

Connecting Wysiwyg to your Wholehog III

7. When you launch Wysiwyg with the Wholehog III driver installed, a dialog will open in the bottom right of your screen. This is what you will see if the Wholehog III is not running or connected.



Fig7.

8. Once you start the console this dialog box should change.



Fig 8.

9. Once it has found the server then you will then see this dialog.



Fig 9.

This dialog above shows the status of the driver in the same way that the DP2000s report their status. The dialog will remain on top of all Windows applications. If you close the dialog, you can reopen it by double-clicking on the Wholehog III icon in the system tray on the Windows Taskbar.

From this dialog, you can change the User number and Wholehog III network port of the driver.

The User Number is the NET Number. This is displayed on a real DP in the top right hand corner.

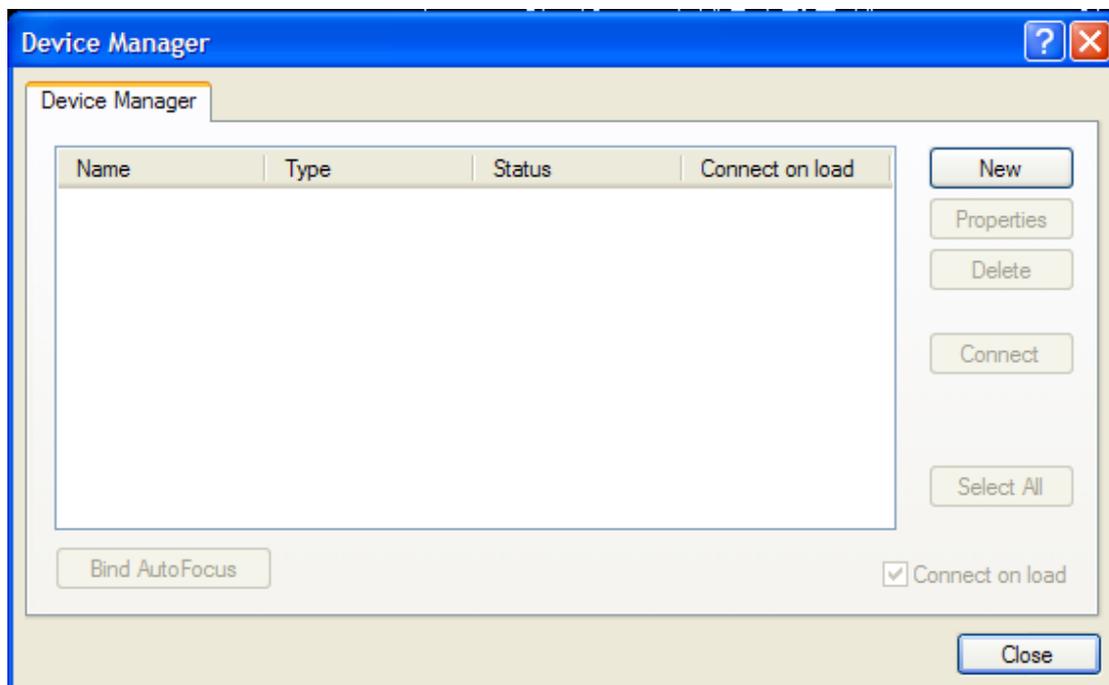
The port must match that of your Wholehog III network for Wysiwyg to connect. To update these values, change them and press Apply.

Wysiwyg will look for a Wholehog III system on your network and will automatically connect to it.

Now you should look at your settings within WYSIWYG

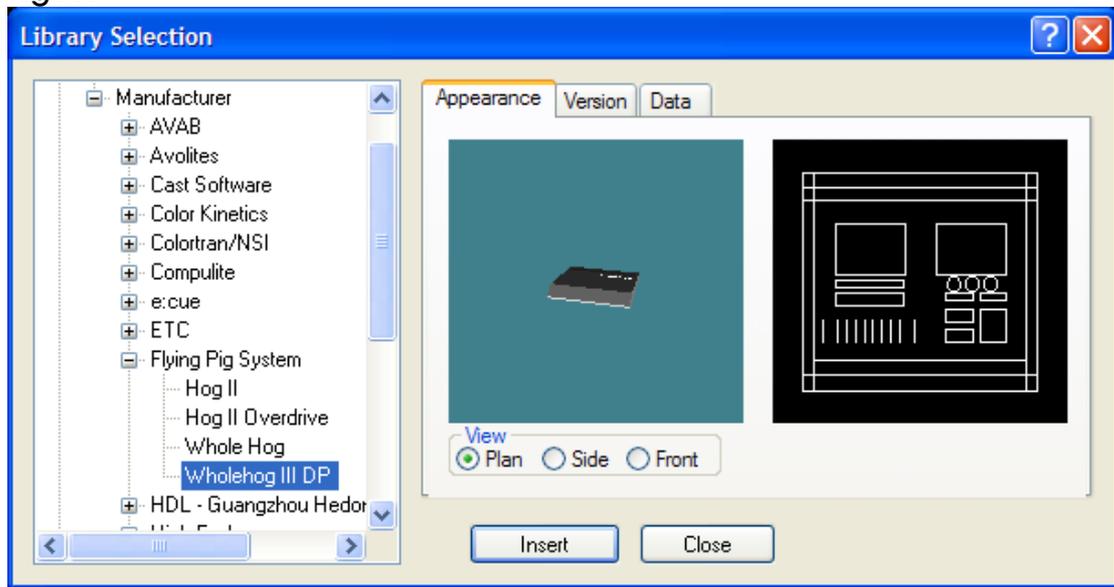
10. In Wysiwyg Live Mode, go to the Device Manager (Live > Device Manager).

Fig 10.



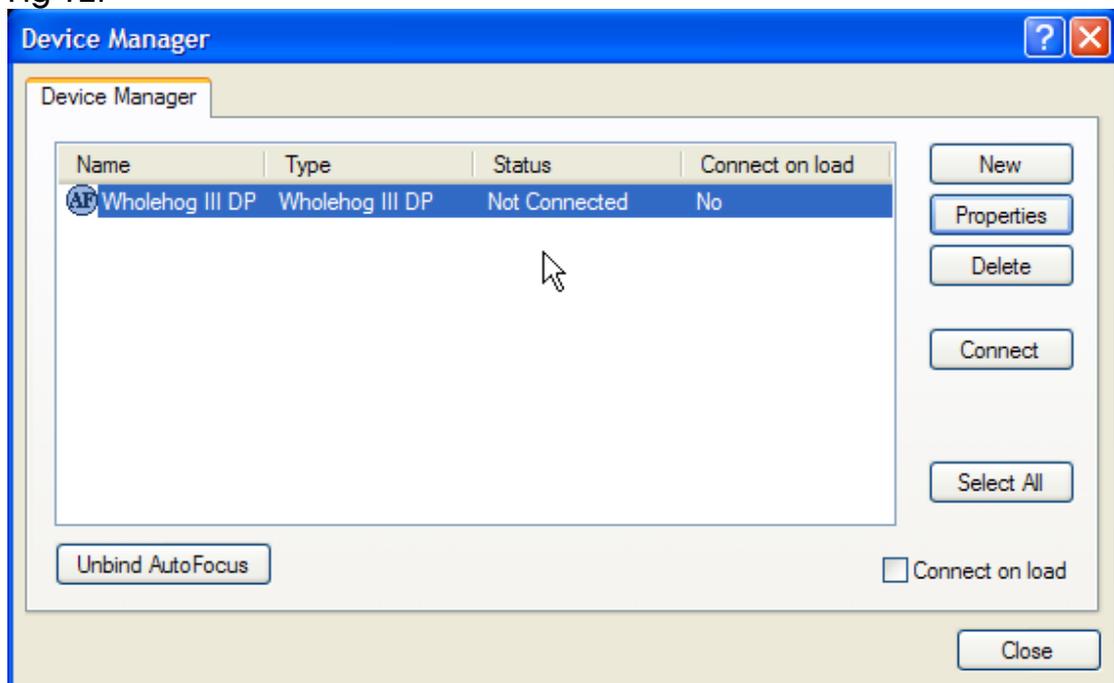
11. Add a Wholehog III DP device. Click on New and select the DP.

Fig11.



12. Select the Wholehog III DP and then press properties

Fig 12.



13. Then in the address row add the same number as the User Number on the Wyg DP running. This is the Same as the NET number that you use when patching fixtures on the console.

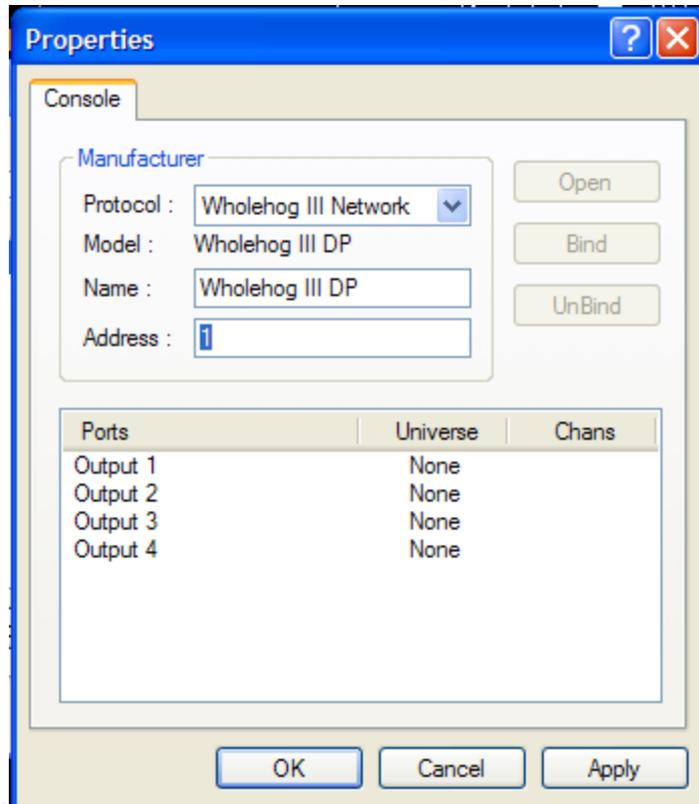


Fig 13.

14. Bind the ports to the universes in your Wysiwyg show (consult Wysiwyg documentation for help binding ports).

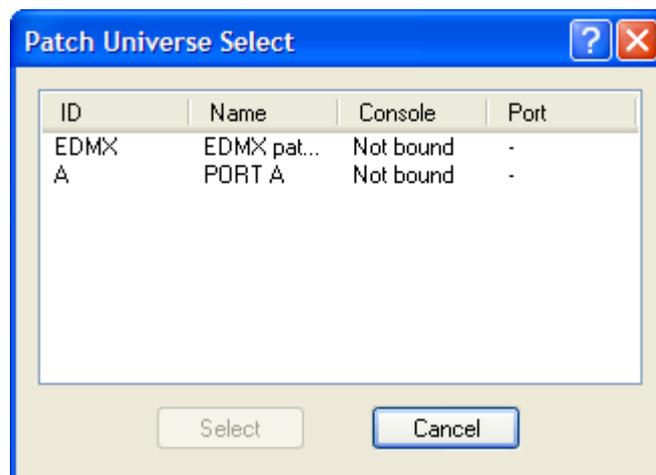
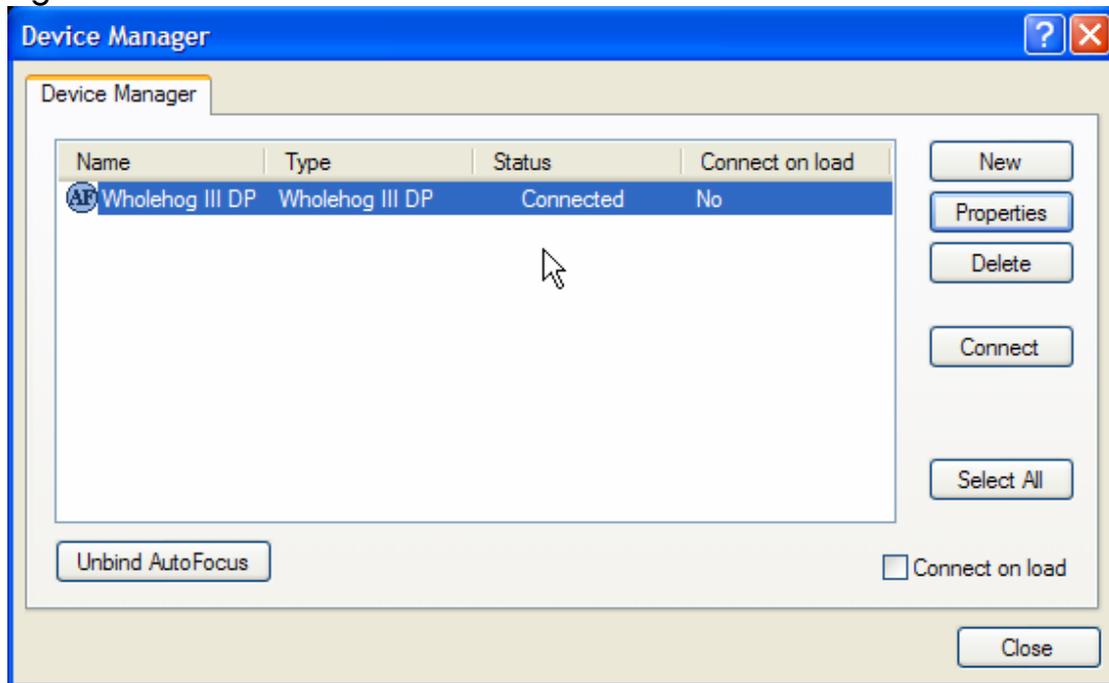


Fig 14.

15. Press OK and then Connect.

Fig 15.

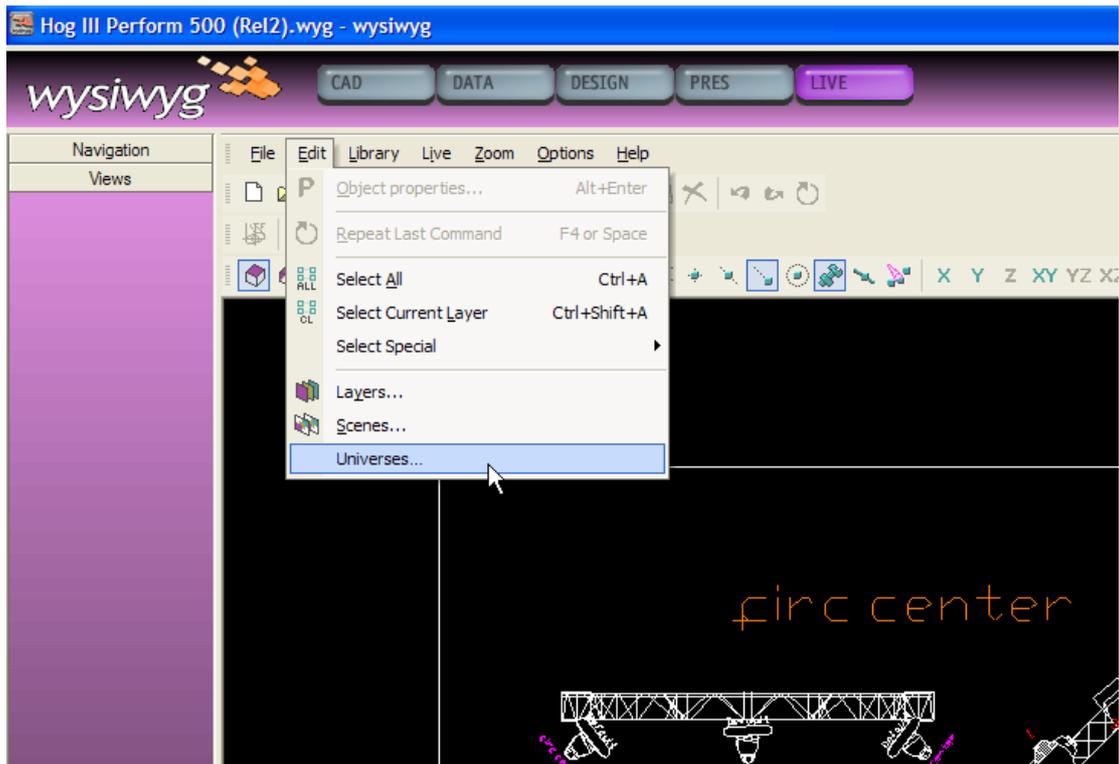


Repeat steps 10 to 15 for each DP2000 in your show, setting the network numbers of the DP2000s accordingly in the Properties.

Connecting to Console Edition

If you are connecting CE to the console then you need to follow one more step within WYSIWYG.

CE will only allow you to view one universe at a time, so you have to specify what universe that it. To do so open your Wyg File and goto the Live Module. Then select Edit->Universes



This will then give you the universe options from your Wyg drawing. Select the one that you would like to use with the console from here.



This should be all you need to connect to CE. If you have any problems and have referred to this document and Wyg documentation then please contact Support@flyingpig.com.