



WHOLEHOG II





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In today's chaotic lighting world the ability to adapt quickly to any situation is essential. That's why the WHOLEHOG II is built to handle everything from intricate theatrical shows to the most unstructured television or concert events. Its unprecedented flexibility and a tremendous feature set allow moving lights of all types to be programmed as quickly as conventional lights.

INSTANT ACCESS

This unmatched versatility results from a simple operating system, sophisticated software features, and a robust hardware platform. Getting started is easy; preset personalities for most fixtures automatically configure the console for immediate use. Plus, there are no endless key presses or confusing menu layers; just press the touch-sensitive displays with your finger to select fixtures, colors, gobos, or anything else. Alternatively, use the keypad to quickly access all of the console's features.

ONE TOUCH PROGRAMMING

The WHOLEHOG II can also program itself: the console instantly creates sequences such as ballyhoos, circle movements, or shutter chases. Just select the fixtures and the desired effect to make a sequence, or let the console automatically generate a random look. You can also create custom effects and transfer them to other shows.

CONSTANT FEEDBACK

The WHOLEHOG II's flexible window system provides confusion-free programming and gives all the information you need at your fingertips—from programming tools to cue lists to output. There's no need to memorize menu mazes; the windows of your choice can be sized and arranged in any configuration on any of the four monitors, so you can always

see what's going on. Favorite arrangements can be named and saved on view buttons for instant recall.

UNLIMITED TIMING OPTIONS

The WHOLEHOG II's comprehensive timing functions easily handle a vast range of challenges. Take advantage of programming features such as unlimited cue parts, split fade times, and embedded chases, or explore playback options like running multiple cue lists simultaneously, or crossfading from several different cues and chases to any other combination of cues, cue lists, and chases—with one key press. Preprogram all timing, or retain artistic freedom with manual control of multiple fades and a console-wide rate override.

CONNECTIVITY

Cues, cue lists, and presets can be copied from one WHOLEHOG II to another, allowing shows programmed on two consoles to be played back on one. In addition, the WHOLEHOG II's flexibility extends to communicating with the other types of equipment; besides DMX, the console also features MIDI, SMPTE, and native fixture protocols (where available). The DMX-In port can take "snapshots" of cues from traditional consoles, or trigger cues on the WHOLEHOG II from other consoles. It's also possible to connect a remote or an expansion unit to increase the number of playback masters, if needed.

ADVANCED HARDWARE

A sophisticated hardware design packages all this power into one compact unit; there's no external processing unit or PC. Use of the touch-sensitive displays allows buttons and functions to be added as required, safeguarding future flexibility. Plus, the advanced RISC processor ensures that there's always lots of processing power available.



Disk Drive

All shows are stored on standard 3.5" floppy disks. Cues, cue lists, effects, and presets can be copied from one show to another.

DMX In

Take snapshots of cues from other consoles and play them back on the WHOLEHOG II, or use DMX to trigger activity on the console.

Four Outputs

Set each output to DMX or any supported native fixture protocol. Any fixture or parameter can be patched to any location.

Printer

Print out cues, cue lists, patches, or any display to a PC compatible printer.

MIDI + SMPTE

Store MIDI commands in cues or use MIDI to have a backup console track a show. Receive MIDI or time code to play back cues.

External Displays

Two optional external displays give a total of four monitors to view the wide range of windows and screens available. Configuration is completely up to the user, with the option to store favorite combinations on the View buttons for instant access.



Touch Screens

Use the two touch screens to select presets, palettes, groups, or fixtures. They allow instant, clear access to all of the programming features on the console. Assign parameters, select groups, edit cues, even choose fixtures by pressing them on the rig schematic.

Playback Masters

Each master has the power of an entire ordinary theater-style console, supporting the most complicated cue lists, and able to run individually or simultaneously with other masters. The 8 completely customizable masters are organized as a page, with the Next Page button crossfading from all active cues and lists to those on the next page.

Keypad

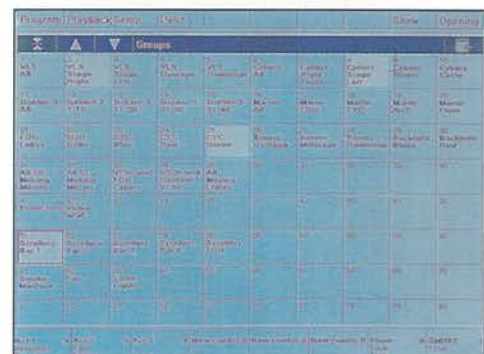
Access fixtures, enter levels and times, and edit cues and palettes with the most frequently used function buttons in the familiar keypad configuration. Copy, Move, Record, and Delete afford unlimited manipulation of programming, while the Group, Focus, Colour and Beam buttons allow quick access to presets.

Parameter Wheels

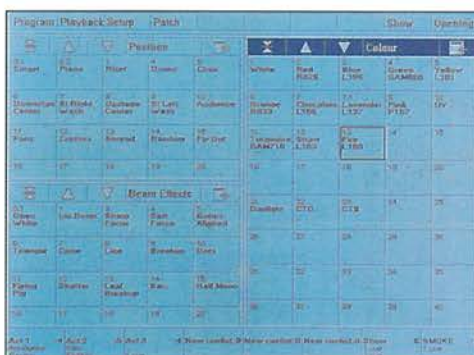
In addition to the keypad and the touch screens, the parameter wheels offer a third way to set levels. They can control all parameters, mix color, and set pan and tilt values. In playback mode, use them to access the console-wide rate override.



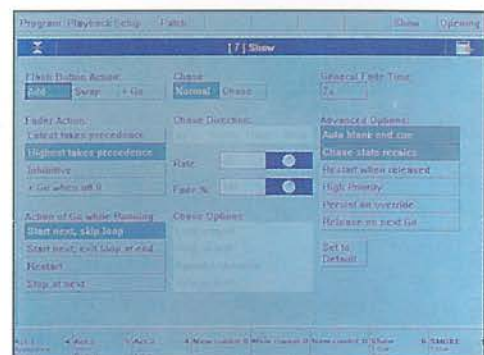
Output Window



Group Window



Group, Color, and Beam Windows



Cue List Options Window



WHOLEHOG II

Programming

- Editable personalities for all major fixture types
- Fixture, group, and preset selection via touch-sensitive displays
- Familiar command line programming syntax
- Unlimited multipart cues
- Automatic chase programming
- Standard or custom profiles for fixtures and crossfades
- Intelligent XYZ programming of pan and tilt
- Complete programming manipulation: move, copy, merge, mask, etc.
- Automated preset focus and palette updating
- Fully editable macros
- Instant access to all parameters
- Cue, cuelist, chase, and preset transfer between consoles
- Highlight button for focusing
- Next fixture button for quick fixture selection
- Active button instantly grabs all active fixtures
- Snapshot function for active cues
- Random cue generator
- Blocking and releasing cues
- Track and Cue Only modes
- Blind programming mode
- Undo button

Playback

- Each master runs its own cue list and features Go, Pause/Back, Add/Swap/Bump, and Select buttons
- Unlimited simultaneous playback of independent cue lists, chases, or effects on all masters
- Cue timing options: fade, delay, or manual (all with in/out option)
- Independent timing and fade path settings for each channel in a cue
- Times programmable from 0.0 seconds to days
- Learn mode for times
- Chases have fully adjustable direction, crossfading, and rates
- Intensity controlled by HTP or LTP, other parameters by LTP+
- Embedded chases and loop backs within cue lists
- Instant Go To button
- Independent control of multiple manual crossfades
- Macros and MIDI Out commands can be included in cues
- Custom settings for go and flash buttons, cues, cuelists, and submasters: activation, precedence, resetting, inhibitive, etc.
- Flexible page sizes, instant page changing, page activity recall, next page button, page template
- Intensity grand master and blackout button
- Instant timing overrides by cue, master, or console

Displays

- Cue list
- Cue contents
- Actual output
- Spreadsheet
- Rig schematic
- Floorplan

Hardware

- Entire system contained in console
- Four separate, bi-directional ports configurable to DMX 512 and native fixture protocols
- Eight playback masters—each able to run the most complicated cue lists or chases
- High performance superscalar RISC processor
- 90-260V 40-400Hz AC twin-filtered universal input power supply
- DOS compatible 3.5" disk drive for show storage and programming exchange
- Two external SVGA monitors supported
- Dimensions: 668mm x 588mm x 153mm (26" x 23" x 6")
- Weight: 22 kg (48 lbs)

Connectivity

- PC compatible printers supported
- Linear time code input (SMPTE/EBU)
- MIDI in/through/out
- DMX input for "snapshots" or external triggering
- Stage remote
- Communications port to additional units
- Tracking-mode for backup console

Capacities

- 2,000 DMX 512 channels and dimmer channels
- Unlimited number of simultaneous crossfades
- Over 100 playback masters (including virtual ones)
- Thousands of cues, cue parts, cue lists, chases, effects, groups, presets, pages, macros (figures are memory dependent)

Other

- All four displays can simultaneously show different windows
- Windows can be sized and moved on any display as desired
- Custom configured views can be saved and instantly recalled
- All items can be given useful names to simplify operation
- Multiple fixture types simultaneously supported
- Any fixture or parameter can be patched to any location
- User-definable system default settings
- Console self-test and diagnostic routine
- Access protection password (programming and/or playback)
- The world's most comfortable armrest

Options

- Expansion unit for additional masters
- Remote unit
- Independent show control unit
- External monitors
- External trackball/mouse
- External keyboard
- Printer
- 12V desk lamp

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