



Handbook



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Flying Pig Systems
53 Northfield Road
London W19 9SY
England
Tel: +44 (20) 8579 5665
Fax: +44 (20) 8579 8469
Internet: support@flyingpig.com

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Introduction

Unpacking

Within the HogPC pack you should have received:

- HogPC USB DMX widget
- USB cable
- HogPC installation CD
- This manual

System Requirements

To ensure successful operation of HogPC, you should check your system meets the following specifications:

- Intel Pentium II compatible processor at 400MHz or higher
- Microsoft Windows 2000[®] operating system
- 96MB of RAM
- 8MB of free hard-disk space
- 1024×768 or higher-resolution monitor

Please ensure that you are using the most up-to-date drivers for your graphics card.

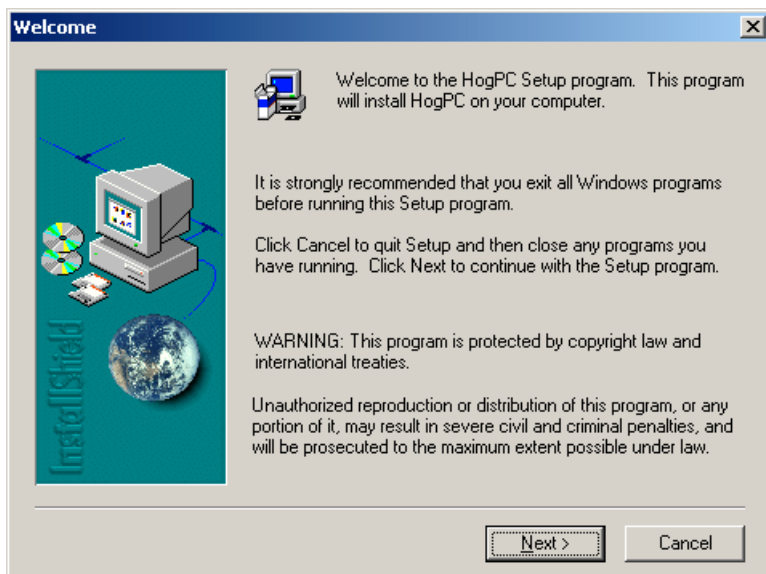
Installation

Software Installation

The software for the HogPC system is provided on the accompanying CD-ROM.

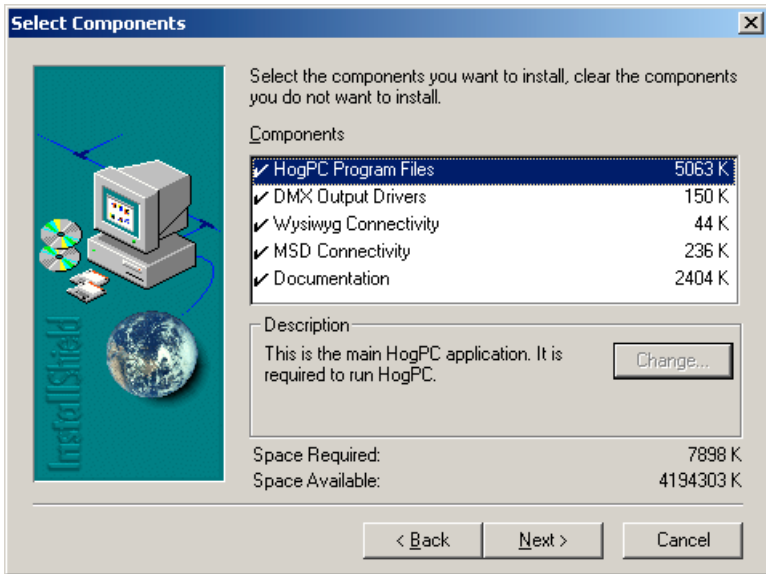
If you wish to use Wysiwyg or Martin ShowDesigner to visualise the output from WholehogPC, please ensure you have installed them before you install HogPC.

Double click on HogPC.exe to start the installation process. Once the setup files have been extracted, the HogPC installer starts:



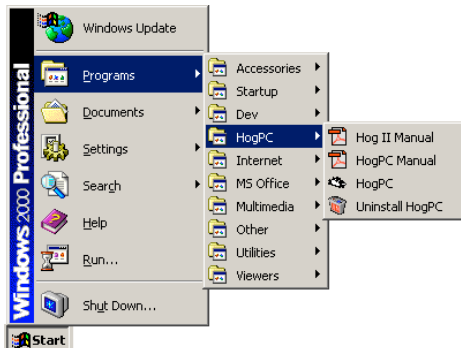
Click on the Next button, then read the license agreement on the following screen before accepting it by clicking on the Yes button.

By default the software will be installed into the "C:\Program Files\Flying Pig Systems" directory, but this can be changed to an alternative location if you prefer. Click on Next to continue the installation.



Select the components of HogPC that you want to install. Wysiywg and MSD connectivity will only be available if you have already installed Wysiywg or MSD on your computer. The DMX output drivers will only be available if you are installing HogPC under a version of Windows that provides support for USB.

Click on the next button to install the selected components and finish the installation.



A HogPC group will be added to the Programs folder on your Start Menu, with icons to start HogPC and view installed documentation. It is possible to remove WholehogPC from your system by selecting the 'Uninstall HogPC' icon. Note that uninstalling HogPC will remove the software, but will not remove any shows you have saved on your hard disk.

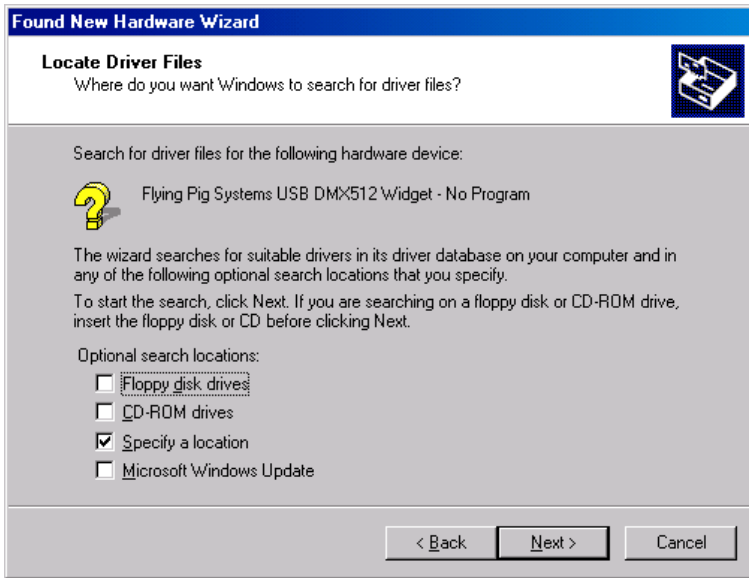
Hardware Installation

Use the supplied cable to connect the USB widget to the computers USB port. Windows should automatically detect the new hardware and start the new hardware wizard. Click on the Next button to start progressing through the wizard.

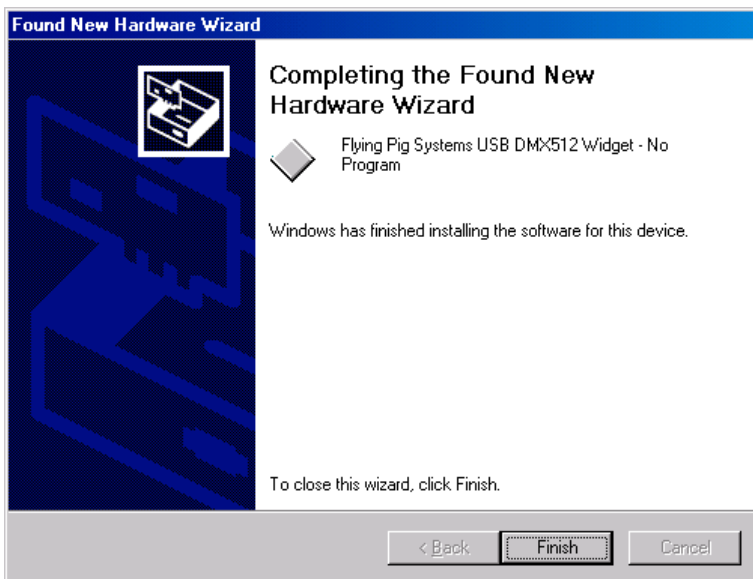
The DMX widgets are not compatible with bus powered USB hubs. If a widget is connected via a bus powered USB hub, Windows will report that it does not have enough power available to run the widget.



Select the “Search for a suitable driver for my device (recommended)” option, then click the Next button.



Select the “Specify a location” option and click on the Next button. This will bring up a dialog requesting you to enter a pathname. Either enter the path of the directory where HogPC is located (usually C:\Program Files\Flying Pig Systems), or click on the browse button to navigate there. Click the OK button when complete.



Click the Finish button to end the process.

Operation

Starting HogPC

To start the application, click on the HogPC icon on your Start Menu and the Show Locator window will open.

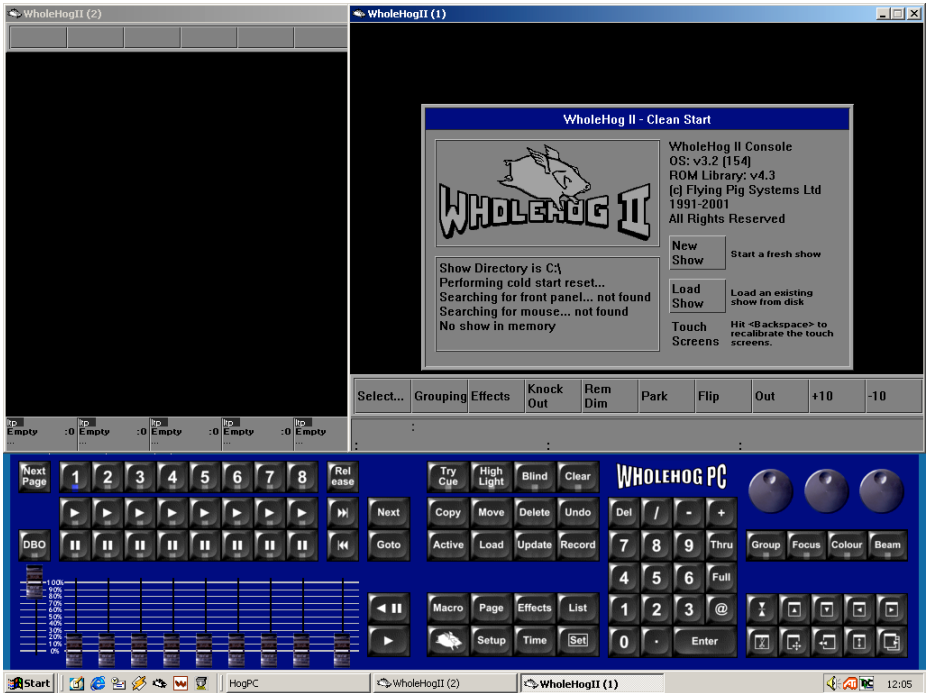


Use the folder viewer on the left to select either a folder that contains an existing show, or a folder to be used for starting a new show. Folders containing an existing show will be shown in bold text.

Click the OK button to proceed, the Frontpanel and Touchpanel windows will then open.

It is possible to autostart HogPC and bypass the startup dialog if required – see the Advanced Setup section for details.

Using HogPC



The two Touchpanel windows work in the same way as the Touchpanel screens on a Wholehog II console.

To spin the wheels on the Frontpanel window, press and hold the left hand mouse button over a wheel and drag the mouse up or down to spin the wheel. You can also press and hold F10 (for wheel 1), F11 (for wheel 2) or F12 (for wheel 3) and either move the mouse up or down or use the cursor keys to turn the wheels.

Clicking on the Pig button will latch it into the 'on' state to allow you to press another button with the Pig key held down. Once the second button has been pressed the Pig key will unlatch.

Changing Window Positions

By default, the two touchpanel windows will be aligned to the top corners of the screen, and the front panel window will be positioned centrally above the task bar, as shown on the previous page.

To move the touchpanel windows around the screen, click and drag the window's title bar (as with any other Windows application). As the front panel does not have a title bar, you can instead move it by positioning the mouse cursor over any blue part of the panel and clicking and dragging the mouse.

To prevent accidentally moving the front panel under normal operation, it is possible to lock the panel's current position by right clicking on the panel and selecting 'Lock position'. Clicking and dragging on the panel will now have no effect. To re-enable panel movement, right click again and deselect 'Lock position'. This setting is 'remembered' when you exit and re-start HogPC.

It is also possible to minimise some or all of the HogPC windows if you wish. Right click on the front panel window and select one of the options from the popup menu:

- **Minimise All** to hide all three of the HogPC windows
- **Minimise** to just hide the Front Panel window.
- **Show All** restores any of the HogPC windows that have been minimised.

The touchpanel windows may be minimised individually in the same manner as any other Windows application.

When you exit HogPC, the window positions you have set will be stored. The next time you start HogPC, the windows will be in the same places you left them in. (Windows that are minimised when you exit HogPC will be shown in their last non-minimised position when you restart HogPC.)

Restoring Default Window Positions

When you start HogPC, the front panel and touchscreen windows will be in the same positions as when you were last using HogPC. If you prefer, it is possible to reset the positions to their defaults when you start HogPC:

Create a shortcut to HogPC.exe. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen and then a lower case d. Typically the target field will end up looking something like:

```
"C:\Program Files\Flying Pig Systems\HogPC.exe" -d
```

When HogPC is run from this shortcut, the window positions will be reset to their defaults.

Keyboard Shortcut Tooltips

All of the keys on the front panel (with the exception of DBO) have keyboard shortcuts assigned to them. To display the keyboard shortcut for a particular front panel key, move the mouse cursor over the key and keep it still for about half a second. A ‘tooltip’ will appear to display the keyboard shortcut for that key. This technique can also be used to display the keyboard shortcuts for the wheels.

If you wish to disable the tooltips, right click on the front panel and deselect ‘Show tooltips’. You can re-enable tooltips at any time by simply right clicking and reselecting ‘Show tooltips’ again. This setting is ‘remembered’ when you exit and re-start HogPC.

A complete list of keyboard shortcuts can be found at the back of this manual.

Changing the Show Folder

To change the folder HogPC uses to save and load shows, right click on the front panel and select ‘Change Folder’. The Show Locator window will open to allow selection of a different folder. Saving to floppy disk is achieved by selecting the floppy drive (A:\) in the folder list.

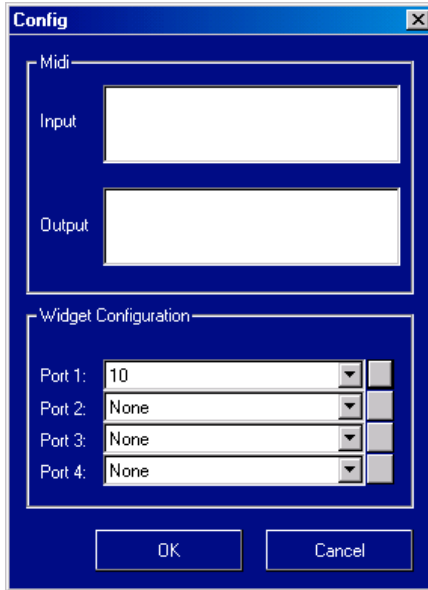
You can also display the Show Locator window by opening the ‘Change Show’ window and clicking on the ‘Change Folder’ button in the top toolbar.

After selecting a new folder and clicking on Ok, HogPC will start using the folder you specified. The folder currently in use by HogPC is displayed at the bottom left of the ‘Change Show’ window.

DMX Output

Ensure that a DMX widget is connected to the USB port of the computer. The “Link” indicator on the widget should be illuminated and it will blink every 2 seconds to indicate that it is functioning correctly.

Right click over the Frontpanel window and select the “Config...” option from the popup menu that appears.



The bottom half of the Config window is used to connect DMX widgets to the outputs of the HogPC application. The HogPC application provides one port for each of the DMX output that a Wholehog II console has.

To connect a widget to an output port, click on the box associated with the port and select the widget from the list of serial numbers that appears. A widget may only be connected to one port at any one time. If a widget that is already connected to one port is connected to a second port, it will automatically be disconnected from the first port.

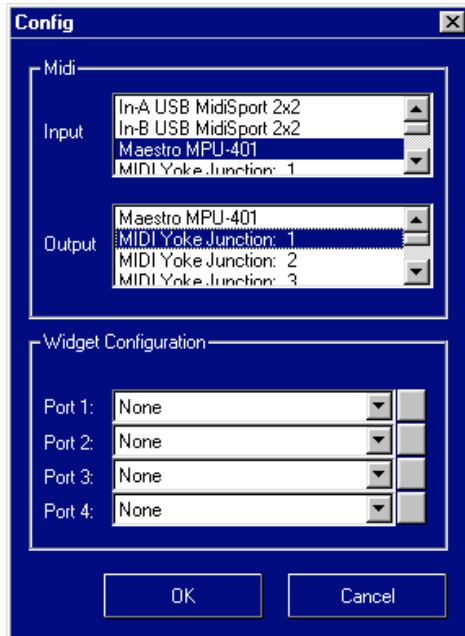
The buttons on the right-hand side enable a highlight function for identifying a widget. The widget that is connected to the port being highlighted will flash its indicator lights for a couple of seconds when the button is pressed.

Click on OK to confirm the selection. The widgets that have been connected should now have their “Active” and “TX Mode” indicators illuminated.

Midi Input & Output

HogPC can use the Windows operating system to provide its midi input and output facilities. It can be connected to any Midi devices that have Windows drivers. Refer to the manufacturers instructions for details of how to set up their hardware and install their drivers.

Right Click over the front panel window and select the “Config...” option from the popup menu that appears.



The upper half of the Config window can be used to select which devices HogPC uses to receive and transmit Midi. Select a device for both the input and output stream. Click the OK button to confirm the selection.

The HogPC application will not start processing midi signals until the Midi system is enabled in the Inputs Control Panel. Refer to page 137 of the Wholehog II manual for details of the Input Control Panel.

Note: *Although HogPC can receive Midi Notes messages it does not output them.*

Advanced Operation

Saving and Loading

The show will be saved to the directory you chose at start-up. You can switch between saving/loading from hard disk or floppy by changing the show folder between the floppy drive and a folder on your hard drive. You cannot change the hard disk directory used once you go beyond the initial dialog, except to switch to the floppy.

Once running, the editor will allow you to save to and load from either the hard drive directory or the floppy drive. This means that you can work with a show on your hard drive, but easily save it to floppy when you wish to take it to a console. Note that if a show saved on the hard drive is larger than the size of a floppy disk then you must load it into HogPC and save it to floppies from there – you will not be able to copy the files to a floppy directly using windows.

Printing to File

It is possible to print to file from within HogPC. Print as you would on a Wholehog II console with a printer connected, and a printer file will be created in your current show disk directory. The file will be named for your show and will be either a postscript file (**.ps**) or a PCL5 file (**.pcl**) depending on the printer option you selected. You can then print this file at your convenience by sending it directly to your printer; by copying it to a compatible printer from the DOS commandline; or by printing it from a viewer utility such as Ghostscript, which is freely available on the internet.

(See <http://www.ghostscript.com>)

Inverted Screens

A small number of graphics card drivers handle one of the Windows display calls slightly oddly, this can cause the two HogPC Touchpanel windows to display their contents upside down.

To correct for this problem, create a shortcut to HogPC.exe. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen and then a lower case r. Typically the target field will end up looking something like:

```
"C:\Program Files\Flying Pig Systems\HogPC.exe" -r
```

When HogPC is run from the shortcut the screens will now display correctly.

Auto Start

The application can be made to auto start when the PC is booted. This can be useful for installations where an operator is not always present to restart the system after a power failure or at the start of the day.

Create a shortcut to the HogPC.exe application. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen, a lower case letter a, another space then the path of the show directory that should be run at startup. Typically the target field will end up looking something like:

```
"C:\Program Files\Flying Pig Systems\HogPC.exe" -a C:\AshowDir
```

When the shortcut is run it will start the two Touchscreen windows and automatically press the Load show button to load the show in the given directory. To get HogPC to run at startup, move the shortcut into the Startup folder in the Windows Start Menu.

Display Problems

If you experience display problems while using HogPC (such as white areas appearing in the touchscreen windows when you move them), first try updating the drivers for your graphics card to the most recent version. If this does not help, you can run HogPC in 'compatibility' mode, which may result in reduced performance when moving the touchscreen windows around the screen, but should solve the problem.

Create a shortcut to the HogPC.exe application. Right click over the shortcut and select the properties entry from the menu. Click in the Target field and add a space, a hyphen, and a lower case letter c. Typically the target field will end up looking something like:

```
"C:\Program Files\Flying Pig Systems\HogPC.exe" -c
```

When the shortcut is run it will start HogPC in compatibility mode.

Visualiser Support

Visualising HogPC Output

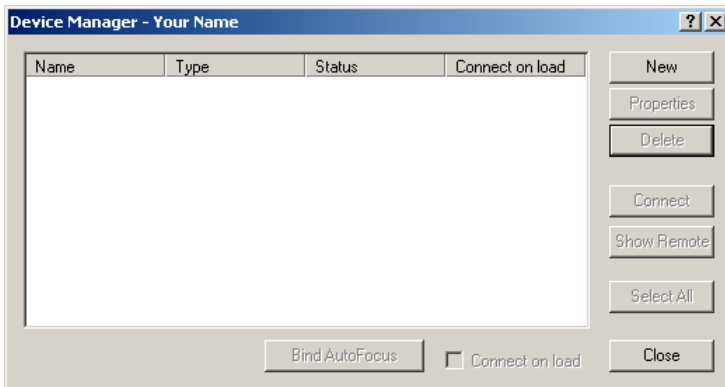
HogPC has been designed to interface directly with Wysiwyg and Martin ShowDesigner to allow real-time on-screen visualisation of the output from HogPC. You do not need to have a DMX widget connected to use these features, as the data is sent directly from the HogPC application to the visualisation application without requiring a physical DMX link. (You must have installed Wysiwyg and/or MSD on the same computer before installing HogPC. If this is not the case, install Wysiwyg and/or MSD and re-run the HogPC setup program.)

When HogPC is interfaced to Wysiwyg or MSD in this manner, your computer may be less responsive than when running HogPC alone. This is normal, as both programs must share the computer's resources.

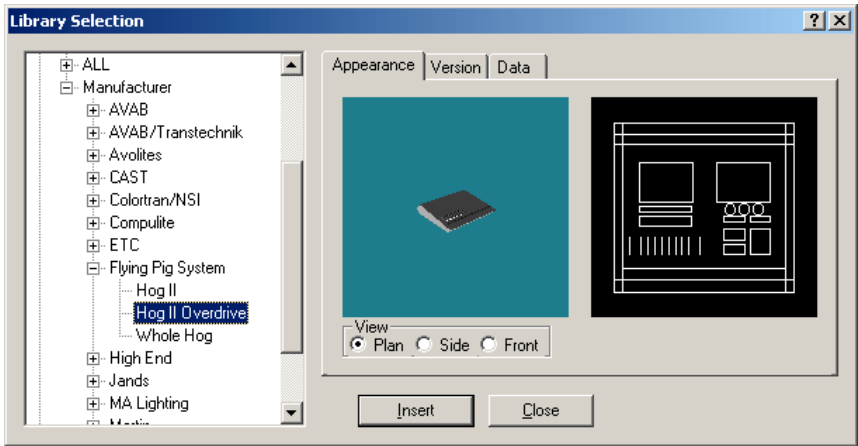
Using HogPC with Wysiwyg

To visualise HogPC output using Wysiwyg, first start HogPC as usual. Once the two touchpanel windows have appeared, HogPC is ready to connect to Wysiwyg.

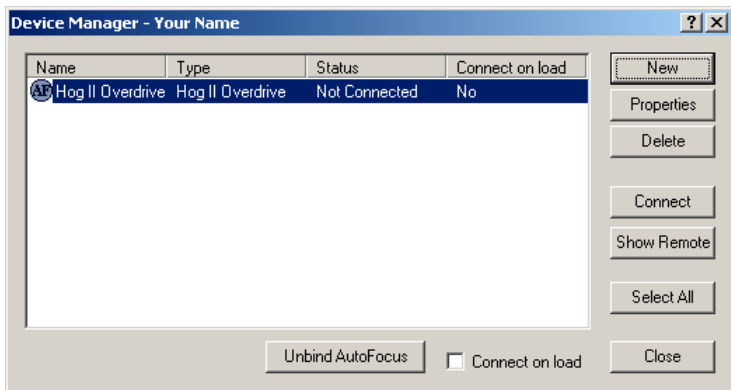
Start Wysiwyg and open an existing show or create a new one. From the Setup menu, select Device Manager.



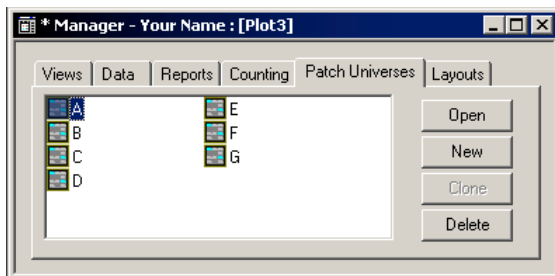
If 'Hog II' or 'Hog II Overdrive' is not already listed, click on the New button.



Select Consoles \ Manufacturer \ Flying Pig Systems \ Hog II (or Hog II Overdrive) and click on Insert. When asked whether you want to create new patch universes, select ‘Yes’.



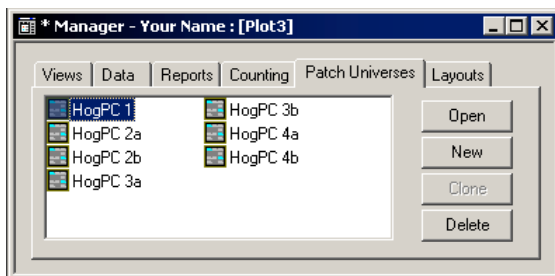
Select the Hog II (or Hog II Overdrive) entry in the Device Manager and click on Connect. The Status will change to ‘Connected’. Click on the Close button to exit the Device Manager.



You should now have four patch universes (or seven if you selected Hog II Overdrive) available in Wysiwyg, labeled A to G. These correspond as follows:

A = Output 1 B = Output 2a C = Output 3a D = Output 4a
 E = Output 2b F = Output 3b G = Output 4b

It is recommended that you rename these outputs from a single letter to the output number they represent by clicking on the existing labels and entering new ones. (Do not make the names too long, or they will not be visible when selecting a universe to connect a fixture to.)

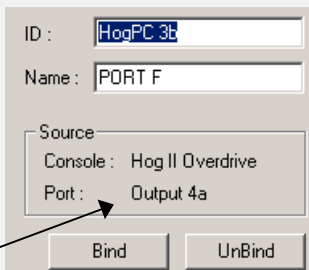


You can now patch any fixture in Wysiwyg to any on the seven HogPC outputs by using the patch tools provided by Wysiwyg. (Select 'patch universe defined' in the index of the Wysiwyg help file for more information.)

Note: Right clicking on one of the patch universes and selecting properties will display a dialog box showing which console output is bound to that patch universe.

This data is shown correctly for the Hog II console, but incorrectly for the Hog II Overdrive. This does not affect operation of Wysiwyg or HogPC in any other way.

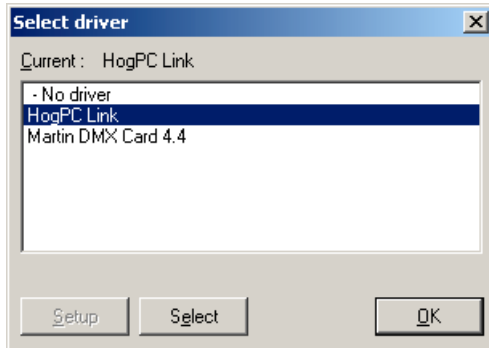
Wrong!



Using HogPC with Martin ShowDesigner

To visualise HogPC output using MSD, first start HogPC as usual. Once the two touchpanel windows have appeared, HogPC is ready to connect to MSD.

Start MSD Offline. From the Control menu, click on Select Driver.



If the current driver is not 'HogPC Link', click on 'HogPC Link' in the driver list and click on the Select button followed by the OK button. You will need to close and restart MSD for the changes to take effect.

With the HogPC Link driver active (after restarting MSD if you just selected it), ensure that Follow DMX is selected on the Control menu.



A coloured circle on the MSD status bar indicates the current status of the driver. If it is red, the driver is currently in 'Hold' mode. Select Go from the control menu to start receiving DMX from HogPC. The circle should turn green to indicate that the driver is active.

Any fixtures patched in MSD will now respond to HogPC. The patch universes correspond as follows:

- | | | | |
|--------------|---------------|---------------|---------------|
| 1 = Output 1 | 2 = Output 2a | 3 = Output 3a | 4 = Output 4a |
| | 5 = Output 2b | 6 = Output 3b | 7 = Output 4b |

Keyboard Shortcuts

Type Specifiers

Group	F1
Position	F2
Colour	F3
Beam	F4
Macro	F5
Page	F6
Effects	F7
List	F8
Time	F9 or T

Main Command Keys

Active	A
Blind	B
Clear	C
Copy	P
Delete	D
Goto	G
Highlight	H
Load	L
Main Go	}]
Main Stop	{[
Move	M
Next Page	::
Record	R
Release	Z
Skip Down	K
Skip Up	J
TryQ	Q
Undo	O
Update	U

Combinations

Choose x	Shift + Number (1-8)
Go x	Tab + Number (1-8)
Stop x	¬ + Number (1-8)
Tool keys	Shift + Func (F1-F10)
Window keys	Tab + Func (F1-F10)

Wheels

Wheel 1	F10 + mouse/cursors
Wheel 2	F11 + mouse/cursors
Wheel 3	F12 + mouse/cursors

Others

At (@)	@'
Backspace	Bkspace
Enter	Return/ Enter
Full	~#
Minus (-)	-
Next	N
Pig	Ctrl
Plus (+)	+
Set	Numlok
Setup	S
Slash (/)	/
Thru	* or X
Toggle Cursor	\
Func.	

Keyboard Map

Some keyboards differ slightly in the positioning of keys – particularly punctuation keys. The HogPC mapping of commands to keys relates the physical key to a command, regardless of what the key label may be. The diagram below can be used to relate commands to your local keyboard layout.

	Group	Pos	Col	Beam	Macro	Page	Fx	List	Time				
↵	1	2	3	4	5	6	7	8	9	0	-	+	←
TAB	tryQ			Rec	Time		Update		undO	coPy	main stop	main go	↵
CAPS	Active	Setup	Delete		Goto	Hlite	skip back	skip fwd	Load	next page	@	full	↵
↑	toggle mouse	releaZ	thru	Clear		Blind	Next	Move		.	/	↑	
PIG		ALT								ALT			PIG