

# Technical Data Sheet

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### **Main features**

- Single output at 1024 x768 or 1280 x 720
- Class leading video playback and real-time rendering
- 4 media layers (+4 mask layers)



### The HippoCritter

Don't let the diminutive size of the HippoCritter fool you. It's a powerful performer in a compact 1U rackmount casing and boasts a feature set unrivalled in such an affordable package.

Being the baby of the Hippotizer range doesn't compromise features and flexibility. Four layers of standard definition media, VideoMapper and UberPan compatibility, and a comprehensive text engine mean HippoCritter will provide a wealth of options to lift your show to new levels.

A built in composite input and rugged industrial chassis means HippoCritter will work harder for your event than any other compact server available today. The option of a custom patch panel provides professional connections and flexible racking configurations.

Unlimited PixelMapper universes and a suite of related software tools also make HippoCritter a phenomenal DMX mapping solution at an affordable price.

HippoCritter: It's a Baby Giant.

- PixelMapper with unrestricted number of output universes
- 1U rackmount case
- Optional patch panel for professional connections
- 2 FX engines per layer 100+ effects per FX engine
- Frame accurate synchronisation across multiple servers
- Media Manager with live media updating
- ScreenThief for Ethernet video capture
- Keystone and ScreenWarp for non-linear projection surfaces
- Soft-edge blending
- Timeline for stand-alone operation
- HippoNet
- External control via DMX/MIDI/TCP-IP/OSC/RS232
- High performance 3D show visualisation integration via CITP and HMap2
- Map to the most complex LED setups using the award winning VideoMapper
- Create stunning multi-screen shows with UberPan controller driving upto 4 render modes
- Use LiveMask to create complex masks in realtime to project onto complex scenery or buildings

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Green Hippo is constantly improving its product range, so specifications are subject to change.



Physical	
Dimensions:	470 x 310 x 45mm (18.5 x 12.2 x 1.8 inches)
Weight:	5 kg (11.02lbs)
Case Type:	1 U 19″ Rackmount
<b>Boxed For Shipping:</b> (LxWxH)	560 x 410 x 160mm (22.0 x 16.1 x 6.3 inches)
<b>Environmental Toleran</b> Operating Temp. Range: Humidity: Altitude:	<b>ces:</b> 5°- 35°C (40°- 95°F) 5% - 95% (non condensing) 0-8850ft (0 - 2700m)

#### Hardware

Voltage:	108 - 240v	50-60Hz Auto Switching
<b>Power Consumption:</b>	2.0 amps	
Media Drives:	1	
Total Media Storage Space:		Over 50h SD content
Pro-Connectors / Breakout Panels:		Optional

## **Inputs and Outputs**

Outputs:	Single output using VGA / RGBHV and DVI Control outputs using RS232, Ethernet control, DMX over Ethernet and HippoNet
Max Output Resolution:	1 output upto 1920 x 1080
Video Inputs:	Single Composite, ScreenThief Ethernet Capture

# Audio, Control & Patching

Audio:	Audio playback on separate layers, Volume and balance control, Multi-channel audio playback and Master volume control **
Control:	RS232, Midi**, DMX over Ethernet and TCP/IP, OSC and DMX512**
Patching:	Basic patching of DMX, Midi and RS232, Midi 'Learn' patch, Diagnostics

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# Medic

Media				
Supported Media Form	ats: Quicktime, MPEG1, MPEG2, AVI, DIVX, Windows Media, MPEG4, DV, PNG, JPEG, BMP, TIFF, TGA, Image sequences			
Maximum Media Size a	and Playback Resolution: 1280 x 720 / 1024 x 768 on 2 layers 720 x 576 on 4 layers			
Maximum Number of Media Layers: 4 (+ 4 x mask layers)				
Media Management:	Remote media upload, Automatic media conversion, Drag & drop media upload and mapping, Live media update, Media thumbnails, 256 media groups, 256 clips per group, Network synch, Show backup			
Media Playback:	Inter-frame blending for super slow motion, Inpoint and outpoint adjustments, Playmodes (loop forward, loop backwards, once forwards, once backwards, ping pong, random, pause, rewind on Level 0), Sync to Hippotizer, Sync to Timeline, Alpha channel support, Media generators (rain, snow, clouds, starfields etc), Text Engine and Audio mix playback mode			
Media Manipulation:	Geometry control, Colour control (basic & advanced), 16 mix modes, 10 digital effects engines, Up to 9 effects parameters per layer, Transitions, Effects / Transitions editor			
Show Programming:	Unlimited Groups, Presets, Tracks and Timelines, Timeline copy and paste, Fadecurve editing, Timeline Logic, Cue Controller, Control non Hippotizer devices from Timeline, SMPTE and MTC synchronisation, Fast drag & drop playlist per layer			
Show Pre-visualisation	• HMap2 and CITP for streaming real-time output via local network. Compatible visualisers: Light Converse, WYSIWYG, ESP Vision (coming 2011), Capture			
Components				
PixelMapper:	No software limitations on number of output universes, Fixture designer, Personalities for fixtures included, Drag & drop mapping interface, Flexible source mapping, Full Kinet Tier 2 and Artnet auto discovery			
VideoMapper:	Tile Wizard, Intuitive drag & drop interface, Independent scale and rotation for each tile, support for output extenders, colour correction per tile, up to 255 VideoMaps with instant switching			
TextManager:	Import full text files, Quick text, Any font and size, Unicode support (non standard character set i.e. Chinese or Swedish), Animation and Image support			
UberPan:	Link in as slave, 4 slave (outputs) when used as Master, Virtual Media Manager, Media synchronisation, Media splitting, Canvas splitting, Support for 1 canvas & configuration			
Other Components:				
LiveMask Scheduler Automation tracking Chat HMap2 & CITP PinBridge PhatController TelNet Control ToolBox OSC Colour correction BeatBridge Synchro Component HippoSnapper	<ul> <li>Draws a mask directly into any layer / the master output</li> <li>Trigger timelines or events from a clock</li> <li>Follow scenic stage elements</li> <li>Communicate with other crew members</li> <li>Lighting console and visualiser integration</li> <li>Remap and group control pins</li> <li>Control external devices via RS232 or TCP/IP</li> <li>TCP/IP interface to HippoNet</li> <li>Remote wakeup and shutdown of units</li> <li>Open Sound Control interface</li> <li>Ful Gamma curve control of the outputs</li> <li>Audio analysis</li> <li>Synchronise media players</li> <li>Grab layers or output and save as image</li> </ul>			

