



Networking Wholehog Consoles Manually

These instructions are specific to software Version 3.0 or greater.

What you'll need in addition to the consoles:

- (1) Ethernet switch
- Non-crossover Ethernet cables
- All necessary DP2000s, DMX Processor 8000s and/or widgets*

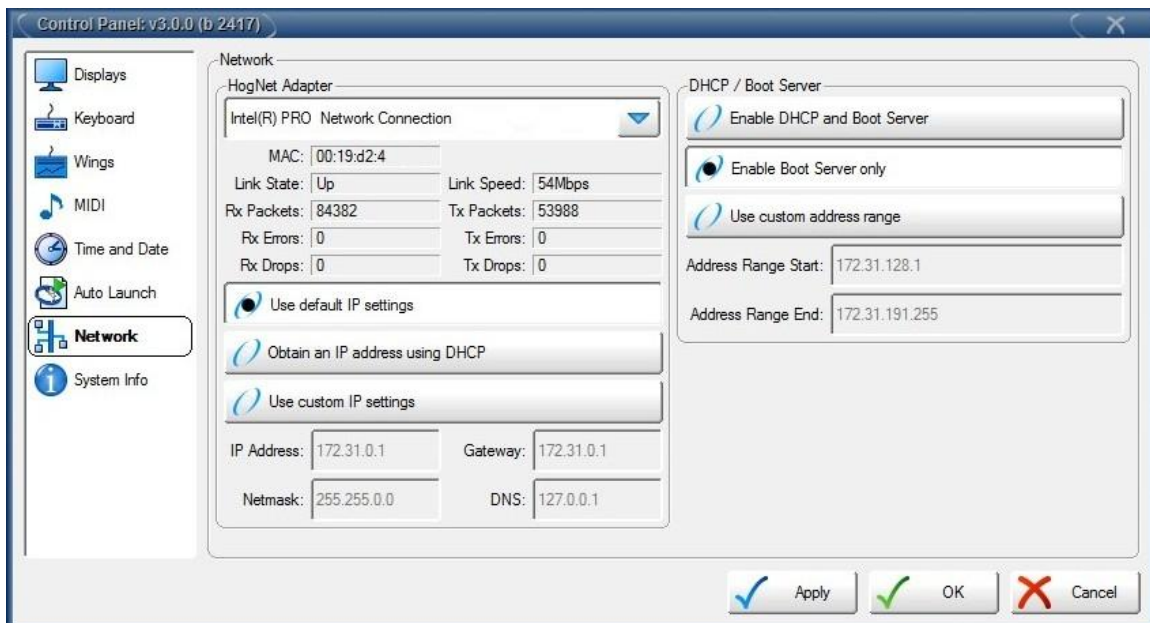
These are not the only configurations that will work. For instructions specific to your networking needs, email support@flyingpig.com.

Part 1- Hardware Configuration

1. Connect the server console, client consoles and all necessary DPs to the Ethernet switch using non-crossover Ethernet cables.
 - Note: if you are using the built-in DMX and widgets and are only connecting 2 consoles (and no DPs or other networked devices are in use), then you can connect the 2 networked consoles directly using a crossover cable.
2. Ensure all consoles/DPs are running the exact same version and build number of software.

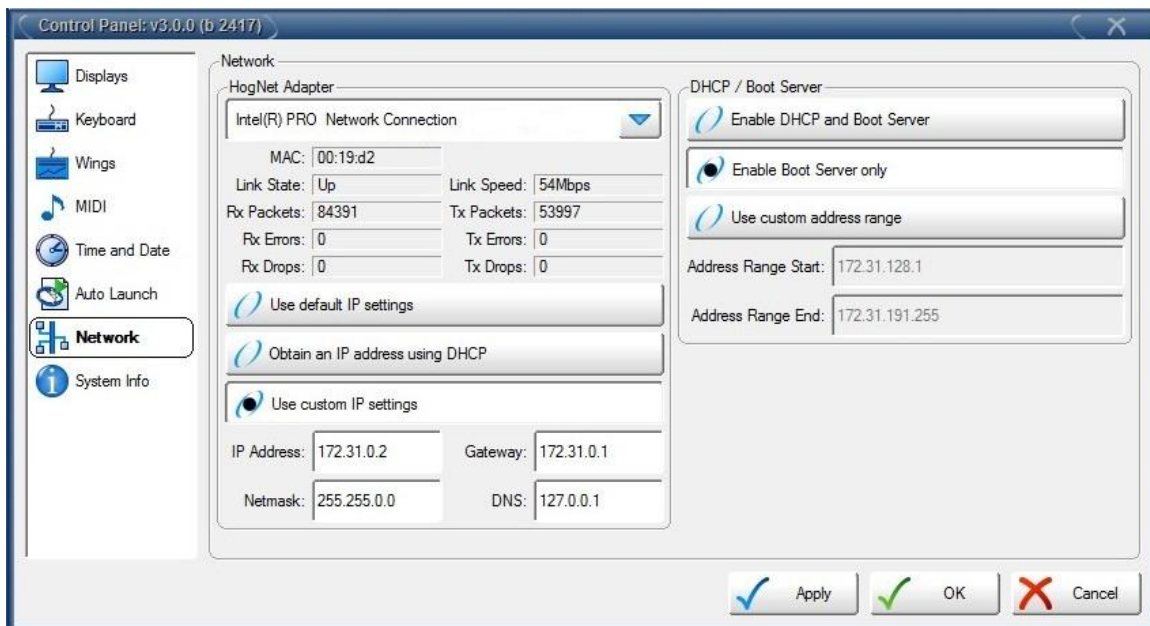
Part 2- Network Configuration for the Server Console

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, your "HogNet Adaptor" should list your console's Ethernet port. (this especially important to setup correctly when using Hog3PC on a computer with multiple network adaptors)
4. Select "Use Default IP settings"
5. Under DHCP / Boot Server, select "Enable Boot Server" only
6. Press "OK."



Part 3- Configuring your client console(s).

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, your "HogNet Adaptor" should list your console's Ethernet port. (this especially important to setup correctly when using Hog3PC on a computer with multiple network adaptors)
4. Select "Use Custom IP Settings." This will allow you to manually set the IP and Netmask in the same range as your server console. A sample TCP/IP range is detailed below:
 - IP Address: 172.31.0.2 (for additional consoles, change the last digit: *example: 172.31.0.3*)
 - NetMask: 255.255.0.0
 - Default Gateway: 172.31.0.1
 - DNS Server: 127.0.0.1
5. Under DHCP / Boot Server, ensure "Enable DHCP and Boot Server" is not selected.
6. Press "OK."



A note for Hog3PC on your personal computer: You may find that you need to disable any firewalls associated with this network adaptor in order to make the network connection.

Part 4- Logging in as a client

1. Ensure that your server console is currently logged into the show you wish to network.
2. On your Client Console(s):
 - In the Wholehog Start Window, press “Settings”
 - Change the console number to “2” (for multiple clients, make each console a different number)
 - De-select “Run Server”
 - Click OK



3. In the “Connect to Show” section of the Wholehog Start window, you should see the server console listed via its IP address. If it says “No Network Show Found,” try pressing “Rescan.” Once it is listed, you can click the server console to join the session.

Part 5- Configuring the DP2000s or DMX Processor 8000s.

The DP’s default setting is to accept an IP and Netmask via DHCP. You will need to change these settings to a manual TCP/IP range. Instructions are listed below.

1. Select “Network” from the LCD screen of the DP
2. Select “IP Status”
3. Select “IP Config”
4. In the IP Config window, you will need to de-select “Use DHCP” by un-checking the box.
5. Also in this window, you will need to set the IP and Netmask to match the range used on your server console.
 - The IP address cannot conflict with the server or client console IP addresses. As with the client consoles, simply change the last digit of the IP addresses (*example: 172.31.0.4, and so on*)
 - The Netmask should be exactly the same (255.255.0.0)
6. After making this change in the DP, you must reset the processor in order for the information to take effect. Simply power cycle the DP to do this.

*A Note on DMX Widgets

FPS widgets and superwidgets can be used in this set-up: but only if the server console is a Hog iPC, Roadhog Full Boar or Hog3PC; or if you are connecting the widgets to a DMX Processor 8000. The Wholehog 3 will not output to widgets or superwidgets.