

WYSIWYG R49 Update 1 Release Notes

Welcome to WYSIWYG R49! (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 R49.

Other documentation resources include [WYSIWYG Help](#) (also accessible from the HELP menu or by pressing F1) which provides information about all functions and features in the software; 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.

Update 1: click [here](#) for a list of issues that were fixed.

Development Environment Update

The development environment for WYSIWYG has been updated, which will benefit maintenance and development of new features going forward. No functionality or stability should be affected as a result.

New Features

New Visualization Engine for LED-based Strip and Tube Fixtures

A new visualization engine was developed specifically for such fixtures. Those which have been updated to take advantage of it now simulate with greater realism, especially when used for audience-facing “pixel effects”; in addition, lens options have been added to those fixtures of this type which feature interchangeable lenses (in real life). One important thing to be aware of is that objects which are lit by these fixtures will *not* cast shadows; the new engine was intentionally designed as such, to ensure that Shaded View performance is maintained.

To visualize with fixtures that were updated to use the new engine – and select a different Lens for them: consult the [R49 Library Additions and Updates list](#) to find which fixtures have been updated, add some to a (new) file, select the appropriate Lens (if available and applicable to your test) and either turn them on and pick a colour or colour fan in DESIGN , or patch them and control them from the connected console in LIVE mode. Lens options are selectable like any other fixtures’ Lenses, via their *Properties > Fixture tab > General* subtab, or via the *Cuts and Adjustments* tool. If you are using R49 to open legacy files which contain fixtures that have been updated, some will be replaced with the new versions automatically while others will not; for example, for the previous version of the Martin Scepton, the different lens options were handled by separate fixtures in the Library; in such cases, the existing fixtures must be replaced manually (using the Replace Fixtures feature) and then the appropriate Lens must be selected (if necessary).

Quick Motion Tool

A new Quick Tool was added in R49 which will speed up the workflow of attaching numerous objects to multiple Motion Axes or Frames. Unlike other Quick Tools, the Quick Motion Tool works by creating copies

of an existing motion object, placing them at the Insertion Point of the object that needs to be attached to them and attaching the object – all in “one step”.

To use the Quick Motion Tool: select one motion object (Frame, Linear Axis or Rotation Axis) to which nothing is attached, click *TOOLS > Quick Tools > Quick Motion Tool*. In the window that appears, set the naming pattern for the motion objects that are about to be created (i.e., the copies of the one that was selected) and, optionally, the DMX or Motion patching pattern, then click *OK*. Select the “first” object in the series of objects that need to move and/or rotate. (You may select additional objects if required; if you do, all selected objects will become attached to the one motion object you selected.) Once you are satisfied with your selection right-click or press *P* to *Proceed*: the selected motion object moves to the insertion point of the first object that was selected and that object along with any other selected objects becomes attached to this motion object. Select the next object(s) in the series and press *P* again to proceed: a copy of the initially-selected motion object is created at the insertion point of the first object that was just selected, and that object along with any other objects that were just selected become attached to this new motion object. Repeat until all objects in the series have, and are attached to, their new motion objects.

Connection to MadMapper’s MadLaser Extension

MadMapper’s Laser protocol has been added as an option to all Laser fixtures in the WYSIWYG Library which feature laser protocol input. This allows for MadLaser’s output to be visualized in WYSIWYG’s LIVE mode. (MadLaser is an extension of MadMapper; please contact MadMapper for details.)

To visualize MadLaser’s output: enable External Visualization in MadMapper’s *Preferences > Laser* tab, select *WYSIWYG* from the dropdown, and click *OK*; in WYSIWYG, hang one or more laser fixtures, access their *Properties > Fixture* tab > *Laser Source* subtab, select *MadMapper* from the *Protocol* dropdown, enter MadMapper’s Laser Output number, patch the fixtures to DMX, and bring up their channel on the connected console (as always when using laser fixtures in WYSIWYG). The laser fixtures now display MadLaser’s output.

Display and Change the Insertion Point for Groups and Truss Structures

Up to and including in R48, a Group object’s Insertion Point was always the Insertion Point of the first object that was selected when the Group was created; the Insertion Point of a truss structure was the ‘Mount 1’ point of the second truss piece that was inserted; no Insertion Point appeared in either case, and it was impossible to change this point. While in some cases the location of the Insertion Points for Groups or truss structures is irrelevant, there are many cases in which it is, so it is now visible at all times, and it is also possible to change it at will.

To change the Insertion Point for Groups and truss structures: select one (only one!) Group or truss structure, access the *EDIT* menu or right-click, and then click *Change Insertion Point*; finally (unlike when changing the Insertion Point for single objects that you’ve drawn or inserted from the Objects Library) instead of choosing a new Insertion Point from a sub-menu, click anywhere (or type the coordinate and press *<enter>*) to define the new Insertion Point. Tip: use Snaps to facilitate the selection of the new Insertion Point.

Display Snap Points for Center Snap

Green snap points now appear at valid objects' centres when *Center Snap* is enabled. This improves workflow by eliminating the guesswork associated with hovering the cursor in “the general area of the centre of the object” until the centre is snagged by the Snap. Note that these points will only appear for 2D and 3D primitives that have been drawn in WYSIWYG (or which have been imported from .DWG/.DXF files and converted to WYSIWYG-native primitives).

To display snap points at objects' centres: enable Center Snap. (This is the only action that turns them on or off; no associated document option exists.)

Updates and Enhancements

- **4K images may now be imported.**
- **WYSIWYG is now able to import .MVR files with 3D meshes in .GLB format.** (It is still possible to import .MVRs with .3DS meshes.)
- **GDTFs that are generated on-the-fly when an MVR file is exported now contain the official GDTF models for “dummy” fixtures.** Please note that for the time being, ALL fixtures export with a ‘moving head’ model; more models will be added when provided by the GDTF/MVR protocol.
- **“Long and thin” fixtures such as strips and tubes, which typically do not feature a yoke, now default to inserting with a Half-Cheeseborough clamp,** instead of a C-clamp.
- **Additional snap points appear for Truss objects when Truss Snap is enabled.**
- **Snap points now appear around Truss objects in Isometric View.**
- **Attach to Motion Object Command:** you no longer have to access objects' Properties in order to attach them to motion objects. Instead, select a single motion object along with any number of objects, and either click the *EDIT* menu and click *Attach to Selected Motion Object* or simply press = for the selected object(s) to become attached to the selected motion object. (It is not possible to use this command to attach motion objects to other motion objects.)
- **Detach Motion Object(s) Command:** as with the new Attach command, you no longer need to access objects' Properties to detach them from motion objects. Select any number of objects that are attached to motion objects instead, and either click the *EDIT* menu and click *Detach Motion Object(s)* or simply press - for the selected object(s) to become detached from their motion objects.
- **An Insertable was added which allows for the instant addition of 512 DMX Universes to any file.**
- **A FAL Template was added for Tube and Strip fixtures.**

Fixed Issues

- Custom View Tabs are imported from .wud files that contain them, and new ones no longer disappear.
- *Select from Selected* now works when performing fixture selections by Focus Object.
- All *Truss Thickness* options are back in working order.

Fixed Issues in Update 1

- WYSIWYG no longer crashes when opening legacy files containing objects created via Boolean operations.
- LED-based Strip and Tube Fixtures that use the new Visualization Engine can now display video and image sources.
- The crash has been resolved that occurred while attempting to render (via the *Render Wizard > Background Rendering Manager*) a file that contained certain fixtures that take advantage of the new Visualization Engine.
- In some cases, MVR Export could result in a very long processing time and unreasonably large files being created. This occurred when *many* objects in the .wyg file used the same texture. This no longer occurs: MVR Export was changed to export only one copy of each texture image where possible.
- WYSIWYG no longer crashes when the mouse is over a circle/arc and Intersection Snap is turned on.

Library Updates and Additions

Click [here](#) to access the list of fixtures and other Library items that were added and updated in R49.

Known Issues

Known issues are listed [here](#).

System Requirements

[Click here](#) for the current system requirements. If you are looking to purchase or build a new workstation for WYSIWYG, reading our [Hardware Guide](#) is strongly recommended.

Membership Requirement

To use WYSIWYG R49 Beta, the Membership on your dongle must expire no earlier than **June, 2022**; the software may also be used with a Lease dongle whose **Lease has not yet expired**.

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