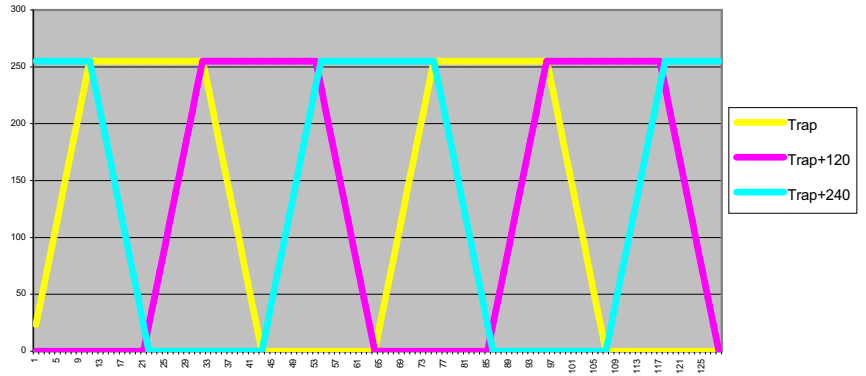


Step	Trap	Trap+120	Trap+240
0	23	0	255
1	47	0	255
2	70	0	255
3	93	0	255
4	116	0	255
5	140	0	255
6	163	0	255
7	186	0	255
8	209	0	255
9	233	0	255
10	255	0	255
11	255	0	233
12	255	0	209
13	255	0	186
14	255	0	163
15	255	0	140
16	255	0	116
17	255	0	93
18	255	0	70
19	255	0	47
20	255	0	23
21	255	23	0
22	255	47	0
23	255	70	0
24	255	93	0
25	255	116	0
26	255	140	0
27	255	163	0
28	255	186	0
29	255	209	0
30	255	233	0
31	255	255	0
32	233	255	0
33	209	255	0
34	186	255	0
35	163	255	0
36	140	255	0
37	116	255	0
38	93	255	0
39	70	255	0
40	47	255	0
41	23	255	0
42	0	255	0
43	0	255	23
44	0	255	47
45	0	255	70
46	0	255	93
47	0	255	116
48	0	255	140
49	0	255	163
50	0	255	186
51	0	255	209
52	0	255	233
53	0	233	255
54	0	209	255
55	0	186	255
56	0	163	255
57	0	140	255
58	0	116	255
59	0	93	255
60	0	70	255
61	0	47	255
62	0	23	255
63	0	0	255

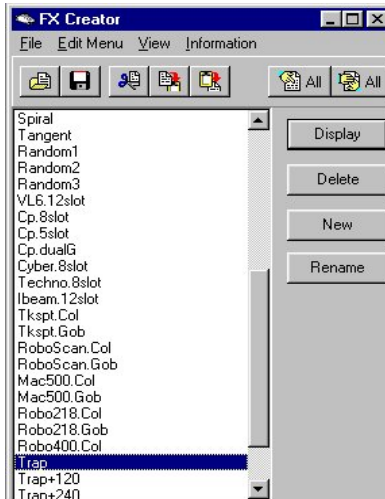
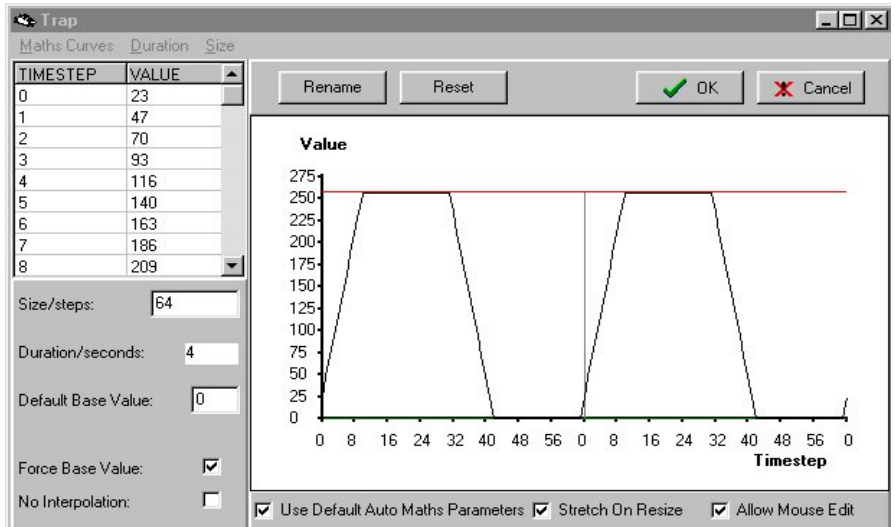
Trapezoidal tables for Whole Hog 2 Effects Engine

To give smooth Rainbow on CMY fixtures



Q: "How do I get a Fabulous, Smooth Rainbow on my Hog2?"

A: "Using the FPS 'FX Creator'. Follow the instructions Below"



Download Effects Creator v2 from

<http://www.flyingpig.com/support/hog2/downloads/>

Insert a Hog2 Showdisk in your Floppy Drive. Run FXCreate.exe, and go to *File*, *Load Menu*. Select *New*, *Rename*, "Trap" (or Trap+120/Trap+240), Enter Default Base Value=0, Duration=4sec, Size=64 When you enter the first value the table will slide over to the left and hide the Step number, use your Left Arrow Key to see the Timestep column. After entering all values click "OK". Repeat for "Trap+120" and "Trap+240". Finally *File*, *Save Menu*.

Load the Showdisk into your Hog2. Select some CMY fixtures and open Effects Engine. Select C, M, or Y and *Set*, at the bottom of the list of tables you will now find the 'Traps', select a different one for each colour (I use Cyan=Trap+240, Magenta=Trap+120, and Yellow=Trap). Adjust Rate to suit your mood, leave Size=100%, and Fan (hold Set while dialing) Offset to get a pleasing effect. Make sure the fixtures are set for 0->100% is the full range of colour Mix, e.g. "2-Turns Off", or "Pure-mix On" etc.

NOTE

These tables assume that the fixture uses:

0% = No Colour/Clear

100% = Fully saturated Cyan/Magenta/Yellow

These tables have been tested using HES StudioColor/SpotCMY/BeamPC

with a _Lib.lib file that has the fixtures CMY channels configured this way round

In Theory, the same values should work with fixtures configured opposite way round.

Share and Enjoy,

Nige Lites

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23/04/03