

Capture Visualizer Connectivity

(excerpted and adapted from the Hog 4 OS v3.13 User Manual)

Connectivity Overview

In addition to Art-Net, sACN, and DMX, Hog 4 OS consoles can control visualizers through a direct visualizer stream via the console's FixtureNet port. For most applications this requires installation of the Hog 4 Connectivity Driver on the visualization computer. **Installation of the Hog Connectivity Driver is NOT required if running Capture 2019 or newer lighting design software or a Capture 2019 or newer presentation file since CIP is supported for Hog visualizer streaming.** This section describes how to physically connect the console to the Capture visualizer PC, and how to configure both the visualizer PC and Console to enable direct Hog Visualizer Connectivity.

For the most up to date information on connecting Capture to Hog 4 products, please see: https://support.etconnect.com/HES/Consoles/Hog_4/Networking/How_to_connect_a_Hog_4_console_to_Capture_Visualization_software

For visualizer product information, software licensing, and instructions on visualizer operation, please contact the visualizer manufacturer directly.

Capture: www.capture.se

Installing the Hog Connectivity Driver on the Visualizer PC (required for Capture 2018 and older)

The current Hog 4 Connectivity installation application can be downloaded from the High End Systems website: www.highend.com. The connectivity driver is also automatically installed with Hog 4 PC. **Installation of the Hog Connectivity Driver is NOT required if running Capture 2019 or newer lighting design software or a Capture 2019 or newer presentation file since CIP is supported for Hog visualizer streaming.**

To install the connectivity application using the dedicated installer:

1. Double click the HogConnect_x-x-x-x.msi file to launch the install wizard.
2. The Hog Connect installer will check your operating system and windows installer versions, and then display the welcome screen. Click **Next** to begin the installation process.
3. The wizard displays an End User License Agreement. Select *I accept the terms in the License Agreement* and then click **Next** to continue.
4. A *Ready to Install* screen will appear with instructions on beginning or cancelling the installation. Click **Install** to begin installing.

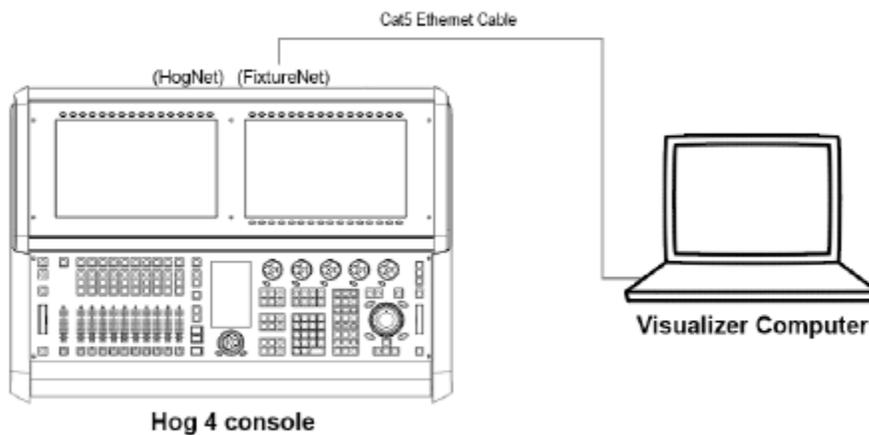
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5. The installation only takes a few seconds. When the installation is complete, click Finish to exit the installer.

Physically Connecting the Console to the Visualizer

Connect the console's FixtureNet port to any Ethernet port on the visualizer PC using a standard Cat5 or Cat6 Ethernet cable. Switches and routers can also be used in-line to connect the console to the visualizer PC.



Configuring the Visualizer PC for Connectivity

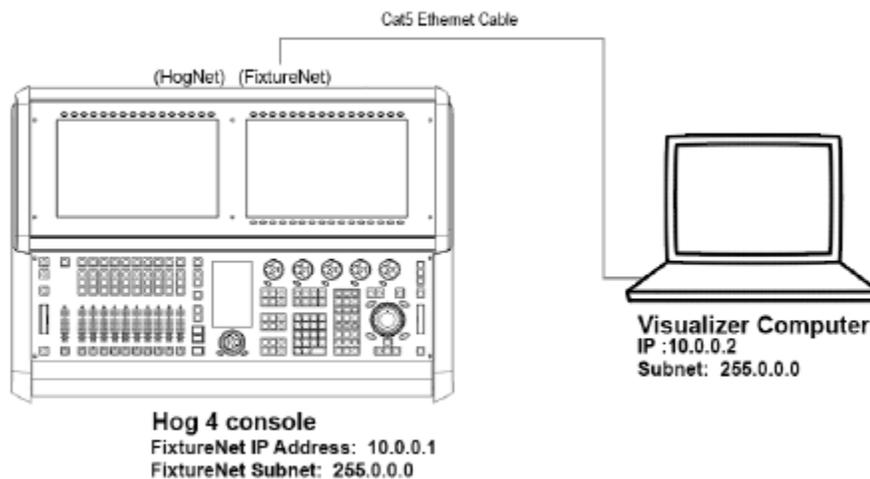
Network Settings on the Visualizer PC

1. Navigate to the network and sharing center of your visualizer PC by right clicking on the network icon on the Windows desktop and select properties. If the network icon is not shown on your desktop then do a search for "network and sharing center" on your PC and click on the appropriate search result to open the network and sharing center window.
2. Click on "change adapters settings" located in the left hand pane of the network and sharing center window.
3. Ensure that the network adapter associated with the Ethernet port you connected to the console is enabled and assigned an IP address that is within the same sub-network as the console's FixtureNet port. This can be accomplished by assigning the network adapter a static IP address or by using a DHCP router in the network and assigning the network adapter to "obtain an IP address automatically". A typical static IP address configuration is shown in the image below. Note: In some cases, it may be necessary to also right click and

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disable the other network adapters including Bluetooth and wireless network adapters to ensure the visualizer application is sending data to the appropriate network adapter.



Capture Configuration

Capture 2018 older:

- Installation of the Hog Connectivity Driver on the visualizer computer is required.
- On the console select the "Hog Connectivity" protocol and "Capture" manufacturer in the visualizer node settings
- In Capture set the project console link and universe bindings to "Auto" or "Hog 3/4" when available.

Capture 2019 and newer:

- Hog Connectivity and CITP protocols are both supported.
- Installation of the Hog Connectivity driver is not required if the CITP protocol is used.
- The CITP visualizer streaming protocol is compatible with Hog 4 OS consoles and both the Windows and Macintosh versions of Capture 2019 and newer as well as presentation files generated by Capture 2019 and newer.

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- In Capture set the project console link to "Auto" and set the universe bindings to "Auto".

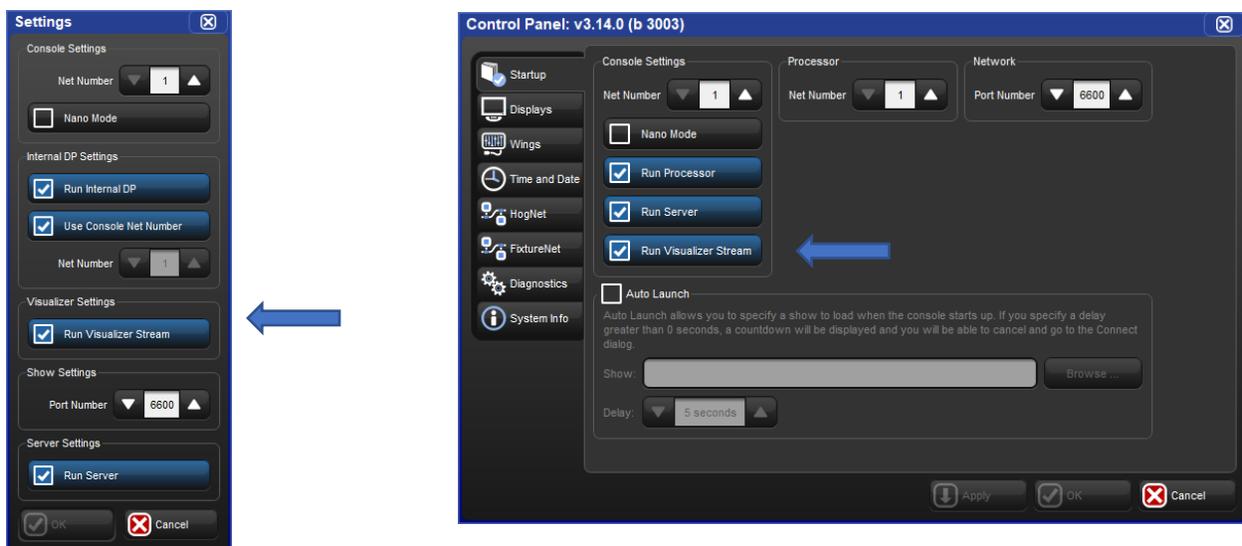
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Configuring the Console for Visualizer Connectivity

Enabling the Visualizer Stream on the Console

1. Navigate to the start screen of Hog 4 OS and click on the settings button (v3.13 and older) or the control panel button (v3.14 and newer).
2. Enable the "Run Visualizer Stream" button and click okay.



Hog 4 OS v3.13 Settings dialog (left) and Hog 4 OS v3.14 Control Panel, Startup tab (right)

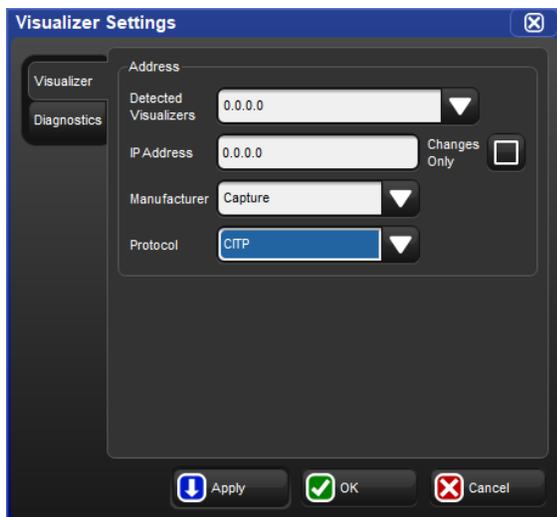
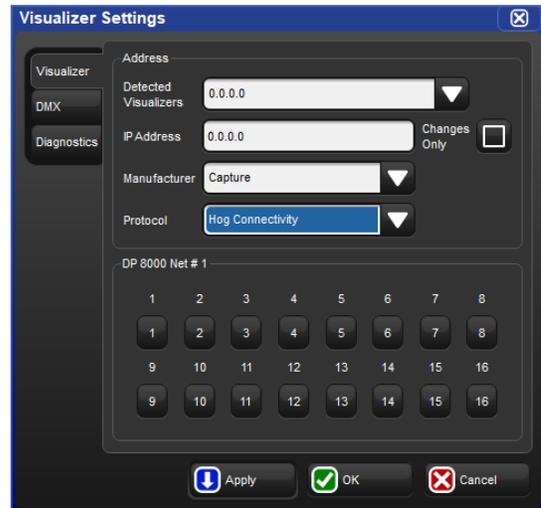
Configuring a Show for Visualizer Connectivity

1. Load a new or existing show file on your console.
2. Open the network window (setup, network).
3. Click on the visualizer node listed in the network window.
4. Click on the settings button located at the top of the network window. This will open the visualizer settings window.
5. Enter the IP address of the visualizer PC into the "visualizer IP address" field. If a visualizer is already running on the network, you can use the "detected visualizers" drop down menu to auto-populate the IP address and visualizer protocol and manufacturer fields.

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6. Select the appropriate visualizer protocol and manufacturer using the drop-down menus. Use of the CITP protocol for visualizer streaming to Capture requires Capture Version 2019.0.13 or greater.
7. Hog 4 OS v3.13 visualizer connectivity (shown to the right) supports multiple DMX Processors dependent upon the number of universes supported by your visualizer and/or license. You can connect any universe on any of the patched DPs within your show to any universe within the visualizer. For example, to assign visualizer universe 3 to respond to output from DMX Processor 1 universe 8, simply locate DP# 1, Universe 8 in visualizer node settings window, click on the button and select 8.



Hog 4 OS v3.14 (shown to the left) and newer use linear universe patching and will map universes one to one with visualizer universes.

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8. Click OK to apply the changes. If your show file is appropriately patched and your visualizer is running and assigned to listen to Hog connectivity input, you should now have control over the visualizer from you console.

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Visualizer Troubleshooting

1. The visualizer node is showing as "idle" or "offline" in the network window.

Ensure that the "Run Visualizer Stream" option is turned on in the settings window of the Hog 4 OS start screen.

2. The visualizer node is not appearing in the network window.

Ensure that the "Run Visualizer Stream" option is turned on in the settings window of the Hog 4 OS start screen.

3. The visualizer node is running but there appears to be a noticeable delay in responsiveness in the visualizer.

A lack of responsiveness can be due to an underpowered graphic card installed on the visualizer machine.

4. The visualizer node is running but I am getting garbled fixture output in the visualizer.

Ensure that the correct visualizer manufacturer and protocol is selected in the visualizer node settings window on the console. Then check that the universe patch settings for each DP and universe are set appropriately in the visualizer node settings window on the console. If using the CITP visualizer streaming protocol with Capture ensure that Capture 2019.0.13 or greater is installed.

5. The visualizer node is running but I am getting absolutely no output data in the visualizer.

Ensure that the visualizer IP address and manufacturer settings are correct in the visualizer node settings window on the console.

6. I've tried everything and the settings all look correct in the console and in the visualizer application but it still isn't working.

Ensure that the visualizer's IP address and console's IP address are set within the same subnetwork. If you are unsure what this means then try using the IP address settings from the example figure in section 29.3 and try again. If you continue to have trouble contact HES support for further assistance.