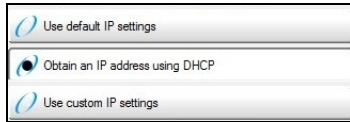


Networking your Wholehog to your Visualizer using a Router



What you'll need in addition to the console:

- (2) Non-crossover (patch) Ethernet cables
- [Wholehog Visualizer Connectivity Drivers on your Computer](#)
- Visualizer Program (ESP Vision, Wyg, MSD, Capture)

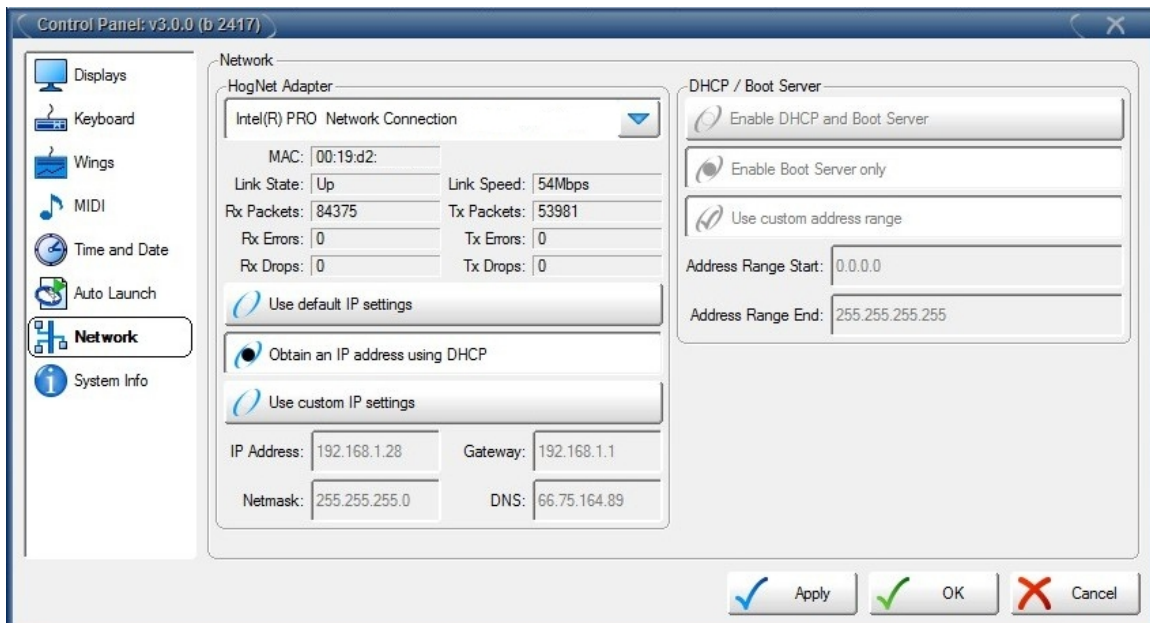
Placing a pre-configured router in the network between your console and your visualizer computer will allow the router to set compatible TCP/IP settings.

Important: Ensure that you are running Wholehog software Version 3.0 or greater.

Note: This document is specifically for connecting to a dedicated ESP Vision visualizer computer. If you are using a different visualizer, then the instructions in Part 3 will not apply. However, Parts 1 and 2 will be useful in setting up your console with your visualizer computer.

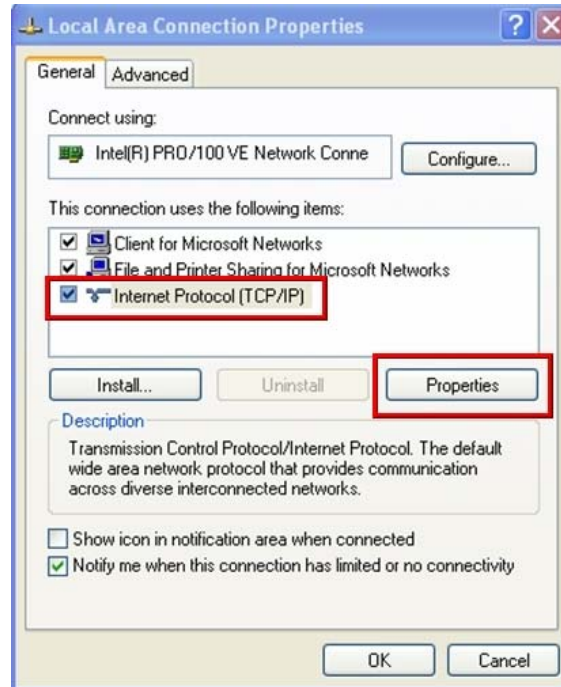
Part 1- Configuring your console's network settings

1. Press the SETUP key, and select CONTROL PANEL from your main toolbar (This can also be accessed from the "Start" menu).
2. In the Control Panel, select the NETWORK tab
3. From the drop down menu, under "Adaptor Configuration," the adaptor should be configured for your console's (or computer's) Ethernet port.
4. Select "Obtain an IP address using DHCP"
5. Under DHCP / Boot Server, ensure that "Enable DHCP and Boot Server" is not selected.
6. Press "OK."

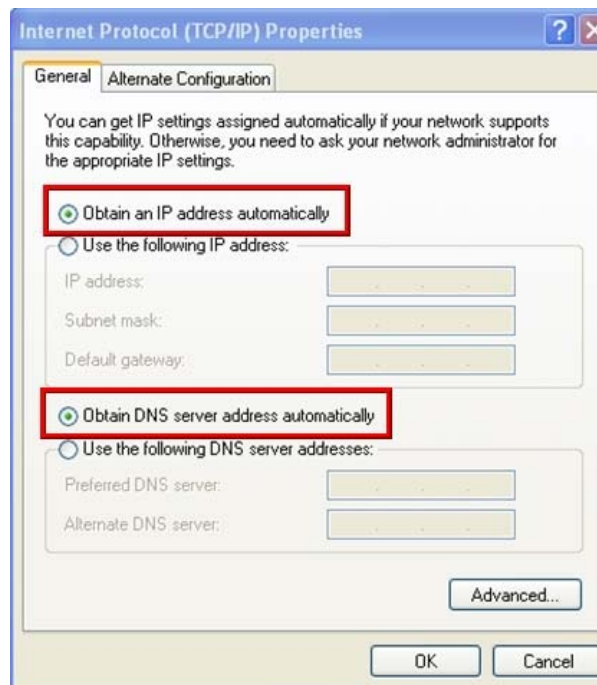


Part 2- Configuring your Visualizer Computer

1. Click your computer's START Button and select "My Network Places."
2. In the new window, click "View Network Connections" from the left pane (under Network Tasks). Alternatively, open your computer's Control Panel and select "Network Connections"
3. Locate your "Local Area Connection" and right-click on it.
4. From the drop-down menu, select "Properties."
5. In the new window that opens, select "Internet Protocol (TCP/IP)" and click "Properties." See screenshot below.



6. Another window will open, select "Obtain an IP Address Automatically" and also "Obtain DNS address automatically." It should look like the screenshot below.



7. Click OK and close all network windows.

Note: You may see an information message on your computer that says you have "Limited or No Connectivity" to the internet. This is not an error- the Wholehog 3 will not give you access to the internet.

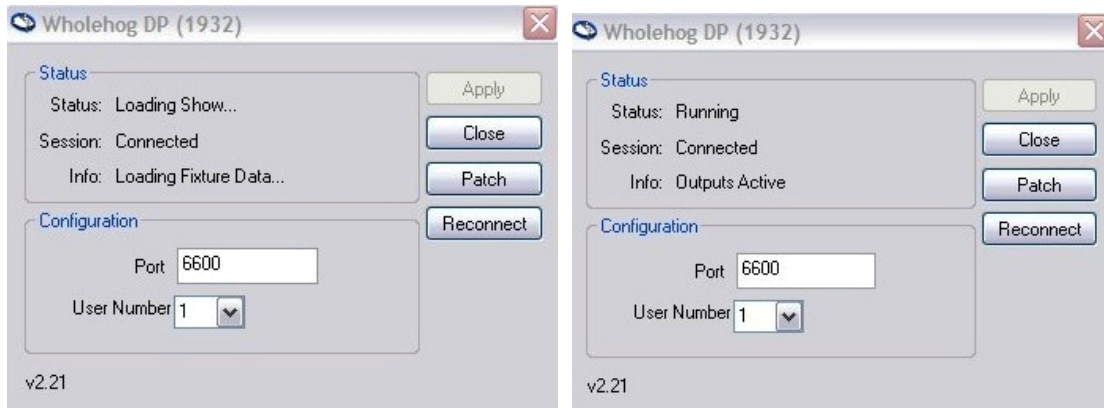
Part 3- Launching the Visualizer

This section uses *ESP Vision* as the example. If you are not using *ESP Vision*, consult your Visualizer's manual for launching instructions.

1. Log into your patched showfile on your console before starting your Visualizer.
2. After launching *ESP Vision*, choose "Hog 3" as your DMX source.



3. The visualizer will then launch, along with your connectivity driver. You can see the status of your connection in the Wholehog DP window. The process will look like these screenshots below:



Note 1: The original Roadhog does not have networking capabilities as the Full Boar does. In order to communicate with a Visualizer, you will need a DMX-to-USB device. Consult your visualizer manufacturer for more information regarding this.

Note 2: When connecting a Full Boar console to a visualizer computer, please use the “Hog-Net” Ethernet port.

Note 3: If you want to run Hog3PC and your Visualizer on the same computer, no networking will be necessary. Keep in mind that HES/FPS does not recommend running both Hog3PC and ESP Vision (or other visualizer) on the same computer. These programs can be processor heavy, so HES/FPS cannot guarantee the stability of either system if both are run simultaneously on the same computer.