



Hog 4 OS Release Notes

v3.9.0 build 1704 | August 21, 2018

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

Installation Instructions

All Hog 4 OS consoles require a full install of Hog 4 OS v3.9.0.

Show File Compatibility

Show files created/edited with Hog 4 OS v3.9.0 are **NOT** compatible with previous versions of Hog 4 OS.

Fixture Library Information

Fixture Library v4.17.361 is installed with Hog 4 OS v3.9.0. A complete list of fixtures included in this library can be found on the High End Systems website.

New Features:

Linux Upgrade

Hog 4 OS v3.9.0 is built with an updated Linux distribution and kernel. For console operators this means faster console boot speeds, a new cross-platform tool (Etcher) for creating Full Install USB Flash Drives, greater external touchscreen and USB midi device compatibility, and various performance improvements.

Master Control Sets

Lists, Scenes, and Batches assigned to physical masters can now be switched between 5 different master control sets giving programmers the ability to quickly switch all the button and fader assignments for a single master as well as the ability to assign a list or scene to multiple physical masters and assign a unique control set to each one. *See section 17.1.4 of the v3.9.0 help manual for details.*

New Fixture Builder

An all-new and comprehensive fixture builder with basic and advanced views and support for exporting user created fixture types is included in Hog 4 OS and can be accessed by pressing the fixture builder button at the top of the fixture window. *See section 27.4 of the v3.9.0 help manual.*

External Monitor Orientation and Position Options

New options for external monitor orientation and external monitor position have been added under the display tab of the control panel.

DMX Channel Count in Fixture Scheduler

The fixture scheduler now displays a channel count for each fixture.

DBO Disable

The DBO key can now be disabled under the "misc" tab of the user preferences panel.

Current Show File Rename/Delete Protection

The file browser now protects the currently loaded show file from being deleted or renamed while loaded.

Dedicated "Flash Intensity at" command for flash keys

A new "flash intensity at" option has been added to the flash keys. *See the table in section 17.1.5 of the v3.9.0 help manual for a description of the flash key options.*

New Physical Master Numbering Scheme

The physical masters on the console are now numbered 1 < 90 (used to be playback bars of 10). This allows for easier identification for comment macro writing and wing association.

Pause Button LED Feedback for Releasing Master

The pause key LED for a master will now quickly flash when the master is releasing.

Pause Button LED Feedback for Halted Masters

The pause key LED now turns solid red for halted masters that are controlling intensity parameters. In previous software releases the pause LED would only come on for halted masters controlling non-intensity parameters.

Control of Selected Masters via Main Playback Controls

Selected masters (in addition to the chosen master) now respond to the main playback controls.

New 1x Upper Bound Option for Scale Faders

A new 1x value has been added to the upper bound option for fader scaling.

Bug Fixes:

D-01225	Full Software Install will not start if High End USB devices are plugged into USB 3.0 ports
D-01364	Brightness/Gamma does not work on external monitors attached to Road Hog 4
D-01604	Grand Master shows up on playback bars with wing assignments when GM button is held
D-01660	X drops touch events when using multiple touch screens together
D-02052	USB mouse will not work if plugged in after USB cable for touchscreen is unplugged
D-02014	Motorized faders move to unlocked value when changing the Grand Master's options
D-02302	Improve handling of unsupported external monitor resolutions
D-02755	Unplugging VGA from Road Hog / Hedge Hog causes internal monitor to go black
D-02759	Hog 4: DVI 2 outputs to right side of console if output 1 is configured but not connected
D-02791	Lag when a third DP added to visualizer stream (improve performance)
D-02820	Renaming of currently loaded show file causes big problems
D-02915	Custom libraries installed on the console are deleted during software upgrades
D-03050	PixelMap Layer fixtures not sorted in pixel map properties pane of plot window
D-03168	List will not GO if triggered from List Directory and Main play key is not set to GO
D-03307	Road Hog 4 and Rack Hog 4 stuttering simulated timecode display every 96 frames
D-03362	Active adapter confused on the screen resolution of the Full Boar 16 internal displays
D-03363	Moving rate scaler on batch while flashing results in list's fader being stuck at 100%
D-03412	Palette references lost when compound fixtures change-typed into stand-alone fixture
D-03414	Low VOB refresh rate performance when using Hog 4 PC
D-03495	Beam FX 2 jumps to 0% from Open after cue updates
D-03534	Plot icon numbers are black in stealth color scheme
D-03606	The preference to "Apply changes to all existing scenes/lists" is not disabling options
D-03633	Server throws exception and exits when loading some v3.8.0 and older show files
D-03661	Show merging fixture types can result in an un-loadable show file (legacy type ID issue)
D-03674	Cannot move a list to a command key after record and remove parameters from the cuelist

D-03680	Midi note output channel assignment off by one
D-03697	Midi note output velocity of 0 should not be allowed because it is interpreted as note OFF