



Wholehog Translation Guide

A Thesaurus for Wholehog 2 Users

**2004: Originally compiled by Darcy Jamison
Edited by Vickie Claiborne, Lee House, Brad Schiller**

2007: Re-compiled and Updated by Cat West

Wholehog Translation Guide

This guide compares Wholehog II terminology and syntax to that of the Wholehog Operating Software. It is not intended as a replacement for the user's manual or proper training.

KEY

BOLD CAPITALIZED TEXT IN BLUE FONT represents a hard key on the console

Grey text in Courier Font represents a button, tab, or other selection found on screen

SETUP

Customizing the Interface

Resetting the Console

Hog 2: Push blue button on rear panel for Clean Start

Wholehog: Press **SETUP** key, select `Quit` from the Main toolbar; select `Restart Console` from pop-up

Touchscreen Contrast

Hog 2: Hold down **SETUP** and turn 2nd or 3rd encoder wheel for left/right screen

Wholehog: Hold down **SETUP** and turn 1st or 2nd encoder wheel for left/right screen

Touchscreen Calibration

Hog 2: Press `Recalb Touchscreens` button in the Control Panel

Wholehog: Press `Calibrate Touchscreens` in the Control Panel's Displays section

Adjusting the LittleLite levels and LED levels

Hog 2: No adjustments

Wholehog: Hold down **SETUP** and turn 3rd encoder wheel (gooseneck) and 4th encoder wheel (desk LED)

Setup Peripherals

Hog 2: Assign monitors, keyboard and trackball in the Control Panel

Wholehog: Assign monitor and keyboard options in the Control Panel. Trackball assignments can be further modified in the Preferences window

Control Panel

Open the Control Panel

Hog 2: Press **SETUP** button on console, then select `Control Panel` from the Setup toolbar

Wholehog: Press **SETUP** button on console, then select `Control Panel` from the Setup toolbar

Default Timing

Hog 2: Press `Default Timing` in Control Panel to display the Default Timing window

Wholehog: Press **SETUP** button on console, then select `Preferences` from the Setup toolbar. Select `Default Timing` section to display Default Timing window

Bus Devices

Hog 2: Press `Bus Devices` in the Control Panel to display the Expansion Devices window

Wholehog: Select the `Wings` section in the Control Panel

Event Monitor

Hog 2: Press `Event Monitor` in the Control Panel

Wholehog: Hold down the **OPEN** key and select `Events` from the Open toolbar

Live Programmer

Hog 2: Press `Live Programmer` in the Control Panel to toggle on/off

Wholehog: Press `Fade Changes` in the Programmer to toggle on/off

Trackball does Pan/Tilt

Hog 2: Press `Trackball does Pan/Tilt` in the Control Panel to toggle on/off

Wholehog: If trackball preferences have been left at default, the onboard trackball can be toggled in Position mode by pressing the top right trackball key (grey oval)

Use external keyboard

Hog 2: Press `Use External keyboard` in the Control Panel to toggle on/off

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Appearances` section, press `Use Internal Keyboard` to toggle on/off

Top Left Buttons Do Views

Hog 2: Press `Top Left Buttons Do Views` in the Control Panel to toggle on/off

Wholehog: All toolbars are dockable and can be attached to the desired set of soft keys

Front Reselected Windows

Hog 2: Press `Front Reselected Windows` in the Control Panel to toggle on/off

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In the `Programming` tab, press `Front Palette Window when Kind Pressed` to toggle on/off. You can also toggle `Front Cuelist/Scene Window when Choose Pressed` on/off

Page Holdover if Active

Hog 2: Press `Page Holdover if Active` in the Control Panel to toggle on/off

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Misc.` section, select this or another option from the `Page Change Action` drop down menu

Confirm Overwrite

Hog 2: Press `Page Confirm Overwrite` in the Control Panel to toggle on/off

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Programming` section, under `Confirm Before`, select `Deleting Directory Items` to toggle on/off

Edits Track Forward

Hog 2: Press `Edits Track Forward` in the Control Panel to toggle on/off

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Programming` section, press `Default Track Forwards to Off` to toggle on/off

Guard Cuelists

Hog 2: Press `Guard Cuelists` in the Control Panel to toggle on/off

Wholehog: Press `Guard` in the Cuelist directory to toggle on/off

Recall Visible

Hog 2: Press `Recall Visible` in the Control Panel to toggle on/off

Wholehog: Hold down the **OPEN** key and press `View` from Views toolbar. Press the spreadsheet button in this directory. Select the view's additive column and press **SET** to toggle to No

External Displays

Hog 2: Touch or click the field next to `Monitor 1, 2` in the Control Panel to set resolution

Wholehog: Touch or click the field in the `Displays` section of the Control Panel to set resolution

Backlight off after

Hog 2: Touch or click the field next to `Backlight off after` in the Control Panel, then enter a time

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Appearances` section, adjust the time in the `Backlight Off (min)` field

Keyboard

Hog 2: Touch or click the field in the Control Panel to select a keyboard from the menu

Wholehog: Touch or click the field in the Keyboard Options in the `Keyboard` tab of the Control Panel

Auto Exec Macros

Hog 2: Enter Macro commands in the `Auto Exec Macro` field in the Control Panel

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Misc` section, enter macro commands in the `Startup Macro` field

Sensitivities %

Hog 2: Touch or click the field in the Control Panel to adjust sensitivity of wheels, mouse, trackball

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Sensitivity` section, adjust sensitivity of keyboard, mouse, trackball

Keep Parameters Separate

Hog 2: Touch or click an `I, F, C, or B` field in the Control Panel under `Keep Parameters Separate`

Wholehog: Press **SETUP** key on console and select `Preferences` from toolbar. In `Programming` section, touch or click a parameter type in the `Separate Parameters` section

Shows

Opening a new show

Hog 2: Press `New Show` in the opening window

Wholehog: Press `Launch New Show` in the opening window

Saving a Show

Hog 2: Press **SETUP**, then press `Save Show` on the Setup toolbar

Wholehog: Press **SETUP**, select `Shows` from Setup toolbar, press `Backup` in the `Current Show` section.

Merging Shows

Hog 2: Load the Show you are merging to. Insert the show disk you are merging from. Open the `Change Show` window, choose the items you wish to merge and press `Merge`.

Wholehog: Load the show you are merging to. Press **SETUP**, select `Shows` from Setup toolbar, press `Merge` in the `Current Show` section. The wizard will guide you through.

Desk Operations

Updating Software

Hog 2: Insert the new software disk and reset the console while holding **ENTER**. Select `Load New Software` from menu

Wholehog:

For Upgrades:

- 1- Insert software disk
- 2- Press the `Software` icon in the Startup Menu
- 3- Follow on screen displays

For Full Installs:

- 1- Insert new software disk
- 2- Restart console while holding **PIG** or **ENTER** key
- 3- When menu appears, arrow down to select `Full Install`, hit **ENTER**

Upgrading DP2000s

Hog 2: Hog2 cannot use DP2000s

Wholehog: DPs will generally update automatically after the new software is installed on the console. If this does not occur, press the `Software Update` button in the Network window. The console will scan for nodes with invalid software and ask you to update them.

Upgrading BIOS

Hog 2: No BIOS upgrade possible

Wholehog: Insert a Full Install disk into the console. Boot the console while holding **PIG** or **ENTER**.

When the menu appears, use the arrows to select `Upgrade Bios`. Follow the prompts to complete the upgrade.

Dealing with Program Fault Crashes

Hog 2: Cold (Clean) start the console (press blue button on back of desk)

Wholehog: Press **PIG** + **OPEN** + **BACKSPACE** to open the Launched Processes Window. Right click to restart any "dead" or non-responsive processes.

PATCHING

Basic Operations

Opening the Patch Window

Hog 2: Press **SETUP**, then press `Patch` on the main toolbar

Wholehog: Press **SETUP**, then press `Patch` on the setup toolbar, or press **OPEN + FIXTURE**

Adding Fixtures

Hog 2: Press `Add Fixtures` in the Patch Window, select and **SET** desired number of instruments

Wholehog: Press `Fixture Schedule` in the Fixture Window, select and **SET** desired number of instruments

Patching Fixtures

Hog 2:

1. Select the output universe by touching its column in the main Patch window screen
2. Select fixture(s) by typing the user number(s)
3. Press **@**
4. Type in the DMX address of the starting unit and press **ENTER**

Wholehog:

1. Select the fixture(s) by typing the user number(s)
2. Press **@**
3. Select the DP2000 to be patched to from the left column of the Fixture Patch window
4. Touch the column of the output universe or type the number of the desired universe followed by a **/**
Example: **1 @ 1/1**= Fixture 1 at universe 1, address 1
5. Type the DMX address of the first unit and press **ENTER**

Unpatching Fixtures

Hog 2:

1. Select fixture(s)
2. Press **@**
3. Type in the DMX address
4. Press `Unpatch` on the Patch window toolbar

Wholehog:

1. Select fixture(s)
2. Press `Unpatch` at the top of the Fixture Window

Also: Toggle on `View by DP` in Fixture window and select an entire universe to unpatch

Auto Menus

Hog 2: Press `Auto Menus` in the Patch Window

Wholehog: Press `Auto Palettes` in the Fixture Window

Fixtures with multiple parts

Hog 2: Select the fixture and press `Fixture Part` on the main toolbar to toggle between Fixture and Intensity

Wholehog: In the Fixture Patch window, select either Fixture or Intensity from the `Patch Points` dropdown list in the pop-up patching window

Edit Fixtures Window

Hog 2: Press `Edit Fixtures` in the Patch window

Wholehog: Press `Edit Fixtures` in the Fixture window

Note: many fixture editing features are now available in the Fixture window (user numbers, pan/tilt invert, etc)

Advanced Operations

Channel View, Output View

Hog 2: Press the `View` button in the Patch window to open View options

Wholehog: Press `View by DP` in the Fixtures window

Proportional Patching

Hog 2:

1. Select fixture(s) in Patch window
2. Press `Reduce to %` on the Patch toolbar
3. Type in a %, press **ENTER**

Wholehog:

1. Select the Intensity Percent cell in the Fixture window
2. Press **SET** to enter a percentage, press **ENTER**

PROGRAMMING

Useful Operations

Fine control of 16 bit parameters

Hog 2: Hold **PIG** key while turning an encoder knob

Wholehog: Hold **PIG** key while turning an encoder knob

Parking Fixtures

Hog 2: Select fixture and set desired parameters in the Programmer window. Press `Park` on the main toolbar. To unpark: press **PIG+ Park**

Wholehog: Select fixture and set desired parameters in the Programmer window. On the Select toolbar, press `More` and then choose `Park`. To unpark: press **PIG+ Park**

Note: Wholehog OS includes a Parked window that works as an editor. To access this, hold the **OPEN** key and select `Parked` from the main toolbar. From this window, you can choose fixtures or parameters to knockout (as you would any editor window) and press **UPDATE** to apply changes.

DBO

Hog 2: Pressing the **DBO** key takes all intensities to 0% (dead black out)

Wholehog: The flash key on Master 1 acts as a DBO key (unless disabled in the Preferences window). If a cue list is recorded on Master 1, the flash key will only act as a DBO when the **GM** key is held.

Select Toolbar Operations

Hog 2: Press `Select` on main toolbar

`All`: Selects all fixtures in the programmer

Odd: Selects all fixtures in the programmer with odd numbers
Even: Selects all fixtures in the programmer with even numbers
Previous: Selects previously selected fixtures
Invert: Selects all fixtures in the programmer that are not currently selected
Only: Selects an intersection between groups
None: Deselects all fixtures in the Programmer
Random: Selects random fixture in the Programmer
Calibrate: For use with XYZ programming
Wholehog: Press `Select` on the Main toolbar
All: Selects all fixtures in the programmer
Odd: Selects all fixtures in the programmer with odd numbers
Even: Selects all fixtures in the programmer with even numbers
Previous: Selects previously selected fixtures
Invert: Selects all fixtures in the programmer that are not currently selected
Random: Selects random fixture in the Programmer
Reverse: reverses the selection order of fixtures in the Programmer
Shuffle: Shuffles the selection order of fixtures in the Programmer
Reorder: Resets the selection order of fixtures in the Programmer

Windows

Opening Windows

Hog 2: Hold **PIG** key and press desired Kind button

Wholehog: All directories can be opened by pressing their respective key twice (eg: **COLOUR COLOUR**), or hold the **OPEN** key and press the desired kind; or press the desired Kind key and press **OPEN**

Closing Windows

Hog 2: Press the **CLOSE** key, or press the `Close` icon inside the window

Wholehog: Press the `Close` softkey in the Window Control Toolbar; or press the **X** (close icon) in the upper right of the window itself; or hold **OPEN + BACKSPACE**

Resizing Windows

Hog 2: Select the window you wish to resize and press the **TOGGLE** key

Wholehog: Select the window you wish to resize and press the `Size` or `Maximize` softkeys in the Window Control Toolbar; or `Unlock` the window and drag a corner to resize; or use keyboard shortcuts:

OPEN + + (plus key): size (clockwise)

OPEN + - (minus key): size (counterclockwise)

OPEN + FULL: maximize

Moving Windows

Hog 2: Select the window you wish to move and press the **SHUFFLE** key

Wholehog: Select the window you wish to move and press the `Move` softkey in the Window Control Toolbar or hold **OPEN** and press **@** key

Recording Views

Hog 2:

1. Arrange windows across screens
2. Press **SETUP** and select `Save View` from main toolbar
3. Press a View Button on the View toolbar; press **SET** to name it

Note: Total Views: 10

Wholehog:

1. Arrange windows across screens
2. Hold **RECORD** key and press the desired softkey on the View Toolbar
3. Press **SET** to name the view

Note: Wholehog OS can store an unlimited number of Views. The directory can be accessed by holding **OPEN** and pressing the `View` softkey. Also, the `Next` softkey will cycle the toolbar through banks of 10 Views

The Programmer

Opening the Programmer window

Hog 2: Press **SETUP**, then press `Programmer` on the main toolbar, or use the `Programmer View` from the Views toolbar

Wholehog: Touch or click `Programmer` on the main toolbar, or use the `Programmer View` from the Views toolbar, or hold **OPEN + 0**.

Clearing the Programmer

Hog 2: Press **CLEAR** key; hold **PIG + CLEAR** to restore

Wholehog: Press **CLEAR** key; hold **PIG + CLEAR** (or press `Undo` from main toolbar) to restore

Command Line Syntax

Hog 2: Command, source object, mask, destination, **ENTER** (if necessary)

Wholehog: Source object, mask, command, destination, **ENTER** (if necessary)

Cancelling modifications in the command line

Hog 2: use the **BACKSPACE** key on the keypad

Wholehog: use the **BACKSPACE** key on the keypad

Knockout

Hog 2: To remove fixture(s) from Programmer, select fixture then press `Knockout` (main toolbar)

To clear Kind parameters, hold **UNDO** key and press **COLOUR, BEAM**, etc

To clear individual parameters, hold **UNDO** key and turn desired encoder wheel

Wholehog: To remove fixture(s) from Programmer, select fixture then press `Knockout` (main toolbar)

To clear Kind parameters, press kind key (**COLOUR**, etc) and press `Knockout` from main toolbar

To clear individual parameters, hold **BACKSPACE** key and turn desired encoder wheel OR select the cells you wish to clear and press **PIG + BACKSPACE**

Groups

Building Groups

Hog 2: Select the fixtures you wish to include in the Programmer, press **RECORD** and touch/click a cell in the `Group Directory` or type **RECORD GROUP (#) ENTER**

Wholehog: Select the fixtures you wish to include in the Programmer, press **RECORD** and touch/click a cell in the `Group Directory` or type **RECORD GROUP (#) ENTER**

Palettes

Creating Palettes

Hog 2:

1. Select desired fixtures and parameters
2. Press **RECORD** and select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
3. Press **SET** to name palette

Wholehog:

1. Select desired fixtures and parameters
2. Press **RECORD** and select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
3. Press **SET** to name palette

Masking Palettes

Hog 2:

1. Select desired fixtures and parameters
2. Press **RECORD** and select desired parameters (`Use F`, `Use B`, `Use C`, etc.) from the main toolbar
3. Select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
4. Press **SET** to name palette

Wholehog:

1. Select desired fixtures and parameters
2. Press **RECORD** and select desired parameters (`Use I`, `Use B`, `Use C`, etc.) from the main toolbar
3. Select a box in the appropriate directory window or press a Kind button, followed by a number and press **ENTER**
4. Press **SET** to name palette

Highlight/Lowligh Palettes

Hog 2: Highlight: select the palette containing desired parameters to highlight, press **SET** twice. Select `Highlight` from dropdown menu. Lowligh not available in Hog2.

Wholehog: Select the palette containing desired parameters to highlight and right-click on it. Select `Set as Highlight` or `Set as Lowligh` from dropdown menu.

Editing Palettes

Hog 2:

1. Select fixtures and make desired changes in Programmer
2. Press **RECORD** and select occupied box in directory
3. Chose either `Merge` or `Replace`

OR

1. Press **LOAD** and select palette to modify.
2. Make desired changes and press **UPDATE**

Wholehog:

1. Select fixtures and make desired changes in Programmer
2. Press **RECORD** and select occupied box in directory
3. Chose either `Merge` or `Replace`

OR

1. Select fixtures and make desired changes in Programmer
2. Press **MERGE** and select occupied box in directory

OR

1. Select palette to modify and press **OPEN**
2. Make desired changes and press **UPDATE**

Reference Palettes

Hog 2: All palettes referencing another palette are embedded by default

Wholehog: When recording a palette based on other palettes, press **RECORD**, choose `More` from main toolbar and then select `Allow Refs` from main toolbar

CUEING

Basic Operations

Recording a Cue

Hog 2:

1. Select desired fixtures and parameters in the Programmer
2. Press **RECORD**
3. Press **CHOOSE** on desired master to record as the next cue in list or
Press **LIST** (x) **ENTER** or
Press (x) / (y) **ENTER** (x= Master Number, y= Cue Number) or
Press (x) **ENTER** (record a particular cue number to currently selected master) or
Press **ENTER** to record as the cue in list on currently chosen master

Wholehog:

1. Select desired fixtures and parameters in the Programmer
2. Press **RECORD**
3. Press **CHOOSE** on desired master to record as the next cue in list or
Press **LIST** (x) **CUE** (y) **ENTER** or
Press **LIST** (x) / (y) **ENTER** or
Press **CUE** (x) **ENTER** (records to currently selected master) or
Press **ENTER** to record as the cue in list on currently chosen master
To record a range of cues, Press **RECORD LIST** (x) **CUE** (y) **THRU** (z) **ENTER**

Opening the Cue Contents Window

Hog 2: Press **Contents View** or **Contents** button located in the Cuelist Window

Wholehog: Press **View Cue** in the Cuelist window

Or **CUE (X) OPEN** to open a cue from selected master

Or **LIST (x) CUE (y) Open** to open a specific cue

Or **CUE CUE**

Editing Cues

Hog 2:

1. Press **LOAD (x) ENTER** (x = cue number)

2. Make desired changes

3. Press **UPDATE**

OR

1. Activate the cue you wish to edit

2. Make desired changes and press **UPDATE**

3. Select the cue or palette you wish to change from the Update Window

Wholehog:

1. Press **CUE (x) OPEN**, or select **Edit** in the **View Cue** Window

2. Make desired changes

3. Press **UPDATE**

OR

1. Activate the cue you wish to edit

2. Make desired changes and press **UPDATE**

3. Select the cue or palette you wish to change from the Update Window

OR

1. Activate the cue you wish to edit

2. Make desired changes and press **RECORD** or **MERGE LIST (x) CUE (y) ENTER**

Active and Live Key Functions

Active Key Functions

Hog 2: **PIG + ACTIVE** (requires a fixture selection in programmer first)

Wholehog: **Touch** (requires a fixture selection in programmer first)

Hog 2: **ACTIVE, ENTER**

Wholehog: **LIVE** (enter masking if desired, EG: Position), **Suck**

Hog 2: **ACTIVE**, (Palette), **ENTER**

Wholehog: **LIVE**, (Palette), **ENTER**

Hog 2: **ACTIVE, ENTER** followed by **PIG + ACTIVE**

Wholehog: **LIVE**, **Touch**

Hog 2: Hold **ACTIVE** while touching a parameter wheel (requires a fixture selection in programmer first)

Wholehog: Hold **Touch** while touching a parameter wheel (requires a fixture selection in programmer first)

Cloning and Extracting

Cloning

Hog 2: Source fixture must already be in the programmer

1. Select destination fixture(s)
2. Press **PIG + COPY**
3. Select source fixture(s), press **ENTER**

Wholehog: Source fixture must already be in the programmer

1. Select source fixture(s); Select masking button if desired
2. Press **COPY**
3. Select destination fixture(s), press **ENTER**

**Wholehog Circular Copy: (Source fixtures must already be in the programmer)

Example: **1 THRU 10 COPY 10 THRU 1**; or **1 THRU 10 COPY 2 THRU 10 + 1**

Extract

Hog 2:

1. Select destination fixtures
2. Press **PIG + LOAD**
3. Press **CUE (x), ENTER**

Wholehog:

Press **CUE (x), FIXTURE (y), COPY, ENTER** to extract from chosen master to programmer OR

Press **LIST (x), CUE (y), FIXTURE (z), COPY, ENTER** OR

Press **LIST (x), CUE (y), FIXTURE (z), COPY**, select *State* from main toolbar, **ENTER** OR

Press **LIST (x), CUE (y), FIXTURE (z), (mask; EG: COLOUR), COPY**, select *State* from main toolbar, **ENTER**

** this can also be for several fixtures, example: **FIXTURE 101 THRU 105**

Cue Types

Blocking Cues

Hog 2: Select all fixtures, press **PIG + ACTIVE**, then **RECORD ENTER** or **CHOOSE**

Wholehog: Select all fixtures, press *Touch*, then **RECORD ENTER** or **CHOOSE** OR

Extract Cue into programmer using **LIST (x), CUE (y), FIXTURE (z), COPY, ENTER**, *Touch* parameters and re-record (or *merge* or *replace*)

Unblocking Cues

Hog 2: Select *Unblock* in the Cuelist Window

Wholehog: Press **LIST (x)**, select *Unblock* from Main toolbar OR

Press **LIST (x), CUE (y THRU z)**, *Unblock*

Link Cues

Hog 2: Open Cuelist Window

1. Play last cue in link sequence
2. Press *Insert Link* in the Cuelist Window
3. Use the *Fade* cell of the link cue to select desired jump point

Wholehog: Open Cuelist Window

1. Play last cue in link sequence
2. Press *Insert Link* in the Cuelist Window
3. Use the *Fade* cell of the link cue to select desired jump point

Setting Default Fade/Delay Time

Hog 2: Edit in the Control Panel

Wholehog: Edit in the `Default Timing` section of the Preferences Window

Editing Fade/Delay Time

Hog 2: Select fixtures and desired parameters in the Programmer

1. Press **TIME** or hold **PIG** + **TIME** to open Timing Window
2. Select the desired timing cell you wish to change
3. Press **SET** and enter desired time, Press **ENTER**

Wholehog: Select fixtures and desired parameters in the Programmer/Active Editor

1. Press `Fade`, `Delay` or `Path` options in programmer to view timing
2. Select desired cell you wish to edit
3. Press **SET** and enter a new value, Press **ENTER**

OR

Select fixtures and desired parameters in the Programmer/Active Editor

Press **TIME** (x) **ENTER** to assign fade time OR

Press **TIME TIME** (x) **ENTER** to assign delay time OR

Press **TIME TIME TIME** (x) **ENTER** to assign path

OR use masking

Select fixtures and desired parameters in the Programmer/Active Editor

Press (mask, EG: **BEAM**), **TIME** (x) **ENTER** to assign fade time OR

Press (mask, EG: **BEAM**), **TIME TIME** (x) **ENTER** to assign delay time OR

Press (mask, EG: **BEAM**), **TIME TIME TIME** (x) **ENTER** to assign path

OR use the timing encoder wheels

Fanning Timing

Hog 2: Select fixtures and desired parameters in the Programmer

Open the timing window by pressing **TIME** or holding **PIG** + **TIME**

Select timing cell you wish to edit

Type (time x) **PIG** + **THRU** (time y) **ENTER** OR

Hold **SET** while turning time encoder wheel to fan

Wholehog: Select fixtures and desired parameters in the Programmer/Active Editor

Press `Fade` or `Delay` in Programmer window to view timing

Select desired cells, press **SET**, type (time x) **THRU** (time y), **ENTER**

OR

Press (mask, EG: **BEAM**), **TIME** (X) **THRU** (Y) **ENTER** to assign fade time OR

Press (mask, EG: **BEAM**), **TIME TIME** (X) **THRU** (Y) **ENTER** to assign delay time

OR

Hold **FAN** while turning timing encoder wheel

**Grouping and Buddying will apply when fanning timing

Wait Time

Hog 2: Open Cuelist Window

1. Select desired cell(s) in `Wait` column
2. Press **SET**
3. Enter desired time, or `Follow`, etc; Press **ENTER**

Wholehog: Open Cuelist Window

1. Select desired cell(s) in `Wait` column
2. Press **SET**
3. Enter desired time, or `Follow`, etc; Press **ENTER**

Cuelists

Viewing a Cuelist

Hog 2: Press **PIG** + **CHOOSE** OR use default `Cuelist` View in Views toolbar

Wholehog: Press **CHOOSE**, **CHOOSE** OR hold **OPEN** + **CHOOSE**, OR press **LIST** X **OPEN**, OR use default `Cuelist` in Views Toolbar

Opening the Cuelist Directory

Hog 2: Press **PIG** + **LIST**

Wholehog: Press **LIST**, **LIST** or hold **OPEN** + **LIST**

Cuelist Window Columns Overview

Hog 2:

`Wait`: Contains information regarding follows, waits, timecode or other triggers

`Cue`: Name of cue (text)

`Fade`: Displays crossfade time of cue; may display several times if cue is multipart or fanned

`Delay`: Displays delay time of cue; may display several times if cue is multipart or fanned. Delay is an amount of time between when a cue is triggered and when a crossfade begins

`Path`: Displays how parameters will crossfade; default attribute paths are determined by a fixture's library

`Comments`: Used as a second place for text or to add Macros

Wholehog:

`Wait`: Contains information regarding follows, waits, timecode or other triggers

`Name`: Name of cue (text)

`Mark`: Displays "mark" when parameters in this cue have been told to preset when possible in a previous cue

`Comments`: Used as a second place for text

`Fade`: Displays crossfade time of cue; may display several times if cue is multipart or fanned

`Delay`: Displays delay time of cue; may display several times if cue is multipart or fanned. Delay is an amount of time between when a cue is triggered and when a crossfade begins

`Path`: Displays how parameters will crossfade; default attribute paths are determined by a fixture's library

`Macro`: Used to store macros selected from a dropdown list

Copying and Moving Cues within a Cuelist

To Copy a Cue

Hog 2: Press **COPY** (x) @ (y) **ENTER**

Wholehog: Press **CUE** (x) **COPY CUE** (y) **ENTER**

To Move a Cue

Hog 2: Press **MOVE** (x) @ (y) **ENTER**

Wholehog: Press **CUE** (x) **MOVE CUE** (y) **ENTER**

To Copy a Sequence of Cues

Hog 2: Press **COPY** (x) **THRU** (y) @ (z) **ENTER**

Wholehog: Press **CUE** (x) **THRU** (y) **COPY CUE** (z) **ENTER**

Copying and Moving Cues Between Lists

Hog 2: Source Cues must be on Chosen master

To Copy a Cue Into a different Cuelist

Press **COPY** (cue number) @ **CHOOSE**(choose desired destination list) OR

Press **COPY** (cue number) @ X / Y (X= Destination Master #, Y= Cue #)

To Copy a Sequence of Cues Into a different Cuelist

Press **COPY** (x) **THRU** (y) @ **CHOOSE** (choose desired destination list) OR

Press **COPY** (x) **THRU** (y) @ A / B (A= Destination Master #, B= Cue #)

To Move a Cue Into a different Cuelist

Press **MOVE** (cue number) @ **CHOOSE** (choose desired destination list) OR

Press **MOVE** (cue number) @ X / Y (X= Destination Master #, Y= Cue #)

To Move a Sequence of Cues Into a different Cuelist

Press **MOVE** (x) **THRU** (y) @ **CHOOSE** (choose desired destination list) OR

Press **MOVE** (x) **THRU** (y) @ A / B (A= Destination Master #, B= Cue #)

Wholehog:

To Copy a Cue Into a different Cuelist

Press **LIST** (a) **CUE** (x) **MOVE LIST** (b) **CUE** (y) **ENTER**

To Copy a Sequence of Cues Into a different Cuelist

Press **LIST** (a) **CUE** (x) **THRU** (y) **MOVE LIST** (b) **CUE** (z) **ENTER**

To Move a Cue Into a different Cuelist

Press **LIST** (a) **CUE** (x) **MOVE LIST** (b) **CUE** (y) **ENTER**

To Move a Sequence of Cues Into a different Cuelist

Press **LIST** (a) **CUE** (x) **THRU** (y) **MOVE LIST** (b) **CUE** (z) **ENTER**

Copying and Moving Entire Cuelists to Masters

Hog 2: Press **COPY** (or **MOVE**) **LIST** (a) **CHOOSE**

Wholehog: Press **LIST** (a) **COPY** (or **MOVE**) **CHOOSE**

Copying and Moving Cuelists from Master to Master

Hog 2: To Copy a cuelist from one master to another:

Press **COPY**, **CHOOSE** (Source), **CHOOSE** (destination)

To Move a cuelist from one master to another:

Press **MOVE**, **CHOOSE** (Source), **CHOOSE** (destination)

Wholehog: To Copy a cuelist from one master to another:

Press and hold **COPY**, press **CHOOSE** (source master); release **COPY** and press **CHOOSE** on destination master

To Move a cuelist from one master to another:

Press and hold **MOVE**, press **CHOOSE** (source master); release **MOVE** and press **CHOOSE** on destination master

Cuelist Options

Fader Action Translator

Hog 2	Wholehog
Use HTP	Use HTP (under <i>Priorities</i> in Cuelist tab)
Inhibitive	Select a Group, Press MOVE and Press CHOOSE on Desired Master
+ Go When Off Zero	+ Go Off Zero (under <i>Fader</i> in Master tab)
Use IFCB Crossfade	IPCB Crossfader (dropdown option for <i>Fader</i> in Master Tab)

Flash Button Actions Translator

Hog 2	Wholehog
Swaps	Solo (button in <i>Click</i> section of Master tab)
+ Go	+Go on Flash (button in <i>Click</i> section of Master Tab)
+ Release	+ Release on Off (button in <i>Click</i> Section of Master Tab)

Priority Translator

Hog 2	Wholehog
High Priority	Priority Levels are available in increments of 10 between cuelists (located in <i>Priority</i> section in Cuelist tab)
Persist on Override	Persist on Override button in <i>Priority</i> section of Cuelist Tab
Release on Next Go	Release on Other Go in <i>Priority</i> section of Cuelist Tab

Advanced Options Translator

Hog 2	Wholehog
Add Blank First Cue	With no values in the programmer, recording a cue will result in a blank cue
Reset When Released	Reset on Release in Properties section of Cuelist Tab
Maintain State	(On by default) Select Cue Only in Properties section of Cuelist tab to disable tracking for cuelists
..But Not in Jumps	Use Track Through Loops in Properties section of Cuelist tab to toggle tracking on/off for jumps

Action of Go While Looping Translator

Hog 2	Wholehog
Start Next, Skip Loop	Exit Loop Immediately
Start Next, Exit Loop at End	Exit Loop at End
Restart	Restart
Stop at Next	Stop at Next
	**Wholehog also has option for Go Next

Cuelist Defaults

Hog 2: Accessed from the Control Panel

Wholehog: Accessed from the Cuelist tab in the Preferences Window

Manual Fade

Hog 2: Enter desired time in Manual fade cell

Wholehog: Enter desired time in cells for BackTime, Release Time, Assert Time

**In Wholehog, these can all be different

Advanced Operations

Recording Selected

Hog 2: Press **RECORD**, Options (from main toolbar), Selected (from Main toolbar)

Wholehog: Press **RECORD**, More (from main toolbar) Selected (from Main toolbar)

Comment Macros Translator (Used in Cuelist Window)

Hog 2 (Comment Column)	Wholehog (Macro Column)
>G# Go Master #	GM#
>S# Pause Master #	HM#
>R# Release Master #	RM#
>P# Change to Page #	CP#
>T# Goto Cue # on currently chosen master	GM#/# (Master #/Cue #) or GL#/#
>C# Choose Master #	CM#
>V# Open View 1	RV#
>J# Release Virtual Cuelist #	RL#
>K# Release Macro #	
>L# Go Virtual Cuelist #	GL#
>M# Trigger Macro #	
>I Starts Timecode	ET
>H Stops Timecode	DT
>Fn Reset Timecode 1, 2 or 3 (n = number)	
	<p>**Other Wholehog Macros (not available in Hog2) include:</p> <p>AM# Assert Master #, FM# Fade Master #, HL# Halt List #, AL# Assert List #, RL# Release List #, GS# Go Scene#, HS# Halt Scene #, AS# Assert Scene #, RS# Release Scene #, OT Open Timecode, RN# Reset Node #, MS to enter a Midi String, RA to Release all Cuelists, RO to release all other cuelists, EC enable clock, DC disable clock, GCD play cd, HCD pause cd, RCD stop CD, NCD next cd track, PCD previous cd track</p>

Auto Execute Macros

Hog 2: Can be entered in the Control Panel

Wholehog: Start-up Macros can be entered in the Misc tab of the Preferences window

Opening the Effects Engine

Hog 2: Press **PIG** + **EFFECT** for directory, select `Effects` from main toolbar for Engine

Wholehog: Press **EFFECT**, **EFFECT** or hold **OPEN** + **EFFECT**

Recording an Effect

Hog 2:

1. Select desired fixtures
2. Apply effects with directory and/or engine
3. Record cue as you normally would

Wholehog:

1. Select desired fixtures
2. Apply effects with directory and/or engine
3. Record cue/scene as you normally would

Adjusting Effects

Hog 2: After applying an effect to a fixture or group, use the encoder wheels to adjust `Rate`, `Size`, and `Offset` OR

Affect `Rate`, `Size`, and `Offset`, etc. by editing the desired cell in the Effects Engine

Wholehog: After applying an effect to a fixture or group, use the encoder wheels to adjust `Rate`, `Size`, `Offset`, `Length` OR

Affect `Rate`, `Size`, and `Offset`, etc. by editing the desired cell in the Effects Engine

Fanning Effect Parameters

Hog 2: Hold **SET** while turning effect encoder wheels

Wholehog: Hold **FAN** while turning effect encoder wheels OR

Select the desired cell in the Effects Engine and type (x) **THRU** (y)

Releasing an Effect in the Programmer

Hog 2: Select the fixture(s) running the effect and hold **PIG** while selecting the effect in the directory OR
Select table cell in Effects Engine and **SET** to `Off`

Wholehog: Select the fixture(s) running the effect and press `Knockout` (main toolbar) while holding **EFFECT** key OR

Select table cell in Effects Engine (or editor) and **SET** to `Off`

PLAYBACK

Virtual Cuelists

Playing a Virtual Cuelist

Hog 2: Open List Directory and select any list in the directory OR

Press **LIST** (x) **ENTER** OR

Use a Comment Macro

Wholehog: Open List Directory and ensure the `Guard` is off, then touch any list in the directory OR

Press/hold the desired cuelist button (in directory) to use central playback controls (**RELEASE**, **GO**, **PAUSE**, **SKIP**, Etc) OR

Use Playback Controls located in `Cuelist` Window OR

Use Cuelist Macros

Pages

Opening the Page Directory

Hog 2: Press **PIG** + **PAGE**

Wholehog: Press **OPEN** + **PAGE** or press **PAGE**, **PAGE**

Creating a New Page

Hog 2: Press **PAGE** (x) **ENTER** or touch an empty Page button in directory

Wholehog: Press **PAGE** (x) **ENTER** or touch an empty Page button in directory (ensure `Guard` is off) OR Hold **PIG** while touching an empty Page button in directory if `Guard` is on.

Creating a Template Page

Hog 2:

1. Open the Page Directory
2. Choose desired page
3. Press `Set as Template` in Page Directory window

Wholehog:

1. Open the Page Directory
2. Activate desired page
3. Press `Set Current Page as Template` in Page Directory window

Feedback Displays

Opening the Levels Window

Hog 2: Press **SETUP** and select `Levels` from the main toolbar

Wholehog: Hold **OPEN** and select `Levels` from the Open toolbar

Opening the Output Window

Hog 2: Press **SETUP** and select `Output` from the main toolbar OR

Use the default `Output` view in the Views toolbar

Wholehog: Press **OPEN** and select `Output` from the main toolbar OR

Use the default `Output` view in the Views toolbar

PERIPHERALS

Printing

Supported Printers

Hog 2: Any printer that uses Postscript (level 2) or PCL (level 5) as its command language

Wholehog: A USB or networked printer that appears in the `Add Printers` List can be used.

**Note: Hog iPC/Roadhog do not currently support printers. Hog3PC will print to the default printer set on your computer

Printing a Report

Hog 2:

1. Press **SETUP** and select `Reports` from main toolbar
2. Press `Printer Setup`
3. Select appropriate driver for your printer
4. Choose desired fonts (make sure your printer supports them)
5. Press `Print` and desired information (example: [LIST 11](#))
6. Press **ENTER**

**For more printing choices, press `...Others` after pressing `Print`

Wholehog: Press the Print icon in desired window