



## Version: 3.0.13 Comparison chart

Section	Function	HD	Stage	HippoCrittter	HippoPortamus (release date TBC)
Package	<i>hardware or software Protection</i>	Hard & Soft usb dongle	Hard & Soft usb dongle	Hard & Soft usb dongle	Hard & Soft usb dongle
	<i>pre - installed media</i>	Rosco Gobo Library (1000 +), 30 Masks, 50 Wipes, 100 Mixed Animated movie clips	Rosco Gobo Library (1000 +), 30 Masks, 50 Wipes, 100 Mixed Animated movie clips	Rosco Gobo Library (1000 +), 30 Masks, 50 Wipes, 100 Mixed Animated movie clips	Rosco Gobo Library (1000 +), 30 Masks, 50 Wipes, 100 Mixed Animated movie clips
	<i>Optional Media Packs</i>	Hippo Feed Volumes 1 - 20	Hippo Feed Volumes 1 - 20	Hippo Feed Volumes 1 - 20	Hippo Feed Volumes 1 - 20
Hardware	<i>Physical Size</i>	585mm x 430mm x 177mm (+ 40mm handles)	585mm x 430mm x 177mm (+ 40mm handles)	205mm x 215mm x 83mm	395mm x 280mm x 35mm
	<i>Case Type</i>	4u 19" rack mount	4u 19" rack mount	MiniPC (optional truss mounting plate)	Laptop
	<i>voltage</i>	108 - 240v AC 50-60Hz Auto Switching	108 - 240v AC 50-60Hz Auto Switching	108 - 240v AC 50-60Hz Auto Switching	108 - 240v AC 50-60Hz Auto Switching
	<i>Power Consumption</i>	10 amps	10 amps	2.5 amps	3.2 amps
	<i>Media Drives</i>	2	2	1	1
	<i>Total Media Storage Space</i>	300GB	320GB	160GB	250GB
Show Programming	<i>No. Of Memories</i>	unlimited	unlimited	unlimited	unlimited
	<i>No. Of Presets</i>	unlimited	unlimited	unlimited	unlimited
	<i>Timeline</i>	unlimited	unlimited	unlimited	unlimited
	<i>Timeline Copy / Paste</i>	yes	yes	yes	yes
	<i>Fadecurve editing</i>	yes	yes	yes	yes
	<i>Timeline Logic (goto, loop etc..)</i>	yes	yes	yes	yes
	<i>Control non Hippotizer Devices from Timeline</i>	yes	yes	yes	yes
Media Management	<i>Supported Media Formats</i>	Quicktime, MPEG1, MPEG2, AVI, Windows Media, MPEG4, DIVX, DV, Jpg, Png, Bmp, Tiff, Tga	Quicktime, MPEG1, MPEG2, AVI, Windows Media, MPEG4, DIVX, DV, Jpg, Png, Bmp, Tiff, Tga	Quicktime, MPEG1, MPEG2, AVI, Windows Media, MPEG4, DIVX, DV, Jpg, Png, Bmp, Tiff, Tga	Quicktime, MPEG1, MPEG2, AVI, Windows Media, MPEG4, DIVX, DV, Jpg, Png, Bmp, Tiff, Tga
	<i>Remote media upload</i>	yes	yes	yes	yes
	<i>Automatic media conversion</i>	yes	yes	yes	yes
	<i>Drag and Drop Media upload</i>	yes	yes	yes	yes
	<i>Live media update</i>	yes	yes	yes	yes
	<i>Media Thumbnails</i>	yes	yes	yes	yes
	<i>DMX Media Groups</i>	256	256	256	256
	<i>Max number of clips per DMX group</i>	256	256	256	256
	<i>Max number of clips in database</i>	4 billion	4 billion	4 billion	4 billion
	<i>Media Tagging</i>	yes	yes	yes	yes
	<i>Maximum Media Size</i>	1920 x 1080	1920 x 768	1280 x 720	1280 x 720
Media Playback	<i>No. Of Media Layers</i>	8	8	4	6 (TBC)
	<i>Maximum Playback Resolution</i>	1920 x 1080	1920 x 768	1280 x 720	1280 x 720
	<i>Inter Frame Blending for Super Slow Motion</i>	yes	yes	yes	yes
	<i>Play Modes</i>	loop forwards, loop backwards, once forwards, once backwards, ping pong, random	loop forwards, loop backwards, once forwards, once backwards, ping pong, random	loop forwards, loop backwards, once forwards, once backwards, ping pong, random	loop forwards, loop backwards, once forwards, once backwards, ping pong, random
	<i>Inpoint/Outpoint adjustment</i>	yes	yes	yes	yes
	<i>Sync to Timecode</i>	MTC + SMPTE (requires interface)	MTC + SMPTE (requires interface)	MTC + SMPTE (requires interface)	MTC + SMPTE (requires interface)
	<i>Sync to Hippotizer</i>	yes - 16 channels master/slave	yes - 16 channels master/slave	yes - 16 channels master/slave	yes - 16 channels master/slave
	<i>Sync to Timeline</i>	yes	yes	yes	yes
	<i>Alpha Channel Support</i>	yes	yes	yes	yes
	<i>Media Generators (pattern generators)</i>	yes (Gradients, Starfield, Rain, Clouds, Fog...)	yes (Gradients, Starfield, Rain, Clouds, Fog...)	yes (Gradients, Starfield, Rain, Clouds, Fog...)	yes (Gradients, Starfield, Rain, Clouds, Fog...)
Media Layer	<i>Geometry control</i>	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio
	<i>colour control</i>	CMY additive/subtractive, RGB (advanced low,mid,hightones), negative, contrast, brightness	CMY additive/subtractive, RGB (advanced low,mid,hightones), negative, contrast, brightness	CMY additive/subtractive, RGB (advanced low,mid,hightones), negative, contrast, brightness	CMY additive/subtractive, RGB (advanced low,mid,hightones), negative, contrast, brightness
	<i>Mix Modes</i>	additive, subtractive, darken, lighten,difference, softlight, hardlight, softinverse, matte, lumakey, overlay, gobo, opaque, screen, sprite, alpha	additive, subtractive, darken, lighten,difference, softlight, hardlight, softinverse, matte, lumakey, overlay, gobo, opaque, screen, sprite, alpha	additive, subtractive, darken, lighten,difference, softlight, hardlight, softinverse, matte, lumakey, overlay, gobo, opaque, screen, sprite, alpha	additive, subtractive, darken, lighten,difference, softlight, hardlight, softinverse, matte, lumakey, overlay, gobo, opaque, screen, sprite, alpha
	<i>Digital Effects Engines</i>	16	16	8	12
	<i>Effects</i>	Over 70 hardware accelerated effects including Blur, Motion blur, Chromakey, 3D effects and Colour effects.	Over 70 hardware accelerated effects including Blur, Motion blur, Chromakey, 3D effects and Colour effects.	Over 70 hardware accelerated effects including Blur, Motion blur, Chromakey, 3D effects and Colour effects.	Over 70 hardware accelerated effects including Blur, Motion blur, Chromakey, 3D effects and Colour effects.
	<i>Effects Parameters</i>	up to 9 parameters per effect plus level	up to 9 parameters per effect plus level	up to 9 parameters per effect plus level	up to 9 parameters per effect plus level
	<i>Effects / transition editor</i>	yes	yes	yes	yes
	<i>Transitions</i>	yes	yes	yes	yes

# Version: 3.0.13 Comparison chart continued...

Section	Function	HD	Stage	HippoCriter	HippoPortamus
<b>Master Layer</b>					
	<i>Geometry control</i>	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio
	<i>Colour control</i>	CMY additive/subtractive, RGB (advanced low, mid, hightones), negative, contrast, brightness	CMY additive/subtractive, RGB (advanced low, mid, hightones), negative, contrast, brightness	CMY additive/subtractive, RGB (advanced low, mid, hightones), negative, contrast, brightness	CMY additive/subtractive, RGB (advanced low, mid, hightones), negative, contrast, brightness
	<i>Geometric Correction</i>	4 point Keystone plus ScreenWarp	4 point Keystone plus ScreenWarp	4 point Keystone plus ScreenWarp	4 point Keystone plus ScreenWarp
	<i>Digital Effects Engines</i>	2/4	2/4	2	2
	<i>Soft Edge Blending</i>	yes	yes	yes	yes
<b>Outputs</b>					
	<i>Max Output resolution</i>	2560 x 1600 (3200x1200 in pan mode)	1280 x 1024 (2560x1024 in pan mode)	1280 x 768	1280 x 1024
	<i>VGA / RGBHV</i>	2	2	1	1
	<i>DVI</i>	2	2	1	1
	<i>Composite Video</i>	1	1	1	1
	<i>Component RGB</i>	1	1	no	no
	<i>S-Video</i>	1	1	1	1
	<i>RS232</i>	yes	yes	yes (x3)	yes (requires optional adapter)
	<i>Ethernet control</i>	yes	yes	yes	yes
	<i>Dmx over Ethernet</i>	yes, Artnet	yes, Artnet	yes, Artnet	yes, Artnet
	<i>Hipponet</i>	yes	yes	yes	yes
<b>Inputs</b>					
	<i>VGA / RGBHV</i>	2 (optional)	2 (optional)	no	no
	<i>SDI</i>	yes (optional)	yes (optional)	no	no
	<i>Composite Video</i>	max 4 (1 included)	max 4 (1 included)	yes (optional)	yes (optional)
	<i>S-Video</i>	1	1	yes (optional)	yes (optional)
	<i>RS232</i>	yes	yes	yes (optional)	yes (optional)
	<i>Midi</i>	yes (optional)	yes (optional)	yes (optional)	yes (optional)
	<i>DMX512</i>	yes (optional)	yes (optional)	yes (optional)	yes (optional)
	<i>Dmx over Ethernet</i>	yes, Artnet	yes, Artnet	yes, Artnet	yes, Artnet
	<i>HD-SDI</i>	yes (optional)	yes (optional)	no	no
	<i>DVI</i>	up to 1920 x 1200	up to 1920 x 1200	no	(optional)
<b>Configuration</b>					
	<i>Show Save / Load / Transfer</i>	yes	yes	yes	yes
	<i>Local configuration</i>	yes	yes	yes	yes
	<i>Central configuration for multiple units</i>	yes	yes	yes	yes
<b>Other Components</b>					
	<i>Scheduler</i>	yes	yes	yes	yes
	<i>Automation Integration</i>	yes	yes	yes	yes
	<i>Chat</i>	yes	yes	yes	yes
	<i>HMap2 Server</i>	yes	yes	yes	yes
	<i>PhatController</i>	yes	yes	yes	yes
	<i>PixelMapper</i>	yes	yes	yes	yes
	<i>TelNet control</i>	yes	yes	yes	yes
	<i>BeatBridge</i>	yes	yes	yes	yes
	<i>Colour correction</i>	yes	yes	yes	yes

Specifications are subject to change without notice

