

wysiwyg Release 39

Thank you for installing *wysiwyg* Release 39. These release notes provide information about documentation and known issues related specifically to *wysiwyg* Release 39.

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Getting started with wysiwyg R39

To help you get started using wysiwyg, various resources are available for your use.

Documentation sources

Documentation sources are available in several locations for your convenience:

- On your Windows computer, click Start > Programs > CAST Software > WYSIWYG Release 39 shortcut menu (once wysiwyg has been installed)
- All wysiwyg documentation is available for download from the CAST web site: http://www.cast-soft.com/

Sources include:

- Reference Guide
- Quick Start Guide
- Release Notes

Sample files

Sample *wysiwyg* files are provided with the installation for you to use as examples or references. There are sample AutoCAD files, report heading files, as well as several files from various disciplines. These files can be found in the \Samples folder where you installed *wysiwyg* (e.g., C:\Program Files (x86)\CAST Software\WYSIWYG Release 39\Samples).

Template files

Template files are provided with the installation for you to use as desired. There are several basic templates such as plot, studio, and theatre files. These files can be found in the Templates folder where you installed *wysiwyg* (for example, C:\Program Files (x86)\CAST Software\WYSIWYG Release 39\Samples\Templates).

CAST Forum

CAST has launched the CAST Forum, http://forums.cast-soft.com/. The Forum is open to everyone and aims to serve both CAST product users as well as the entire entertainment and event production community, it is not just about CAST products. Forum members can post projects, ask questions, get technical support from the community or just browse to see what others are doing.

Useful information

wysiwyg compatibility with Vivien-Virtual Event Designer

Are you a Lighting Designer who manages venue layouts, produces events, or liaises with event planners/designers or service providers?

wysiwyg is compatible with Vivien-Virtual Event Designer, CAST Software's award-winning special events planning and design software tool. You can create your shows in wysiwyg





and then open the files in Vivien to make use of its automated Wizards for adding event items, such as seating areas, tables, and chairs.

You can use Vivien Virtual Event Designer to increase your planning efficiency. Vivien is the sales, planning, design, and production tool designed for the meeting and special events industry. LDs can use it for creating quick concepts to demonstrate their ideas. As *wysiwyg* deals with the stage, Vivien deals with the venue. Both *wysiwyg* and Vivien:

- Feature simplified CAD tools to plot or lay out floor spaces or lighting plans
- Deliver photorealistic renderings of these drawings
- Contain 1000s of library objects designed for the industry
- Share the same reliable, robust base code
- Deliver eye-popping visuals
- Provide wizards for common tasks

Vivien file version compatibility

Due the differing release schedules of Vivien and *wysiwyg*, a Vivien 2017 file will open in *wysiwyg* R39, but a Vivien 2017 installation will not open an R39 file; it can open files saved back to R38 format. Note, to open a *wysiwyg* file and display fixtures and truss in Vivien, please download and install the *wysiwyg* Compatibility Pack before opening the file.

Operating system compatibility

wysiwyg is supported on Windows 7, Windows 8.1 and Windows 10.

wysiwyg Release 39 is supported on Windows 7, Windows 8.1 and Windows 10. wysiwyg Release 39 will not install or run on Windows XP or Windows Vista.

Minimum system requirements (for general wysiwyg usage)

- Intel Core i3 or compatible processor, 2.0 GHz, or better
- PC running Windows 7 with Service Pack 1, Windows 8.1, or Windows 10
- MAC computer with Intel Processor platforms running Windows 7 with Service Pack 1 or Windows 8.1 or Windows 10 via Bootcamp (recommended), or Parallels Virtual Machine*

*wysiwyg installed on a Parallels Virtual Machine will run with limited graphical functionality, as it is running on an Integrated video card.

- 4GB RAM
- 1GB free disk space (NTFS file system)
- 1280 x 800 resolution
- OpenGL-accelerated "gaming-level" video card, with 1GB (or better) video memory and OpenGL 2.1 (minimum) support**
 - ** Integrated video cards may be used, but are not recommended.
- Free USB port





High performance system requirements (for best response and rendering time)

- Intel Core i5 / i7 / i7 "Extreme Edition" or equivalent AMD processor, quad-core or better, 2.4 GHz or better
- Windows 7 with Service Pack 1, Windows 8.1, or Windows 10; 64-bit version of Windows OS is not required, but highly recommended
- MAC computer with Intel Processor platforms running Windows 7 with Service Pack 1, Windows 8.1, or Windows 10, running via Bootcamp
- 8GB RAM or better, configured for dual-, triple- or quad-channel operation (depending on the memory architecture supported by the system processor)
- 1GB free disk space (NTFS file system)
- OpenGL-accelerated "gaming-level" video card, with 3GB (or better) video memory and OpenGL 3.3 support required for Deferred Rendering simulation and Volumetric Beams in Shaded Views
- No integrated video cards should be considered for such a system
- Free USB port

Hard drive compatibility

Due to restrictions in file name length, you cannot install *wysiwyg* on a FAT32-formatted hard drive. Instead, you must install the product on an NTFS-formatted hard drive. For details, see https://www.cast-soft.com/cast/downloads/download-install.php

Video card compatibility

There are two levels of beam simulation offered in wysiwyg's Shaded Views.

- Enhanced Beams: The minimum video card requirements to display the default Enhanced Beams must support OpenGL 2.1.
- Volumetric Beams: To obtain the highest graphics level offered by Deferred Rendering with Enhanced Visualization, your video card must support OpenGL 3.3 or better.

Note: Both Enhanced Visualization and Deferred Rendering options are required to run Volumetric Beams. If these options are not available on your system, it means the graphics card on your computer does not support the necessary version of OpenGL to run Volumetric Beams. In this instance, you must use Enhanced Beams for your Shaded View visualization.

Note: For the Alpha Beam Shadows feature requires a video card that supports OpenGL 4.3 or better.





Membership requirements for Release 39

Your *wysiwyg* dongle membership must be valid at least until June 2017 (or later) to run the *wysiwyg* Release 39.

Customer Experience Improvement Program (CEIP)

CAST is always looking for new ways to improve its products in order to provide the best software for you, our customers. Around 3 years ago, we introduced the **Customer Experience Improvement Program (CEIP)** into our products; it is a new way to allow our customers to contribute to the features, design and development of *wysiwyg*, and we encourage everyone to turn the CEIP feature on.

Please note the following:

- 1. The information collected is analyzed for trends and helps us make decisions on how to plan our efforts to improve our software.
- 2. All information collected is anonymous.
- 3. When enabled, the CEIP program runs automatically in the background, and will not interfere with your work in any way.

We look forward to your help!

Thank you.

CAST Development Team

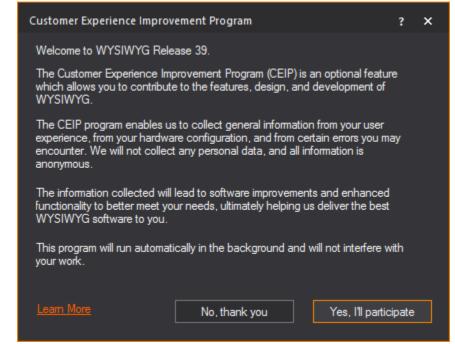


Figure 1 - CEIP dialog.





New features and enhancements in wysiwyg R39

Release 39 includes the following new features and enhancements. For details on these new features, please see the *wysiwyg* Reference Guide.

General Application Updates

Dongle Security Update

A new level of security has been introduced into *wysiwyg* Release 39. *wysiwyg* will continue to work like it did before using your current dongle, so you should not experience any differences in your workflow. If you do, please report them to our Technical Support team, techsupport@cast-soft.com. This security update is part of our efforts to keep your investment and our investment into *wysiwyg* protected from non-customers. We appreciate all of your support over the years, and often reporting to us when illegal copies have surfaced. Thank you in advance for your patience as we continue to make some security updates in the never ending battle against software piracy.





CAD Mode Features

Library Item - Specify Insertion Point

This feature allows you to select the insertion point when inserting a Library item into your drawing. Once the Library object insertion begins, right-click to access the insertion point list (as shown below in the screenshot). By default, all Library items will use their "Default" insertion point, as defined by the library model. In addition to the default, there are 10 available insertion points. If you picture a bounding box around the Library item, you can choose from any of the top corners of the bounding box, or bottom corners, or top center, or bottom center, as shown in the image below.

Upon selecting a different insertion point, the cursor will switch to the specified point and insertion will continue with this insertion point. The insertion point is identified by a red square when Library Snap is enabled (as explained by the next section), and selected objects are identified with a green square. Switching the Library item's insertion point can help with using Snaps to insert a Library item in your drawing depending on the situation.

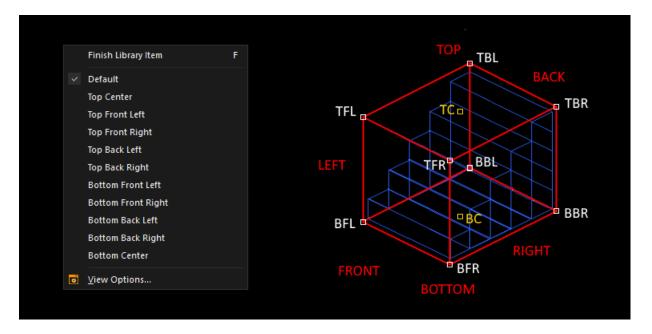


Figure 2 - Screenshot showing the updated Library item insertion point options in the right-click menu, and a Staircase Library item is used to label all the insertion points around the object.

Note: Once a Library Item's insertion point has been changed during insertion within the project, it is remembered for future insertions from the Library Browser, and will be used





when performing some CAD operations such as Copy/Paste, and Move and Rotate (when object's base point is preferred in these operations).

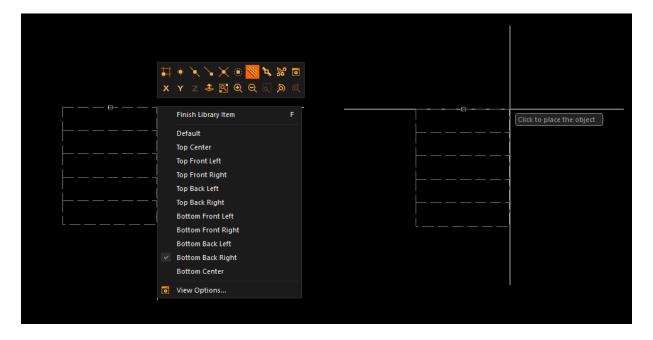


Figure 3 - Screenshot showing the new right-click options when inserting a Library Item. In this example, while inserting the Stairs item, its insertion point was switched to Bottom Back Right.

Library Snaps

With the enhancements made by the Library Insertion Point feature, a related improvement is to be able to snap to any corner of the Library Object's bounding box. To make this possible, we have introduced Library Snaps, which are points drawn at the bounding box corners of a library item, and one corner will be displayed in red, to represent the library item's insertion point, which we discussed in the previous section. When the Library Snap is not enabled, the library objects which are drawn in the file will look the same as always (without points around the item). When Library Snap is enabled, all library items that are in the drawing will display their snap points, and can be used as a snappable point while you are working in the CAD Wireframe views like any other snap point. These are especially useful when inserting modular library objects, such as Stage Platforms or Dance Floors.





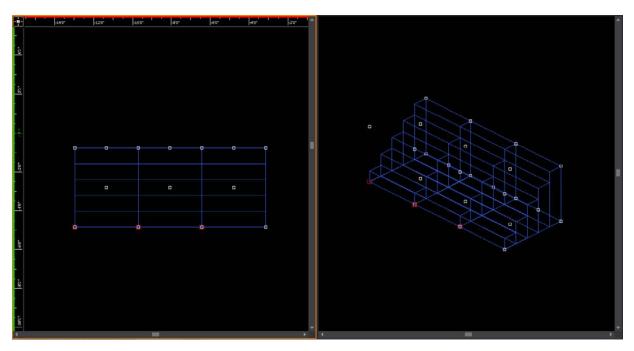


Figure 4 - Screenshot showing three Staircase library items, which were inserted with Library Snap on, and Bottom Front Left as the Insertion Point, as identified by the red points in the drawing.

Note, during CAD operations like Move and Rotate, the Library Snap points will be automatically turned on for your convenience, in case you wish to use them to select a base point for your move or rotation.

Self-Snapping while Drawing a CAD Object

Many times when drawing a Line or Surface, or when drawing a room using the Room Builder feature, it would be convenient if snapping would work on the object that is currently being drawn, i.e. that the next point you wish to add could be based off an existing vertex/corner of the object that could be snapped to.

In R39, the scenario described is now possible for Lines, Surfaces, and Room Builder. While drawing any of these objects, all the points drawn so far will be available for end-point, mid-point, and/or intersection point snaps.

Tip: Using this new feature along with the Ortho tool can be very useful.





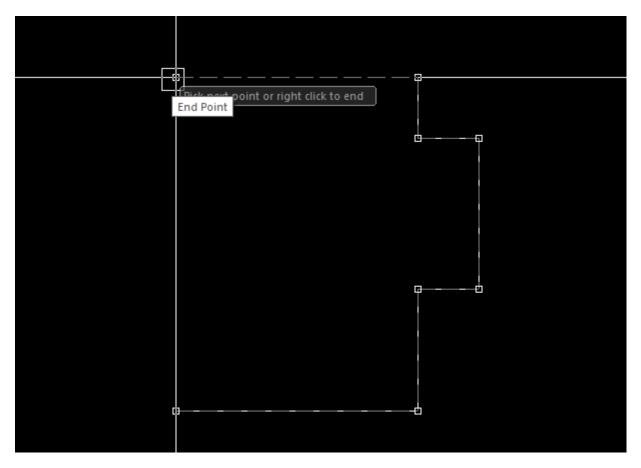


Figure 5 - Screenshot of a Line object currently being drawn, and the latest vertex of the Line was defined by using End Point snap to the first point of the Line (so these points are aligned).

Grid Array has been Added to the Toolbar

Since the Grid Array is becoming more popular, we have added a Grid Array button to the Array mini-toolbar, which is available on the Tools toolbar.



Figure 6 - Screenshot of the Array mini Toolbar. The 3rd button is for Grid Array.





Array Tool Enhancement - Use Object Extents

In the Array dialogs, a new button "Use object extents for interval" has been added which will automatically populate the Interval textboxes with the dimensions of the selected object.

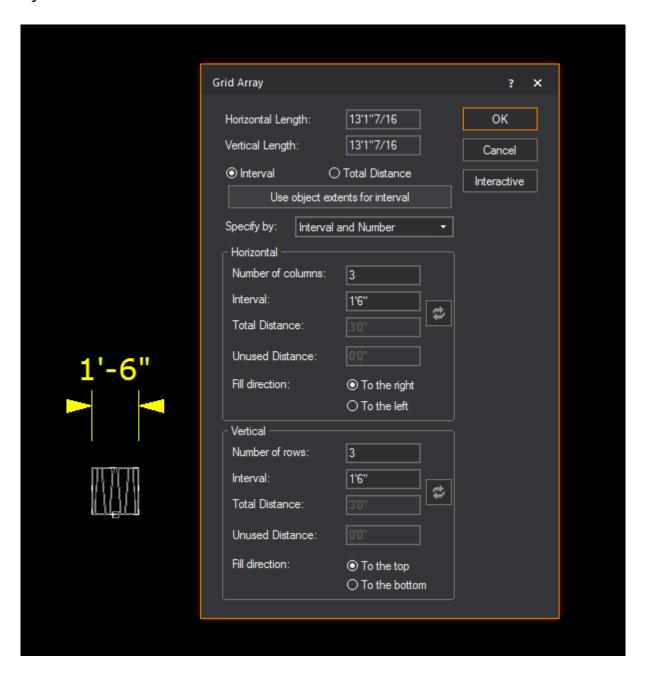
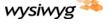


Figure 7 - Screenshot of Grid Array dialog showing the new "Use object extents for interval" button.





Mirroring Text Labels

When mirroring Text Label objects, the Text Label's position/rotation, anchor position, callouts and arrows will be mirrored across the mirror plane, but the text will now face the screen so it is always legible to anyone looking at the drawing. Previously the Mirror operation would reverse the text, making it appear backwards.

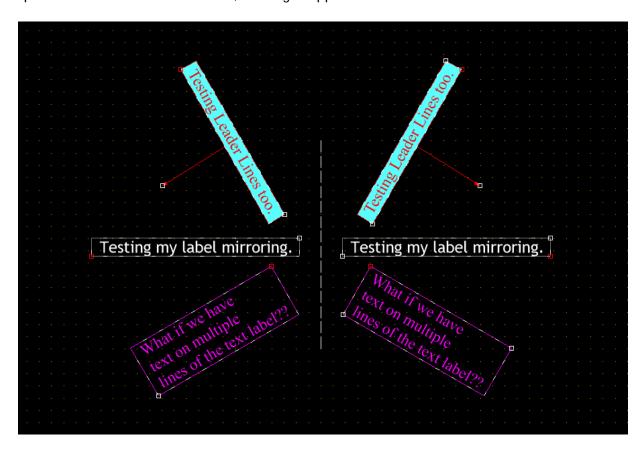


Figure 8 - Screenshot displaying results of new Mirroring logic on various Text Label object examples.

Enhancements to Text Labels - Insert Smart Variable and Item Data Buttons

When adding Text Labels to include notes into your drawing, often it is information about the Show or about equipment that is drawn onto the stage or venue. Since this information is often already stored in the Document Options or available in *wysiwyg*'s library, we have





added two new buttons to the Text Label dialog to make things easier to get down on paper...

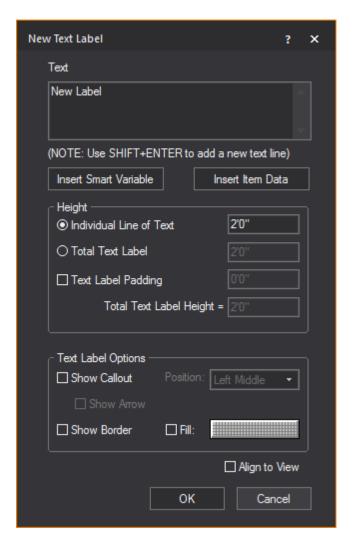


Figure 9 - Screenshot of the updated New Text Label dialog, showing new "Insert Smart Variable" and "Insert Item Data" buttons.

> Insert Smart Variable

Clicking on the Insert Smart Variable button will open the Production Team Info list. Since you already entered the information, select the row containing the text you wish to add into your text label and it will be inserted into the Text textbox.

Note, at the bottom of the dialog, there is an option to include the Variable Name, in case you wish to show both Variable Name, and its Value (information).





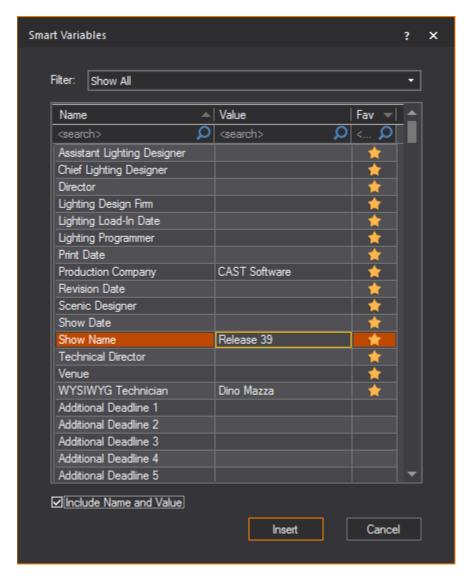




Figure 10 - Screenshots of the Smart Variables dialog, and the resulting Text Label object inserted into the drawing.





> Insert Item Data

Similarly, you have plenty of Fixtures and Truss in your drawing, and typing in the catalog name of the Truss, or any other info for Truss or Fixtures, can be a very tedious task.

Now you can initiate the "Retrieve Item Data" command from the LIBRARY > Retrieve Item Data menu in CAD, and from the EDIT > Retrieve Item Data menu in PRES > New Plots, and then click on a Fixture or Truss item. Then from the Item Data dialog, select the Value (information) you wish to include in your note, and it will be inserted into the Text Label's textbox.

For your convenience, at the bottom of the Item Data dialog, there is a Recent Items dropdown which will list the last 5 items whose item data was retrieved previously.

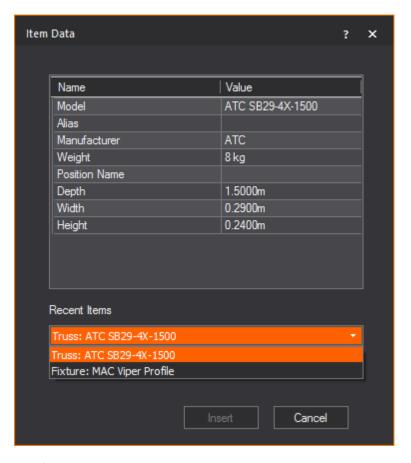


Figure 11 - Screenshot of the new Item Data dialog displaying Item Properties retrieved for a Truss object.





Motion Axis and Frames Object Enhancements

To simplify things while you are working on adding Axis and Frame objects into your drawings, we have made some enhancements to the Axis and Frame object representations and their properties.

Name Displayed

The Name of the Axis/Frame will now be displayed in the Drawing, as is the case for Focus Objects.



Figure 12 - Screenshot of a Linear Axis with its Axis name displayed in the CAD drawing.

> Text Properties

To adjust the appearance of the Name, the Text Properties of position, alignment, and font have been added in the Motion Object's properties.

Motion Object Prefix in "Attach to Axis/Frame" dropdown

To help identify if a Motion Object is a Linear Axis, Rotation Axis or Frame, we've added the following Prefixes, respectively, to the listed items: [Ax-L], [Ax-R], and [FRM].

Printing with your Floorplan image

It is now possible to print an imported Floorplan image or PDF file with your paperwork. If the floorplan is visible in the CAD Wireframe view, it will also appear in the CAD object of your Layouts and in New Plots of PRES mode.

Attention: Imported floorplans are a purely visual feature without any guarantee of accuracy and precision in the printed document. When printing a floorplan, a Warning dialog appears asking for you to acknowledge that there are no guarantees about the content, accuracy, precision, or anything else in the printed document and that you will not hold CAST responsible for any errors or inaccuracies in the document. Mark the checkbox and click OK to proceed.





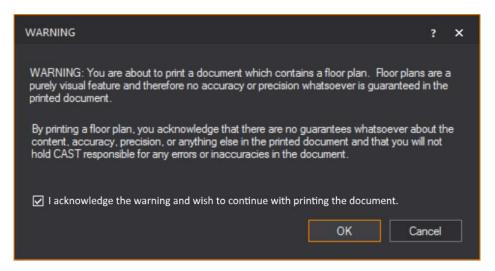


Figure 13 - Screenshot of the Warning dialog that appears when a Floorplan is displayed.

Mode Attribute Added to Fixture Attribute Layouts (FALs)

Mode has been added to the Fixture Attribute Layouts (FALs), so the Mode can be displayed as an attribute around a Fixture Symbol on your drawing.

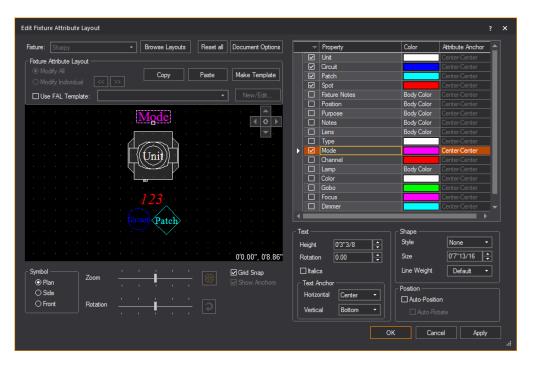


Figure 14 - Screenshot of the FALs Editor dialog, highlighting the Mode attribute.





New Fixture Beam Sliders in Beam Options

In the Fixture Properties > Beam Options tab, the previous checkboxes for Flare, Beam and Footprint have been replaced with Sliders, allowing you to control the brightness of these Beam properties. Additionally, a new property for controlling Source Disc is now available.

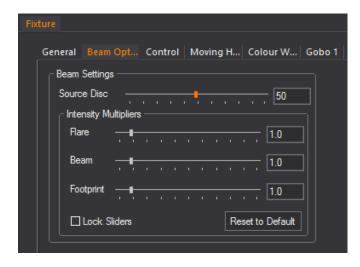


Figure 15 - Screenshot of the new Beam Setting Sliders in Fixture Properties > Beam Options.

Invert Selection for Objects and Fixtures

A new object selection has been introduced in CAD. From EDIT > Select Special, or press the INV button from the Selection Toolbar, or press CTRL+I to deselect all editable objects currently selected, and consequently select all the other editable objects that were previously not selected.



Figure 16 - Screenshot of the Selection toolbar, including the new INV button for Invert Selection.

Additionally, you can use CTRL+SHIFT+I to invert the selection of fixtures, deselecting all currently selected fixtures, and selecting the other fixtures which were previously not selected.

Note: Invert selection is also available in Design and Live mode.





Custom Library Objects Loaded On-Demand to Preserve Memory

To preserve memory usage on loading the application, *wysiwyg* is now utilizing a load on-demand strategy for its custom library objects, instead of always loading all available custom library objects. This means that only one instance of *wysiwyg* has full permissions to edit the custom library object database.

When a second instance of wysiwyg is launched, a warning will be displayed to inform that the second instance will be running in read-only mode.

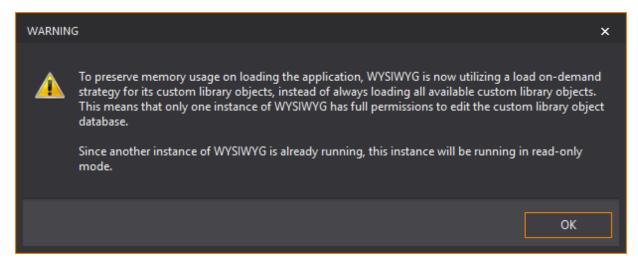
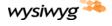


Figure 17 - Screenshot of the new Warning message when a second instance of wysiwyg is launched.





Visualization Features

Alpha Beam Shadows

In Release 38 we added the Alpha Texturing feature which introduced the ability for beams to pass through surfaces where Alpha Transparency was specified in the image.

As a follow up to this feature, in Release 39, we are taking it one step closer to reality by considering the color and Alpha percentage/value in the image and altering the beam's color and intensity as it passes through the surface.

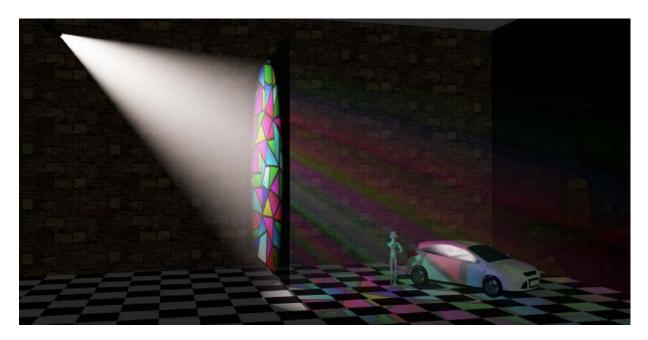
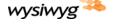


Figure 18 - Screenshot of the new Alpha Beam Shadows feature, displaying the white beam passing through a Stained glass window texture. The beam passing through takes the colors of the alpha texture, and the beam's intensity drops to half the intensity as a result of the 50% alpha levels.

To enable Alpha Beam Shadows in your Shaded View, open the Shaded View's View Options, and in the Simulation tab with Volumetric Beam mode set, select the "Enable" checkbox in the Alpha Beam Shadows section. Set the "Num. Levels" dropdown to the number of levels to be calculated for Alpha Beam shadows. For example, if this dropdown is set to 2, a beam's color and intensity will be calculated based on passing through 2 surfaces with alpha levels only; any additional surfaces with alpha levels will be ignored as the beam will just pass through them.





Note: Each alpha shadow level supported for this feature requires additional video memory from your graphics card, and can impact performance, depending on your scene and computer's hardware, so use this feature wisely.

Reminder: Alpha Texturing is supported with PNG images containing alpha transparency built into the image. For more information about using Alpha Textures, please see http://forums.cast-soft.com/index.php?threads/using-alpha-in-r38.662/.

Image Manager Displays Alpha Levels in Image Preview

With the new features of Alpha Textures and Alpha Beam Shadows in R38 and R39 respectively, we have updated the preview in the Image Manager to display a grey checker pattern wherever there is alpha levels defined in the image.

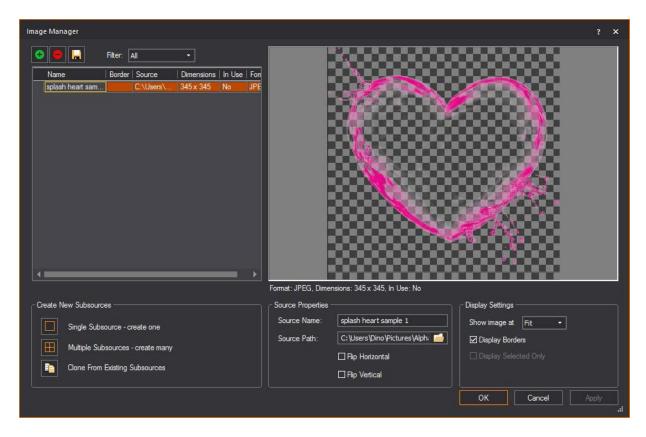


Figure 19 - Screenshot of the Image Manager showing a grey checker pattern to identify where there are alpha levels in the image.





Shaded View Export as a Panoramic Image

The Shaded View Export now has a new Panorama option when exporting the Shaded View as an image. When selected, a Panoramic image can be exported as a Spherical image (full 360 degrees camera including top and bottom), or a Cylindrical image (only sides, up to 360 degrees).

The exported Panorama image includes metadata that will be recognized by other applications and browsers, so it can be viewed as a 360 panoramic image in some Web Browsers with add-ons, or with some VR Headsets using the correct application that can view a panoramic image.

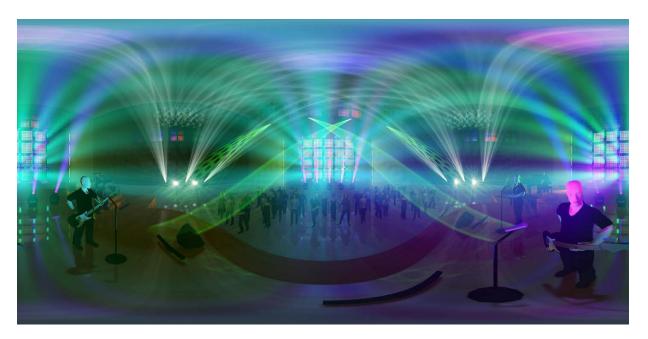


Figure 20 - Screenshot of a wysiwyg scene exported as a 360 degree Panoramic image.







Figure 21 - Screenshot of the same Panorama image displayed in the PanoramaViewer app in the Google Chrome web browser.

Fixture Highlight (in DESIGN mode only)

The Highlight feature is in Design mode only, available in the Fixture Selection toolbar and in the DESIGN menu. When enabled, Highlight sets the currently selected fixture(s) to an open beam at 100% full intensity temporarily, without changes to the fixture's saved settings.

Highlight is useful when identifying a single fixture or a small selection of fixtures within a large and complex plot.



Figure 22 - Screenshot of the Fixture Selection Toolbar, including the new Highlight button (at the far right end).





AutoCAD Importing Improvements

For Release 39, we have dedicated a lot of investigation time and effort to making improvements to importing DWG/DXF files. Some of the enhancements are more significant than others, but overall, the sum of all AutoCAD improvements should resolve many issues experienced when importing DWG/DXF files.

> Memory Consumption

As discussed, we have investigated numerous DWG files, and have identified a few areas of the file import process that could be optimized. As a result, memory requirements during the importing of DWG files is much lower than before, and this should result in better-performing files (and less crashes due to insufficient memory).

- > Text and MText within a block are now imported as separate Text Labels in wysiwyg Previously, Text and MText within a block were ignored.
- Attribute text is replaced correctly

Previously, Attributes needed to be stripped out of the DWG file before importing it, because only their variables, not their values, were being imported. This is no longer necessary, since Attributes' values are new converted to *wysiwyg* Text Labels; in other words, the same text as appears when the DWG file is opened in AutoCAD, now appears once the import is complete.

- Special logic relating to Layer 0 in nested blocks imported as Library Items is now respected in wysiwyg
 - This relates to ignoring some objects within a block whose visibility in AutoCAD is controlled by Frozen or Off layers. For some blocks, this greatly improves accuracy of what geometry is visible in AutoCAD vs. what is included in the Library Item in wysiwyg.
- > A new column has been added to the Layer step in the wizard, showing the state of the layer in the DXF/DWG file

Frozen layers are deselected for import by default. Off layers are selected but when imported will be set to Not Visible in *wysiwyg*. Note: *wysiwyg* Library Items and Layers work in a different way from AutoCAD blocks and layers. In some cases, objects are not immediately visible in *wysiwyg* after import and it may be necessary to turn some layers on. This is because imported layers that are Off in the DXF/DWG file are not Visible in *wysiwyg* after import.

➤ A new "Advanced Import Options" dialog appears during Importing and Merging for Block Conversions

This dialog allows you to define the manner in which DXF/DWG blocks are converted into Library Items (based on later choosing "Add to Library" in the "Block" step of the wizard).





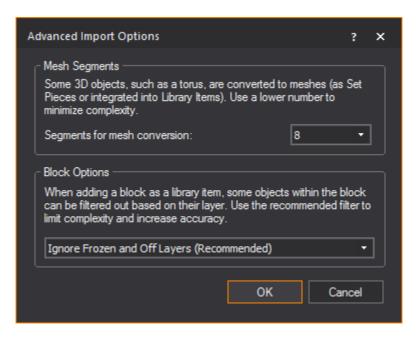


Figure 23 - Screenshot of the new Advanced Import Options dialog which appears when importing and merging DWG/DXF files with blocks.

- Number of Segments: This does not only affect Library Items, but also Set Pieces created as a result of importing some 3D objects that can't be converted directly to 3D Solids (Cone, Sphere, or Cylinder) in wysiwyg. For example, a frustum cone (a cone with its peak cut off) is converted to a Set Piece. Previously, the number of segments was 40, which resulted in overly complex meshes and much higher memory consumption. 8 works very well for truss blocks but 20 may be more suitable for some 3D objects.
- Ignore Layers: Previously, all objects within a block were integrated into the Library Item in wysiwyg, which could increase the complexity and also cause the Library Item to have a lot of geometry that would be hidden in AutoCAD. Objects on Frozen layers are never visible and they can now be skipped. With some justifiable exceptions, objects on layers that are not currently visible (but are also not frozen) can also be excluded and not integrated into the Library Item. This way, the geometry of the Library Item will closely match what is seen in AutoCAD while also reducing Library Item complexity (resulting in improved performance, and less risk of memory-related crashes).
- Improved accuracy for position and orientation of some cylinders, cones, spheres, and risers.
- > All Paperspace blocks should now be ignored by wysiwyg under all circumstances. As such, you no longer need to remove Paperspace layouts from the DWG file before importing it.





- > Planar surfaces, helixes, and revolved surfaces are now imported rather than being ignored.
- > The Import Summary contains a few extra details about the complexity of Library Item meshes: Additionally, an ImportSummary.log file is created in "Documents\WYSIWYG Files" that keeps track of the summary details. These can be used to compare imports of the same file with different settings.

Data Mode Features

Mode Column is now Available in Spreadsheets

A new column has been added in the DATA > Spreadsheet tab, which lists a Fixture's **Mode** setting. Previously, this information was only available in the Fixture Options column, amongst other fixture options.

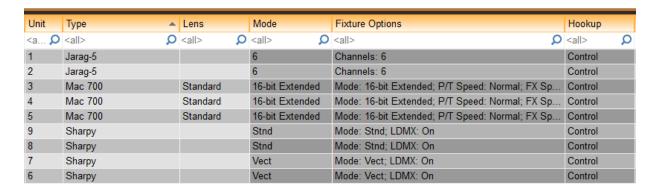


Figure 24 - Screenshot of the Spreadsheet view, with new Mode column shown (4th column in this image).





Presentation (PRES) Features

Batch Printing Improvements

A few improvements have been made to the Batch Printing feature for Reports and Worksheets in PRES mode.

- Improved Performance with Batch Printing in Worksheets.
- Individual Tab sheets are now displayed again when performing a Batch Print in Reports.
- > Batch Printing a Report with multiple Tab sheets was changing the Font Size of the non-active sheets.

Legend Improvements

A couple of improvements have been made to the Legend Wizard in the Layouts tab.

- > Two new columns, Mode and # Channels, have been added to the Legend.
- Legend Column names can now be renamed from the Display Column Options.

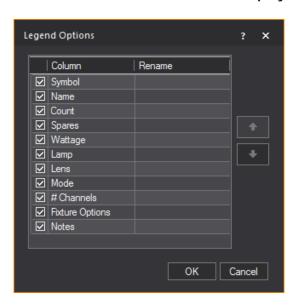


Figure 25 - Updated Legend Options dialog which supports renaming Column headers.





General Features

Scene Database Improvements

In the Scene Database, it is now possible to select multiple Scenes listed in the Scene Database. This will make things a lot easier when multiple Scenes must be deleted in your file.

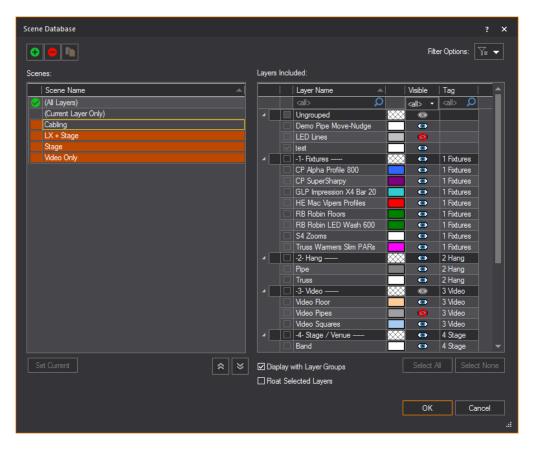


Figure 26 - Updated Scene Database displaying multiple Scenes can be selected at the same time.

CyberMotion Added to Device Manager

An interface to connect to XLNT's Cybermotion motion console is now included in wysiwyg's Device Manager. The XLNT team has developed a driver to connect to wysiwyg to visualize motion controlled by the Cybermotion console.





Library - New Fixtures Additions and Corrections

New Library items in wysiwyg R39

Many new library items are available in R39 (220 fixtures, 2 accessories, 1 console device, 134 gobos, 112 truss items, 51 library objects).

New Automated Fixtures

Manufacturer	Model
Terbly	G9B
Cameo	Movobeam 100
	Auro Bar 100
URC	Solaris
PR Lighting	XR 440 BWS
SGM	G-Wash
	G-4 Wash
	G-4 WashBeam
	P-1
GLP	JDCI
Ayrton	MagicBlade Fx
	Merak
	Arcaline 3-N
	WildSun S25
VariLite	VL6000 Beam
Philips	SL LED Spot 300
PRG	Icon Edge
	Bad Boy GC (Ground Control)
	Best Boy GC
	GCLT
Clay Paky	Axcor Profile 900
	Scenius Unico
	K-Eye K10
	K-Eye K20
Robe	Robin Viva CMY
	Robin LEDWash 600 Plus





Manufacturer	Model
	Robin LEDBeam 150
High End	SolaSpot Frame 2000
	SolaTheatre
	Hex
	Quad
	SolaSpot Pro 1000
	SolaWash FX 1000
LEDBlade	LED Blade 494mm
	LED Blade 994mm
	LED Blade 1994mm
Elation	Chorus Line 8
	Chorus Line 16
	Proteus Beam
	Sniper Pro
	Platinum 1200 Wash
	Fuze Wash Z120
	Fuze Wash Z350
	Lumina Matrix
	Six Par 19Z IP
	E Spot III
	Paladin
	Rayzor 360Z
	Platinum Seven
	Platinum Spot 35 Pro
	Platinum Profile 35 Pro
Chauvet	Rogue R3 Wash
	Intimidator Scan LED 300
	Intimidator Beam LED 350
	Intimidator Spot LED 350
	Intimidator Spot LED 450
	Intimidator Hybrid 140SR
	Intimidator Trio
	Intimidator MK1 Hybrid
CKC Lighting	S70605-CKC
	S70701-CKC





Manufacturer	Model
	S70703-CKC
	S70705-CKC
	S70901-CKC
	S71101-CKC
	Chromapix 33
Microh	Ultra Trinity 280

New LED Conventional Fixtures

Manufacturer	Model
Prolights	Eclipse HDTU 19deg
	Eclipse HDTU 26deg
	Eclipse HDTU 36deg
	Eclipse HDTU 40deg
	Eclipse HDDY 19deg
	Eclipse HDDY 26deg
	Eclipse HDDY 36deg
	Eclipse HDDY 40deg
	Evo 190EFC 19deg
	Evo 190EFC 26deg
	Evo 190EFC 36deg
	Evo 190EFC 50deg
DTS	Scena 80 LED Fresnel
	Scena 80 LED PC

New LED Fixtures

Manufacturer	Model
LDDE	SpectraLedPr10 RGBW
	SpectraLedPr20 RGBW
CLF	Yara





Manufacturer	Model
Very-Stage	LP0615
	LWW61415
GTD	GTD-LP354P
	GTD-L348
	GTD-L6238P
	GTD-L372P
	GTD-L3238P
Spotlight	FresneLED 50 Compact
	FresneLED 50 Compact ISP
	FresneLED 100 Compact
	FresneLED 250 (RGBW)
	FresneLED 250 TW
	ProfiLED 50 ZS PS
	ProfiLED 50 ZS
	BeeLed
Showtec	Power Spot 9 Q5
Prolights	HaluStrip
Longman	Phenix 300B
DTS	Freeline 30
	Freeline 60
	Freeline 90
	Focus FC
	Focus Solo FC
	Focus Solo Zoom FC
	Brick
Acme	BL-200 WW2
	Infinity Matrix LED MTX36
	MP-400Z IP
GDS	Liteware HO
	Liteware UL
	Satellite
Cameo	PixBar 600 Pro
	PixBar 650 Pro
	Auro Matrix 500
	Zenit P40



Manufacturer	Model
	Zenit P130
	Thunder Wash 100 RGB
	Cameo Matrix Panel 3 WW
Dia Lighting	Dia LED Bar 48 RGBW
JB Systems	Accu Color
LA Technologies	Tom Cat 1000
Intella Systems	Intella Storm 1000 RGBW
	Intella Storm 1000 RGB
Toppest	Top 1080 LED RGB Wash Strobe
Studio Due	CityBeam LED 24 RGBW
American DJ	Saber Spot RGBW
	Sunray Tri DMX
	Mega Par Profile
SGM	i-2 RGBWUV
	i-5 Series
Acclaim	ALQ Par
Blizzard Lighting	LB-Par
GLP	Scenex LED Sphere 50
Starway	ParKolor 120 HD
	ToneKolor 4406HD
Litecraft	ZX.6
DTS	Delta 10 F RGBA
Astera	Pixel Tube 16
Philips	ArenaVision LED
Clay Paky	K-Eye S10
	K-Eye S20
	Odeon Flood RGBW
	Odeon Graze 600 RGBW
	Odeon Graze 1500 RGBW
EV Light	CL-P5
	EV 1019B City Par
	EV 1072B
Robe	Robin Parfect 150
	PixelPatt
	Halo (Accessory)





Manufacturer	Model
	Halo (Fixture)
	Liteware HO2
	Liteware Satellite 2
Triton Blue	Wally 336
EK Lights	Collider FC
BriteQ	BT-SmartZoom
Elation	DTW Blinder 350 IP
	DTW Blinder 700 IP
	DTW Bar 1000
	ZCL 360 Bar
LEDBlade	LED Blade 494mm
	LED Blade 994mm
	LED Blade 1994mm
CLF	Yara
CKC Lighting	Y10301-CKC
	Y31201-CKC
	Y31202-CKC
Microh	LED Max Zoom
	LED Tri Bar
	LED Razor45
	LED Max Par Tri
	LED Chameleon
LDDE	SpectraConnect T5 LED
	NanoPix 1440 HP
	NanoPix 2880 HP
	NanoPix Cyc
	SpectraLedPr10 RGBW
	SpectraLedPr20 RGBW
Chauvet	Freedom Stick
	Fxpar 9

New Conventional Fixtures

Manufacturer	Model





Manufacturer	Model
ETC	Irideon FPZ
Thomas/Generic	Par36 4-Lite Vertical 1-Cir
	Par36 4-Lite Vertical 2-Cir
	Par36 4-Lite Vertical 2-Cir
	9 Lite Par 64 9-CCT
	6 Lite Par 36 3-CCT
	8 Lite Par 36 4-CCT
	12 Lite Par 36 4-CCT
	12 Lite Par 36 6-CCT
Portman	P2 Hexaline
	P2 Hexaline 6cct (6 circuit custom)
Generic	DMX Device 256
	DMX Device 512

New Effects

Manufacturer	Model
MagicFX	CO2 Jet
	Power Jet
	Flamaniac
	Power Shot
	Psyco2Jet
	Shot Base
	Stadium Shot
	Stage Shot II
	Switchpack
	Stage Flame
	Stage Propeller
	SmokeJet
Explo	GX2 Flame
	X2 Power Flame
	X2 Wave Flamer
Smoke Factory	Captain D Hazer
	Tour Hazer 2





Manufacturer	Model
Elation	Antari UV Wash 2000

New Video Projector

Manufacturer	Model
Digital Projection	Titan Quad WUXGA

New Accessories

Manufacturer	Model
Donut	Generic
Headset Station Symbol	Generic

New Truss

Manufacturer	Series	Component
Milos	QTV	212 Section (Custom)
		250 Section
		356 Section (Custom)
	QTL	QK1LGT Multi Cube
		QKC1 Multi Cube
Generic	Floor Mount	50cm x 50cm Floor Base
	Metric Booms	0.25m
		0.5m
		0.75m
		1m
		1.5m
		2m
		2.5m





Manufacturer	Series	Component
		3m
		3.5m
		4m
		4.5m
		5m
		5.5m
		6m
Solotech	Delirium Tower	78in Left
		78in Right
		TP-16
ASD	SR6043	SR6043M
		SR6043RH
		SR6043RV
Tyler	SR-GT	SR-GT142448B
		SR-GT142460B
		SR-GT142496B
		SR-GT1424120B
Arcofab	TWD-1616S	TWD-1616-024S
		TWD-1616-120S
		SR-TWD-1616-024S
		SR-TWD-1616-120S
Litec	MyT	TE TR150M-15M-A
		TE TR150M-30M-A
		TE TR150-C4
	RL105A	RL105100A
		RL105200A
	QL85A	LT QL85100A
		LT QL85300AB
		LT QL85200A
		LT QL85100AZ1
		LT QL85300A
Eurotruss	PRT	PRT-L305





Manufacturer	Series	Component
		PRTD-L305
	FD44 Circle	FD44-25mtr 28seg
HOF	290-2	0.25m
		0.5m
		1.0m
		1.5m
		2.0m
		2.5m
		3.0m
		3.5m
		4.0m
		4.5m
		5.0m
		2-Way Corner C19H 45deg
		2-Way Corner C20H 60deg
		2-Way Corner C21H 90deg
		2-Way Corner C22H 120deg
		2-Way Corner C23H 135deg
		2-Way Corner C31H 90deg
		3-Way C35 T Piece
		3-Way C36 T Piece
		4-Way C41H Cross
		4-Way C42H T Piece
		2-Way Corner C19V 45deg
		2-Way Corner C20V 60deg
		2-Way Corner C21V 90deg
		2-Way Corner C22V 120deg
		2-Way Corner C23V 135deg
		2-Way Corner C31V 90deg
		2-Way C41V Cross
		2-Way C42V T Piece
		4-Way Corner C44V 90deg





Manufacturer	Series	Component
OV	OV40	OV-040
		OV-060
		OV-075
		OV-CB 4W
		OV-CB 6W
Tyler	GT	GT48
	SR-GT	SR-GT142448B
		SR-GT142460B
		SR-GT142496B
		SR-GT1424120B
ATC	SBK29-4X Circle	SBK29-4X-04000-3
		SBK29-4X-06000-4
		SBK29-4X-08000-5
		SBK29-4X-12000-8
Global Truss (Europe)	F34	F34040
		F34080
		F34VC0-180 Left
		F34VC0-180 Right
		F34R20-90
TAF	TQ3-29 Section	TQ3-29-0900
		TQ3-29-0930
		TQ3-29-0950
		TQ3-29-1000
		TQ3-29-2000
		TQ3-29-3000
	TQ4-29H Roof Corners	TQ4-29H-30 R1-BR C-TQ4
		TQ4-29H-30 R1-BL C-TQ4
		TQ4-29H-21 R1-FR L-TQ4
		TQ4-29H-21 R1-FL L-TQ4
		TQ4-29H-35 R1-Mid T-TQ4
	TQ4-29H C-TQ3 Roof Corners	TQ4-29H-21 R1-FR L-TQ3
		TQ4-29H-25 R1-Mid T-TQ3





Manufacturer	Series	Component
		TQ4-29H-30 R1-BL C-TQ3
		TQ4-29H-30 R1-BR C-TQ3
		TQ4-29H-21 R1-FL L-TQ3

New Gobos

Manufacturer	Model
CKC Lighting	10-Hole Circle
	12-Point Star
	3-Bars
	3-Dot Row
	4-Hole Large
	4-Hole.bmp
	4-Point Star
	Bar Brackets
	Bar Horizontal
	Bar Vertical
	Bars
	Bi-Fan Vertical
	Bio
	Cone Tunnel Obscura
	Cone Tunnel
	Crescent Moons
	Dots Large
	Dots Medium
	Foliage 1
	Fracture 1
	Grid 5x7
	Linear 1
	Pinwheel
	Radial Cones
	Radial Petals



Manufacturer	Model
	Radioactive
	Squished Triangle
	Sticks 1
	Throwing Blade
	Tri-Force
	Triangle Tunnel
	Tribal
	Wavy Triangle Offset
	Whirlpool
PRG	Ninja Star
	Posilines
	Lines
	Pivot
	Mottle Breakup
	Four Hole
Terbly	Broken Star 2
	Dot Sine Curve
	Dots
	Dots Large
	Radioactive 3
	Wavy Tadpoles
Color Imagination	Blue Swirl
	Celtic Knot
	Circle of Rings
	Flower 1
	Orbits
	Pinwheel 2
	Pinwheel 3
	Radial Ovals Blue
	Radial Rings Red
	Radioactive Red
	Sine Curve Red





Manufacturer	Model
	Spiral Tunnel Magenta
	Star Tunnel
	Tadpole Flower Magenta
Varilite	4440 Ballz
	6008 TriCone
	4218 Grid
	4304 Cyclone Spiral
Chauvet	4-Dot Row
	10-Dot Circle
	3 Tadpoles
	4-Hole
	4-Square
	5-Dot Badge
	Arrow Heads
	Bio
	Cone Tunnel
	Dot Target 1
	Dots Low-Res
	Pinwheel 1
	Plus Cross
	Radial Circles
	Radial Petals
	Random Bars
	Row of Ovals
	Sine Curve
	Triple Scythe
	IBLED 350 G1
	IBLED 350 G2
	IBLED 350 G3
	IBLED 350 G4
	IBLED 350 G5
	IBLED 350 G6-7





Manufacturer	Model
Gobo Plus	Honeycomb
Cast	CastLaser 2 Dots Small
	CastLaser 3 Dots Small
	CastLaser 3 Dots Line
	CastLaser 4 Quarter Circles
LightHouse31	LE Spot Cobblestone
	LE Spot Fire
	LE Spot Gear
	LE Spot Line Burst
	LE Spot Linear
	LE Spot Offset Circles
	LE Spot Pinwheel
	LE Spot Radial Trapezoids
	LE Spot Rose Window
	LE Spot Spiral
	LE Spot Splat
	LE Spot Squares
	LE Spot Squeezed
	LE Spot Squiggle
	LE Spot Sticks
	LE Spot Sun Flower
	LE Spot Time Tunnel
American DJ	Radial Ovals
	Radial Ovals 2
Prolights	Tri-Orbit
	Fancy Cross
	Panorama Swirl
Acme	Dot Target
	Pendant
	Wavy
	Wavy Cone
	Broken Circle 2





Manufacturer	Model
	Radial Semi-Circles
	Radial Fan
	Arrow Heads
LightHouse31	LE Spot Cobblestone
	LE Spot Fire
	LE Spot Gear
	LE Spot Line Burst
	LE Spot Linear
	LE Spot Offset Circles
	LE Spot Pinwheel
	LE Spot Radial Trapezoids
	LE Spot Rose Window
	LE Spot Spiral
	LE Spot Splat
	LE Spot Squares
	LE Spot Squeezed
	LE Spot Squiggle
	LE Spot Sticks
	LE Spot Sun Flower
	LE Spot Time Tunnel
Elation	Random Lines
	Random Triangles
	Multi-Rings 5
CLF	Burst
	Ovals
	Pinwheel 1
	Rose
FineArt	Bark Breakup
	Breakup 1
	Swirls





New Library Items





Category	Item
Quest Events -	
Formset Panels	Crosshatch
	Dimples
	Fans
	Flat
	Pats
	Petals
	Pipes
	Ripples
	Silos
	Squares
Quest Events -	
Geo Panels	Bubbles
	Circle
	Interlocking
	Kaos
	Rolling Blocks
	Solid
	Squares
Quest Events -	
Moddim Panels	Bar
	Bend
	Crackle
	Pin





Updated Library items in wysiwyg R39

The following fixtures and accessories have been updated/corrected in wysiwyg R39.

Manufacturer/Name	Correction/Update
Acme XP-16R BSW	DMX Personality update
Arri HMI Douser	Added Design Mode operation option. New Version
Ayrton Versapix RS	Enabled in Design Mode
Cameo Thunder Wash 600 RGB	Added 6-Channel Mode-2
Chauvet COLORrail	Added missing Color Speed channel
Chauvet Maverick MK2 Spot	Strobe operation correction.
Chauvet Rogue R1 FX-B	Pan/Tilt corrections
Clay Paky Scenius Series	Corrected Tilt movement in Vector Mode to match Standard mode.
Clay Paky Shar-Bar	Added LED Swap Option. Pan/Tilt and Cad Symbol refinements
DTS Helios FC 12, Donut FC 18	Added Z1 Type 8-Bit mode
DTS Katana	Reversed LED Order
Elation ACL 360 Bar and Matrix	Improved Beam properties
Elation Cuepix Blinder WW4	Strobe operation correction.
ETC Source 4 LED series 1 and 2	Patch update for DMX Fan and Strobe options
Fargo Stage Par 19 Pro Zoom	Added 9-Channel Mode.
GLP Impression X4 Bar 20	Dual Mode Patch correction
GTD L3100, L350	Improved Beam properties
Lumenpulse	Added Lenses for LumenFacade series.
Martin Mac Axiom	Version 3. Tilt, Gobo and Colour corrections.
Martin MAC Viper series	Updated Gobo Rotation rates.
Martin Sceptron series	Added 5-Channel 16-Bit control mode.
Philips SL Bar 510 RGBW	Added Simple 8-Bit Mode.
Philips SL Nitro 510C	Added Expanded Mode, Effect Channel adjustments



PR XR 300 Beam	Gobo Update
	Framing Shutter re-order and added Zoom Range
Robe Robin DL7 Profile and Wash	option.
Robe Robin LEDWash 600 series	Zoom range update
SGM X-5	Wattage correction
SGM Q-7	Added new DMX modes
Showtec Sunstrip Active	Wattage correction for alternate lamps
Terbly G9 Hybrid	Updates from Manufacturer
Terbly OK190Z-R	Pan/tilt, zoom update
Terbly V3000P-R	Framing Shutter Update
High End Showgun	Wattage correction
ETC ColorSource Series	New DMX personalites





Resolved Issues in wysiwyg R39

1. The Library Browser buttons do not work when the Library Browser is opened from the Welcome Screen.

This issue has been resolved. The Back, Forward, Up, Home and Item Properties buttons are now enabled when required.

2. Fixtures inserted on Floor cannot be patched by drag and drop method on to the Patch tab as can be done with Fixtures on Hang Structures.

This is now fixed. The drag and drop method now works with Fixtures on the Floor.

3. CAD Items in the Layouts tab is showing Hatch Styles, Focus Objects and Dimensions, even when these objects have been disabled in Document Options and therefore should not appear.

This is now fixed. The CAD Items in Layouts are now respecting the options as specified in Document Options.

4. Copying a row in the Spreadsheet view that is in a group and pasting it into another group will cause a crash.

This is now fixed. A copy/paste of these grouped rows in Spreadsheet will not cause a crash anymore.

5. Unchecking the "Show Dimensions" checkbox in Document Options > Wireframe Details only hides Linear Dimensions; other Dimensions are still displayed.
When the "Show Dimensions" Document Option was unchecked, only the Linear Dimension object was hidden, leaving Radial, Arc, Angle Dimensions and Linear Scales to be displayed. This is now fixed.

6. Exporting a *wysiwyg* file as 2D DWG/DXF export should export as Text objects in AutoCAD instead of Line segments of a 2D text font.

This is now fixed. **wysiwyg** will export Text Objects as AutoCAD Text objects in 2D exports, as it does in 3D exports.

7. A black blob artifact appears on Transparent Surfaces when the Screen Glow option is enabled in Shaded Views.

In some extreme cases on larger files with many transparent Screens and the Screen Glow option enabled, this can create some black pixel areas in the Shaded View. This is now fixed.

8. Sort indicators in the Layer Database headers are invisible.

This is now fixed. The ' or ' symbols that represent sort order are now always displayed.

9. Sometimes a long delay is experienced when cancelling a Batch Print job in PRES mode. When a Batch print job was started and cancelled in PRES mode tabs such as Layouts, Reports and Worksheets, a long delay would be experienced before the GUI was responsive. This is now fixed.





10. Batch Printing dialog in Reports does not show individual tab sheets anymore.

This printing issue is now resolved. Individual Tab Sheets will be listed individually if "Combine Group Sheets" option is unchecked when Batch printing Reports.

11. Batch Printing a Report with multiple sheets changes the Font Size of the non-active sheets.

This case is now handled correctly. Font Sizes are now printed as defined for the non-active sheets.

12. Symbols do not appear in New Plots.

This is now fixed. Symbols are now appearing once again in New Plots.

- 13. The "Type" attribute in Fixture Attribute Layouts cannot be made invisible in Layouts.

 This issue is now fixed. The Type attribute respects the "Show on Plot" properties as defined in Document Options > Wireframe Details.
- 14. 3D DWG Export does not export text from Dimensions, Focus Objects, or Camera Target object correctly, and sometimes the text is not exported at all.

These issues are now resolved. Exported text is displayed and with the correct font properties.

15. Mirroring a Pipe with Borders and Legs only mirrored the Pipe and not the Borders and Legs.

This is now fixed. Borders and Legs also mirror together with the Pipe.

- 16. A Pipe's Border and Legs do not appear in New Plots until after *wysiwyg* is restarted. This issue is now fixed. The Border and Legs appear as expected in New Plots, once drawn in the file.
- 17. When drawing an interactive Pipe, using the Command Line to define the length uses the position of the cursor instead.

This issue is now fixed. Now, if the user defines a length for the Pipe in the Command Line, this value will be the length of the new Pipe inserted into the drawing.

18. For French version, the Document Options > Date field shows 0 for the month.

This issue is now fixed. The Date field now correctly displays the number 1-12 displaying the month.

19. Importing an old .3DS file may result in an invalid material preventing the .WYG file to be loaded after it is saved.

Due to the older .3DS file's encoding of the text, importing the file with material was not handled correctly. This has been fixed.

20. When a User Origin is defined, mirroring Truss with Fixtures will move the Fixtures to the Flight Case.

The case for User Origin is now handled correctly, and Fixtures will be mirrored and placed on the Truss correctly. This issue has been fixed.





21. Revision History should be set when a .WYT file is saved as .WYG file.

This is now fixed. Revision history and File Date are reset now when a .WYG file is saved from a .WYT file.

22. When video stops playing on a Screen, the Screen appears white in DESIGN and LIVE Shaded Views.

This is now fixed. Screens will now appear black instead of white when the video stops playing in these Shaded Views.

23. Toolbar interference issues experienced between Command Line and Fixture Selection toolbars.

This issue is now fixed. Command Line and Fixture Selection can be independently enabled/disabled from the Application Options > Toolbars tab, and also from the right-click menu in the Toolbar area.

24. wysiwyg crashes when cloning a Scene if running on a Windows 7 computer.

This is now fixed. Scenes can be cloned if **wysiwyg** is running on a Windows 7 computer.





Known Issues

1. Users running wysiwyg on computers with integrated video cards have reported quality and performance related issues in the wysiwyg Shaded View

This problem is related to very limited hardware support for features required by *wysiwyg's* Shaded View. Please ensure that you have the latest graphics drivers for your computer. If issues are still experienced in Shaded View, please turn off any unnecessary visualization features, as per the advice offered in the following article: http://www.cast-

soft.com/wysiwyg/tip/view/improving-performance-in-r32s-shaded-view.

Please note that although *wysiwyg* will run on a computer with an integrated graphics card, this is not recommended for larger files, and especially not for pre-visualization or pre-cueing--please use a computer with a dedicated/discreet video card instead. For more information about updating your video card drivers, we recommend that you refer to the following thread on our Forum: http://forums.cast-soft.com/index.php?threads/general-information-on-fixing-shaded-view-problems-crashes.302.

For more information about *wysiwyg's* hardware requirements, please visit: http://www.cast-soft.com/content/wysiwyg-system-requirements

- 2. The glow feature for LED Wall and Screens will always display a white glow when running on systems using integrated graphics.
 - Integrated graphics cards do not support Enhanced Visualization or Deferred Shading. As a result, although the glow is visible, the color of the glow remains white.
- 3. While changing the video resolution of a CITP source while playing, it can take up to 10 seconds before the video is displayed without artifacts at the new resolution.
 - During this time, some artifacts are visible in the video displayed. It is advised that you set the video resolution at the beginning of your design work, and not change during your presentations.
- 4. You cannot perform a second Merge operation on a merged item that has been mirrored After mirroring an object that was originally created through a merge operation, you cannot reliably perform another merge procedure on this object.
 - **Workaround**: It is recommended that you perform all Merge operations on these objects *before* you mirror them.
- 5. Single-sided surfaces that have Light Emission enabled "glow" on both sides when rendered When you assign light emission to a single-sided surface, and then render it with Radiosity turned on, the surface appears to glow on both sides.
 - Workaround: When using a light-emitting surface, create a second surface (with no light emission) of the same size and place it just behind the light-emitting surface, 1 or 2 millimeters away. This will mask the second light-emitting side in your rendering.





6. For fixtures with multiple circuit types you cannot manually select which type to display in DATA mode

Regardless of the number of circuit types associated with a particular fixture and the Regional Settings that you choose for your file, there is no way to select which circuit type to show in DATA mode; instead, the program will always show the first circuit type listed.

7. After saving your *wysiwyg* file directly to a Network Attached Storage (NAS) device or any other remote drive/location, including (potentially) USB drives, you may have trouble opening the file

Workaround: Work on files that are kept on your local hard drive. Before you begin working on the *wysiwyg* file, copy it to your local drive and open it from there; once you are finished working on it, save the file (on your local hard drive) and then move it back to your NAS device.

8. When you uninstall and reinstall the *wysiwyg* Server, the network version of wysiwyg (Network or Learn) does not function properly

When you install *wysiwyg* Release 35 the program installs updated Sentinel Drivers that make it unnecessary to subsequently install the *wysiwyg* Server (for the network versions of *wysiwyg*). However, if you install *wysiwyg* Release 35 *and* the *wysiwyg* Server, and then subsequently uninstall and reinstall the *wysiwyg* Server, the program will not function properly.

In this case, perform the following workaround:

- 1) Click Start > Control Panel > Add or Remove Programs.
- 2) From the list of programs, click **Remove** beside the following programs, and then follow the steps to remove them from your computer:
 - all listed versions of the Sentinel Drivers
 - the wysiwyg Server
- 3) Restart your computer.
- 4) When these programs are removed, reinstall the Sentinel Drivers by double-clicking the file *Sentinel.exe* located in the following folder:
 - C:\Program Files (x86)\WYSIWYG Release 35\Bin\Sentinel

Note: C: is the drive on which you installed wysiwyg.

9. Transparent surfaces that touch non-transparent objects are not transparent in the rendered image

To ensure that transparent surfaces touching non-transparent objects are completely invisible in renderings requires a slight workaround. When placing the transparent surface or object in your drawing, ensure that a minuscule space exists between it and any non-transparent objects in your drawing (this space can be as small as you like). For example, if you are placing a transparent surface on a floor, nudge the surface just above the floor. When you render the image, the surface will be invisible.

10. *wysiwyg* does not detect the appropriate size of color frame for some fixtures that have interchangeable lenses

wysiwyg is not distinguishing the lens from the body of certain fixtures that have interchangeable lenses, such as the Strand SL. In some cases, therefore, it allows you to use the incorrect size of color frame for the current lens. For example, a Strand SL fixture with a 26° lens uses a 6.25-inch color frame, but *wysiwyg* also allows you to use both a 12-inch and a 14-inch





frame (the frames used by 10° and 5° lenses respectively).

Note: This issue was previously experienced with the Source 4 fixture, but it has since been fixed in R38.

To avoid this issue, ensure that you know the appropriate color frame for each lens that you are using. Select a color frame from the accessories tab of the library browser and insert it into the fixture(s). Then open the properties of the color frame and select a color to apply to the accessory.

11. Deleted Presentation items are still available in Layouts

Removing a new plot, image, report, worksheet, key, legend, or spreadsheet from its respective shortcut bar using Undo does not remove it from the list of items available for insertion in Layouts. Such items are named "new view" in their respective list and can be added to the layout but may cause *wysiwyg* to crash.

12. Positional link not broken for grouped objects in a New Plots view

Performing a Move or Rotate command on a set of grouped objects in a New Plots view does not properly break the positional link. If you try to restore the positional link for these objects, they will return to the position they were in immediately before the positional link was broken, not to their current position in CAD mode. They will move to the correct position if the objects in CAD mode are ungrouped and regrouped.

13. Positional link not broken for grouped hang structures in a New Plots view

Performing a Move, Rotate, or Rotate Position command on a set of grouped hang structures (such as truss) in a New Plots view does not properly break the positional link. If you Move or Rotate the hang structures in CAD mode, the hang structures in the New Plots view will change their position as well. They will not be moved if you ungroup the hang structures before moving or rotating them, and then regroup them when the operation is finished.

14. 'Windows' created with the Boolean > Subtract tool disappear when the file is re-opened.

If 'windows' are cut out from a 'wall' surface when both the wall surface and the surfaces that will be used for the cutouts were created by extruding lines, after saving and closing the file, reopening it causes the windows to be filled in again in Shaded View. In Wireframe views, the cutouts are still there.

15. Bring to Front and Send to Back commands in CAD Wireframe and in Layouts cannot be undone.

The Undo command will undo the action previous to any Bring to Front/Send to Back commands. Reversing the operation must be done manually and it may take several steps to return objects to their original draw order.

16. Performing 15-20 Boolean operations in a File may lead to a crash on the next Boolean operation.





There is a limit due to geometric complexity, but it varies depending on the file and objects and is unpredictable. If performing repeated Boolean operations on the same objects, it is recommended that you save and back up your work often - perhaps even after every successfully complete operation.

- 17. When undoing and redoing move commands involving objects attached to an axis or frame or a grouped axis or frame, the objects may end up positioned incorrectly.
- 18. In Layouts and New Plots, the measurement unit type shown in the Status Bar does not always match the unit type used in the Layout or New Plot.
- 19. Changing wysiwyg's (Wyg.exe's) task priority from Task Manager does not always result in that priority being retained.
- 20. Undo/Redo is not supported for Camera Path nodes set to User Defined.
- 21. Fixtures that have multiple beam properties (e.g. Showgun) cannot display the color wheel preview information on the Color Designer Tool.
- 22. Custom Library Items that are no longer part of the application library and deleted from the wysiwyg file cannot be deleted from a file's private library

A *wysiwyg* file which contains some custom library items that are not listed in the Application's Library Browser (accessed from the Welcome Screen), and that are deleted from the file cannot be deleted from the file's library, because the Delete option is disabled when you right-click on the custom library object inside the file's Library Browser.

Workaround: Performing a Purge Operation on the file will detect the unused custom library items in the file and can delete them if the user wishes.

23. The previous "Un-Hung Fixture" Spreadsheet does not work with the new Spreadsheet because the filtering system is different in the new Spreadsheet.

Workaround: In the Spreadsheet's filter bar, the Un-Hung Spreadsheet has its Status filter dropdown set to "AII", and the user can change it to "UNHUNG".

- 24. The Symbol Alignment option in Show Options inverts Fixture Lens Number in the Fixture's symbol when displayed in Wireframe views.
- 25. Linear Scale objects do not export in 3D DWG/DXF exported files.

Although Linear Scale objects will export to a 2D DWG/DXF exported file, they currently do not export to a 3D DWG/DXF exported file.

26. wysiwyg cannot print to a PDF file if the file's name or path contains Unicode characters that do not exist in the current system language code page. For example, if your system is using English (United States), you cannot specify a path with Chinese characters.

Workaround: One workaround is to name the file using only characters in your system language from *wysiwyg*, and then rename the file afterwards from Windows. Alternatively, if you set the





Windows OS language settings to a language which uses the same characters used in the file name or path, then the image can be exported successfully.

27. wysiwyg cannot export the Shaded View to a JPEG image if the file's name or path contains Unicode characters that do not exist in the current system language code page.

Workaround: One workaround is to save the JPEG in a different image format, (e.g. BMP, PNG, etc.), and it will save successfully. Alternatively, save the JPEG image file with a name and path only containing viable Unicode characters from *wysiwyg*, and then rename the file afterwards from Windows.

- 28. When running *wysiwyg* in the VMware Fusion virtual machine environment, textures are not applied or displayed correctly on surfaces.
- 29. When running *wysiwyg* in the VMware Fusion virtual machine environment, "Save to Image view" and "Export to image" options on right click menu may crash *wysiwyg*.

Workaround: You can use the PrintScreen feature to capture a screenshot and then paste the image into an Image Editing application.

- 30. When running *wysiwyg* in the Parallels or VMware Fusion virtual machine environment, enabling the "Soft Shadow" option in the Shaded Views may crash *wysiwyg*.
- 31. When exporting the Shaded View using "Export to Image", video card settings are not ignored in the exported image.

Workaround: This does not happen if the Shaded View is saved to the Images tab first, and then exported from the Images tab. Another option is to use the PrintScreen feature to capture a screenshot and then paste the image into an Image Editing application.

32. For imported hatch patterns with dots, printing may not provide the expected results.

When printing a hatched object that uses a hatch pattern with dots, the dots may appear very small and faint or may not appear at all. *wysiwyg* has several hatch patterns with simulated dots that use short line segments instead. This is only a problem if a pattern file is imported.

33.

34. Cell Padding is handled differently in Text label objects in Release 36. Therefore, wysiwyg files saved in R35 and earlier version containing Text Labels which have cell padding will have a different height in Release 36 and later.

Unlike before where cell padding would reduce the text height, now the cell padding value is additional space added around the text. Therefore it will increase the overall height of the text label object, which will make the height of a Text Label saved in files from previous releases different.

35. Some PDF Files (particularly Multi-Layer PDF files) may fail to import as floorplans.





A few workarounds to this problem are available:

- 1. Ask for another version of the PDF file (or re-create it), without Layers.
- 2. Use Adobe Acrobat Pro to flatten/merge the layers. (As stated on the Adobe Help page above, this requires the Pro version of Acrobat, which is not free.)
- 3. If GhostScript is installed on the system, *wysiwyg* can attempt to use it. Installing the latest version of 32-bit GhostScript may help resolve this issue.
- 36. Object order is not respected in New Plots as it is in CAD Wireframe Views.

The Send to Back / Bring to Front functions to offer the user a way to define object draw order, are not respected in New Plots. As a result, the plot will be displayed differently between the CAD Wireframe representation and New Plots representation.

37. Occasionally when opening a dialog, the window's border is displayed but the contents of the window are not shown.

This issue happens randomly. If you experience this problem, you can use the ESC key to close the dialog or click in the top right corner of the dialog where the X button would be. Usually if you try to reopen the same dialog again, all the contents will be displayed the next time it is opened.

38. When switching between tabs or between Visual Themes, *wysiwyg* mouse clicks may affect the window behind *wysiwyg*.

During these slower operations, *wysiwyg* may become temporarily inactive. Avoid clicking the mouse until the switch is complete and *wysiwyg* will stay in the foreground.

39. Due to differences in how applications work with text, some issues exist with exporting text labels to DWG.

Exporting text labels with multi-line text will result in a text object with one line of text in the DWG/DXF file. Text label borders and background fill are not exported. The Align to View property is ignored. Text will appear slightly larger and may be in a slightly different position from how it appears in wysiwyg, but it is much more accurate than in previous releases.

40. Depending on DPI settings, Layouts may not display or print certain objects at the specified scale.

Worksheet, Report, Key and Legend objects may be smaller in the Layout due to system DPI settings above 100%.

41. Sometimes when you render a file which has objects imported from SketchUp, the textures do not appear in the rendering.

This is a random bug which happens from time to time. It is possible to determine if the textures will be rendered from the small preview before you start the render job. If you do not see any textures appearing in the small preview, close the Render Wizard window, and reposition your camera and start the Render Wizard again. In most cases, the next time the textures will appear





in the rendering (just verify first in the last step of the Render Wizard before starting the render job).

42. Shaded Views are experiencing a performance drop to ~1 FPS on Windows 10 systems which have an Nvidia graphics card whose driver is greater than Version 353.62 when going into or out of Full Screen mode.

Some customers are experiencing severe performance drops on their systems, usually down to approximately 1-2 FPS. The commonality between all of these reports is: it's on a Windows 10 computer, which has an Nvidia graphics card, and the graphics driver is later than Version 353.62. The issue seems to be triggered when the Shaded View is about to open into Full Screen mode, or when it is closing Full Screen mode. CAST is currently investigating this issue, and we can report that:

- This issue is NOT experienced on older graphics drivers that are Version 353.62 and earlier.
- This issue is NOT experienced on systems running an AMD graphics card
- 43. wysiwyg DPI drops after connecting to the Hog4 driver if the computer's DPI setting is above 100%.

When *wysiwyg* is running on a computer which has DPI settings which are greater than 100%, connecting to the Hog driver will immediately drop the DPI settings to 100%. This issue is not experienced on the same systems with other console drivers.

44. Accessories' Attribute Layouts cannot be changed in CAD Mode.

It is not possible to modify the Attributes Layout for Electronic Accessories via the Edit Fixture Attribute Layout window in CAD mode. Please modify these via New Plots instead, by clicking-and-dragging (or deleting) them as needed.

45. Measuring Truss with Linear Dimensions may show incorrect measurements for a Truss' length, width, or height.

The *wysiwyg* Truss library is represented by lines along the center of the main truss chords and does not account for the thickness in the library symbol. As a result, sometimes measurements of the truss' length, width or height with Linear Dimensions snapping to end points may result in incorrect measurements as the library models do not account for the Truss thickness. To correct this, an optional Truss Thickness was introduced to improve Truss representations, and a new Truss Snap feature which includes the truss thickness value when measuring truss can be used. This has improved measurement results for many truss objects, but some truss objects may still experience discrepancies. Also, many Imperial length truss models will continue to display a measurement discrepancy due to converting from metric to imperial, as all truss models in the library are drawn as a metric drawing.

Workaround: Use the Truss Manager and specify the correct measurements in the Auto Dim X/Y/Z columns for the Truss objects used in your files and then use the Auto Truss Dimension tool and choose the option to use Truss Manager values to measure truss objects.





46. Sometimes when the truss thickness option is enabled, some Truss and Pipe may not be represented perfectly, especially when the Truss/Pipe object may be rotated.

Again this is also related to the *wysiwyg* Truss library being represented by lines and not accounting for the thickness in the library symbol. The truss thickness option adds thickness to the truss representation which works best when truss is aligned to the main axes, but if truss is rotated, sometimes it will not look correct.

When represented with truss thickness, the Truss symbols display best when aligned to the main axes. If they are rotated, the truss representation of the main chords and cross-members may not look correct in all cases. This depends on the truss' angle of rotation. Similarly, linear and curved pipes may also experience similar issues when not aligned to the main axes.

Workaround: A potential workaround that sometimes helps with displaying truss best is to enable truss fill for the truss symbol. For the pipes, sometimes increasing the pipe thickness will help display the pipe correctly.

47. I-Mag Camera is not displayed in Renderings.

The visuals from the I-Mag camera do not appear in Renderings.

Workaround: A workaround for this issue is to export the Shaded View of the I-Mag Camera, and apply this image as an Image Source to the Screen before starting the Rendering.

48. SketchUp 2017 files do not import.

A SketchUp file saved as Version 2017 will not import into wysiwyg.

Workaround: A workaround for this issue is to save the file back to Version 2016, which will import into wysiwyg.

49. NVidia cards not able to correctly simulate strobing at higher frequencies.

Strobing fixtures at high frequencies on NVidia cards are not displayed correctly. Conversely this same issue is not experienced on a high end AMD graphics card with the same file running same strobing cue. As a result, the issue is with the NVidia driver being unable to display the simulated beams at such high frequencies.

Strobing at high frequencies is not simulated correctly when using an NVidia video cards: the displayed rate is random as opposed to constant. Since the same is not experienced with the same file and DMX input running on the same computer but with an AMD video card, the only logical conclusion is that this is specific to nVidia video cards. nVidia has been notified about this, and it is our hope that they will be able to address the problem in a (near-)future driver update (but, naturally, we have no control over when they decide to make this fix a priority).

50. Some video cards do not support the Alpha Beam shadows feature and may experience a crash when switching to Shaded View.





To support the graphical requirements of the Alpha Beam Shadows feature, your video card must support OpenGL version 4.3. If not, while running simulation in the Shaded View, *wysiwyg* will crash. As a result, and to avoid this, when some AMD video cards that do not support this feature are detected, the Alpha Beam Shadows feature will be automatically disabled. However, if a crash is still experienced, please see proposed steps to avoid the crash in the *Workaround* below.

Workaround: In cases where you are attempting to open a file and *wysiwyg* crashes, from the Welcome Screen, open the Application Options and disable "Deferred Rendering" from the Simulation tab.





Contacting Technical Support

Please read the online documentation and visit the www.cast-soft.com Web site before contacting Technical Support. You can contact Technical Support at the following location. CAST Software Technical Support 35 Ripley Avenue, Unit 1 Toronto, ON Canada M6S 3P2

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