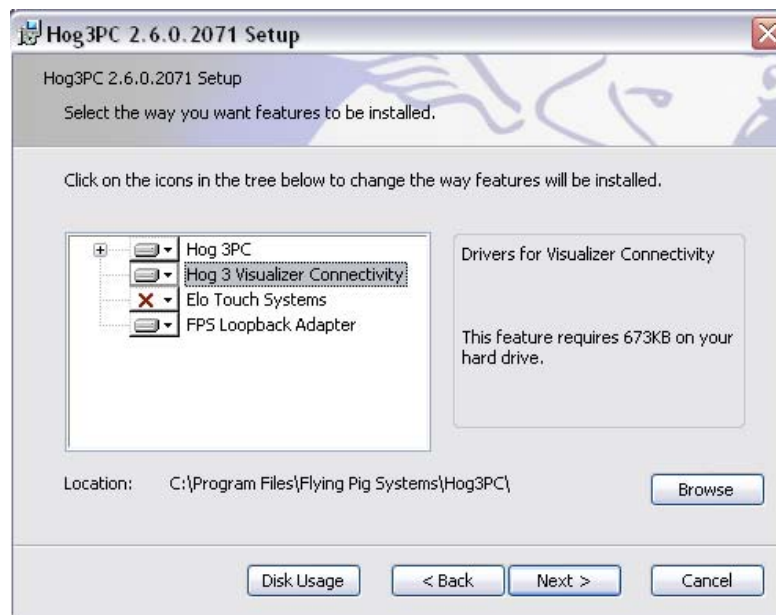


Setting up a Direct Connection between LightConverse visualization software and Wholehog-III lighting consoles.

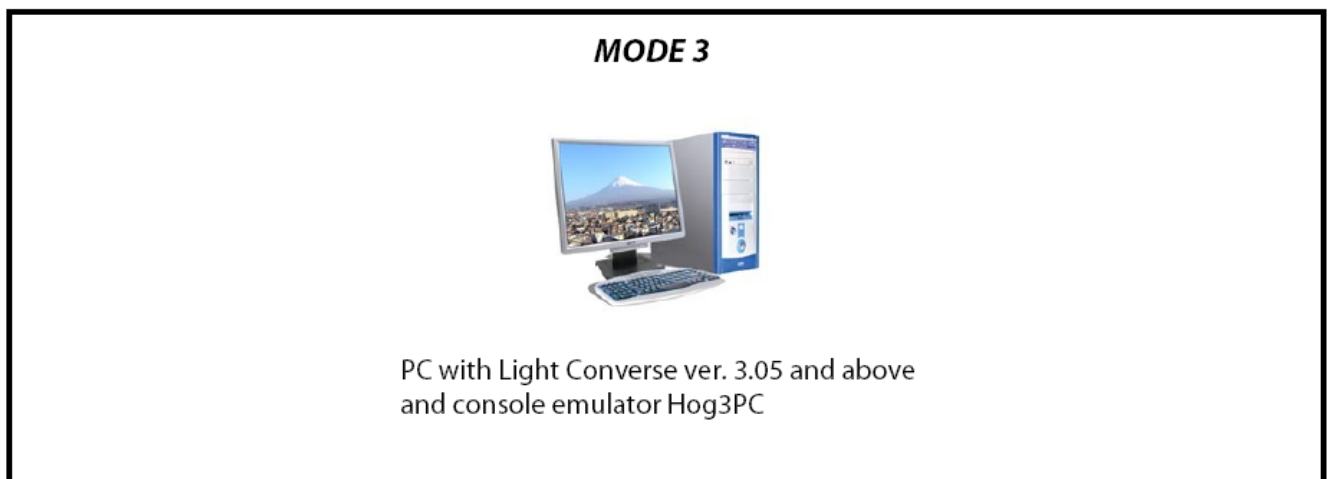
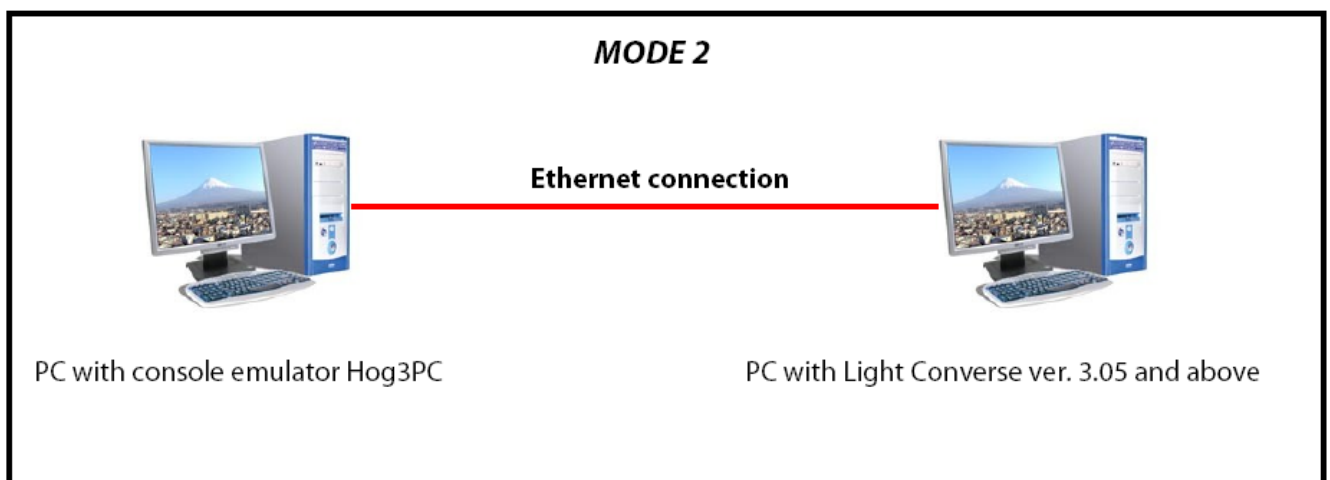
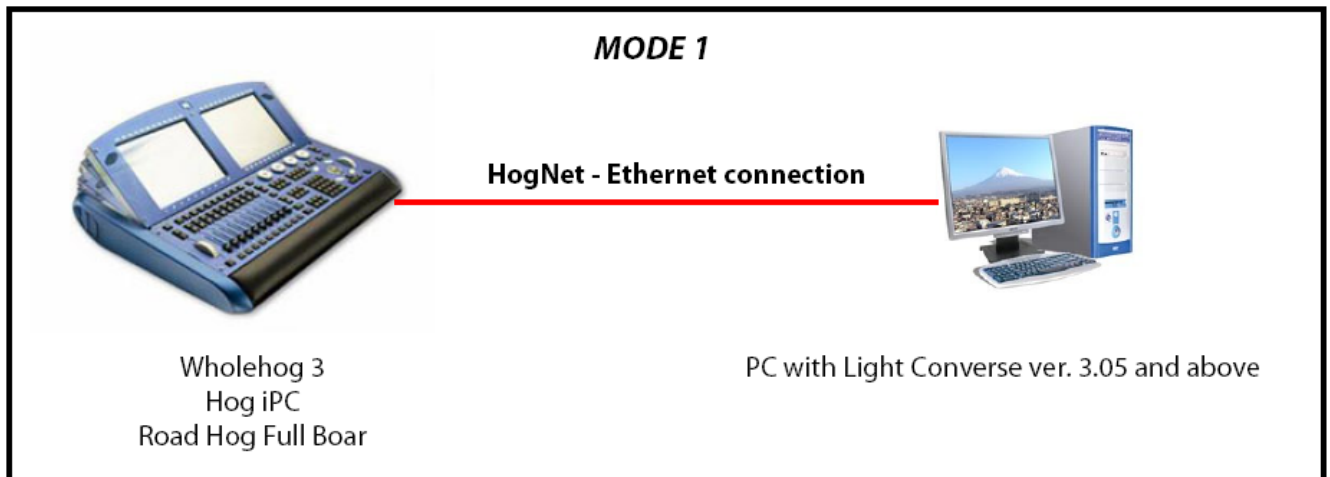
I. Connection Features

Please review the following connection features before setting up connection:

1. Direct connectivity between Hog-III consoles and LightConverse software is available as of LightConverse version 3.05.
2. Any Hog-III lighting console with HogNet capability can be connected. Wholehog 3, Hog iPC, Road Hog Full Boar and the Hog3PC console emulator are suitable consoles at present.
3. The LightConverse program uses the standard Hog3 Visualizer Connectivity Driver which can be set up in either two ways:
 - a. download from:
<http://www.flyingpig.com/support/hog3/downloads/archive/wyg/VisualizerConnectivity.shtml>
 - b. while installing the Hog3PC console emulator starting with version 2.6.0:



4. Any of the following connection modes can be used:

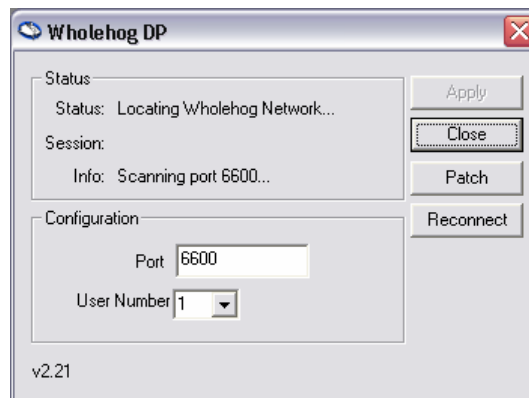


II. Connection Setup Order

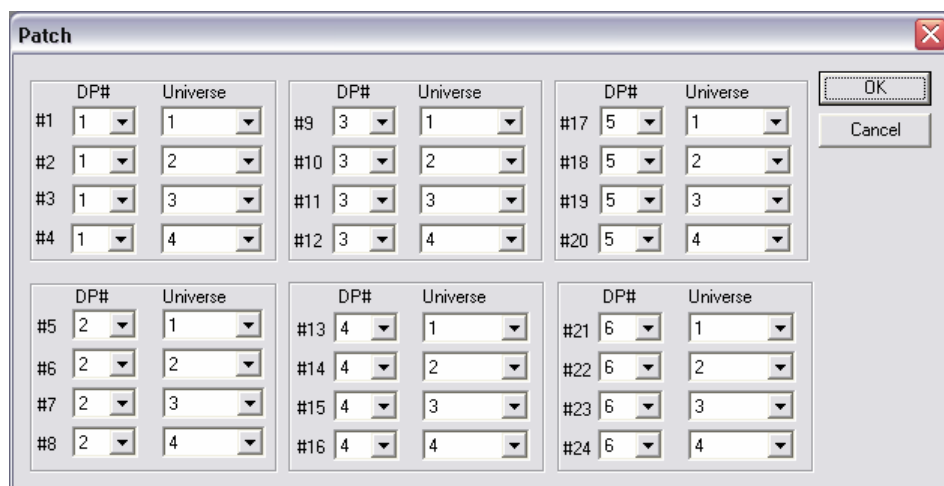
1. Install LightConverse ver. 3.05 or above. The program is available at: <http://www.lightconverse.de> → Downloads → LightConverse.
2. Download and install the latest Hog3 Visualizer Connectivity Driver from: <http://www.flyingpig.com/support/hog3/downloads/archive/wyg/VisualizerConnectivity.shtml>.
3. Use any of the connection modes shown above. If mode 2 or 3 is used, the Hog3PC program should be downloaded and installed: <http://www.flyingpig.com/support/Hog3PCSoftwareDownloads.shtml>.
4. Run LightConverse using a LightConverse Unlimited USB-dongle.
5. As long as at least one fixture is patched at a Hog3 address (see Patching Fixtures in LightConverse below) a status line will display the following message:



- At the same time, the Wholehog DP window will open:



- Pressing the Wholehog DP Patch button will open the following Patch window:



- In the Patch window, a correspondence between LightConverse DMX-In (Hog Universe numbers #1–24) and Hog3 DMX-Out (columns DP# and Universe) can be set up.

III. Patching Fixtures in LightConverse

1. Begin patching necessary fixtures. For more details, please see the LightConverse manual.
2. Without closing the LightConverse «DMX input» window, press the «Universe» button. Next, select the «HOG» button and a DMX-In Universe number (1-24). Make sure to press «Apply» after making your selection. In the example below, Hog Universe 2 has been selected:

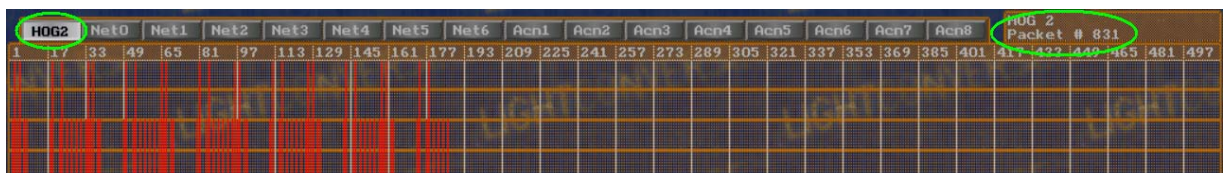


3. If in Visualization Only Mode, your fixtures will begin responding to Hog commands. Please see Check Connection below.
4. If in Full Processing Mode, select the patched fixtures and press the «1-2-3-4» button. Next, press «Fixture menu» and press «Mute». Then, choose the «Input» button and press «Unmute». Your fixtures will begin responding to Hog commands. Please see Check Connection below.

IV. Check Connection

The fastest way to check the connection (**after** patching the fixtures):

1. Connect the console to the PC using any of the above connection modes.
2. Plug an Unlimited USB-dongle into your PC's USB-port.
3. Run LightConverse.
4. Select «DMX Visualization Only» mode.
5. Select HOG Universes. HOG2 Universe is selected in the below example:



- If the connection is set up correctly, the «Packet #» value will be increasing at 25 points per second.

V. Possible connection errors

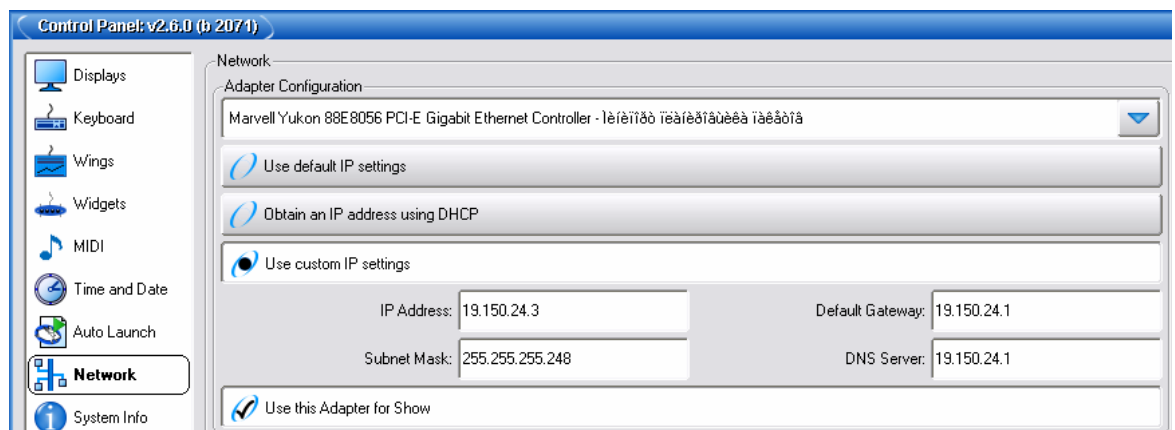
1. While starting LightConverse there is a message in the status line: “Reinstall Wholehog-III Connectivity Driver”.

Solution: Close LightConverse and reinstall the Hog3 Visualizer Connectivity Driver.

2. Status “Locating Wholehog Network...” is displayed in the Wholehog DP window

Solution:

- a. Check network status (if either connection modes 1 or 2 is used). An indicator «Link» should be lit on the PC’s network adapter.
- b. Check network settings. The IP addresses of the PC and the console network adaptors should be in the same subnetwork.
- c. Check the active network adapter and its settings on the console. Open the Hog «Control Panel» window and select the «Network» tab:



- If «FPS Loopback Adapter» is selected in the «Adapter Configuration» list, expand the list, select another adaptor corresponding to the network connection with the PC and select the «Use this Adapter for Show» checkbox. Press «OK» or «Apply» to save the changes.

Notes:

- The change of network adaptor option will be available only if the console is connected to an operational network.
- It is recommended to connect the PC and console using a hub or a switch (does not apply for Hog3PC).
- If using Hog3PC on the same computer as LightConverse, you will need a Loopback Adapter if there is no other network present.

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