HOG LINK

Setup & Connection Guide

Hog Control, RFU & Workstations

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Connect your Android device to Hog, bring in your show information, and set up purpose-built Workstations for house lights, backstage or other assigned controls.

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Standard connection
Hog console or Hog PC <- OSC -> Android Primary <- secure pairing -> Workstation.
Normally use one Primary for the Hog OSC peer. Additional stations connect through that Primary.

Use this guide in a safe, non-show state. Back up the console show, keep the console operator in control, and test each assigned action before relying on it live.

Before you connect

1. Install or update **HOG Link** from Google Play. Android 8.0 or later is required. Use matching app versions across the Primary and Workstations.
2. For paid features, open **Menu > Account & Plans**. Enter your email, tap **Email a passwordless sign-in link**, and open that email link on the same Android device to finish signing in.
3. Choose the plan needed below. Read the local price, renewal schedule and any offer terms in Google Play before confirming a subscription. If Stephen has approved Founder eligibility, wait for his confirmation and the Founder option before subscribing or starting the regular trial.
4. Connect the console's **HogNet** interface and Android devices to the same local network. Do not use FixtureNet for this connection. Avoid guest networks with client isolation; check whether a VPN is preventing local access.
5. Choose the Android device that will remain **Primary**. Keep it powered and connected while it serves Workstations. Back up your Hog show and protect existing app profiles before setup.

Plan / role	Relevant setup capabilities
Free Workstation	Use assigned controls and shared show information from a Primary. Separate limited direct-Hog fallback is available; it is not full RFU access.
HOG Link (Basic)	Basic RFU/playback and console-learned Groups/Palettes; host up to 2 Workstations. Does not include Programmer/Keys or originating XML imports.
HOG Link Pro	Full RFU/programmer/keys, Full Access, XML import, directories, multiple Show Profiles and full tablet dashboard; host up to 5 Workstations.

Accounts and restoration
Use the original HOG Link account and the Google Play account that owns the purchase when restoring. Each station does not need Pro just to receive the Primary's shared XML. Do not buy again to work around an account mismatch.

Set up OSC on Hog

OSC has two directions. The address that receives commands is the Hog address. The address that receives feedback is the Primary Android device address.

1. On the Primary, open **Menu > Hog Connection**. Note the device's local IPv4 address. Keep it visible while configuring Hog.
2. On Hog, open the **Hog button > Network**. Select the console or Hog PC process running the show, then open **Settings > Open Sound Control**. Menu wording can vary with Hog OS.
3. Set **OSC Output IP** to the Primary phone/tablet's local IP. Do not enter the IP of a normally paired Workstation here.
4. Match the command and feedback ports in the table below. If the show already uses a different working arrangement, retain it and match both ends.
5. Choose **Apply**, then **OK**. Return to the show. Note the Hog IP and the two ports for the Android setup on the next page.

Direction	Starting port	Both ends must match
HOG Link sends commands to Hog	7001	HOG Link Send Port = Hog OSC input
Hog sends feedback to HOG Link	7002	Hog OSC output port = HOG Link Receive Port

Example addresses only
If Hog is 192.168.1.100 and the Primary is 192.168.1.120: HOG Link sends to 192.168.1.100:7001; Hog sends feedback to 192.168.1.120:7002. Substitute your actual addresses. Do not use 127.0.0.1 to address a different physical device.

Record your setup

Hog IP: _____ Primary IP: _____
HOG Link Send Port: _____ Receive Port: _____

If Wi-Fi or the router later assigns a different Primary address, update Hog's OSC Output IP to match. An internet connection alone does not prove that the devices can reach each other locally.

04 / SELECT THE TARGET & VERIFY

Connect the Android Primary

1. Open **Menu > HOG Link Setup**, choose **Primary - Hog connection + Bridge Host**, then tap **Save Role**. Normally keep one Primary per Hog OSC peer. Approve an additional Primary only when deliberately configuring one.
2. Open **Menu > Hog Connection**. Confirm the displayed local phone/tablet IP is the same address used for Hog's OSC Output IP.
3. For automatic setup, leave **Automatically Discover** enabled and start detection. Operate a safe control on Hog if it is quiet. Discovery listens for feedback; it is not a scan that guarantees every Hog will answer. Explicitly select the correct Hog when detected.
4. For manual setup, turn **Automatically Discover** off, open **Advanced OSC Setup**, enter the Hog address, confirm Send and Receive ports, and save. Recheck the saved destination rather than relying on an older discovered address.
5. Wait for **Hog feedback confirmed**. A connected Wi-Fi icon or a Workstation-to-Primary connection is not the same as confirmed Hog feedback.
6. In a safe state, verify one intended action from HOG Link reaches the correct console control once, and verify supported feedback returns. **Basic:** use a safe playback control. **Pro:** you may also use the Programmer command line with a harmless test sequence and check it appears exactly once on Hog.

Hears Hog but cannot send?
Receiving feedback proves only the Hog-to-phone direction. Check the saved Hog IP, selected role and Send Port against Hog's OSC input. If the normal reciprocal arrangement fails, use **Swap Send / Receive Ports & Retry**, then repeat a safe two-way check.

Stop when control is uncertain

If a command repeats, remains held, addresses the wrong control or produces unclear status, return to safe console control before troubleshooting. Do not test DBO or output-changing controls without the console operator's approval.

The Android Primary hosts the secure connection for paired Workstations and shares their assigned controls and show information. Keep it powered and connected to the show network.

Bring your show XML into HOG Link

Export from Hog, then import into HOG Link. This is a transfer of show information, not a console restore, an XML feedback stream or a substitute for show backups.

1. Export on Hog

1. Load the intended show. Insert a USB drive, or choose an accessible export location when using Hog PC.
2. Open **Setup > Shows > Current Show > Export Show**. Choose the required objects if offered, select the destination and complete the export. Wording and export availability depend on Hog OS; use the ETC references on page 9 if your version differs.
3. Wait for completion. Transfer the resulting XML file to the Primary Android device using a trusted transfer method or USB adapter. Keep private show data out of public sharing locations.

2. Import on Android (Pro)

1. Choose or create the **Show Profile** for this show. Keep different shows in their own profiles so you do not operate from the wrong imported context.
2. Open **Menu > Import > Import Hog Show XML**. Select the XML in Android's file picker.
3. Review the preview and summary. Confirm the show identity and expected objects, such as fixtures, palettes, Cuelists, cues, Scenes, Batches, pages and assignments. Available content depends on what the export contains.
4. Tap **Import into HOG Link**. Wait for success and inspect the imported information. Check that shared data reaches any paired Workstations. Re-export and import again when relevant show changes need to be reflected.

The import destination is HOG Link - not Hog
Do not use Hog's Import Show, Import Patch or Cuelist Import to load data onto Android. Those are console-side operations. Originating an XML import requires Pro; receiving shared data on a paired Workstation does not require a separate Pro import entitlement.

06 / SECURE PAIRING

Set up a Workstation

A Workstation gives another person a focused set of assigned controls. The normal route is through the Primary, which sends to Hog and distributes supported state to its paired stations.

1. On the Primary, confirm Hog feedback and open **Workstations Setup > Add Workstation**. Keep the temporary six-digit pairing code visible. Basic hosts up to **2** Workstations; Pro hosts up to **5**.
2. On the second Android device, connect to the same local network and open HOG Link Setup. Choose the **Workstation / Secondary** role and save it.
3. Open Workstation setup. Discover and select the correct Primary. Give the device a recognizable name, such as **House Lights**, **Backstage** or **Producer**.
4. Enter the temporary six-digit code from the Primary and tap **Pair This Device**. If the code expired, generate a fresh one on the Primary.
5. Confirm the Workstation reports a secure Primary connection and the Primary lists that device as connected. Close the pairing window once finished.
6. Open the assigned Workstation page. If it is empty, configure and assign its controls on the Primary using page 7. Check both the Primary connection and the separate Hog delivery/feedback state.

Pairing and Full Remote authorization are different
The temporary pairing code establishes trust with the Primary. The separate **Full Remote PIN** authorizes broader access or a temporary editing session. Do not exchange the two. Pro Full Access is not required for ordinary assigned Workstation use.

Reconnect on later use

Saved pairing is used to reconnect to a recognized Primary. Keep both devices on the same network and the host available. A locked station cannot send controls or read show data until authorized again. Do not bypass a changed security identity: verify the intended Primary, then pair again if appropriate.

If the Primary is unavailable, first restore the normal connection. Use page 8 only when you deliberately want the limited direct-Hog fallback and understand what will no longer be shared.

Configure the Workstation controls

1. On the Primary, open **Workstation > Setup / Primary Workstation Management**. Choose **Create Primary Page** and give it a purpose-based name, such as House Lights.
2. Open **Bridge Host Assignments** for the intended page or station. Choose the desired faders/button stacks and playback controls. Tap **Apply Layout**. This existing label refers to the Primary's host assignments.
3. Select a control slot. Choose its assignment type: a hardware/user/function key, playback action or fader, Scene, Batch or Cuelist recall, as available in that editor.
4. Set the intended master or object number. If XML was imported, use its names and numbers to check the target. For a Cuelist, leave the cue blank for the list action; specify a cue only when that exact cue is intended and has been tested.
5. Give the control a clear label and tap **Save Slot**. Use **Clear Slot** for controls that should not be active. Repeat for the remaining slots.
6. Select the intended page for the Workstation and open it on that device. Confirm labels and positions, then safely test each assigned action with the console operator. An unassigned control is intentionally inactive.

Access and fader ownership

Fader priority: the Primary can set priorities from 1 to 10; higher priority wins. At equal priority, the first active device retains control until movement stops. Agree which station is meant to operate a shared fader.

Lock and revoke: use Lock Now and inactivity-lock settings as appropriate. Revoke a lost or removed device so it must be paired again before returning.

Temporary editing: an authorized Edit on Workstation session uses the separate Full Remote PIN, with the offered 5-, 15- or 30-minute duration. The session ends on lock, disconnect, role change or backgrounding. Keep the PIN private.

Before handing the station to another person
Verify the assigned page, intended targets, labels and locks. Explain what the controls do and who has fader priority. Keep a route back to console control available.

Use direct-Hog fallback deliberately

This is a separate, limited operating mode - not a transparent replacement for a paired Workstation. It does not preserve secure Primary assignments, locks or synchronized feedback. Existing plan limits still apply.

1. In Workstation setup, try to reconnect to the correct secure Primary first. If fallback is required, tap **Direct Hog Fallback**.
2. In **Connect Directly to Hog?**, read the warning. Confirm the **Hog address**, **Send port** and separate **Receive port for optional feedback**. A previously received target may be prefilled; verify it is still correct.
3. Coordinate with the console operator. Commands must reach Hog's OSC input. To receive feedback on this phone, Hog's **OSC Output IP must target this phone**, with the output port matching its Receive port. Do not retarget feedback away from another operating Primary without agreement.
4. Tick the confirmation only after checking the target and limitations, then tap **Use Direct Hog Mode**. The app disconnects the secure Primary route and pauses automatic Primary connection while direct mode is active.
5. Use only the operating pages allowed by your plan. Free limited direct Workstation access does not unlock full RFU, Programmer, XML or Pro tools. Confirm a safe intended action and do not rely on feedback unless Hog is actually delivering it to this device.

A saved destination is not current feedback
You may be able to send while receiving no live state. The app cannot infer Hog's actual cue position from a saved address, an imported XML file or a locally displayed control.

Return to the secure Primary

1. Tap **Return to Secure Primary**. Direct sending is disabled and Primary discovery resumes. The mode change releases held controls.
2. Reconnect to the correct trusted Primary. If Hog's output was redirected for fallback, coordinate restoring it to the Primary's IP and Receive port. Verify the assigned page and both connection directions before resuming normal operation.

09 / CHECK THE MISSING DIRECTION

Troubleshooting & reference

What you see	What to check
No Hog detected	Hog OSC Output IP must match the Primary; match Receive Port, use HogNet, check client isolation/VPN and port conflicts. Generate safe console feedback during detection.
Hears Hog, but cannot control it	Check saved Hog target, selected role and Send Port against Hog input. Automatic discovery may have selected a different target.
Primary connected, Hog stale	The secure Workstation link and Hog feedback are separate. Check Hog output, the Primary listener and the network.
Empty Workstation / inactive slot	Confirm pairing, host availability, selected shared page and saved assignments. Unassigned slots are inactive.
Security identity changed	Do not bypass the warning. Verify the real Primary and re-pair when appropriate.
Sign-in or restore fails	Check the entered email and spam folder; open a fresh email link on the same Android device. Restore with the original app account and owning Play account. Contact support before purchasing again.

AUTOMATIC / TIMECODE / CLOCK / CHASE
These are limited-feedback Cuelist modes. HOG Link shows the mode and **Live cue position unavailable - check console.** It does not invent timing or internally advanced cue positions. Return to a normal deterministic Cuelist to restore normal current/next presentation where supported.

Useful links

HOG Link on Google Play | Setup help and feedback: hoglinksupport@gmail.com

ETC references (export support and labels depend on Hog OS):
Show export / version migration guidance | Fixture / Patch XML | Cuelist XML

Independent application; not produced, endorsed or supported by ETC or High End Systems. This edition updates the original setup guide for v146 plan gates and direct-Hog fallback. Console authority and safe show operation always take priority.