



# Hog 4 OS 3.4.0 Release Notes

v3.4.0 build 1243 | May 25, 2016

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 in order to be upgraded to v3.4.0 and therefore also require a full install to be downgraded from v3.4.0 to any older software version. 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 v3.4.0 are not compatible with Hog 4 OS v3.1.0 or older.

## New Features and Enhancements

### **Fixture + Next/Back**

Pressing Next/Back while holding the fixture key advances the current fixture selection to the next whole number fixture. This is useful when dealing with compound fixtures and/or aggregated fixtures. See section 6.1.6 of the Hog 4 OS User Manual for details.

### **Dot + Next/Back**

Pressing Next/Back while holding the dot (period) key advances the current selection to the next fixture part of the selected fixtures. This is useful when attempting to adjust the same fixture part across a series of compound fixtures or aggregated fixtures. See section 6.1.6 of the Hog 4 OS User Manual for details.

### **PixelMap Layer Effects**

The Hog Pixelmap layer fixture now features effects which are programmable using the effect modes and mods under the color kind.

The current effects modes and modifiers are:

Transparent Black (mod 1 = grayscale select, mod 2 = transparency level, mod 3 = tolerance)

Transparent White (mod 1 = grayscale select, mod 2 = transparency level, mod 3 = tolerance)

Transparent Color (mod 1 = hue, mod 2 = saturation, mod 3 = color tolerance)

Tiling (mod 1 = x axis, mod 2 = y axis, mod 3 = z axis)

*Note: these effects 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 3 of the PixelMap layer fixture.*

### **PixelMap Layer Brightness, Contrast, Gamma**

Three new functions have been added to the Hog PixelMap layer fixture: brightness, contrast, gamma. These functions allow for further control of each individual pixelmap layer and are useful in reducing unwanted video artifacts and content imperfections.

*Note: this feature is only available using 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 3 of the PixelMap layer fixture.*

### **View Toolbar Color-Coding**

The View Toolbar now displays an color-coded outline around each view which matches the color coding of the view as programmed in the views directory. *Note: The color-coding of views can only be changed in the views directory.*

### **Playback Bar Color Coding**

Lists, scenes, and groups assigned to a playback bar are now displayed with a colored outline that reflects how they are color-coded in their respective directories. *Note: The color-coding of playback bar objects can only be changed in the list, scene, and group directories.*

### **Dotted User Number Assignment Improvements**

A new and more efficient method for assigning dotted user numbers to a range of fixtures in the fixtures window has been implemented: **[whole number] / [parts per whole number]**

This method does not replace the previous methods but does provide a simpler and more straight forward way to assign a range of dotted user numbers. See section 5.3 of the Hog 4 OS User Manual for details on how to use this method.

### **Cuelist Import Support for Reaper and Inqscribe Exports**

Regions/Marker CSV file exports from Reaper and XML exports from Inqscribe can now be imported into Hog 4 OS show files. For more details on this feature read section 4.12.4 of the Hog 4 OS Help Manual.

## **Bug Fixes:**

**D-02156:** Changing a Link Cues' destination by just changing the number is not working

**D-02177:** Link cues ignored with manual faders

**D-02192:** Unable to retrieve object from ID 665 from fixtures array when Viewing a Cue

**D-02335:** Fatal Error when launching the test show files

**D-02463:** Unable to retrieve object for ID 4294967295 from parameters array in test show files

**D-02678:** Command Line Goto on Master # syntax is in-correct

**D-02701:** DP8000s who have "lost server" do not always re-join the server when connectivity is restored

**D-02713:** Change Type cursor default location is set to "Select Library" button

**D-02716:** Patch @ Window orphaned if [delete], [open], or [highlight] pressed if patch @ window open

**D-02748:** Desktop Crash when selecting existing macro from directory while recording macro

**D-02756:** Garbage collection of highlight objects in playback cloud may block HogNet receiver thread

**D-02760:** Global Timing only palettes are becoming Per Fixture Palettes after getting modified

**D-02771:** Default Masking Fails if not all parameter kinds are in the show

**D-02774:** Incorrect User Number assigned to a replicated fixture, if only a single fixture of that type is scheduled when being replicated

**D-02775:** Deleting current active cue sends cuelist to the end

**D-02776:** Release on Other Go is not always releasing the list

**D-02779:** The keyboard shortcut for SET is remaining held down after a direct entry

**D-02781:** If network cable is pulled while the 8K is loading the database, then plugged back in the 8K may not join the show

**D-02786:** Cues no longer able to have blank cue name if trying to remove the name within an opened list

**D-02799:** Beam Fx 2 Offset appears on encoder wheel

**D-02838:** Logging off a show after removing a fixture crashes desktop

**D-02846:** Event log for HogCloud.Object context says "No factory for object type 266"

**D-02852:** Visualizer is sometimes ON after complete install

**D-02866:** Templated HTP faders flash on page change

**D-02867:** HTP faders flash on page change

**D-02883:** Back key in fixture selection starts at first fixture instead of last

**D-02884:** HTP faders flash when created