

WHOLEHOG

"Revolutionary, not evolutionary"

– 1992 PLASA Award Judges

The WHOLEHOG™ has revolutionised lighting control. It brings shows using scrollers, dimmers, and moving lights of all sorts under the control of the same console. Regardless of what type of fixture is being used, the console always works in the same, simple way. So even the most complicated shows – with fixtures you've never used before – can be programmed quickly and easily.

The WHOLEHOG is a fundamental rethinking of how a desk should work, rather than being another remake of dimmer control technology:

- A fixture is a fixture - not a series of parameters to be remembered separately. Fixtures can be grouped, manipulated, viewed, and edited as one.
- Every parameter, cue, sequence, group, preset or palette can be given a name which is displayed everywhere it's used - for instance, a blue setting appears as "Blue" rather than as "57%".
- Parameters are classified as either Colour, Beam, Focus or Intensity for matching their control needs – Intensities are controlled by faders; colour and gobo can be programmed to snap change. Overrides during playback can be parameter specific.

All editing and programming is done via the same five buttons: there are no complicated procedures to remember – once the basic principles are understood, the rest follows naturally. Although simple, it is still very powerful: in just three button presses, entire sequences can be merged together step by step; or individual parameters – like colour – can be updated selectively.

With the WHOLEHOG, you're not confined by any constraints of the console. Instead, the WHOLEHOG can be configured to suit your needs:

- Fixture types can be set up according to the demands of the show by using the on-screen fixture library.
- Playback can be arranged in any fashion: as a 'rock' show with separate looks and effects on individual masters; or as a 'theatrical' show with the entire show programmed into a sequence and cued from one master - or anywhere in between.

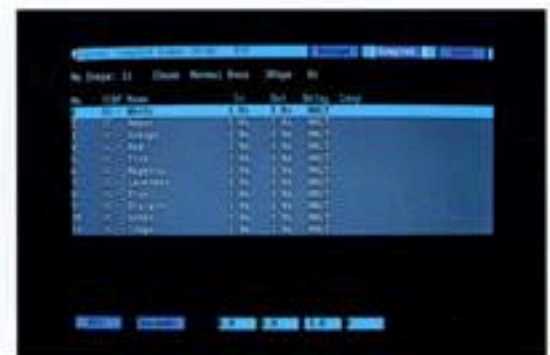
With 6000 channels, 12 DMX outputs, 20 fader masters and 28 button masters, the WHOLEHOG gives the lighting designer unsurpassed power to design the most sophisticated shows. It sets the standard for the 1990s, where creativity is no longer limited by technology.



Fixture Library



Output Levels



Sequence Display

Setup

- The *Fixture Library* contains most types of multiparameter lights – no personality cards required. Existing lights can be customised, or new and exotic fixtures can be added.
- The on-screen *DMX patch* assigns desk channels to dimmers, and sets addresses for multiparameter lights. Split patching is done easily for fixtures such as the VARI*LITE VL5™.
- The *Customise* window individually tailors the performance of fixtures: you can hang fixtures sideways or upside down, and have them all move in the same direction; or you can limit output levels, or customise crossfades.

Displays

- The *Output Levels* display shows actual or previewed levels and settings for all fixtures and dimmers. Names such as preset names and colours are shown where appropriate.
- The *Sequence Display* shows the names and composition of cues in a sequence. The current step and pending jumps are highlighted. Crossfade times and loop backs can be programmed on-screen.
- The completely adjustable *Rig Schematic* shows the locations and settings for all fixtures.

Special

- The *Stack Synth* window is a powerful and fully customisable effects generator for any type of multiparameter light or dimmer. Preprepared effects can be recalled and modified; your own effects can be stored for later use.
- The *Tools* window gives access to quick but powerful user diagnostic tests for the console hardware.
- The *Lock* window gives a three-level protection system for setup and programming. The password "keys" can be changed by the operator.

23 LCD Displays

- High contrast, EL backlit, reflective displays for easy viewing in dark conditions and in bright sunlight.
- Room for 15 character names in most displays.

28 Scene Masters

- Instant one-touch access to favourite cues.
- Can override looks by bumping or crossfading as set by Add /Swap buttons.

Programming Menu

- One-touch access to all the powerful features of the WHOLEHOG.
- 230 groups of mixed fixture types.
- 300 palette settings for storing frequently-used settings of any combination of parameters or fixtures.
- 105 unique position presets per fixture.
- 150 previewable pages.
- 300 global sequences and cues that auto-update across pages.

Programmer

- Any fixture in any cue can be grabbed and adjusted immediately.
- Different types of fixture can be programmed at the same time - they all look the same to the user.
- Five editing keys manipulate programming in everything from cues to entire sequences.
- Theatrical programming mode for creation of complex sequences.
- Macros for complicated tasks.
- Blind programming.



20 Fader Masters

- Independent control of Intensity, Colour, Beam and Focus.
- Intuitive playback control of dimmers.
- Dedicated buttons give complete control over fader response (Flash, Activate, Go, Stop, Latch, Swap).
- Full crossfading at all times.
- The LTP+ priority system eliminates the hanging channels found in other LTP desks.
- Repetitive loops can be programmed within a sequence.

Playback Controller

- Sets and records in real-time a sequence's timing information and playback mode.
- Timed mode is used for theatrical-style playback with In, Out, and Delay times for each step.
- Chase mode's rate, crossfade, and direction settings quickly set up sequences for playback.
- Sets timing information for scene masters.
- T bar for manual crossfades
- Cue jumps for quick impromptu moves within a sequence.
- Macros for customising playback performance

High Res Encoders

- Intensity, Colour and Focus parameters are programmed and played back as blocks - Beam parameters can be programmed and recalled individually.
- Displays show appropriate names such as "Blue" or "Starfield".
- Highlight button for easy beam positioning.
- Mask and Delete buttons for selective programming by ICBF type.
- Program any of up to 48 parameters per fixture.

WHOLEHOG

Programming

- All features and programmed cues can be accessed and changed at any time
- Five edit keys enable limitless manipulation of programming, with at most three key presses
- Groups of fixtures can be programmed at once
- Palette buttons can record Intensity, Colour, Beam, and Focus (ICBF) parameter settings either individually or mixed, for individual, mixed or composite fixture selections
- Position presets automatically update focus settings
- Global sequences and cues automatically update wherever used
- Stack synthesiser automatically generates complex sequences for a fixture or across a group of fixtures
- Fully editable macros for automating complicated, non-standard programming requirements
- Parameters grouped into ICBF types, and controlled by 12 parameter wheels
- ICF parameter types are linked by fixture - B parameter types can be individually recorded
- ICBF Mask and Delete keys enable selective parameter type programming
- Optional mouse or trackball control of pan and tilt
- Blind programming mode
- Build programming mode for 'theatrical' automatic tracking through sequences
- Undo button to reverse previous command
- Highlight button temporarily sets beam to full for focusing without affecting stored settings

Playback

- Independent control of ICBF parameter types
- Selective recall of ICBF parameter types
- Dedicated go, stop, bump buttons for manual cueing and controlling sequences and crossfades
- Up to 48 simultaneous crossfades
- Fully automatic 'dipless' crossfades on any fader or button
- LTP+ priority system includes a one step prior memory for cue pullback
- Three playback modes available on any fader at any time: manual, chase, or timed
- Chases have fully programmable direction, crossfading and rate (1 to 600 bpm) - adjustable while running
- Timed mode gives a theatrical control over timing - each step has a definable In and Out crossfade time, followed by a Delay interval or a Halt. Times are programmable from 0.1 seconds to 60 minutes.
- Loop backs within sequences programmable on a 'loop till Go' or a countdown basis
- Macros allow multiple-part cueing across all masters, as well as automating complicated, non-standard playback procedures

- Instant jump cueing keys
- Manual crossfades on T bar
- Intensity Grand Master and Dead Black Out button

Tools

- On-screen, fully editable fixture library
- Fixture customisation
- Instrument schedule
- DMX patch done on-screen. Any fixture can be patched anywhere on the 12 DMX outputs. Intensity parameters can be patched independently
- Output / Preview display
- Sequence display
- Fully adjustable rig schematic
- Stack synthesiser
- Macro editor with Record, Cut, and Paste

Hardware

- 12 DMX outputs (USITT 1990), 30 / 44 Hz selectable refresh rate; all start codes supported; opto-isolated driver subsystem
- Full hardware DMX patch system
- Fixtures or groups can be instantly knocked out of DMX patch
- 23 high-contrast, Hitachi EL backlit reflective LCDs give instant feedback on console programming
- 90-264V DC - 400Hz AC Universal Input Power supply
- 8Mb online memory
- Rugged, shock-mounted 120Mb hard drive for main storage
- 3.5" Floppy disk drive for archiving show programming and as Emergency Backup for hard drive
- 64 bit calculations give full 16bit resolution on all parameters
- Pre or post checksums calculated by fixture as defined by the fixture library
- Separate control rack with high resolution screen;
- Midi / SMPTE option
- The world's most comfortable elbow rest

Capacities

The following figures are per show and are memory-dependent. About 20 typical shows can be stored on the hard drive at the same time.

- 48 parameters per fixture
- 6000 channels per cue
- 65,000 steps per sequence
- 3000 sequences
- 150 pages
- 230 groups, 300 palettes
- 105 position presets per fixture
- 150 global cues and sequences

Worldwide Distributors (except America):

AC Lighting Ltd.

Unit 3, Spearmast Industrial Park, Lane End Road,
High Wycombe, Bucks, HP12 4JG, UK
Tel: (44) 494 446000 Fax: (44) 494 461024

American Distributor:

Flying Pig Systems Inc

21241 1/2 Pacific Coast Highway,
Malibu, California 90265, USA
Tel: (1) 310 317 4886 Fax: (1) 310 317 4996