

Vivien 2023 Update 1 Release Notes

Welcome to Vivien 2023 Update 1! (If you are a new user, it is recommended that you watch [these videos](#) and/or read through the Quick Start Guide installed together with the software, in order to learn the basics of using Vivien.) These Release Notes are intended primarily for users who are familiar with Vivien; they provide information about new features, updates and bug fixes that were implemented in Vivien 2023.

Other documentation resources for Vivien include Vivien Help (accessible from within Vivien, by clicking the HELP menu) which provides information about all of Vivien's functions and features; 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 adds the option to save Ultra High and Panorama images in JPEG format when these are Batch-exported, fixes three Seating Area issues (the most prominent being that objects' spacing around a single Aisle are once again the same as in previous versions of Vivien), increases file saving speed (including when *Auto Recover* data is saved) and addresses several crashes.

New Features

Multiple (Vertical) Aisles for Seating Areas. Up to nine vertical Aisles may now be defined for Seating Areas via the *Seating Wizard* – or via *Seating Areas' Properties*, if not defined originally.

To define multiple Aisles: activate the *Seating Wizard*, define your *Seating Area* outline, choose the *Classroom*, *Theater* or *Banquet* seating layout (the *Chevron* seating style continues to only allow one Aisle) and supply the aisles' details in the *Specify Aisle Settings* step; finally, adjust each *Seating Section's Alignment* as required, in the *Specify Layout Alignment Step*. Aisles' options, including for multiple Aisles, may (as always) be adjusted via *Seating Areas' Properties*.

Rectangular Surfaces. Rectangles and rectangular Surfaces now maintain their rectangularity – in essence, they behave like a “2D Riser”. Such surfaces are a new type of object called a *Rectangular Surface*.

To create and use Rectangular Surfaces: use the *Rectangle* tool in the *DRAW* menu as always (and tick the *Convert to Surface* checkbox if necessary) or use the *Surface* tool to draw this object by snapping to the grid and/or by enabling *Ortho* (via the *MODIFY* menu). A Surface that was not a Rectangular Surface when drawn may be converted to a Rectangular Surface via the *MODIFY* menu > *Convert* > *Surfaces into Rectangular Surfaces* option after its corners' locations are adjusted such that all corners are 90°; conversely, any Rectangular Surface may be converted to a regular Surface via the *MODIFY* menu > *Convert* > *Rectangular Surfaces into Surfaces* option. Finally, any Rectangle may be converted to a Rectangular Surface (via the *MODIFY* menu > *Convert* > *Rectangles into Rectangular Surfaces* option). Once created, click and drag of the Rectangular Surface's grips to resize the object.

Save Customized Library Items. Save a Library item whose appearance has been altered after it was inserted, and recall it with the same appearance options in the same or future files, forgoing the need to customize/change its appearance options when that item is needed again. This does not apply to Fixtures, Truss and Manufacturer Items whose appearance cannot be altered, but does apply to Table Sets that have been Edited.

To Save a Customized Library Item: select one item that you’ve added to the file (and whose appearance you modified) click the *LIBRARY* menu, click *Create Customized Library Item...* and follow the steps of the wizard that appears. Once you’ve completed the wizard, you can insert the “new” object from the Library folder that you specified in the *Paths* step. (It is possible to save multiple customized versions of any object; after inserting a customized object, its appearance may be altered further, and another customized version may be saved with a different name.) If, in the first step of the wizard, you checked the *Make this Customized Library Item available to other documents.* option, the “new” object will be available in other files you open or create on this computer. To access the customized object on other computers, export a Vivien User Data (.VUD) file from the Welcome Screen with the *Custom and Customized Library Items (all)* option selected in the *Export User Data* dialog, then import the resulting file as needed.

Automatically Create Shortcuts for Library Items as they Are Being Inserted. The advantage to using shortcuts is that once they are created, the items they represent can be inserted directly, without having to search the Library again for the item represented by the Shortcut (or without having to navigate the Library to it).

To automatically create Shortcuts (and use them): ensure that the *Toggle Automatic Shortcuts* button is toggled on (it is on by default in every new file – as indicated by its purple outline). Insert a library item, then switch to the Shortcut Tab that matches the type of item you inserted to see that item’s Shortcut; the Shortcut’s name will include the point from which this shortcut will insert (as selected by right-clicking while the item is being inserted). From now on, click on the Shortcut to insert that item from that point.

Categories for Insertables. The *Insertables Categories Manager* was added to streamline the use of Insertables with improved sorting and better filtering. This new feature may be used from within Vivien, but Categories may also be managed via Windows File Explorer.

To use Categories for Insertables: start by creating an Insertable the same as in any previous version of Vivien: select the object(s) to turn into an Insertable, click the *FILE* menu, click *Insertables*, then click *Create*; next, select a Category to assign to this new Insertable by clicking the *Category* dropdown in the *Create Insertable* dialog; if no Categories have been defined, click the *Manage Categories* button to add one (or more). When *Adding* an Insertable, the list of Insertables may now be sorted and filtered by Category. To change an Insertable’s Category, select it in the *Add Insertable* dialog’s table, and click the ellipsis button (...) in the *Category* cell. Since user-created Insertables are .VVN files stored in the *%USERNAME%\Documents\Vivien Files\Insertables* folder, navigating to this folder using Windows File Explorer allows for their and their Categories’ management: a Category is any subfolder that exists within this folder, and as such, moving a file (which is, in effect, an Insertable) between these subfolders (which are, in effect, Categories) will result in that Insertable’s Category changing in Vivien. (The Category will not update while the *Add Insertable* dialog is open, but will do so the next time this dialog is opened.) Using Windows File Explorer is not necessary, but may be preferred when a large number of Insertables and Categories need to be managed.

New Ambient Light Option. A new Ambient Light option, *Smooth*, is available in the Virtual View, and this is the default for all files. To see how it differs from *Classic* Ambient Light, open any file and swap between the two options.

To switch between Ambient Light types: right-click in Virtual View, click *View Options*, click the *Simulation* tab, and choose the desired option via the *Type* dropdown in the *Ambient Light* section at the top of the dialog. As always, the change is applied immediately.

Enhancements and Updates

- **4K images may now be imported.**
- **Green Grips appear when Center Snap is enabled**, making it easier for objects' centers to be identified when using this Snap.
- **GL Transmission Format Binary (.glb) files, as well as SketchUp (.skp) files in SketchUp 2022 format, may now be imported.**
- **Groups' and truss structures' Insertion Point may now be changed.** To do this, select one Group or truss structure, right-click and then click *Change Insertion Point*.
- **Fixtures may now be distributed between their hang structure's end points** to become equidistantly spaced along that hang structure, with the fixtures at the left and right also equidistantly offset from its ends.
- **Non-empty layers may now be deleted.**
- **+ has been added as a hotkey to toggle the grid on and off in Drawing Wireframe.**
- **It is now possible to open the folder in which a recent file is located;** to do so, on the Welcome Screen, hold down CTRL and click the file's name.

Fixed Issues

- The current selection is no longer dropped when CTRL (+ SHIFT) + right-click selection is used.
- The Position Tool now shows the correct location for Rooms and for Pipe and Drape.
- Incorrect errors which may have resulted from valid Point Size values will no longer appear.
- The rare crash that may have occurred with multiple Shaded View Popup windows has been resolved.

Known Issues

Known Issues are published on our website; [click here](#) to access them.

Other Useful Information

Membership Requirement

To use Vivien 2023, the Membership on your dongle must expire no earlier than **December 2022**; the software may also be used with a Lease dongle on which the Lease has not yet expired.

Compatibility with WYSIWYG

Vivien 2023 is fully compatible with WYSIWYG 2023, and vice versa. Therefore, a WYSIWYG 2023 file will open in Vivien 2023 (and Vivien 2023 files will open in WYSIWYG 2023). Note: the WYSIWYG 2023 Compatibility Pack for Vivien 2023 must be installed in order for WYSIWYG 2023-native files to open in Vivien 2023 and ensure that nothing is lost when these files are saved.

System Requirements



[Click here](#) for the current system requirements. Vivien 2023 can only install and run on the Windows 10 and Windows 11 64-bit operating systems. In case you are looking to purchase or build a new workstation for Vivien, reading our [Hardware Guide](#) is strongly recommended.

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