

## DL.2, DL.3 Channel Map for Wholehog Consoles

**Parameters** are listed alphabetically. Those with multiple names are listed multiple times for faster access.

Example: Strobe is found under "Strobe" and "Mask Strobe."

The **Fixture** column refers to the fixture selection required to access the parameter. **M= Motion, GL= Global, GR=Graphic Layer**

**Kind** refers to the IPCB type of the parameter. **I=Intensity, P=Position, C=Color, B=Beam, CTL=Control**

**Attribute Name** is how the parameter will appear on the wheel.

For parameters available via the **Slotted Toolbar**, their toolbar slot name is shown.

*If you are using an Axon Media Server, disregard all Motion parameters.*

Parameter	Fixture	Kind	Attribute Name	Slotted Toolbar Name	Note
Black Level	GR	I	Black Level	Visual Mode	Visual Mode must be set to Bright/Cont
Blue Gain	M	C	Blue Gain		
Camera- Capture	M	B	Capture	Capture > Camera	
Camera Effects	M	B		Camera Effects	
Camera Focus	M	B	Focus 2		
Camera Orientation	M	CTL		Enable > Camera Orientation X Flip Off, etc.	
Camera Zoom	M	B	Zoom 2		
Capture-S-video or Camera	M	B	Capture	Capture > Svideo or Camera	
CMY mixing	GL, GR	C	Cyan, Mag, Yellow	Effect 1 (or 2) Mode	Select CMY effect via Effect Mode on toolbar
Contrast	GR	I	Contrast	Visual Mode	Visual Mode must be set to Bright/Cont

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Parameter	Fixture	Kind	Attribute Name	Slotted Toolbar Name	Note
Control Mode	GL	B	Control Mode	Control Mode	Four in One or Onscreen Stats
Control Modifier	GL	B	Control Modifier		
Effects- Media Server	GL, GR	C	Effect 1 (or 2) Mode	Effect 1 (or 2) Mode	
Effects Modulation	GL, GR	C	CMY or Effect 2 Mod1, Effect 2 Mod2, etc		Modulators for Effect 1 are CMY
Fade Edges	GL	I	Fade Top, etc.		
Fixture Reset	M	CTL		Control > Fixture Global Reset	
Focus	M	Beam	Focus		
Focus (camera focus)	M	B	Focus 2		
Hue	GL, GR	C	Hue		Select CMY effect via Effect Mode on toolbar
Image X Position	GR	B	Image X Position		
Image X,Y,Z Rotation	GR	B	Image X <>, Image Y <>, Image Z <>		
Image Y Position	GR	B	Image Y Position		
Image Z Position	GR	B	Image Z Position		
In Frame	GR	B	In Frame		
Inputs - RGBHV or Graphics Engine	M	B	Inputs	Inputs> RGBHV or Graphics Engine	
Intensity (Opacity)	GR	I	Intensity		
IR intensity	M	B	IRInt		
Iris	M	I	Intensity		

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Parameter	Fixture	Kind	Attribute Name	Slotted Toolbar Name	Note
Keystoning	GL	B	Keystone 1X, 1Y, etc		
Keystone Ratio	GL	B	Keystone X Ratio Keystone Y Ratio		
Lamp Function	M	CTL		Control>Lamp Strike, Lamp Douse, etc.	
Mask	GL	B	Mask	Mask	
Mask Size	GL	B	Mask Size		
Mask Soft Edge	GL	B	Mask Edge		
Mask Strobe	GL	B	Mask Strobe		
Media File	GR	B	Media File		
Media Folder	GR	B	Media Folder		
Media Server Reset	M	CTL		Control> Fixture Graphic System Reset	
Motor Speed	M	P	Position Time		
Object Library	GR	B	Object Library		
Opacity (layers)	GR	I	Intensity		
Out Frame	GR	B	Out Frame		
Pan	M	P	Pan		
Play Mode	GR	CTL		Mode> Media Mode Once Forward, etc.	
Play Speed	GR	B	Play Speed		
Position XYZ- Image	GR	B	Image X Pos, Image Y Pos Image Z Pos		
Projector Menu	M	B	Projector Menu	Projector> Menu	
Projector Orientation	M	CTL		Mode> Projector Orientation X Front, etc.	
Red Gain	M	C	Red Gain		

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Parameter	Fixture	Kind	Attribute Name	Slotted Toolbar Name	Note
Saturation	GL, GR	C	Saturation		Select CMY effect via Effect Mode on toolbar
Scaling, Image	GR	B	Image X Scale, Image Y Scale Image Z Scale		
SDI Input	M	CTL		Control > Camera to SDI or SDI to Capture	
Shutter Speed	M	CTL		Cam Shutter	
Strobe (via masking)	GL	B	Mask Strobe		
S-Video - Capture	M	B	Capture	Capture > Svideo	
Sync To	GR	B	Sync To		
Sync Type	GR	B	Sync Type	Sync Type	
Tilt	M	P	Tilt		
Viewpoints	GL	B	Viewpoint X Pos, Viewpoint Y/Z Pos	Viewpoint	
Visual Mode	GR	B	Visual Mode	Visual Mode	
White Balance	M	CTL		Cam White Balance	
X Position, Image	GR	B	Image X Pos		
X,Y,Z Rotation, Image	GR	B	Image X <>, Image Y <>, Image Z <>		
Y Position, Image	GR	B	Image Y Pos		
Z Position, Image	GR	B	Image Z Pos		
Zoom (projector output)	M	B	Zoom		
Zoom (camera zoom)	M	B	Zoom 2		