

## WYSIWYG

# WYSIWYG 2025 Cables Feature Guide

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Welcome to the first iteration of WYSIWYG's Cables feature! This guide lists this feature's core concepts, details regarding its many functions, and provides information about current limitations; it will be updated as new functionality is added to Cables and as existing functionality is improved.

**Important Note:** this first version of this guide (1.0) will receive frequent updates through the rest of April and into May, 2025, as additional information, beyond what is presented in this version is required to fully understand the feature.

Should you wish to provide feedback regarding this feature, please email wygfeedback@cast-soft.com.

### Introduction

In its current form, the feature allows you to draw Single Cables and Multicables (which are not to be confused with Cable Bundles or "Looms") and to insert cabling devices such as twofers, quad boxes and multicable break-outs – which are called "Splitters" in WYSIWYG; Single Cables, Multicables and Splitters are collectively referred to as "Cable objects", or simply "cable" or "cables" and are based on Profiles, each of which defines a particular cable's various characteristics or attributes. You are able to set Tolerance and Rounding options, which help with determining (proper) cable lengths in Cable Spreadsheets. Finally, the Quick Tools-like Daisy Chaining feature allows you to very quickly interconnect fixtures that are to be daisy-chained (for data and/or power) by <u>creating cables for you automatically</u>. These are the functions available with Cables in the Release version of WYSIWYG 2025, which make up this first iteration of the Cables feature. Many other features and functions, along with numerous improvements to existing ones are planned to be released over multiple Updates in the near future.

The Cables feature in WYSIWYG was designed to be intuitive (to lighting professionals who possess even just basic knowledge about cabling shows). You will find that many of its functions will come naturally to you; for example, to move the connection point between two interconnected cables, click and drag the grip they share between them – while to disconnect those cables, click-and-drag the grip that belongs to one of the connectors. Even so, however, understanding the feature's core concepts and principles will enable you to use it effectively, so it is recommended that you read through this guide (and then keep it around for future reference).



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### Core Concepts, Related Information and Tips

The following information is key to understanding how WYSIWYG's Cables feature works.

- Cable objects are based on Profiles, which define characteristics (attributes) of Cable objects. Details:
  - Profiles are managed/handled via the *Profile Managers* found in the *OPTIONS* menu on the WYSIWYG Welcome Screen and in the *CABLES* menu when a file is open.
  - They exist at both the <u>Application Level and at the Document Level (the same as Fixture</u> <u>Attributes and Symbols)</u>.
  - A Profile created in a file (which is therefore considered a Document Level Profile) will always exist in that file and may be copied to the Application Level via the Profile Managers' *Copy to App* button found at the extreme right of the Profiles table. (A Profile need not be copied to the Document level before it is used to create a Cable object.)
  - Once a Profile exists at the Application Level, it automatically becomes available to all files
    opened in this installation of WYSIWYG. Thus, a Profile need only be created/defined once for
    every kind of Single Cable, Multicable or Splitter. However, this doesn't mean that you need to
    "spend hours and hours" creating Profiles for all the cable objects you might ever need; while
    you are free to do this of course, you may also consider creating them as you work through
    various projects and simply copying them to the Application Level from there.
  - All Application Level Profiles may be exported to and imported from WYSIWYG User Data (.WUD) files via the *Export User Data* and *Import User Data* options available on the Welcome Screen. Document Level Profiles may be exported/imported via the various Profile Manager dialogs, by clicking the *Export* or *Import* buttons.
  - While Profiles define Single Cables', Multicables' and Splitters' attributes, Sub-Profiles for cables' Connectors, Purposes, Types and Specifications provide the means to define the attributes themselves such that they can also be recalled/re-used. Sub-Profiles also exist at both the Application and the Document Level, but WYSIWYG manages them automatically and they need not be copied between Levels. Their managers are accessed from the same menus as above, but more commonly by clicking the ... buttons in the Cable Profiles and Cable Splitter Profiles Manager windows.
  - The most important thing to understand about Cable and Splitter Profiles is that you are free to decide just how much or just how little information (attributes) you wish to assign to your Profiles. There are only two mandatory pieces of information that every Profile requires: a Name and a Category; everything else is completely optional (but, of course, recommended). It is also up to you to determine just <u>how</u> to make use of these attributes... While the *Connector* attribute should probably be used to define actual connectors, you may choose to use *Purpose* to define what the cable is used for (e.g., power for LED conventional fixtures, power for moving lights, DMX, DMX over Ethernet, etc.), and *Type* to define whether the cable is an adapter, a jumper, a standard cable, etc.; someone else, however, may choose to swap what these attributes define. *Specification* may be anything you wish, but you could use it to define Gauge, Voltage and Jacket "in one place", while someone else may use *Specification* for something completely different and use the *Gauge*, *Voltage* and *Jacket* attributes to define these aspects "individually". All in all, Profiles were designed with versatility in mind, providing you with the freedom to make use of Cables in WYSIWYG in almost any way you choose.
- Regardless of what Connectors are assigned to Cable objects, and even if no Connector is assigned, the symbols that appear at the end of cable lines will always appear the same in the WYSIWYG Wireframe:



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- All Single Cables and Splitters' "single connectors" will appear as follows:
- All Multicables and Splitters' "multi connectors" will appear as follows:
- Multicables are not to be confused with Cable Bundles or Cable Looms! They are the equivalent of Socapex or any other type of cable that is capable of "carrying multiple power circuits". A Cable Bundles feature is not available in WYSIWYG at this time, but will be added in a near-future update.
- Single Cables and Multicables are drawn, the same as you might draw a Line object, by clicking the CABLES menu, clicking Draw Single Cable or Draw Multicable and selecting the appropriate Profile. Vertices may be added (and then removed) to the resulting Cable objects by right-clicking on them, then clicking Add Vertex (and then Remove Vertex).
- As a Single Cable or Multicable is being drawn its total length (Measured Length) appears and updates dynamically in the Status Bar, as well as in the Instruction Tooltip (if this option is enabled in the Application Options' General tab); the same appears when the resulting Cable object is being manipulated (extended, shortened, re-routed, etc.). This information will come in very handy in cases where, for example, you are drawing a cable across the floor (maybe because you forgot to change the Missing Coordinate) and then you connect it to a hanging fixture: in this case, it is normal for the cable's length will increase "suddenly" as the connector "jumps from the floor to the fixture".

#### More information coming soon!