



Hog 4 OS Release Notes

v3.8.0 build 1577 | February 8, 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 v3.8.0.

Show File Compatibility

Show files created on or edited with Hog 4 OS v3.8.0 are compatible with Hog 4 OS v3.7.0 & greater.

New Features:

External Monitor/Touchscreen Enabled for HedgeHog 4 and HedgeHog 4N

Hog 4 OS v3.8.0 adds external monitor/touchscreen capability to HedgeHog 4 and HedgeHog 4N consoles models that have a VGA/DVI connection on the rear of the console.

Stealth Color Scheme

A more theater friendly desktop color scheme called “stealth” has been added to user preferences.

Touchscreen Support Updates

Support added for Dell P2418HT (Video over-scan support coming in future release)

Support removed for Dell SX2210Tb and Elo 1723L due to compatibility issues

iiyama ProLite T2252MTS touchscreen now working properly in Hog 4 OS v3.8.0

Bug Fixes:

ID	Title
D-02971	Single cue cuelist set to chase in bounce direction causes DP crash
D--3407	Source tab in editors does not show data
D-03409	Next and Back does not select fixtures in order after shuffle/reorder
D-03421	Reporting doesn't properly support dotted fixture numbers
D-03428	Using Command Line syntax to renumber an invalid cue crashes server
D-03431	Wait Column Times disappear when a mutexed channel is parked and in playback
D-03435	Grand Master flash Led does not come on in Front Panel Diagnostic App
D-03438	Preview Packages getting removed on log off / on in some show files
D-03439	iiyama ProLite T2252MTS touchscreen not working
D-03447	DP resetting when playing back overlapping effect releases
D-03441	Remove Elo 1723L Touchscreen from support list of supported touchscreen devices
D-03443	Remove Dell SX2210Tb Touchscreen from support list of supported touchscreen devices
D-03455	Effect Sync doesn't work for Hue or Saturation constructs
D-03456	DMX refresh for CMY effects is poor
D-03462	Intensity incorrectly scaled when coming out of Blackout on consoles without dedicated GM
D-03466	Effect offset range of 0<100 not applied correctly to selections of more than 165 fixtures