



Networking Wholehog Consoles Using a Router

These instructions are to specific to software Version 3.0 or greater.

What you'll need in addition to the consoles:

- (1) Ethernet Router (pre-configured to your desired range)
- Non-crossover (patch) Ethernet cables
- All necessary DP2000s, DMX Processor 8000s or widgets*

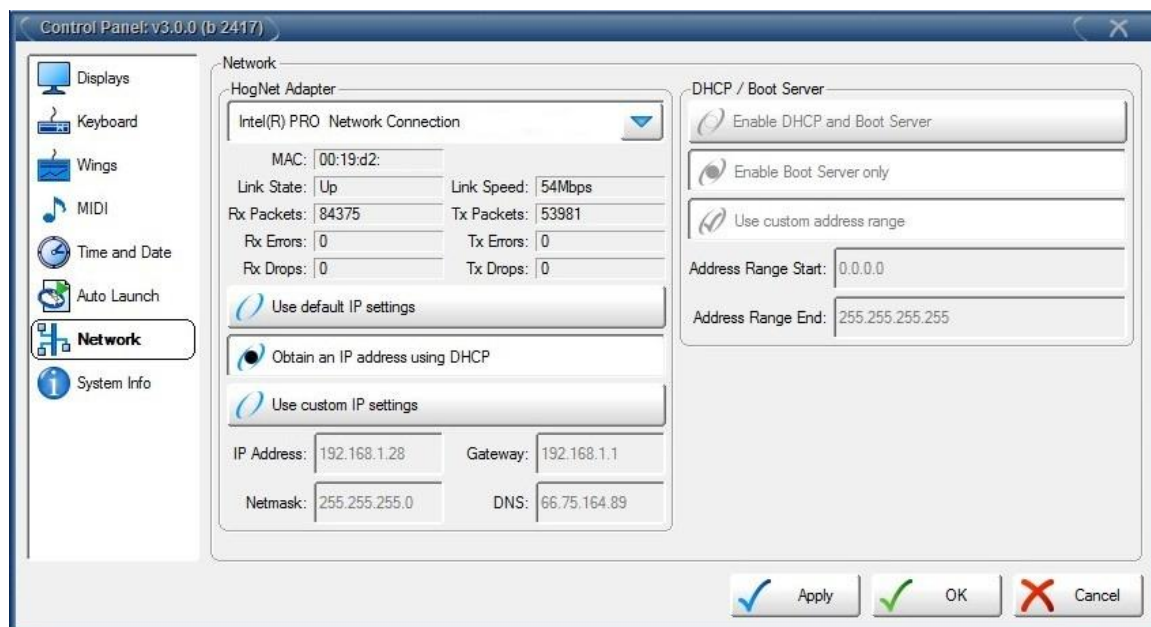
The options detailed below are possible configurations that will allow you to set a Roadhog FullBoar, Hog iPC, Hog3PC or Wholehog 3 as the server console and bring in other Wholehog consoles as clients via a router. These are not the only configurations that will work. For instructions specific to your networking needs, email support@flyingpig.com.

Part 1- Hardware Configuration

1. Connect the server console, client consoles and all necessary DPs to the Ethernet router using non-crossover (patch) Ethernet cables.
2. Ensure all consoles/DPs are running the exact same version and build number of software.

Part 2- Network Configuration for server and client consoles

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."



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 3- 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 4- Configuring the DP2000s or DMX Processor 8000s.

The DP’s default setting is to accept an IP and Subnet via DHCP. A router will distribute TCP/IP information to the DPs in the same manner that it delivers this information to the console(s). Instructions for confirming the defaults 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 select “Use DHCP” by putting a check mark in the box.
5. 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.