



# Hog 4 OS v3.3.0 Release Notes

v3.3.0 build 1175 | December 14, 2015

Platforms: Hog 4, Full Boar 4, Road Hog 4, Nano Hog 4, Hog 4PC, Hedge Hog 4/4S/4N/4X, RackHog 4

## Installation Instructions

All Hog 4 OS consoles require a full install of software v3.3.0. Please refer to the Hog 4 OS help manual for detailed instructions on how to perform a full install on your console.

## Show File Compatibility

Show files created with or edited using Hog 4 OS v3.2.0 and newer (which includes v3.3.0) are not compatible with Hog 4 OS v3.1.0 or older.

## Enhancements:

### **Menu Window**

A new menu window feature has been added to Hog 4 OS which allows users to quickly launch most Hog 4 OS windows simply by pressing and holding on any blank area of the touchscreen (double click also supported).

### **Patching through Universes**

If all of the selected fixtures will not fit on a given universe the console will now prompt the user with an option to continue patching on the next universe.

### **Patching through Conflicts**

When attempting to patch to a dmx address that is already occupied by another fixture (or set of fixtures) the console will detect the conflict and offer three solutions:  
[stop patching], [use next free channel] , [unpatch conflicts]

### **Patching with Offsets**

Fixtures can now be patched using an offset which allows the user to specify the number of dmx channels the console should leave between the start addresses of the fixtures being patched. To specify an offset when patching press the @ key until you see "offset" appear on the command line and then enter an offset value. (example: 1<4 @ 21 Offset 40 will patch the fixtures at dmx channels 21, 61, 101, and 141.)

### **XML Cuelist Import/Export**

Non-programming cuelist data can now be imported and exported using the shows window. See section 4.12 of the v3.3.0 Hog 4 OS Help Manual for details.

### **X,Y Image Wrap Effect added to PixelMap Layer Fixture**

A new X/Y Image Wrap effect has been added to the Hog 4 PixelMap layer fixture. This effect is similar to adjusting the X/Y position of the image, but instead of moving the image off the screen, the X/Y Image Wrap effect allows the image to wrap around the screen. The Image Wrap effect can also be set to rotate mode which allows static images such as bars or lines to appear animated.

*Note: this effect is only available when using the latest fixture library. If you are running an existing show with an PixelMap Layer fixture from an older fixture library you will need to "change type" the PixelMap layer fixture in your show to the new revision 2 of the PixelMap layer fixture.*

## **Play Modes added to PixelMap Layer Fixture**

Four new play Modes have been added to the Hog 4 PixelMap Layer fixture:

- once reverse
- loop reverse
- forward bounce
- reverse bounce

*Note: these play modes are only available in the latest fixture library. If you are running an existing show with a PixelMap Layer fixture from an older fixture library you will need to "change type" the PixelMap layer fixture in your show to the new revision 2 of the PixelMap layer fixture.*

## **Bug Fixes:**

**D-01530:** Command keys don't work if "copy to editor" is on the command line

**D-02131:** Output window not refreshing when changing the name of a palette

**B-02160:** Console type validation improvements (HogNet)

**B-02166:** Allow control of front panel HID mode from user space (dev only improvement)

**B-02190:** Progress bar improvements for file copy operations

**D-02199:** Trackball buttons assigned as 'Next Page' are not working

**D-02202:** Comment macros for a cue not copied when cue is copied to a different list or replaces a cue

**B-02241:** Add CTP support for MBox v3.10

**B-02258:** Support for Viewsonic TD2340 Touchscreen Variant VID\_2149&PID\_2322&Rev\_1331&MI\_00

**D-02298:** Non-Targeted Comment Macros for Scenes can only be triggered on the primary desk

**D-02349:** Fader level is "remembered" if List receives a Go command from a Comment Macro

**D-02372:** DMX output doesn't shutdown when shutting down HegdeHog console

**D-02441:** PixelMap Layer speed wrapping back to 0% on the encoders (should stop at 400%)

**D-02513:** Manufacturer and Type names should sort case insensitive in the fixture scheduler

**D-02522:** DP8K process crash when running the QC Hog 4 Family test show overnight

**D-02547:** Cannot crossfade from i-RGB to CMY or HS in playback (or vice versa)

**D-02558:** Cannot delete show files from file browser when there are 30 or more show files in directory

**D-02561:** Command key execution gets flustered by palette reference changes to linked cuelists

**D-02568:** Group Masters will not work after a merge if ANY option has been changed

**D-02569:** Desktop crash when opening the options window for Group Masters after a merge

**D-02610:** Fader Feedback stops after running the QC show file for a period of time

**D-02640:** Auto-Palette Alignment Spacing doesn't work for values of 17 or greater

**D-02643:** Shows should never have more than one PixelMap Package (issue can occur after show merge or with fixture type revision)

**D-02646:** File browser rename of a show causes index issues unless browser is closed and re-opened

**D-02645:** FX2 SuperWidgets will report ID of "0" following USB unplug/replug

**D-02669:** Color Palettes can sometimes get stripped of their information after a merge

**D-02670:** Desktop crash following run of repro for D-2349

**D-02679:** Shows with thousands of cuelists have long load time

**D-02680:** Windows firmware uploader has misinformation regarding H4 Mini-wing

**D-02683:** Tracking plot references shown as errors

**D-02692:** Deleting Cue 1 from a List will hide ALL cues from the playback bar cell

**D-02694:** Console can go unresponsive when performing tasks that involve an options dialogue box

**D-02696:** Invalid exception error when recording to an empty master with Track Forward turned off

**D-02702:** DP8000s do not always lose server immediately

**D-02707:** Sub Intensity values do not fade changes properly

**D-02708:** Unprotected access to FixtureEditor can cause crashes when changing fixture selections

**D-02715:** "Patch @" not cleared from command line if Patch @ window is closed using the X

**D-02746:** Fixture Patch window is covering the command line on HegdeHog 4

**D-02752:** Desktop Crash during rename or deletion of back up files