



Hog® 2PC Handbook



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Introduction

Unpacking

If you ordered a **USB DMX Widget** or **DMX Super Widget**, you should have received:

- USB DMX widget or Super Widget (Super Widget requires power and a power supply is included)
- USB cable
- Hog 2PC software installation CD
- This manual

If you ordered a **USB Wing**, you should have received:

- USB playback or programming wing
- Protective cover for the wing
- USB cable
- Power supply unit with IEC power cable
- LED desklight with protective pouch

If you ordered an **LTC Widget**, you should have received:

- USB LTC widget
- USB cable

System Requirements

To ensure successful operation of the Hog 2PC software on a personal computer, verify that the system meets the following minimum specifications:

- Pentium II compatible processor at 400MHz or higher
- Microsoft Windows 2000® or XP® operating system
- 96MB of RAM
- 8MB of free hard-disk space
- 1024×768 or higher-resolution monitor For larger shows, using more powerful processor is advisable. Please ensure that you are using the most up-to-date drivers for your graphics card.

Installation

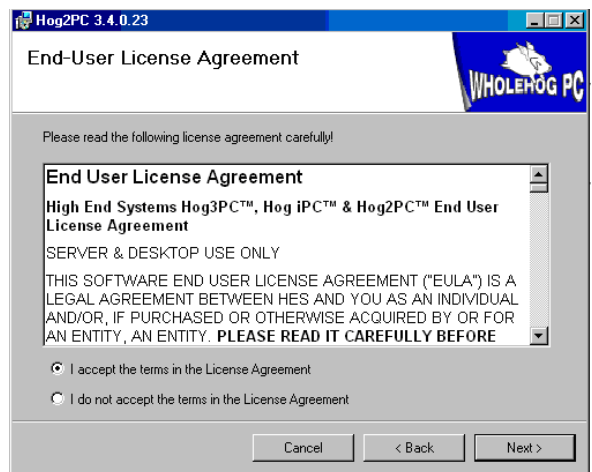
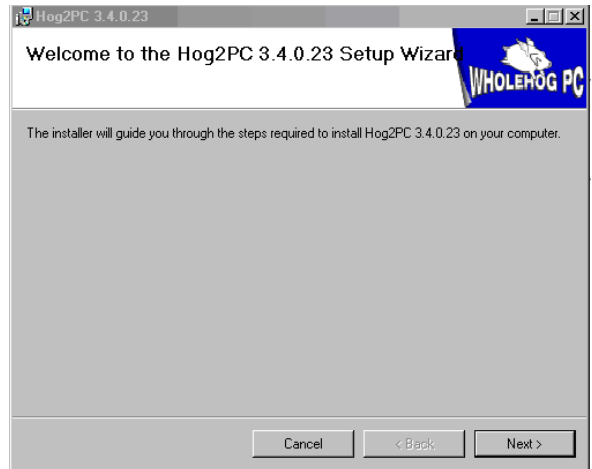
Installing the Hog 2PC Application

The software for the Hog 2PC system is provided on the accompanying CD-ROM. You can also download the latest version of the application from the High End Systems website at www.highend.com/support

NOTE: *If you wish to use ESP Vision, WYSIWYG, Martin ShowDesigner or Capture to visualise the output from the Hog 2PC application, be sure to install them before installing Hog 2PC software.*

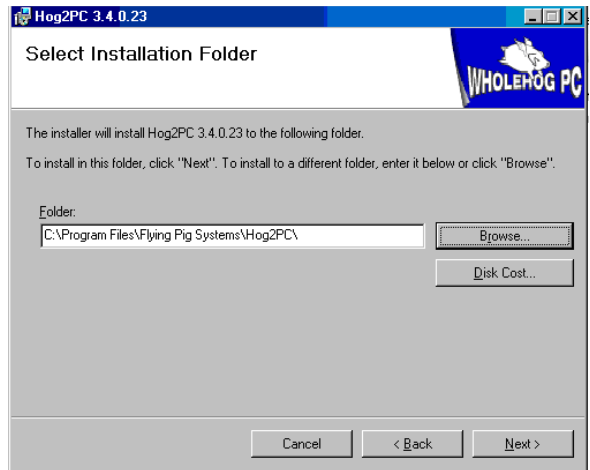
To install the Hog 2PC application:

1. After loading the CD, double click on **Hog2PC_x-x-x-x.msi** file to launch the install wizard, where **x-x-x-x** is the supplied build number. The Hog 2PC installer will check your operating system and windows installer versions, and then display the welcome screen.
2. Ensure any Flying Pig Systems USB devices (such as widgets or wings) have been disconnected from your computer, and click on the **Next** button to continue.
3. The wizard displays an End User License Agreement. After you select **I accept the terms in the Licence Agreement**, you can click the **Next** button to continue.



4. By default the software will be installed into the "C:\Program Files\Flying Pig Systems\Hog2PC\" directory. You can browse to a different directory to select another location for the application. Click on **Next** to continue the installation.
5. A final screen will confirm that the application has successfully installed. After installation, a dialog box appears stating the computer must be restarted.

A Hog 2PC group will be added to the Programs folder on your Start Menu, with icons to start the Hog 2PC application and view installed documentation. as well as a shortcut on your desktop.



Software Removal

You can remove the Hog 2PC application from your computer using the 'Add/Remove Programs' utility found in the Windows Control Panel.

In the start menu, select Control Panel, then double click on 'Add/Remove Programs'. Select 'Hog 2PC' in the list of installed programs, and click 'Change/Remove'.

Select 'Remove', click 'Next' and follow the on-screen instructions to complete the un-installation of Hog 2PC software.

Hardware Installation

Hardware installation should only be performed after the Hog 2PC software has been installed on your computer.

Please observe the following important information before connecting your hardware:

USB DMX Widget

DMX Widgets are high-power USB devices, and so is not compatible with bus powered USB hubs. If a widget is connected via a bus-powered USB hub, Windows will report that it does not have enough power available to run the widget. Always connect the widget either directly to your computer, or to a self-powered hub.

NOTE: The Super Widget comes with its own power supply, so you can connect it to a bus-powered USB hub.

USB LTC Widget

The LTC Widget is a low-power USB device, and so can be used with both bus powered and self powered USB hubs.

USB Wings

The USB Programming and Playback Wings can be used either with or without the supplied external power supplies. If used without, the desklight and internal USB hub will not function, and LED dimming will be unavailable. All other functions will remain unaffected.

When the internal hub is active (with an external power supply connected), it operates as a self-powered hub. It is therefore possible to connect high-power USB devices to the internal hub, such as the USB DMX Widget, or another Wing.

The USB Wing is a high-power USB device when used without an external power supply, and so should not be connected to bus powered USB hubs unless the external power supply is connected.

NOTE: When installing the USB Programming Wing, you may need your original Windows installation CD to install support for the trackball. Please ensure you have this CD available the first time you connect a Programming Wing to your computer.

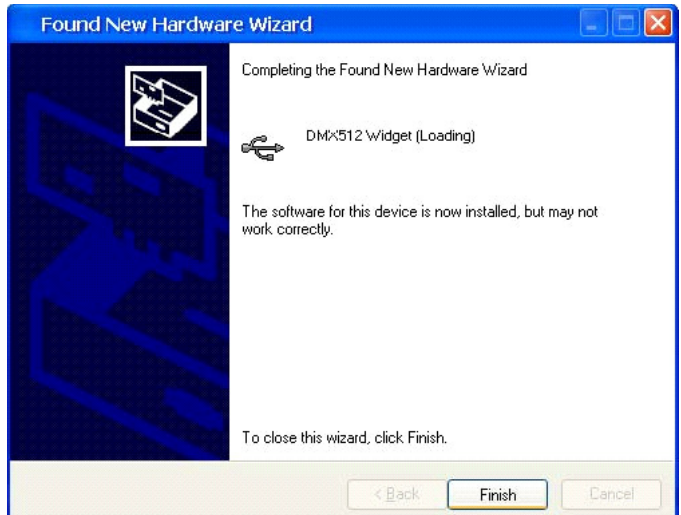
Use the supplied cables to connect any Flying Pig Systems USB devices to your computer. Windows should automatically detect and install the new hardware. This process may take a few seconds, but should not require any input from you. If this is the case, you may ignore the rest of this page.

Troubleshooting Hardware Installation

If you see the following dialog, you may safely ignore the warning and click on Next or Finish to complete the installation:

If Windows displays the full 'new hardware' wizard (not just the dialog above), it has not detected the FPS USB drivers. If this happens, please disconnect the USB device, un-install the Hog 2PC software and re-run the installer, verifying that the 'USB Device Drivers' option is checked during the installation process. Then reconnect the USB device.

If the new hardware wizard is still displayed, select 'Search for a suitable driver for my device'. On the following screen, ensure



'Specify a location' is checked and click on the Next button. This will display a dialog requesting the location of the drivers. You should enter 'C:\Windows\Inf', where 'C:\Windows' is the location where Windows is installed (usually as above, or 'C:\Winnt'). Windows should now detect the drivers and complete the hardware installation.

Operation

Starting the Hog 2PC Application

To start the application, click on the Hog 2PC icon on your Start Menu and the Show Locator window will open.



The Hog 2PC launch screen lets you locate existing Hog 2PC show folders or create a new one. Use the folder viewer on the left to browse to a folder that contains an existing show, or create a new folder to start a new show. Folders containing an existing show are shown in bold text.

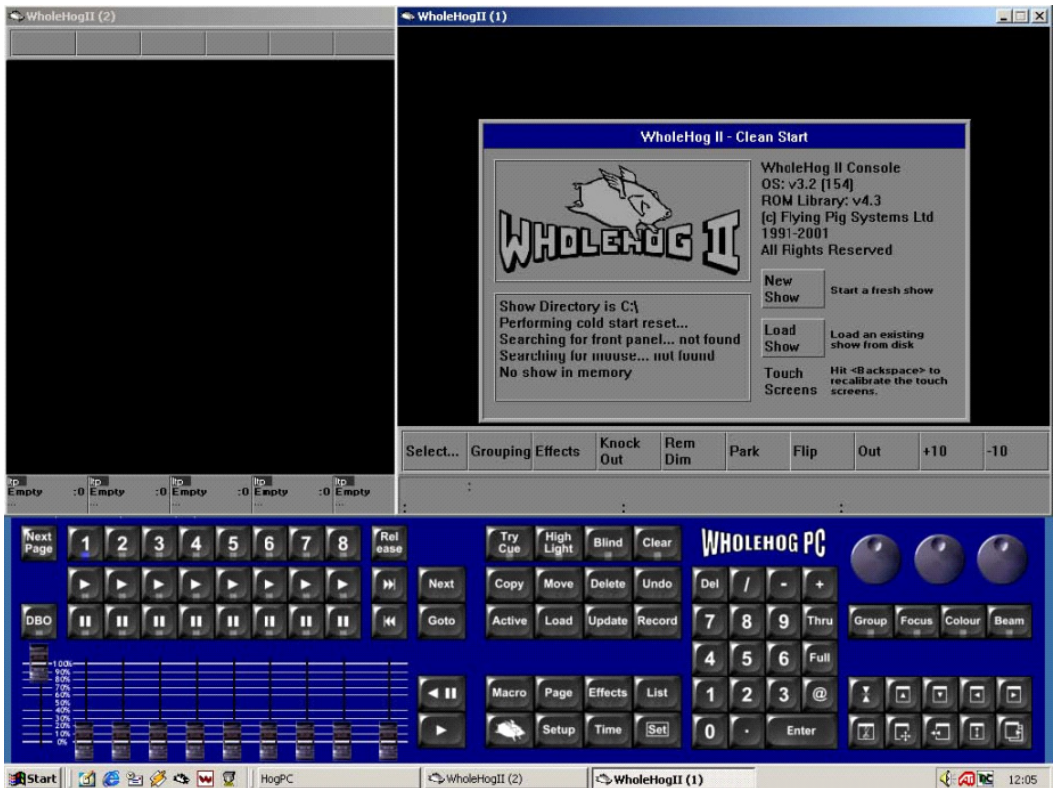
Right-click in the **Show Folder** window to rename a folder or create a new folder.

When you click the **OK** button, the Frontpanel and Touchpanel windows will open.

NOTE: *It is possible to autostart the Hog 2PC application and bypass the startup dialog if required – see the Advanced Setup section for details*

Using Hog 2PC Interface

The two Touchpanel windows work in the same way as the Touchpanel screens on a Wholehog II console.



To spin the wheels on the Frontpanel window, press and hold the left hand mouse button over a wheel and drag the mouse up or down to spin the wheel. You can also press and hold **F10** (for wheel 1), **F11** (for wheel 2) or **F12** (for wheel 3) and either move the mouse up or down or use the cursor keys to turn the wheels.

Clicking on the **Pig** button will latch it into the 'on' state to allow you to press another button with the Pig button held down. Once the second button has been pressed the Pig button will unlatch.

Displaying Four Touchpanel Windows

By default, only two touchpanel windows are shown. However, the Hog 2PC software supports the display of three or four windows if desired. To open these windows, select Setup, Control Panel and set the resolutions for Display 1 and Display 2 (which correspond to the two external displays on the Wholehog II console).

Changing Window Positions

By default, the touchpanel windows will be aligned to the top corners of the screen, and the front panel window will be positioned centrally above the task bar, as shown on the previous page.

To move the touchpanel windows around the screen, either click and drag the window's title bar (as with any other Windows application), or right click and drag anywhere on the window, or right click and use the cursor keys. As the front panel does not have a title bar, it can only be moved by positioning the mouse cursor over any blue part of the panel and clicking and dragging the mouse.

To prevent accidentally moving the front panel under normal operation, it is possible to lock the panel's current position by right clicking on the panel and selecting 'Lock position'. Clicking and dragging on the panel will now have no effect. To re-enable panel movement, right click again and deselect 'Lock position'. This setting is 'remembered' when you exit and re-start the Hog 2PC application.

It is also possible to minimise some or all of the Hog 2PC windows if you wish. Right click on the front panel window and select one of the options from the popup menu:

- **Minimise All** to hide all of the Hog 2PC windows
- **Minimise** to just hide the Front Panel window.
- **Show All** restores any of the Hog 2PC windows that have been minimised.

The touchpanel windows may be minimized individually in the same manner as any other Windows application.

When you exit the Hog 2PC application, the window positions you have set will be stored. The next time you start Hog 2PC software, the windows will be in the same places you left them in. (Windows that are minimised when you exit Hog 2PC software will be shown in their last nonminimised position when you restart Hog 2PC software.)

To save screen space, it is possible to hide the title bar and border around the touchpanel windows by right clicking (and not dragging) on the touchpanel windows. This is particularly useful when using multiple monitors with the monitor resolution matching the touchpanel resolution, as the window can be precisely positioned using the cursor keys to fill the entire screen.

Restoring Default Window Positions

When you start Hog 2PC software, the front panel and touchscreen windows will be in the same positions as when you were last using the Hog 2PC application. If you wish to reset them back to their default positions, right click on the blue front panel window and select 'Default Positions'. The windows will be reset to their default positions.

If you prefer, it is possible to reset the positions to their defaults when you start Hog 2PC software. This is useful if the windows have been 'lost' off the edges of your monitor.

Create a shortcut to Hog2PC.exe. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen and then a lower case d. Typically the target field will end up looking something like:

"C:\Program Files\Flying Pig Systems\Hog2PC.exe" -d

When Hog 2PC software is run from this shortcut, the window positions will be reset to default.

Keyboard Shortcut Tooltips

All of the keys on the front panel (with the exception of DBO) have keyboard shortcuts assigned to them. To display the keyboard shortcut for a particular front panel key, move the mouse cursor over the key and keep it still for about half a second. A 'tooltip' will appear to display the keyboard shortcut for that key. This technique can also be used to display the keyboard shortcuts for the wheels.

If you wish to disable the tooltips, right click on the front panel and deselect 'Show tooltips'. You can re-enable tooltips by right clicking and reselecting 'Show tooltips' again. This setting is 'remembered' when you exit and re-start Hog 2PC software.

NOTE: A complete list of keyboard shortcuts appears at the end of this handbook.

Configuring External USB DMX Widgets with Hog 2PC

Refer to the Wholehog 2 user manual for details on patching fixtures to these DMX outputs.

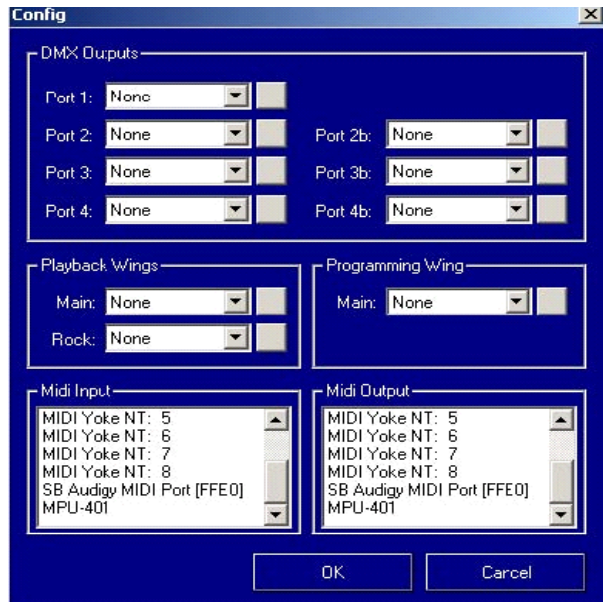
Use the following steps to install and configure USB DMX Widgets:

1. Connect the USB DMX Widget or Super Widget to the computer's USB port.

Note: *The Super Widget has it's own power supply that you will also need to connect.*

1. After being connected, the "Link" indicator on the widget should be illuminated and it will blink every two seconds to indicate that it is functioning correctly.

2. Right click over the Frontpanel window and select the "Config..." option from the popup menu that appears. The top section of the Config window is used to configure USB DMX widgets to the outputs of the Hog 2PC application. The Hog 2PC application provides one port for each of the DMX outputs that a Wholehog 2 console supports when fully 'overdriven'.



3. Left click on the box associated with the port and select the widget from the list of serial numbers that appears. A widget may only be connected to only one port at any one time. If a widget that is already connected to one port is connected to a second port, it will automatically be disconnected from the first port.

NOTE: *A USB DMX Super Widget will display its serial number followed by an output number (SN/1, SN/2, SN/3, or SN/4). You can assign any output of a Super Widget to any available DMX port.*

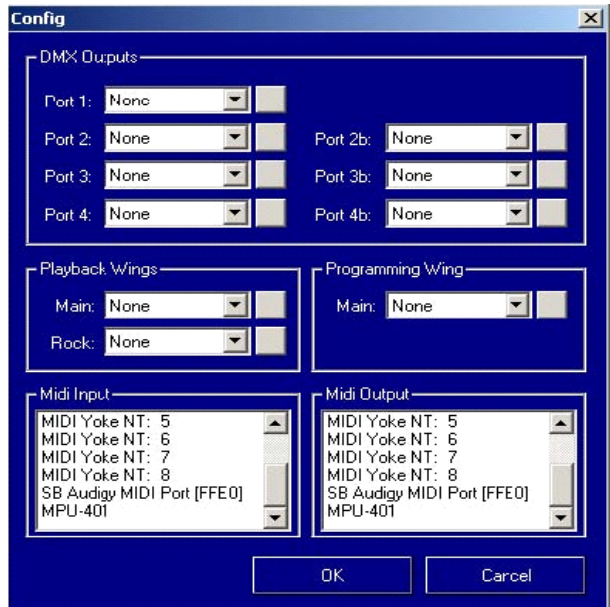
4. The small button on the right hand side of each port field helps you identify which widget is connected to it. When you press that button for a port, the connected widget flashes its indicator lights for a few seconds.
5. Click on OK to confirm the selection. The widgets that have been connected should now have their "Active", "DMX OK", and "TX Mode" indicators illuminated.

Midi Input & Output

Hog 2PC software can use the Windows operating system to provide its midi input and output facilities. It can be connected to any Midi devices that have Windows drivers. Refer to the manufacturers instructions for details of how to set up their hardware and install their drivers.

Right Click over the front panel window and select the "Config..." option from the popup menu that appears.

The lower part of the Config window can be used to select which devices Hog 2PC software uses to receive and transmit Midi. Select a device for both the input and output stream. Click the OK button to confirm the selection.



The Hog 2PC application will not start processing midi signals until the Midi system is enabled in the Inputs Control Panel. Refer to page 137 of the Wholehog II manual for details of the Input Control Panel.

NOTE: *Although Hog 2PC can receive MIDI Notes messages, it does not output them.*

Linear Timecode (LTC) Input

Hog 2PC software supports the use of a Flying Pig Systems USB LTC Widget to input Linear Timecode (LTC) to Hog 2PC.

To use an LTC Widget, connect it to your computer using the supplied USB cable, and connect an LTC source to the 3-pin XLR input on the end of the Widget.

Once connected, the LTC Widget operates in the same manner as the LTC input on a Wholehog II console. To enable the Wholehog software to 'see' the timecode signal, it must be configured to use the LTC input. This can be enabled by selecting Setup, Input Panel, setting the source to Tape, clicking on 'TCode Controls' to display the timecode controls bar, and clicking on the 'TCode' button to enable timecode input. Please refer to the Wholehog II manual for further information on using timecode.

It is useful to display the USB Device Status Panel (by clicking on the Wholehog PC logo) to confirm that the LTC Widget has been correctly detected by Hog 2PC software, and that the input timecode signal is being read correctly. See the section 'The USB Device Status Panel' later in this handbook for further information on this display.

Connecting Playback Wings

Up to two Flying Pig Systems USB Playback Wings can be connected to the Hog 2PC system to provide a convenient control surface for playing back your shows. The first USB Wing will provide 8 playback masters, a grand master, and a manual crossfader. A second USB Wing can be added to provide an additional 10 playback masters.

You must configure Hog 2PC software to use Playback Wings by selecting their serial numbers in the config dialog, in a similar manner to configuring USB DMX Widgets.

The controls on the first (main) Playback Wing operate as follows:

Playback Faders & Associated Buttons

The wing's faders are arranged in the same order as the Hog 2PC on-screen faders:

- The first fader is the grand master. It's Flash and Stop buttons both act as DBO in Hog 2PC software, and it's Choose and Go buttons have no function in this version of Hog 2PC software.
- The eight faders in the middle are the 8 playback masters. Their Choose, Go, Stop and Flash buttons are all supported by Hog 2PC software.
- The last fader is the manual crossfader. It's associated buttons have no function in this version of Hog 2PC software.

Other Buttons

The **Next Page**, **Release**, **Skip Forwards**, **Skip Backwards** and **Pig** buttons are directly supported by Hog 2PC software.

The **Assert** button is supported, and operates as follows:

- Press assert (on its own) to assert the currently chosen master.
- Hold a choose key and press assert to assert that master without choosing it.

The controls on the second (rock) Playback Wing operate in a similar manner, except that the first and last faders are treated the same as the other eight faders, giving a total of ten playback masters.

When using a second Playback Wing as a rock wing, a second playback status bar will be displayed at the bottom of the third touchpanel window. (To display this window, select Setup, Control Panel and set a resolution for 'Display 1'.)

Clicking on either of the playback bars will 'choose' that master. This is a convenient way of checking which fader controls each master when the monitor and playback wing are not directly lined up.

Connecting a Programming Wing

A single Flying Pig Systems USB Programming Wing can be connected to a Hog 2PC system. **You must configure Hog 2PC software to use the Programming Wing** by selecting its serial number in the config dialog, in a similar manner to configuring USB DMX Widgets.

Encoder Wheels

The first three encoders correspond to the three on-screen encoders, and perform a similar function.

The fourth encoder is a dedicated scrolling wheel, performing the same function as holding the Setup button and turning the first encoder wheel.

Trackball

The trackball can operate either in mouse mode, or in pan & tilt mode. When first connected (or when Hog 2PC software is not running), it will default to mouse mode.

To toggle between trackball modes, click the top right trackball button while Hog 2PC software is running. The current mode is indicated by the blue backlight, which will be off when in mouse mode and on when in pan & tilt mode. Note the wing trackball mode is independent of the 'Trackball does Pan/Tilt' option in the Hog 2PC software control panel.

In mouse mode, the trackball controls the main Windows cursor. The two lower trackball buttons are used to left and right click. The trackball sensitivity can be adjusted using the standard Windows mouse control panel.

In pan & tilt mode, the trackball controls the pan and tilt of any fixtures currently selected in the programmer. The two lower trackball buttons act as 'Next Fixture' and 'Previous Fixture' when in this mode. The pan & tilt sensitivity can be adjusted by changing the 'trackball sensitivity' value in the Control Panel.

The top left trackball button has no function in this version of Hog 2PC software.

Buttons

The majority of the buttons on the Programming Wing perform the same function as their on-screen version, with the following variations:

Wing	Hog 2PC	Wing	Hog 2PC
Live	Active	Intens	Group
Open	Load	Positn	Focus
Control	Undo	Back	Pig + Next

The choose key functions as the choose key for the current chosen master. Hog 2PC software does not support the following keys: Scene, Merge, Fixture.

The USB Device Status Panel

A single click on the Wholehog PC logo (to the left of the three encoder wheels) will display the USB device status panel:

The panel can be moved around the screen in the same way as the main Hog 2PC front panel window (by clicking and dragging), or can be docked to the edge of the front panel window if preferred by dragging it near to the edge until it 'snaps' on.

The panel displays the connection status for all supported FPS USB devices.



Desk Lights

The two mini faders on the right side of the Status panel are used to control the desklight and LED brightness. Clicking on the image of the desklight will toggle the illumination between white and blue. Note that these controls will only be available when one or more wings are used with an external power supply connected.

Note: *These setting are remembered by Hog 2PC software until changed again.*

DMX Outputs

The seven indicators show the state of the seven supported universes of DMX output. Grey indicates 'not active', green indicates 'operating' and red indicates 'error'. Outputs become active as USB DMX Widgets or Super Widgets are connected and configured.

Linear Timecode (LTC) Input

The 'Connected' indicator will turn green when an LTC widget is detected. Only one LTC widget can be used with Hog 2PC software at any one time. No configuration is necessary for this widget - it will be automatically detected by Hog 2PC software.

The 'Enabled' indicator will turn green when the show currently loaded into Hog 2PC software is set to use timecode input. Please refer to the Wholehog 2 manual for further information on enabling timecode input.

The 'Receiving' indicator will turn green when valid timecode is detected by the LTC widget. The value of the incoming timecode will be displayed below this indicator. Note that this display refers only to the incoming LTC signal, not to any other timecode source (such as MIDI or simulation).

Expansion Wings

The 'Connected' indicators will turn green when a Programming or Playback Wing is detected. Hog 2PC software supports a maximum of one Programming Wing and two Playback Wings. Wings must be configured through the config dialog before they will operate.

The 'Receiving' indicator will flash green whenever data is received from the Wing. This should occur when a button is pressed, a fader moved, or an encoder turned.

Using Hog 2PC Software

Changing the Show Folder

To change the folder Hog 2PC software uses to save and load shows, right click on the Frontpanel and select 'Change Folder'. The Show Locator window will open to allow selection of a different folder. You can also display the Show Locator window by opening the 'Change Show' window in the Hog 2PC application and clicking on the 'Change Folder' button in the top toolbar.

After selecting a new folder and clicking on OK, Hog 2PC software will start using the folder you specified. The folder currently in use by Hog 2PC software is displayed at the bottom left of the 'Change Show' window.

Transferring Hog 2PC Show Files

A Wholehog 2 show file is actually a folder containing several subfolders and files. Within the Hog 2PC application, this show folder is displayed as a single Wholehog 2 show file.

If you copy this file to a CD or external drive, you will be able to access the subfolders and files. To



CAUTION: Altering or changing the hierarchy of any of the files within a Show file folder will corrupt the show file.

transfer a Wholehog 2 show from a Hog 2PC system to a Wholehog 2 console or vice versa, be sure to include all items within the original Hog 2PC show folder or on the floppy disk from a Wholehog 2 console. Any folder that is not recognized as a valid Wholehog 2 compatible show file, will not be recognized by Hog 2PC software.

Printing to File

It is possible to print to file from within Hog 2PC software. Print as you would on a Wholehog II console with a printer connected, and a printer file will be created in your current show disk directory. The file will be named for your show and will be either a postscript file (.ps) or a PCL5 file (.pcl) depending on the printer option you selected. You can then print this file at your convenience by sending it directly to your printer; by copying it to a compatible printer from the DOS commandline; or by printing it from a viewer utility such as Adobe Distiller or Ghostscript.

Advanced Operation

Inverted Screens

A small number of graphics card drivers handle one of the Windows display calls slightly oddly, this can cause the two Hog 2PC Touchpanel windows to display their contents upside down.

To correct for this problem, create a shortcut to Hog2PC.exe. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen and then a lower case r. Typically the target field will end up looking something like:

"C:\Program Files\Flying Pig Systems\Hog2PC.exe" -r

When Hog 2PC software is run from the shortcut, the screens will now display correctly.

Auto Start

The application can be made to auto start when the PC is booted. This can be useful for installations where an operator is not always present to restart the system after a power failure or at the start of the day.

Create a shortcut to the Hog2PC.exe application. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen, a lower case letter a, another space then the path of the show directory that should be run at startup. Typically the target field will end up looking something like:

"C:\Program Files\Flying Pig Systems\Hog2PC.exe" -a C:\AshowDir

When the shortcut is run it will start the two Touchscreen windows and automatically press the Load show button to load the show in the given directory. To get Hog 2PC software to run at startup, move the shortcut into the Startup folder in the Windows Start Menu.

Display Problems

If you experience display problems while using Hog 2PC software (such as white areas appearing in the touchscreen windows when you move them), first try updating the drivers for your graphics card to the most recent version. If this does not help, you can run Hog 2PC software in 'compatibility' mode, which may result in reduced performance when moving the touchscreen windows around the screen, but should solve the problem.

Create a shortcut to the Hog2PC.exe application. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen, and a lower case letter c. Typically the target field will end up looking something like:

"C:\Program Files\Flying Pig Systems\Hog2PC.exe" -c

When the shortcut is run it will start Hog 2PC software in compatibility mode.

Visualiser Support

Visualising Hog 2PC Output

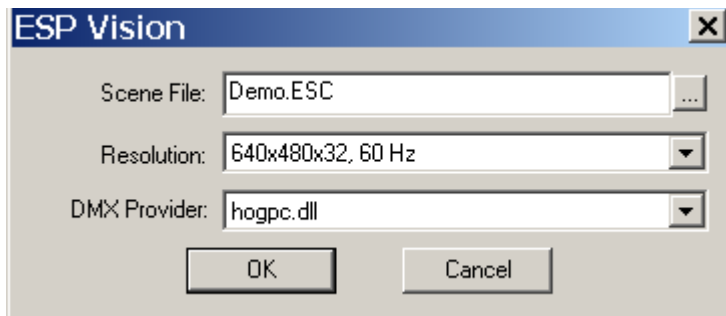
Hog 2PC software has been designed to interface directly with WYSIWYG, Martin ShowDesigner and LewLight Capture to allow real-time on-screen visualisation of the output from Hog 2PC software. You do not need to have a DMX widget connected to use these features, as the data is sent directly from the Hog 2PC application to the visualisation application without requiring a physical DMX link. (You must have installed WYSIWYG and/or MSD and/or Capture on the same computer before installing Hog 2PC software. If this is not the case, install WYSIWYG and/or MSD and/or Capture and re-run the Hog 2PC setup program to enable visualisation.)

When Hog 2PC software is interfaced to a visualiser in this manner, your computer may be less responsive than when running Hog 2PC software alone. This is normal, as both programs must share the computer's resources.

Using Hog 2PC Software with ESP Vision

To visualise Hog2PC output using ESP Vision, first start the Hog2 PC application as usual. Once the two touchpanel windows have appeared, the Hog 2PC software is ready to connect to ESP Vision.

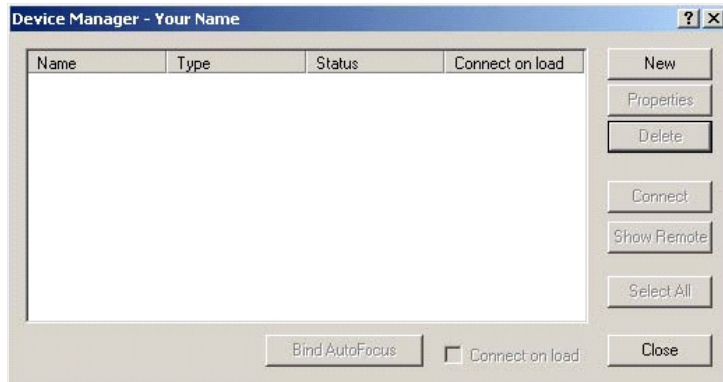
Start ESP Vision and, at the startup screen, select the DMX Provider as HogPC.dll.



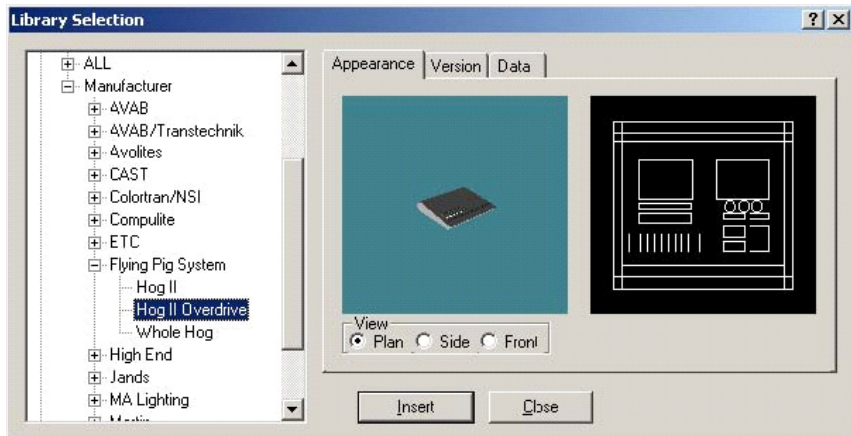
Using Hog 2PC Software with WYSIWYG

To visualise Hog 2PC output using WYSIWYG, first start Hog 2PC software as usual. Once the two touchpanel windows have appeared, Hog 2PC software is ready to connect to WYSIWYG.

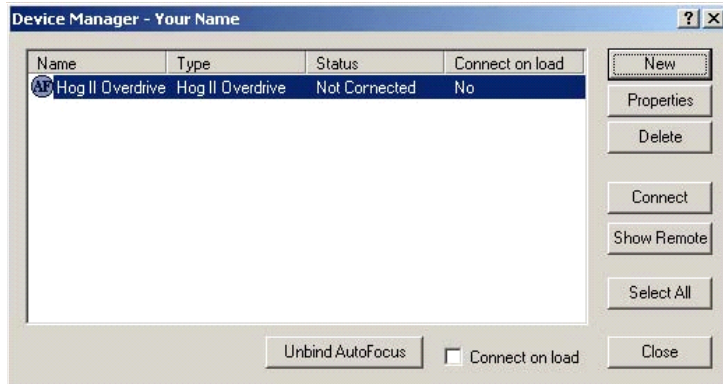
Start WYSIWYG and open an existing show or create a new one. From the Setup menu, select Device Manager.



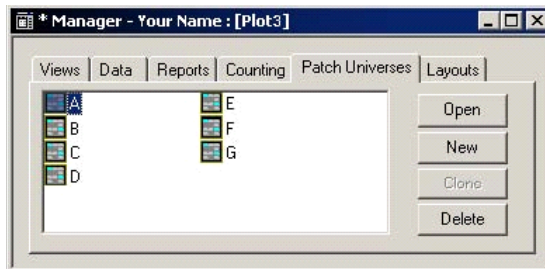
If 'Hog II' or 'Hog II Overdrive' is not already listed, click on the New button.



Select Consoles \ Manufacturer \ Flying Pig Systems \ Hog II (or Hog II Overdrive) and click on Insert. When asked whether you want to create new patch universes, select 'Yes'.



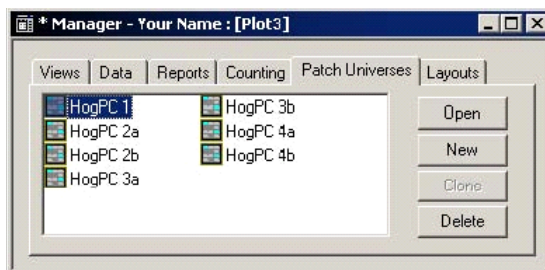
Select the Hog II (or Hog II Overdrive) entry in the Device Manager and click on Connect. The Status will change to 'Connected'. Click on the Close button to exit the the Device Manager.



You should now have four patch universes (or seven if you selected Hog II Overdrive) available in WYSIWYG, labeled A to G. These correspond as follows:

A = Output 1 B = Output 2a C = Output 3a D = Output 4a
 E = Output 2b F = Output 3b G = Output 4b

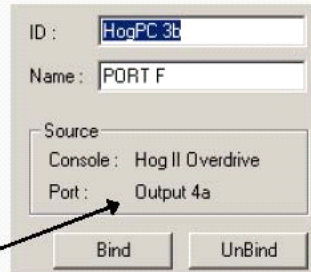
It is recommended that you rename these outputs from a single letter to the output number they represent by clicking on the existing labels and entering new ones. (Do not make the names too long, or they will not be visible when selecting a universe to connect a fixture to.)



You can now patch any fixture in WYSIWYG to any on the seven Hog 2PC outputs by using the patch tools provided by WYSIWYG. (Select 'patch universe defined' in the index of the WYSIWYG help file for more information.)

Note: Right clicking on one of the patch universes and selecting properties will display a dialog box showing which console output is bound to that patch universe. This data is shown correctly for the Hog II console, but incorrectly for the Hog II Overdrive. This does not affect operation of Wysiwyg or HogPC in any other way.

Wrong!

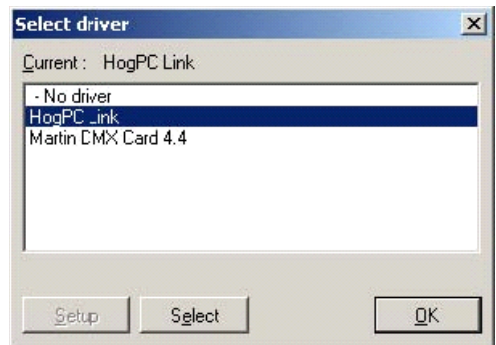


Using Hog 2PC Software with Martin ShowDesigner

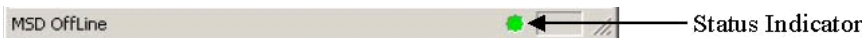
To visualise Hog 2PC output using MSD, first start Hog 2PC software as usual. Once the two touchpanel windows have appeared, Hog 2PC software is ready to connect to MSD.

Start MSD Offline. From the Control menu, click on Select Driver.

If the current driver is not 'Hog 2PC Link', click on 'Hog 2PC Link' in the driver list and click on the Select button followed by the OK button. You will need to close and restart MSD for the changes to take effect.



With the Hog 2PC Link driver active (after restarting MSD if you just selected it), ensure that Follow DMX is selected on the Control menu.



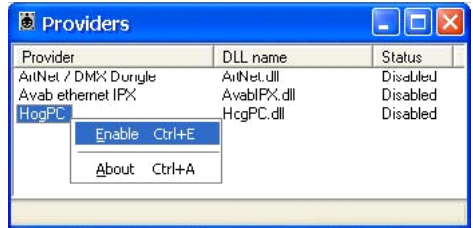
A coloured circle on the MSD status bar indicates the current status of the driver. If it is red, the driver is currently in 'Hold' mode. Select Go from the control menu to start receiving DMX from Hog 2PC software. The circle should turn green to indicate that the driver is active.

Any fixtures patched in MSD will now respond to Hog 2PC software. The patch universes correspond as follows:

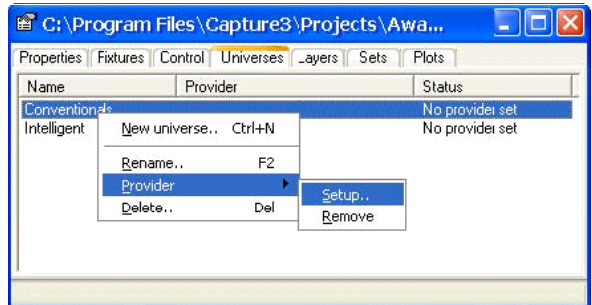
- | | | | |
|--------------|---------------|---------------|---------------|
| 1 = Output 1 | 2 = Output 2a | 3 = Output 3a | 4 = Output 4a |
| | 5 = Output 2b | 6 = Output 3b | 7 = Output 4b |

Using Hog 2PC Software with LowLight Capture

To visualise Hog 2PC output using Capture, first start Hog 2PC software as usual. Once the two touchpanel windows have appeared, Hog 2PC software is ready to connect to Capture.

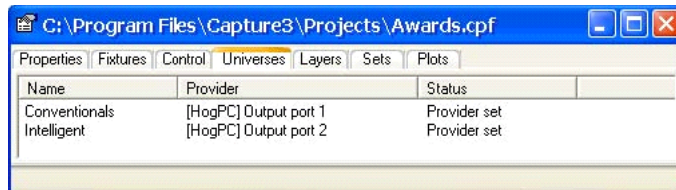


1. Start Capture (version 3.0.3 or later).
2. From the Tools menu, click on Providers.
3. Right click on **Hog 2PC** and select Enable.
4. Close the Providers window, and select the Universes tab.
5. Right click on the universe you wish to link to Hog 2PC, and select Provider, Setup.
6. In the dialog now displayed, select the Hog 2PC output you wish to link to the universe in Capture and click **Ok**.



The 7 Hog 2PC outputs correspond as follows:

- | | | | |
|--------------|---------------|---------------|---------------|
| 1 = Output 1 | 2 = Output 2a | 3 = Output 3a | 4 = Output 4a |
| | 5 = Output 2b | 6 = Output 3b | 7 = Output 4b |



You can now use Hog 2PC software to control your fixtures within Capture.

Keyboard Shortcuts

Type Specifiers	
Group Position	F1 F2
Colour	F3
Beam	F4
Macro	F5
Page Effects	F6 F7
List	F8
Time	F9 or T

Main Command Keys	
Active	A
Blind	B
Clear	C
Copy	P
Delete	D
Goto	G
HighlightLoad	H
Load	L
Main Go	}]
Main Stop	{[
Move	M
Next Page	::
Record	R
Release	Z
Skip Down	K
Skip Up	J
TryQ	Q
Undo	O
Update	U

Combinations	
Choose x	Shift + Number (1-8)
Go x	Tab + Number (1-8)
Stop x	¬ + Number (1-8)
Tool keys	Shift + Func (F1-F10)
Window keys	Tab + Func (F1-F10)

Wheels	
Wheel 1	F10 + mouse/cursors
Wheel 2	F11 + mouse/cursors
Wheel 3	F12 + mouse/cursors

Others	
At (@)	@'
Backspace	Bkspace
Enter	Return/ Enter
Full	~#
Minus (-)	-
Next	N
Pig	Ctrl
Plus (+)	+
Set	Numlok
Setup	S
Slash (/)	/
Thru	* or X
Toggle Cursor Func.	\

Keyboard Map

Some keyboards differ slightly in the positioning of keys – particularly punctuation keys. The Hog 2PC mapping of commands to keys relates the physical key to a command, regardless of what the key label may be. The diagram below can be used to relate commands to your local keyboard layout.

		Group	Pos	Col	Beam	Macro	Page	Fx	List	Time			
←	1	2	3	4	5	6	7	8	9	0	-	+	←
TAB	tryQ			Rec	Time		Update		undO	coPy	main stop	main go	↵
CAPS	Active	Setup	Delete		Goto	Hilite	skip back	skip fwd	Load	next page	@	full	↵
↑	toggle mouse	releaZ	thru	Clear		Blind	Next	Move		.	/	↑	
PIG		ALT								ALT			PIG