WYSIWYG R47 Update 1 Release Notes

Welcome to WYSIWYG R47! (If you are a new user, it is recommended that you work through the **Quick Start Guide** (accessible from the Windows Start menu) in order to learn the basics of using WYSIWYG.) These Release Notes are intended primarily for users who are familiar with WYSIWYG and they provide information about new features, updates and bug fixes that were developed for R47.

Update 1: click here to see the new feature that was added in this update, here for enhancements and updates to existing features, and here for a list of issues that were fixed. NOTE: Files saved from R47 Update 1 cannot be opened by R47; in the unlikely event that the original R47 needs to be used to open a file created in R47 Update 1, that file must be saved in R46 format. (This should not be required however, because any and all R47 installations may be updated to Update 1 – and this is highly recommended!)

Other documentation resources for WYSIWYG include the Reference Guide found in the Windows Start menu, which provides information about all functions and features in WYSIWYG; the Tips and Tricks section of our website, which offers tutorials for using various features; and our Forum, which is the best place to find answers to usage questions – and/or to ask such questions.

New Features

Spanish Translation. Hola! WYSIWYG has been fully translated into Spanish! To switch languages, click the *OPTIONS* menu on the Welcome Screen, click *Language*, then click *español.*

Chroma Keying. It is now possible to make part of a Video Source transparent (typically its background – but not always) which allows you to place the live action shot of an artist, pyro effects or anything else, really, within your WYSIWYG model, making it appear as if the action is taking place "inside" WYSIWYG's virtual environment. This tutorial provides information regarding the use of this feature, but here are some key points about it:

- It can only be used on Surface, Sphere and Cylinder objects.

- To increase the brightness of the chroma keyed video, you may either set the Surface's, Cylinder's or Sphere's Color Tint option (found in objects' Properties > Appearance tab) to a value above 100% (200%-400% works best) or enable the object's Light Emission, set the Color to white and Intensity to 100%. Using Color Tint is best for chroma keyed videos which are not meant to cast light on the scene (e.g., those whose subject is a person), while Light Emission is more appropriate for videos from which "light" does need to interact with the scene (e.g., pyro effects). **Note:** the Light Emission Glow option does not interact very well with Chroma Keying, so if you've enabled this in the Shaded View, it is recommended that you disable it for objects that use a chroma keyed video. (This option appears at the bottom of these objects' Light Emission tab.)

- Any colour at all, including black or white, may be used for keying. Black works best, but it is not very common to find videos with black backgrounds which can be keyed correctly; however, if you are creating the video yourself, you may wish to consider using this over green.

- Greenscreen/bluescreen videos (the most commonly-used chroma colours) are available for download from many websites such as pixabay.com (free and royalty-free) and shutterstock.com (paid-for, higher quality and royalty-free).

If you wish to use .wyg file and videos used in the tutorial, please click here to download them.

MVR Merge. This feature builds on R46's MVR Import feature by taking full advantage of MVR's workflow, while adhering to MVR's unwritten rule, that incoming data *always* takes precedence over existing data (similar to the 'latest takes precedence' concept on lighting consoles). This flowchart is an *example* of how an MVR file could come to be, how it might progress during a show's pre-production and how it can help various apps and the lighting console all be (or stay) "in sync" by facilitating data exchange between them; here, WYSIWYG is the (blue-colour) "Lighting Design and Visualizer Application". To merge an .MVR file, ensure that you are working in *CAD mode*, click *FILE > Merge*, select the file, and click *Open*. For more information about using this feature, please consult WYSIWYG Help as well as the MVR Knowledge Base on our website; detailed information about MVR itself is available here.

MVR Export. It is now also possible to export MVR files. WYSIWYG will export everything that is currently visible in the Wireframe; as such, you must ensure that the current Scene does not omit any layers that you wish to export, *and* that all layers intended for export are visible. DMX universes will export in the order in which they appear listed in *DATA mode*'s *Patch View* tab's *Patch* shortcuts; to re-order them, hold down the ALT key and click-and-drag the shortcuts up/down, or right-click in the shortcut bar to use the *Manage Shortcuts* function. To export an MVR you must be working in *CAD mode*'s *Wireframe* tab – this option is *only* available in this mode and tab: click the *FILE* menu, then click *Export > MVR Export*. For additional information about exporting MVR files, such as to find out how WYSIWYG-native objects are converted into MVR entities, please consult WYSIWYG Help as well as our MVR Knowledge Base; detailed information about MVR itself is available here.

New Feature in Update 1

Connection to MA Lighting's grandMA3 onPC. This connection depends on an MA Lighting grandMA3 viz-key device being connected to the computer running WYSIWYG. Once that's done and you've set WYSIWYG to load the connectivity software at startup via the *Application Options > Additional Interfaces* tab, use LIVE mode's Device Manager to add viz-key to any .WYG file, bind universes and then connect to visualize the output from grandMA3 onPC (as well as a physical grandMA3 console). For detailed information regarding this connection, as well as a number of troubleshooting tips, please consult the Connectivity Guide, available here.

Enhancements and Updates

- To make MVR Exports easier, we have renamed the default four DMX universes that appear in every new .WYG file to *1*, *2*, *3* and *4*.

- The DMX universes within the Insertables that may be used to quickly add multiple DMX universes to any file now all start with universe *5*.

- A progress indicator now appears while an .MVR file is being parsed for import (and merge as well).

- An automated search functionality has been added to the Fixture Mapping step of the MVR Import/Merge Wizard.

- Also in the Fixture Mapping step, it is now possible to filter the fixture list by layer.

- When a fixture is left unmapped during MVR Import/Merge, it is no longer replaced with a "Null (Dummy)" fixture, but with one called PLACEHOLDER. (A *Note* is automatically added to PLACEHOLDER fixtures, which specifies what fixtures they replaced. This note is visible in the PLACEHOLDERs' Properties as well as in Spreadsheets, and assists with filtering (or sorting) Spreadsheets based on these fixtures, for the purpose of Replacing them.)

- It is no longer possible to rename layers, Positions and Focus Positions that were imported from an .MVR file. This change was required in order to prevent potential future conflicts as updated versions of MVRs are merged. However, it is still possible to change imported layers' or assets' names. For layers, create a new one and move the objects from the imported/merged layer to this new layer; for Positions, create a new one and assign it to the 10-cm pipe which was created for the imported/merged fixture; for Focus Positions, create a new one (at the same location, or very close to, the imported/merged one) then assign the necessary fixture(s) to it. In all cases, you may delete or *Purge* the imported layer(s)/asset(s) if they are no longer required.

- The default fixture that appears when replacing an incoming DWG/DXF Block or a SketchUp Component with a fixture, is now called PLACEHOLDER.

- CEIP (the Customer Experience Improvement Program) has been discontinued. Nevertheless, we encourage you to continue sending your feature requests and improvements suggestions to techsupport@cast-soft.com.)

Enhancements in Update 1

- WYSIWYG now uses NDI® version 5.

- In addition to displaying in LIVE mode's Status Bar, the number of unused DMX channels now also appears in CAD and DATA modes; however, in these modes, the count only updates when (after) LIVE mode is accessed.

- Smoke animation speed (defined via the *Direction/Speed* sliders in the Shaded View's *View Options > Environment* tab) has been increased. The controls for this have not changed in any way, but the animated smoke will move faster than in previous versions (where at low settings it was barely perceptible).

Fixed Issues

- The issue that caused WYSIWYG to hang and become unresponsive during a Mode or View Tab switch when the Cuts & Adjustments Tool was open, is now resolved.

- The insertion point for objects exported to glTF is now their volumetric centre, as opposed to the Document (World) Origin.

- Objects in .glTF files exported from WYSIWYG are no longer duplicated by twice the number of Elements they contain. However, multi-Element objects (i.e., most Library Items, Pipe and Drape,

Risers, Walls, Cylinders, Cones and Venues) will continue to export as individual Elements, as opposed to a single mesh. Until this issue can be addressed, we recommend selecting the individual parts and grouping the objects once they've been imported into the application where they are required.

- It is now possible to switch to *any* supported video file type (extension, i.e. .MP4, .MKV, .AVI, .MPG, .WMV or .MOV) when changing a Video Source's Input.

- Fixtures imported (and, now, merged) from an .MVR file always retain their Spot numbers.

- When importing (and now, merging) MVRs that were exported from apps in which Groups are not objects that belong to a layer, WYSIWYG now places those Groups on a layer called *!GROUPS (MVR)*. (In WYSIWYG, <u>Groups are considered objects and must therefore belong to a layer</u>. Some of the applications which support MVR operate like this as well. In other applications Groups are "layerless" (do not belong to any layer) in others, and such applications may export Groups to nameless layers; since Groups must have a name, the name above is added to such layers during import/merge.)

- The MVR Import/Merge Wizard's Fixture Mapping step now always displays the correct number of *Selected* Channels for multi-circuit fixtures (such as traditional blinders, cyc fixtures, etc.).

Fixed Issues in Update 1

- When rotated, Rigging Points now appear correctly in CAD Items on Layouts (PRES mode).
- Once WYSIWYG is uninstalled, the installation folder is removed entirely. (When R46 and R47 was uninstalled, several empty folders were left behind.)
- Dimensions' Filled Arrows now always display with the correct colour.
- Objects attached to Motion Objects now export to MVR regardless of the Motion Objects' layer's visibility state.
- Chroma-Keyed videos no longer become transparent when the Light Emission Glow Shaded View option is enabled.
- WYSIWYG no longer crashes when the New Circle dialog is cancelled.

Library Additions and Updates

Click here for a list of Library updates and additions included in R47; this list includes Library changes from Update 1.

Known Issues

Known Issues are published on our website; click here to access them.

Other Useful Information

Membership Requirement

To use WYSIWYG R47 Update 1, the Membership on your dongle must expire no earlier than **June 2020**; the software may also be used with a Lease dongle on which the Lease has not yet expired.

Compatibility with Vivien 2021

To open files created in WYSIWYG R47 Update 1 using Vivien 2021 Update 2 (the current version at the time of this writing) they must be saved as .VVN files by selecting this file type via the *Save as type:* dropdown in WYSIWYG R47's Save or Save As dialog. The WYSIWYG **R47 Compatibility Pack for Vivien 2021 Update 2** must be installed in order for R47-native files to open in Vivien 2021 and ensure that nothing is lost when these files are saved from Vivien.

System Requirements

Click here for the current system requirements. Note that as of R47, the Windows 7 and Windows 8.1 operating systems are no longer supported. In case you are looking to purchase or build a new workstation for WYSIWYG, reading our Hardware Guide is strongly recommended.

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