WYSIWYG 2024 Release Notes

Welcome to WYSIWYG 2024! (New users looking to learn the basics of using WYSIWYG will likely not benefit from reading this document; instead, please work through the **Quick Start Guide**, accessible from the Windows Start menu.) These Release Notes provide information about new features, updates and bug fixes that were developed for this version.

(Other documentation resources for WYSIWYG 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, of course, to ask questions.)

New Features

Visualization of Frost and Diffusion Gels

These types of gels are automatically visualized in the Shaded View, with different gels altering beams and footprints as their real-life counterparts do.

To use Frost and Diffusion Gels. Add one of the gels listed in the ***Frost/Diffusion Gels updated […]*** section of the Library Additions list to a conventional fixture, a "conventional LED" fixture, or to an automated fixture by creating a Custom Color List for it, and watch the fixture's beam change accordingly. The listed gels are the only ones to which this visualization information has been added; thus, using any other such gels will have no effect in the Shaded View. Please contact the Libraries Development Department with requests for frost/diffusion visualization information to be added to other gels you require – or to suggest visualization updates needed for gels to which this information has already been added. **Known issue:** when such a gel is added to a gobo-less fixture, it is possible, in some cases, for a (faint) black outline to appear at the edge of the beam's footprint; we are working on this issue and hope to have it resolved in an Update. **Important:** for the frost/diffusion "effect" to appear in LIVE mode when an automated fixture's color wheel is fitted with such a gel, the incoming DMX value must set the color/gobo slot to "centered"; note that automated fixtures' Frost or Simulated Frost functions cannot be used to visualize these gels at this time – if this "effect" is desired for such a fixture, a Custom Color Wheel *must* be used.

Pan Circles

An orange circle may be set to appear around moving head fixtures' bodies (only for moving head fixtures) to indicate how far their head will extend as it pans and tilts in DESIGN and LIVE modes.

To use Pan Circles. They are enabled by default, so they will appear for all moving head fixtures, both in new files and in files from previous versions that are opened in WYSIWYG 2024. To disable them, access the *OPTIONS* menu > *Document Options* > *Fixture Settings* tab and untick the *Show Pan Circles* checkbox. A *Padding* value can be specified here as well; when a value larger than zero is entered, WYSIWYG adds it to the radius of the fixture's Pan Circle. As a result, the radius of the displayed Pan Circle is increased (by the value specified) providing a larger safety margin for the hang: the larger the Padding, the less likely for fixtures' heads to end up colliding while their heads pan and tilt. **Note**: since WYSIWYG performs this

calculation on-the-fly, it is normal for Pan Circles' location around fixtures to change when their orientation changes as a result of altering their Pan and/or Spin, or as a result of their hang structure's orientation being changed.

New Lens Flare Engine

WYSIWYG 2024's overhauled lens flare engine greatly improves lens flares for fixtures whose Source Disc is not circular, by making the flares conform to the shape of the Source Disc; for example, rectangular panel-type fixtures, no longer display round flares. It also improves the realism of lens flares that appear for fixtures fitted with gobos. **Important:** as a result of this feature being added, Shaded View Options may need to be adjusted when files created in WYSIWYG 2023 or earlier are opened in WYSIWYG 2024.

To use the Lens Flare Engine. Lens flares are enabled for all fixtures. Thus, nothing is required to use this feature, aside from ensuring that the *Lens Flare* slider in fixtures' *Properties* > *Fixture* tab > *Beam Options* subtab and/or the same slider in the Shaded View's *View Options* > *Simulation* tab is not set to zero.

Particle Effects: CO2 Jets

Following WYSIWYG 2024's Smoke and Flame Particle Effects, WYSIWYG 2024 adds **CO2 Jets** to its particle effects arsenal.

To use CO2 Particle Effects. Search for *co2* in the Fixture Library, insert one or more of the found machines, go to DESIGN mode, select them, open the *Particle Effects Designer Tool* and roll the *Density* wheel up or hit the *Full* button to turn the effect on; they may also be patched and then controlled by a connected console in LIVE mode. Just like for Flame Machines, it is normal for CO2 Machines' *Pressure* wheel to be disabled. Like other Particle Effects machines, CO2 machines feature *Spread*, *Maximum Range* and *Light Interaction* options in their *Properties* > *Fixture* tab > *Options* subtab.

Fixture Width-Based Minimum Spacing Enforcement

This option, an extension to the (years-old) *Enforce Minimum Spacing* option, may be enabled to physically prevent fixtures from being hung overlapped, regardless of hanging method (manual, Array Along Pipe, or one of the Distribute Fixtures options). It is especially useful when hanging strip- or batten-type fixtures, but works with any fixture. Note that when this option is enabled, the value assigned to the *Enforce Minimum Spacing* option is ignored.

To use Fixture Width-Based Minimum Spacing Enforcement. This option is disabled by default, but may be toggled on and off by pressing *CTRL+F9*, clicking the *TOOLS* menu and then clicking *Restrict Hang by Fixture Width*, or by ticking/unticking *Use Fixture Width* checkbox found in the *OPTIONS* menu > *Document Options* > *Hang Structure Settings* tab. A *Padding* option is also found here; when a value larger than zero is specified, WYSIWYG adds half of this value to each side of the fixture being hung, effectively preventing fixtures from hanging such that they touch each other. **Note**: just like *Enforce Minimum Spacing*, *Fixture Width-Based Minimum Spacing Enforcement* only takes effect while enabled, meaning that if, on one hang structure fixtures need to be hung end-to-end (and therefore *Padding* is set to zero) but on another a padding other than zero is required, changing the *Padding* value before hanging on the second structure will not cause fixtures on the first to shift around (so as to conform to the new value).

Seating Wizard

While WYSIWYG's Array tools allowed for the creation of simple seating areas for corporate and similar types of shows, the Seating Wizard streamlines this process and allows you to easily create more complex seating by allowing you to define elements such as seating layout styles and aisles.

To use the Seating Wizard. Access the *DRAW* menu, click *Seating Wizard* and follow the prompts in the dialog that appears.

Updates and Enhancements

- Fixtures' **Source Discs no longer over-saturate**: they now display colours as if viewed by a human eye, (no longer as if being viewed through a camera).
- **The Library Objects that are automatically created when 3D objects (from .3DS, .FBX, .CDA, .OBJ and .glB/.glTF files) are imported, now retain smoothness and/or texturing** – as long as they were saved with textures and/or smoothness by the software that was last used to author them.
- It is now possible to **Batch-Export Looks** (in addition to Cameras); to exclude any Look from a batch export, right-click on it, then click **Do not Batch Export**.
- The **Global Illumination** Visual Effect has received **Refinement Rate** options which allow the user to choose how quickly the effect will be computed (by the video card). These options are **Low**, **Medium**, **High** and **Instant**. The higher the setting the quicker the calculation is performed – naturally, at the cost of decreased performance, especially if the Camera is being moved around; as always though, this greatly depends on file complexity and on the hardware being used.
- The **Purge** function has received a new option to scan for **Orphaned Shortcuts**: with the addition (to WYSIWYG 2023) of the option to automatically create Shortcuts for Library Items as these are being inserted, Shortcut Bars can quickly become crowded with Shortcuts for Items that were inserted and then deleted. **Purge** is now able to identify such Shortcuts and offers to remove them all at once. (All Shortcuts, including orphaned ones, continue to be deletable by right-clicking on them, or via the **Manage Shortcuts** dialog.)
- It is now possible to **right-click in the Shaded View to select a different Camera**; this is especially useful when using Pop-up windows or Fullscreen mode, where the Camera toolbar has no effect.
- **Portrait-type Aspect Ratios** have been added to Cameras.
- It is now possible to **select a Scene when exporting to DWG or DXF**, making this process more efficient, as individual Layers no longer have to be selected.
- **CTRL+SHIFT+C** is now the keyboard shortcut for the **Array Along Pipe** function.
- The **CTRL+SHIFT+D** keyboard shortcut has been reassigned to the more common **Distribute Between Hang Structure End Points** function.
- Since it is more common for a **Text Label** with a Callout to require its **Lock Callout Position** to be enabled, this option is now **enabled by default**.
- **Shortcut categories (tabs) can be set to automatically switch to the tab of the type of Shortcut being created** if that tab is currently not in view.

- **Shortcut tabs automatically scroll down when new shortcuts are created**, for a visual confirmation that the shortcut was added.
- **NDI** was updated to version **5.6.1**.
- **View Statistics' threshold values** were updated to reflect current trends in system and video memory specifications/usage .
- When **changing the Insertion Point of a truss structure**, it is now possible to **snap to a point that's on that structure**.
- It is now possible to **mute the sound that plays when Quick Tools are applied** (via the General tab in Application Options).
- **Library re-indexing performance** has been improved.

Fixed Issues

- The Glow effect now appears in Panorama images.
- Transparent objects no longer appear "banded" when Alpha Beam Shadows are enabled.
- The colour assigned to Text Labels is now accurately reflected in Layouts.
- When the Auto-Rotate option is enabled in FALs, inverted fixture symbols are now drawn correctly.
- WYSIWYG is now able to receive a Unicast sACN stream.
- PSN motion data is displayed correctly again (is consistent with readouts in other software).
- Custom Library Items created from 3D meshes that were imported from .DWG or .DXF files now always display correctly (in full) when inserted.

Library Updates and Additions

The list of fixtures and other Library items that were added and updated in WYSIWYG 2024 is here.

Known Issues

Known issues are listed here.

System Requirements

Click here for the current system requirements. Reading our Hardware Guide is strongly recommended for information about purchasing / building a new workstation for WYSIWYG.

Membership Requirement

To use WYSIWYG 2024, the Membership on the dongle being used must expire no earlier than **December 2023**; the software may also be used with a Lease dongle whose **Lease has not yet expired**.

Copyright Information

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