

Version: 3.0.12 Comparison chart continued...

Section	Function	Stage	HD	HippoPortamus	HippoCritter
package					
	hardware or software	Hard & Soft	Hard & Soft	Hard & Soft	Hard & Soft
	Protection	usb dongle	usb dongle	usb dongle	usb dongle
	pre - installed media	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
	Optional Media Packs	Hippo Feed Volumes 1 - 20	Hippo Feed Volumes 1 - 20	Hippo Feed Volumes 1 - 20	Hippo Feed Volumes 1 - 20
Hardware					
	Physical Size	585mm x 326mm x 760mm	585mm x 326mm x 760mm	TBC	170mm x 170mm x 55mm
	Case Type	4u 19" rack mount	4u 19" rack mount	Laptop	MiniPC
	voltage	107 - 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
	Power Consumption	550w Max	550w Max	TBC	300x Max
	Media Drives	2	2	1	1
	Total Media Storage Space	250GB	150GB	TBC	100GB
Show Programming					
	No. Of Memories	unlimited	unlimited	unlimited	unlimited
	No. Of Presets	unlimited	unlimited	unlimited	unlimited
	Timeline	unlimited	unlimited	unlimited	unlimited
	Timeline Copy / Paste	yes	yes	yes	yes
	Fadecurve editing	yes	yes	yes	yes
	Timeline Logic (goto, loop etc..)	yes	yes	yes	yes
	Control non Hippotizer Devices from Timeline	yes	yes	yes	yes
Media Management					
	Supported Media Formats	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
	Remote media upload	yes	yes	yes	yes
	Automatic media conversion	yes	yes	yes	yes
	Drag and Drop Media upload	yes	yes	yes	yes
	Live media update	yes	yes	yes	yes
	Media Thumbnails	yes	yes	yes	yes
	DMX Media Groups	256	256	256	256
	Max number of clips per DMX group	256	256	256	256
	Max number of clips in database	4 billion	4 billion	4 billion	4 billion
	Media Tagging	yes	yes	yes	yes
	Maximum Media Size	1024 x 768	1920 x 1080	720 x 576	720 x 576
Media Playback					
	No. Of Media Layers	8	8	6 (TBC)	2
	Maximum Playback Resolution	1024 x 768	1920 x 1080	720 x 576	720 x 576
	Inter Frame Blending for Super Slow Motion	yes	yes	yes	yes
	Play Modes	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
	Inpoint/Outpoint adjustment	yes	yes	yes	yes
	Sync to Timecode	MTC + SMPTE (requires interface)	MTC + SMPTE (requires interface)	MTC + SMPTE (requires interface)	MTC + SMPTE (requires interface)
	Sync to Hippotizer	yes - 16 channels master/slave	yes - 16 channels master/slave	yes - 16 channels master/slave	yes - 16 channels master/slave
	Sync to Timeline	yes	yes	yes	yes
	Alpha Channel Support	yes	yes	yes	yes
	Media Generators (pattern generators) *	yes	yes	yes	yes
Media Layer					
	Geometry control	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio	xy position, zoom, rotate, aspect ratio
	colour control	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
	Mix Modes	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
	Digital Effects Engines	16	16	8	4
	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.	Over 70 hardware accelerated effects including Blur, Motion blur, Chromakey, 3D effects and Colour effects.
	Effects Parameters	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
	Effects / transition editor	yes	yes	yes	yes
	Transitions*	yes	yes	yes	yes