

WYSIWYG 2025 Release Notes

Welcome to WYSIWYG 2025! (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.

Should you wish to provide feedback regarding WYSIWYG, please email wygfeedback@castgroupinc.com.

New Features

Cloud Licensing

A Cloud License allows WYSIWYG to run without a dongle attached, as long as an Internet connection is available (and for up to 24 hours even without being online). Aside from no longer having to worry about misplacing or losing your dongle, a Cloud License also makes it possible for WYSIWYG to be used on ARM-based Mac computers by running Windows 11 ARM64 Edition within the Parallels virtual environment.

To use a Cloud License, you must first purchase one from the [CAST Software Store](#), and, if needed, assign it to yourself in the Portal. (This happens automatically for the first Cloud License you purchase.) Detailed instructions for how to use this license are provided at the time of purchase, but in brief: (1) ensure that the device where you installed WYSIWYG 2025 is connected to the Internet; (2) double-click on the WYSIWYG icon on the desktop; (3) sign in to the **CAST Cloud License Manager** app (which opens automatically) using the same credentials as for the CAST Software Customer Portal; (4) add your device to your account and WYSIWYG will run.

Additional information about the operation of Cloud Licensing:

- Once it is running, WYSIWYG can continue to be used for up to 24 hours even if the Internet connection is no longer available. (It may be quit and run again an unlimited number of times during this period.) This rule applies only for cases where WYSIWYG was started while an Internet connection was available.
- Four hours after starting up, and every four hours after that, WYSIWYG will attempt to check in with CAST's Cloud Licensing Server. If the check-in is successful, WYSIWYG can continue to be used for 24 hours starting from this check-in.
- If a check-in fails, WYSIWYG can still continue to be used for the remainder of the period of time established at the last successful check-in. **IMPORTANT:** startup is not considered a successful check-in if an Internet connection was not available at that time.
- Once WYSIWYG has run without an Internet connection for 24 hours since the last successful check-in, an Internet connection is once again required in order for the software to continue running (as per the aforementioned rules).
- A minimum of 24 hours must elapse from WYSIWYG's last successful check-in before the license can be moved to another device.

Cables

The Cables feature adds the ability to draw *Single Cables* and *Multicables* and to insert twofers, quad boxes, multicable break-outs and other similar cabling-related devices, collectively referred to as *Splitters*, to WYSIWYG's toolset. These Cable Objects are based on Profiles which define cables' attributes; Profiles may be stored and recalled in future files or copied to other WYSIWYG installations (so any particular Cable object need only be defined once). Tolerance and Rounding options enhance cable objects' final length calculations in Cable Spreadsheets. The Quick Tool-like *Daisy Chaining* function facilitates easy inter-fixture connections and rounds out this first version of the Cables feature.

To learn how to use Cables: consult the Guide provided on the [WYSIWYG 2025 Release page](#).

New Particle Effects

Confetti, Fireworks (Comet, Flash Pot, Gerb, Glitter, Multi-Mine, Multi-Fx, Sparkle and Starburst) and Spark machines were added to the library, each of which produce a different and exciting particle effect! In addition, more accurate screenshots of Particle Effects are now facilitated by the ability to pause animation.

To use (and pause) the new Particle Effects: add the desired Particle Effects machine(s) to your file; they are located in the *Fixtures > Type > Effects > Particle Effects* Fixtures Library. Working in DESIGN mode, select the desired Particle Effects machine(s) and use the *Particle Effects Designer Tool* to activate them and control the effect they each produce. To fine-tune the effect, access their *Properties > Fixture* tab > *Options* subtab, and change options such as color, type, range and others. To pause the animation, tick the new *Pause* checkbox found in the top-right corner of this tool.

Real People

A variety of nearly sixty modern people models have been added to the Library, in various poses and styles of clothing.

To use the real people models, add them to your file from the (Objects) Library > *People & Mannequins > People – Generation 3 - 2025* folder. Once inserted, access their *Properties > Appearance* tab to change their Elements' texture (*Image Source*) and, if desired, enhance the texture with a Normal Map; the *Tint* and *Materials* options may also be used, as always before, to alter Elements' colour and further enhance their appearance, respectively.

WYSIWYG Viewer Installed together with WYSIWYG

The WYSIWYG Viewer is now part of the standard WYSIWYG installation. The Viewer allows you to open .wyg files to view the model in wireframe, visualize Looks and Cue Lists, or print any Reports and Layouts stored within – all without requiring a Cloud License or a dongle to be connected. (Files opened in Viewer cannot be changed in any way.)

The WYSIWYG Viewer is accessible from the Windows Start menu's CAST Software folder.

Updates and Enhancements

- Truss objects export to .DWG/.DXF as “complete” 3D models (i.e., with cylindrical chords and cross-members) by default. (If desired, they can still export as lines, like they always did until now.)
- Custom Library Items that were created strictly from imported 3D models and saved at the Application Level (i.e., “made available to other documents”) now remain smoothed (if they imported as such) and retain any and all textures they were initially imported with.
- Textures and Normal Maps may now be applied to Library Objects.
- Self-shadows now appear for fixtures that feature continuous tilt as well as for Minuit Une laser units.
- The Shaded View’s Sketch option received two new modes, Color and Color Fixtures. When the former is selected, all objects (including fixtures) display in their layer’s colour, while when the latter is selected, only fixtures display in their layer’s color. As a result of this change, the “classic” black-on-white option has been renamed to *Default*, and *Invert* has been renamed to *Black Background*.
- Improved visualization for LED-based tube- and strip-type fixtures.
- Improved visualization for fixtures fitted with a frost or diffusion gel when no gobo is used.
- The number of reflective surfaces has been increased to 20; the same rules apply, though: while a Sphere is considered a single reflective surface, a Riser has six reflective surfaces.
- The MVR Library has been updated to version 1.5.
- Fixture weights are now exported to MVR.
- The number of Pipe and Truss Objects to which Position Names have not been assigned appears in the MVR Export (information) dialog.
- It is now possible to Purge empty DMX Universes.
- CTRL+SHIFT+D is once again the keyboard shortcut for the Distribute Between Two Points function.
- Pan Circles’ colour can now be set to display in the colour of the layer their fixtures are on.
- Improved docking behaviour for Designer Tools, Cuts and Adjustments, etc.
- The Shortcuts list automatically scrolls to display a new shortcut that was created.
- Gobo manufacturer info now appears in gobos’ *Library Properties*.
- NDI® has been updated to version 6.

Fixed Issues

- Objects created by Vivien’s 3D Transform function that were also textured retain their textures when imported into WYSIWYG.
- Source Disc artifacts no longer appear in mirror surfaces.
- Global Illumination settings now save with Shaded View Profiles.
- The issue which, on rare occasions, caused some fixtures to output two beams has been fixed.
- Importing issues resulting from DWG files which contained Leader lines have been addressed.
- All Insertables appear once again after the Insertables *Category* is switched to *All*.

- Pipes' Border and/or Legs now export to MVR (if they were enabled in Pipes' Properties).

Library Updates and Additions

The list of fixtures and other Library items that were added and updated in WYSIWYG 2025 is available [here](#).

Known Issues

Known issues are listed [here](#).

System Requirements

[Click here](#) for our Hardware Guide, which is the key to understanding how WYSIWYG uses various system components (CPU, GPU, RAM, etc.) and to making decisions regarding what hardware to purchase or what to look for in an “off-the-shelf” system. [Click here](#) for additional information as well as for a list of system requirements.

Membership Requirement

To use WYSIWYG 2025, your **Cloud License must not be expired**. If using a **dongle**, its **Membership** must expire no earlier than **December 2024** or its **Lease must be current**.

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