME TIME TIME** (x) **ENTER** to assign path
OR use masking
Select fixtures and desired parameters in the Programmer/Active Editor
Press (mask, EG: **BEAM**), **TIME** (x) **ENTER** to assign fade time OR
Press (mask, EG: **BEAM**), **TIME TIME** (x) **ENTER** to assign delay time OR
Press (mask, EG: **BEAM**), **TIME TIME TIME** (x) **ENTER** to assign path
OR use the timing encoder wheels

Fanning Timing

*Hog 2:* Select fixtures and desired parameters in the Programmer
Open the timing window by pressing **TIME** or holding **PIG + TIME**
Select timing cell you wish to edit
Type (time x) **PIG + THRU** (time y) **ENTER** OR
Hold **SET** while turning time encoder wheel to fan

*Wholehog:* Select fixtures and desired parameters in the Programmer/Active Editor
Press **Fade** or **Delay** in Programmer window to view timing
Select desired cells, press **SET**, type (time x) **THRU** (time y), **ENTER**
OR
Press (mask, EG: **BEAM**), **TIME** (X) **THRU** (Y) **ENTER** to assign fade time OR
Press (mask, EG: **BEAM**), **TIME TIME** (X) **THRU** (Y) **ENTER** to assign delay time OR
Hold **FAN** while turning timing encoder wheel

**Grouping and Buddying will apply when fanning timing**
Close

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**Wait Time**

**Hog 2:** Open Cuelist Window
1. Select desired cell(s) in **Wait** column
2. Press **SET**
3. Enter desired time, or **Follow**, etc; Press **ENTER**

**Wholehog:** Open Cuelist Window
1. Select desired cell(s) in **Wait** column
2. Press **SET**
3. Enter desired time, or **Follow**, etc; Press **ENTER**

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**Cuelists**

**Viewing a Cuelist**

**Hog 2:** Press **PIG + CHOOSE** OR use default Cuelist View in Views toolbar

**Wholehog:** Press **CHOOSE, CHOOSE** OR hold **OPEN + CHOOSE**, OR press **LIST X OPEN**, OR use default Cuelist in Views Toolbar

**Opening the Cuelist Directory**

**Hog 2:** Press **PIG + LIST**

**Wholehog:** Press **LIST, LIST** or hold **OPEN + LIST**

**Cuelist Window Columns Overview**

**Hog 2:**
- **Wait:** Contains information regarding follows, waits, timecode or other triggers
- **Cue:** Name of cue (text)
- **Fade:** Displays crossfade time of cue; may display several times if cue is multipart or fanned
- **Delay:** Displays delay time of cue; may display several times if cue is multipart or fanned. Delay is an amount of time between when a cue is triggered and when a crossfade begins
- **Path:** Displays how parameters will crossfade; default attribute paths are determined by a fixture’s library
- **Comments:** Used as a second place for text or to add Macros

**Wholehog:**
- **Wait:** Contains information regarding follows, waits, timecode or other triggers
- **Name:** Name of cue (text)
- **Mark:** Displays “mark” when parameters in this cue have been told to preset when possible in a previous cue
- **Comments:** Used as a second place for text
- **Fade:** Displays crossfade time of cue; may display several times if cue is multipart or fanned
- **Delay:** Displays delay time of cue; may display several times if cue is multipart or fanned. Delay is an amount of time between when a cue is triggered and when a crossfade begins
- **Path:** Displays how parameters will crossfade; default attribute paths are determined by a fixture’s library
- **Macro:** Used to store macros selected from a dropdown list
Editing Cuelists

Copying and Moving Cues within a Cuelist

To Copy a Cue

Hog 2: Press COPY (x) @ (y) ENTER
Wholehog: Press CUE (x) COPY CUE (y) ENTER

To Move a Cue

Hog 2: Press MOVE (x) @ (y) ENTER
Wholehog: Press CUE (x) MOVE CUE (y) ENTER

To Copy a Sequence of Cues

Hog 2: Press COPY (x) THRU (y) @ (z) ENTER
Wholehog: Press CUE (x) THRU (y) COPY CUE (z) ENTER

Copying and Moving Cues Between Lists

Hog 2: Source Cues must be on Chosen master

To Copy a Cue Into a different Cuelist

Press COPY (cue number) @ CHOOSE (choose desired destination list) OR
Press COPY (cue number) @ X / Y (X= Destination Master #, Y= Cue #)

To Copy a Sequence of Cues Into a different Cuelist

Press COPY (x) THRU (y) @ CHOOSE (choose desired destination list) OR
Press COPY (x) THRU (y) @ A / B (A= Destination Master #, B= Cue #)

To Move a Cue Into a different Cuelist

Press MOVE (cue number) @ CHOOSE (choose desired destination list) OR
Press MOVE (cue number) @ X / Y (X= Destination Master #, Y= Cue #)

To Move a Sequence of Cues Into a different Cuelist

Press MOVE (x) THRU (y) @ CHOOSE (choose desired destination list) OR
Press MOVE (x) THRU (y) @ A / B (A= Destination Master #, B= Cue #)

Wholehog:

To Copy a Cue Into a different Cuelist

Press LIST (a) CUE (x) MOVE LIST (b) CUE (y) ENTER

To Copy a Sequence of Cues Into a different Cuelist

Press LIST (a) CUE (x) THRU (y) MOVE LIST (b) CUE (z) ENTER

To Move a Cue Into a different Cuelist

Press LIST (a) CUE (x) MOVE LIST (b) CUE (y) ENTER

To Move a Sequence of Cues Into a different Cuelist

Press LIST (a) CUE (x) THRU (y) MOVE LIST (b) CUE (z) ENTER

Copying and Moving Entire Cuelists to Masters

Hog 2: Press COPY (or MOVE) LIST (a) CHOOSE
Wholehog: Press LIST (a) COPY (or MOVE) CHOOSE
Copying and Moving Cuelists from Master to Master

Hog 2: To Copy a cuelist from one master to another:
Press COPY, CHOOSE (Source), CHOOSE (destination)
To Move a cuelist from one master to another:
Press MOVE, CHOOSE (Source), CHOOSE (destination)
Wholehog: To Copy a cuelist from one master to another:
Press and hold COPY, press CHOOSE (source master); release COPY and press CHOOSE on destination master
To Move a cuelist from one master to another:
Press and hold MOVE, press CHOOSE (source master); release MOVE and press CHOOSE on destination master

Cuelist Options

Fader Action Translator

<table>
<thead>
<tr>
<th>Hog 2</th>
<th>Wholehog</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use HTP</td>
<td>Use HTP (under Priorities in Cuelist tab)</td>
</tr>
<tr>
<td>Inhibitive</td>
<td>Select a Group, Press MOVE and Press CHOOSE on Desired Master</td>
</tr>
<tr>
<td>+ Go When Off Zero</td>
<td>+ Go Off Zero (under Fader in Master tab)</td>
</tr>
<tr>
<td>Use IFCB Crossfade</td>
<td>IFCB Crossfader (dropdown option for Fader in Master Tab)</td>
</tr>
</tbody>
</table>

Flash Button Actions Translator

<table>
<thead>
<tr>
<th>Hog 2</th>
<th>Wholehog</th>
</tr>
</thead>
<tbody>
<tr>
<td>Swaps</td>
<td>Solo (button in Click section of Master tab)</td>
</tr>
<tr>
<td>+ Go</td>
<td>+Go on Flash (button in Click section of Master Tab)</td>
</tr>
<tr>
<td>+ Release</td>
<td>+ Release on Off (button in Click Section of Master Tab)</td>
</tr>
</tbody>
</table>

Priority Translator

<table>
<thead>
<tr>
<th>Hog 2</th>
<th>Wholehog</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Priority</td>
<td>Priority Levels are available in increments of 10 between cuelists (located in Priority section in Cuelist tab)</td>
</tr>
<tr>
<td>Persist on Override</td>
<td>Persist on Override button in Priority section of Cuelist Tab</td>
</tr>
<tr>
<td>Release on Next Go</td>
<td>Release on Other Go in Priority section of Cuelist Tab</td>
</tr>
</tbody>
</table>
Advanced Options Translator

<table>
<thead>
<tr>
<th>Hog 2</th>
<th>Wholehog</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add Blank First Cue</td>
<td>With no values in the programmer, recording a cue will result in a blank cue</td>
</tr>
<tr>
<td>Reset When Released</td>
<td>Reset on Release in Properties section of Cuelist Tab</td>
</tr>
<tr>
<td>Maintain State</td>
<td>(On by default) Select Cue Only in Properties section of Cuelist tab to disable tracking for cuelists</td>
</tr>
<tr>
<td>.But Not in Jumps</td>
<td>Use Track Through Loops in Properties section of Cuelist tab to toggle tracking on/off for jumps</td>
</tr>
</tbody>
</table>

Action of Go While Looping Translator

<table>
<thead>
<tr>
<th>Hog 2</th>
<th>Wholehog</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start Next, Skip Loop</td>
<td>Exit Loop Immediately</td>
</tr>
<tr>
<td>Start Next, Exit Loop at End</td>
<td>Exit Loop at End</td>
</tr>
<tr>
<td>Restart</td>
<td>Restart</td>
</tr>
<tr>
<td>Stop at Next</td>
<td>Stop at Next</td>
</tr>
<tr>
<td></td>
<td>**Wholehog also has option for Go Next</td>
</tr>
</tbody>
</table>

Cuelist Defaults

Hog 2: Accessed from the Control Panel
Wholehog: Accessed from the Cuelist tab in the Preferences Window

Manual Fade

Hog 2: Enter desired time in Manual fade cell
Wholehog: Enter desired time in cells for Back Time, Release Time, Assert Time

**In Wholehog, these can all be different

Advanced Operations

Recording Selected

Hog 2: Press RECORD, Options (from main toolbar), Selected (from Main toolbar)
Wholehog: Press RECORD, More (from main toolbar) Selected (from Main toolbar)
**Comment Macros Translator** (Used in Cuelist Window)

<table>
<thead>
<tr>
<th>Hog 2 (Comment Column)</th>
<th>Wholehog (Macro Column)</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt;G# Go Master #</td>
<td>GM#</td>
</tr>
<tr>
<td>&gt;S# Pause Master #</td>
<td>HM#</td>
</tr>
<tr>
<td>&gt;R# Release Master #</td>
<td>RM#</td>
</tr>
<tr>
<td>&gt;P# Change to Page #</td>
<td>CP#</td>
</tr>
<tr>
<td>&gt;T# Goto Cue # on currently chosen master</td>
<td>GM#/#/ (Master #/Cue #) or GL#/#</td>
</tr>
<tr>
<td>&gt;C# Choose Master #</td>
<td>CM#</td>
</tr>
<tr>
<td>&gt;V# Open View 1</td>
<td>RV#</td>
</tr>
<tr>
<td>&gt;J# Release Virtual Cuelist #</td>
<td>RL#</td>
</tr>
<tr>
<td>&gt;K# Release Macro #</td>
<td></td>
</tr>
<tr>
<td>&gt;L# Go Virtual Cuelist #</td>
<td>GL#</td>
</tr>
<tr>
<td>&gt;M# Trigger Macro #</td>
<td></td>
</tr>
<tr>
<td>&gt;I Starts Timecode</td>
<td>ET</td>
</tr>
<tr>
<td>&gt;H Stops Timecode</td>
<td>DT</td>
</tr>
<tr>
<td>&gt;Fn Reset Timecode 1, 2 or 3 (n = number)</td>
<td><strong>Other Wholehog Macros (not available in Hog2) include:</strong></td>
</tr>
<tr>
<td></td>
<td>AB# Assert Master #, FM# Fade Master #,</td>
</tr>
<tr>
<td></td>
<td>HL# Halt List #, AL# Assert List #, RL# Release List #, GS# Go Scene#, HS# Halt Scene #,</td>
</tr>
<tr>
<td></td>
<td>AS# Assert Scene #, RS# Release Scene #,</td>
</tr>
<tr>
<td></td>
<td>OT Open Timecode, RN# Reset Node #,</td>
</tr>
<tr>
<td></td>
<td>MS to enter a Midi String,</td>
</tr>
<tr>
<td></td>
<td>RA to Release all Cuelists,</td>
</tr>
<tr>
<td></td>
<td>RO to release all other cuelists, EC enable clock,</td>
</tr>
<tr>
<td></td>
<td>DC disable clock, GCD play cd, HCD pause cd,</td>
</tr>
<tr>
<td></td>
<td>RCD stop CD, NCD next cd track,</td>
</tr>
<tr>
<td></td>
<td>PCD previous cd track</td>
</tr>
</tbody>
</table>

**Auto Execute Macros**

Hog 2: Can be entered in the Control Panel

Wholehog: Start-up Macros can be entered in the Misc tab of the Preferences window
## Opening the Effects Engine

**Hog 2:** Press **PIG + EFFECT** for directory, select **Effects** from main toolbar for Engine  
**Wholehog:** Press **EFFECT, EFFECT** or hold **OPEN + EFFECT**

## Recording an Effect

**Hog 2:**  
1. Select desired fixtures  
2. Apply effects with directory and/or engine  
3. Record cue as you normally would  

**Wholehog:**  
1. Select desired fixtures  
2. Apply effects with directory and/or engine  
3. Record cue/scene as you normally would

## Adjusting Effects

**Hog 2:** After applying an effect to a fixture or group, use the encoder wheels to adjust **Rate, Size, and Offset** OR  
Affect **Rate, Size, and Offset**, etc. by editing the desired cell in the Effects Engine  

**Wholehog:** After applying an effect to a fixture or group, use the encoder wheels to adjust **Rate, Size, Offset, Length** OR  
Affect **Rate, Size, and Offset**, etc. by editing the desired cell in the Effects Engine

## Fanning Effect Parameters

**Hog 2:** Hold **SET** while turning effect encoder wheels  
**Wholehog:** Hold **FAN** while turning effect encoder wheels OR  
Select the desired cell in the Effects Engine and type (x) **THRU** (y)

## Releasing an Effect in the Programmer

**Hog 2:** Select the fixture(s) running the effect and hold **PIG** while selecting the effect in the directory OR  
Select table cell in Effects Engine and **SET** to **Off**  

**Wholehog:** Select the fixture(s) running the effect and press **Knockout** (main toolbar) while holding **EFFECT** key OR  
Select table cell in Effects Engine (or editor) and **SET** to **Off**
PLAYBACK

Virtual Cuelists

Playing a Virtual Cuelist

_Hog 2:_ Open List Directory and select any list in the directory OR
Press LIST (x) ENTER OR
Use a Comment Macro

_WHolehog:_ Open List Directory and ensure the Guard is off, then touch any list in the directory OR
Press/hold the desired cuelist button (in directory) to use central playback controls (RELEASE, GO,
PAUSE, SKIP, Etc) OR
Use Playback Controls located in Cuelist Window OR
Use Cuelist Macros

Opening the Page Directory

_Hog 2:_ Press PIG + PAGE

_WHolehog:_ Press OPEN + PAGE or press PAGE, PAGE

Creating a New Page

_Hog 2:_ Press PAGE (x) ENTER or touch an empty Page button in directory
_WHolehog:_ Press PAGE (x) ENTER or touch an empty Page button in directory (ensure Guard is off) OR
Hold PIG while touching an empty Page button in directory if Guard is on.

Creating a Template Page

_Hog 2:_
1. Open the Page Directory
2. Choose desired page
3. Press Set as Template in Page Directory window

_WHolehog:_
1. Open the Page Directory
2. Activate desired page
3. Press Set Current Page as Template in Page Directory window

Feedback Displays

Opening the Levels Window

_Hog 2:_ Press SETUP and select Levels from the main toolbar

_WHolehog:_ Hold OPEN and select Levels from the Open toolbar

Opening the Output Window

_Hog 2:_ Press SETUP and select Output from the main toolbar OR
Use the default Output view in the Views toolbar

_WHolehog:_ Press OPEN and select Output from the main toolbar OR
Use the default Output view in the Views toolbar
PERIPHERALS

Printing

Supported Printers

Hog 2: Any printer that uses Postscript (level 2) or PCL (level 5) as its command language
Wholehog: A USB or networked printer that appears in the Add Printers List can be used.

**Note: Hog iPC/Roadhog do not currently support printers. Hog3PC will print to the default printer set on your computer

Printing a Report

Hog 2:
1. Press SETUP and select Reports from main toolbar
2. Press Printer Setup
3. Select appropriate driver for your printer
4. Choose desired fonts (make sure your printer supports them)
5. Press Print and desired information (example: LIST 11)
6. Press ENTER

**For more printing choices, press …Others after pressing Print

Wholehog: Press the Print icon in desired window