

HOG® 4 Console

A. General:

1. The lighting control console shall be a Flying Pig Systems HOG® 4 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 machined panels and faceplates. The exterior of the console shall be finished with a tough anodized finish with wear resistant anoprinted legends. A leather elbow rest shall be provided.
2. The console shall be cooled through the use of fans which will be driven through a thermal control system, ensuring the quiet operation of the console.
3. A universal 100 – 240V 50/60 Hz power factor corrected power supply shall be incorporated. The console shall include an internal battery to prevent loss of data in the event of mains supply failure.
4. The console shall contain an Intel i5 processor. The processor board shall be custom designed with integrated interfaces
5. A solid state high performance internal hard disk drive shall be provided along with a rotary hard disk drive. A CD/DVD drive will also be provided.
6. Controls shall consist of keypad, five (5) rotary encoders knobs, a jog shuttle wheel, a backlit trackball with rotary encoder, two (2) vertical rotary encoder wheels and twelve (12) LCD backlit keys. There shall be ten (10) user programmable, motorized Penny & Giles faders with associated illuminated enable buttons on the playback portion of the console. There shall be one (1) user programmable, motorized Penny & Giles fader as a dedicated grand master.
7. The console shall have two (2) 17" IPS 10 point multi touch sensitive colour display screens on a hinged, user adjustable panel. The console shall have one (1) 7" IPS 10 point multi touch sensitive colour display in the centre of the front panel. Push buttons shall be provided adjacent to the main multi touchscreens to access tool bar options

8. Two (2) desklights are provided, using dimmable LEDs in two colors (white and blue) for illumination.
9. Three (3) external DVI-I monitors shall be supported. External touchscreen monitors shall be supported.
10. An integrated keyboard will be provided under the armrest, with a push/pull mechanism to access.
11. The console shall be capable of outputting eight (8) DMX universes via 5-pin XLR connectors and up to 16 universes via ArtNet or sACN.
12. External network output devices can be attached to expand DMX output capability (no limit).
13. The following interfaces shall be provided
 - a. Eight (8) 5-pin XLR DMX outputs.
 - b. Two (2) 100 Base-TX Fast Ethernet using rugged Neutrik Ethercon connectors, allowing for Hog Net and Fixture Net capability
 - c. Eight (8) Universal Serial Bus ports
 - d. Three (3) DVI-I monitor outputs
 - e. MIDI input and output
 - f. 3-pin XLR SMPTE input
14. The console shall be 40.5" (1028.7mm) wide by 28.49" (723.7mm) deep by 6.49" (164.75mm) high, weighing 75 lbs (34 kg)
15. The user shall make operating software upgrades via USB or CD/DVD-Rom. No changing of internal components shall be required. USB and Ethernet connected accessories shall also be upgradeable in the same way.
16. The control console shall be supplied with
 - a. Power cord
 - b. Dust cover
 - c. USB Flash drive (Storage)
 - d. USB Flash drive (Restore)
 - 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.
17. The software will allow for custom mapping of function of fixture parameters to any of the five main encoders. Custom maps will be able to be stored and recalled by means of the User Kind keys.
18. The software will allow for the networking of multiple consoles across a network, and will allow for the presence of multiple servers on the same show. The software will allow for full network failover.
19. The software will be separated into various processes, allowing for greater redundancy and the ability to restart said processes without requiring to reboot the console.
20. Each DMX Processor 8000 process will allow for up to eight discrete streams of Midi or SMTPE time code to be handled by the software, without any specific limits to total number of streams.
21. The software will allow for a 'console lock' to be activated by the programmer.
22. GUI elements will be able to be set to different sizes and colours, and when recalled will remember these settings.

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. USB DMX Widget
 - c. USB DMX Super Widget
 - d. USB DMX Super Duper Widget
 - e. USB Timecode widget providing LTC input
 - f. USB Playback wing
 - g. USB Master wing
 - h. USB Nano wing

E. Provide the following

Qty	Part number	Description
-	61020004	Hog 4 Control Console in Roadcase with DMX Processor 8000 Package
-	62040004	Hog DMX Processor 8000 (16 DMX outputs, 8192 channels, rack mount)
-	62040002	Wholehog DMX Processor 8000 Expander
-	74040007	Hog DMXWidget (black)
-	74040008	Hog Super Widget (black)
-	74040009	Hog Midi/SMTP Time CodeWidget (black)
-	61040060	Playback Wing 4
-	61040062	Master Wing 4
-	90903068	Hog USB Flash Drive Red (Restore)
-	90903067	Hog USB Flash Drive
-	A5040001	Superwidget Expansion Kit
-	61070012	Playback /Master Wing 4 Roadcase
-	61040029	Hog Desk Light