

WYSIWYG 2025 Update 5 Release Notes

Welcome to WYSIWYG 2025 Update 5! (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. [Click here](#) for a list of fixtures and other Libraries were added and/or updated in this version.

IMPORTANT: to run this Update with a Perpetual **Dongle** License, its **Membership Expiry Date** must be **December 2025** or later.

New in WYSIWYG 2025 Update 5

Ultra High Shaded View (Real-Time) Rendering

A higher quality real-time rendering option has been added to Shaded View: **Ultra High**. To enable it, access the Shaded View's *View Options*, click the *Simulation* tab and the *Beam* dropdown in the *Quality* container. A powerful GPU (NVIDIA GTX 4070 or higher, or equivalent, recommended) and a minimum of 10GB of VRAM is required to enable this mode.

Area Measurement

It is now possible to measure areas in CAD Mode. To measure the area of a single Surface object, select it, click the *TOOLS* menu, then click **Area**. Alternatively, the rectangular area defined by clicking two points may be measured by having nothing selected, clicking *TOOLS > Area*, clicking the starting point of the measurement and then the ending point; Snapping may be used for precise measurements. In both cases, the area will appear in the Status Bar's Prompt Line (or in the cursor tooltip). Note that areas "defined by two points" are measured based on projection onto the workplane: for example, while working in Plan View, if a Rectangular Surface is not parallel to the XY-plane, measuring its Area will provide different results if it is selected while the measurement is initiated – versus not having it selected, initiating the measurement and then End Point Snapping to its opposite corners.

WYSIWYG Perform Lite Free Trial Replaces WYSIWYG Demo

After 20+ years, the WYSIWYG Demo product has been retired, to be replaced with a free and more useful 10-day trial of Perform Lite, which allows you to use all features of this product, including saving and printing. All users except those who own a current license of WYSIWYG Perform or WYSIWYG Perform Lite qualify for a Trial license; to find out if you do, [sign in to the Customer Portal](#) and click the **FREE TRIAL** tab.

Enhancements

- It is now possible to reset Cable Objects that were modified back to their original Profile.
- NDI® has been updated to version 6.2.1.
- Vivien's *Guest Management* feature has been ported over to WYSIWYG and may be accessed in DATA mode's new **Guest Management** tab.

Fixed Issues

- Multiple Cables-related issues and inconsistencies have been addressed, too many to detail here.
- It is no longer possible to create incorrect Surfaces via the *TOOLS > Convert > Lines into Surfaces* tool. (This tool allows for the creation of a Surface after selecting three or more co-planar Lines.)
- When exporting fixtures to DWG/DXF, their spigots respect the User Origin (if this was set). (Spigots are the visual representation of the clamp by which they are hung from their hang structure.)

New in WYSIWYG 2025 Update 4

DMX Control for Ambient Light

Much like being able to control Light Emission (and other functions such as switching Scenes or Cameras) via DMX, as its name implies, this new feature allows Ambient Light to be patched and controlled from a connected console while working in LIVE mode (i.e., while running WYSIWYG Perform Lite or Perform). To enable Ambient Light control by DMX, access the Shaded View's *View Options > Simulation* tab in LIVE mode, define the channels which will control *Intensity* and/or *Color (RGB only)* by clicking the new **Patch...** button within the *Ambient Light* container, then click **OK** and tick the **DMX Control** checkbox; for convenience, you may also toggle *DMX Control* on and off via the *Shaded View Settings* Tool. (*Intensity* will require one DMX channel – or two if the *16-bit* checkbox is ticked; *Color* will require three – or six, for *16-bit*. Note that Ambient Light is not simulated with 16-bit control; this option is intended for patch purposes only.) When enabled, DMX Control replaces all manual control for Ambient Light; thus, to change its colour to something other than pure white (i.e., R/G/B = 255/255/255) you must patch *Color* control as well, then set the desired colour from the console. Please note that even when running WYSIWYG Perform Lite or Perform, Ambient Light is controlled manually in CAD and DESIGN modes' Shaded Views; as a result, even when the same Shaded View Profile is used in all three modes, Ambient Light may be different between LIVE mode and the others when *DMX Control for Ambient Light* is enabled.

Enhancements

- When a fixture is renamed in a Legend, it is now possible to set that name as the fixture's *Alias* – but the *Alias* may (continue to) be set from the fixture's *Library Properties > Data* tab. (As a reminder, the *Alias* is an alternate name that may be assigned to any fixture; once set, that fixture will appear with that name everywhere in the .wyg file.)
- Higher performance is to be expected when simulating/visualizing lighting in a file that contains lots of multi-Element Library Items, including Custom ones and imported 3D models which were turned into Custom Library Objects – which are lit by many fixtures.

Fixed Issues

- When Shaded View's Fullscreen mode is activated, it correctly follows the resolution of the screen containing the WYSIWYG application window.
- Custom Library Items no longer ignore the *Insertion Point* with which they were defined.
- Nested blocks from DWG imported as nested Library Items do not render correctly in Shaded View

- *Ortho* options are now respected when Vivien fixtures which are not hung are copied (and pasted – though like with all fixtures in WYSIWYG, the paste (CTRL+V) action is performed automatically and thus not required).
- WYSIWYG no longer crashes when a Legend with Automatic Updates disabled is opened after one of the fixtures it contains gets an Alias.

Enhancements and Fixed Issues in WYSIWYG 2025 Update 3

In addition to the [many new fixtures and fixture corrections/improvements](#), this Update also features the following software enhancements and bug fixes.

- Distribute Fixtures Between Two Points is now able to operate on Floor-Inserted fixtures (as well).
- The background of the Cuts and Adjustments Tool's preview area will no longer black out.
- Images used as textures no longer appear blurry when stretched to a different aspect ratio. If your textures still appear blurred when stretched, check the *AMD Software: Adrenalin Edition* or *NVIDIA Control Panel* for the *Anisotropic Filtering* setting and set this to Maximum.
- The method by which Bounding Boxes calculate geometry complexity was improved, leading to more accurate Bounding Box colours.
- ... And more!

New in WYSIWYG 2025 Update 2

Register up to two Devices per Cloud License

This version introduces the ability to register two devices for a Cloud License and use WYSIWYG on either one (but it will not be possible to run WYSIWYG on both devices at the same time). This eliminates the need to wait for up to 24 hours before you can register, and use the license on another device. Moreover, as long your current device is connected to the Internet and you ensure the License is Released when you exit WYSIWYG, you will be able to run it on the other device immediately.

The option to release the license automatically when WYSIWYG exits, found in *Application Options > General* tab, is enabled by default; with this enabled, there is nothing else you need to do to release the license (except to exit WYSIWYG). You may turn this option off if you like, so the license is not released on exit – which can protect you from a short-term Internet outage the next time you start WYSIWYG. Should you choose to turn it off, you may still release the license on exit, by clicking **Release License and Exit** in the *FILE* menu.

For emergencies, it is possible to force-release the license via the License Manager app, by clicking the new **Release** button there. It is important to note that you may only force-release three times per month; as such, this option should only be used in actual emergencies. For example, do not force-release the license if WYSIWYG happened to crash: instead, run WYSIWYG again and then exit if you don't need to use it anymore, allowing the license to release automatically or via *FILE > Release License and Exit*; similarly, try to avoid releasing the license from the License Manager if you forgot to exit WYG on one device and now need to run it on another: access the first device instead (directly or via remote desktop) and exit WYSIWYG to give up its license.

If you have released your license, your device must be connected to the Internet the next time you start WYSIWYG, in order to acquire the license again. If you only ever use WYSIWYG on one and the same device, releasing the license is not recommended (and there is never any need to do this).

Cable Bundles

Cable Bundles, also referred-to as “Cable Looms”, are collections of two or more Single Cables and/or Multicables, all of which start at the same location and all of which end at a different location. Unlike Single Cables, Multicables and Splitters, Bundles are not based on Profiles (because they are always custom-built and they are (almost) never the same, unlike the other Cable Items).

To create a Bundle, click the *CABLES* menu > **Draw Cable Bundle** and draw it as you would a regular Cable. As soon as you’ve finished drawing it, the Bundle’s *Properties* window opens, where you may add Single Cable Profiles or Multicable Profiles; these may be added at any time later as well, by accessing the Bundle’s *Properties*. Cables within the Bundle may be designated as spares, or set to run in reverse (as is sometimes required for DMX/data cables). Cables and Splitters that are already in the file, or new ones that you draw/insert, can connect to cables within the Bundle – as long as the connector of the Cable you are connecting matches the connector of a Cable within the Bundle. Bundles themselves do not appear in Spreadsheets, but the cables they contain do.

Color Controls

A new **Color Controls** tab has been added to the Shaded View’s *View Options*, and the controls within it may be used to adjust the Shaded View’s appearance by changing the **Tone Map** and by adjusting **Contrast**, **Luminance** and/or **Saturation**.

The [Tone Map](#) controls the method by which WYSIWYG converts its “natural” HDR rendering to what is displayed in the Shaded View. The three options – FILMIC (which was the Tone Map that WYSIWYG has always used), FILMIC2 and ACES – are industry standards. The default Tone Map for WYSIWYG 2025 Update 2 is FILMIC2.

Contrast, *Luminance* and *Saturation* are standard colour controls which operate identically to how the same do in any photo or video editing software – or on your TV or computer monitor, for that matter.

RAW HDR Image Exports

It is now possible to export Shaded View images in the **Digital Negative (.DNG)** and **OpenEXR (.EXR)** HDR RAW image formats. To export as such, simply choose the format you wish to use when you save the image. Resulting images may then be fully processed using software such as Photoshop, Lightroom, Affinity, and so on.

IMPORTANT: when exporting to DNG or EXR, WYSIWYG captures the image before the Tone Map or any of the other new Color Controls are applied; such an image will therefore look different than the Shaded View, but this is normal.

Other/Miscellaneous

- When using a Cloud License, it is now possible to start multiple instances of WYSIWYG on the same device (the same as with dongles).

- Cables drawn with multiple segments and/or those to which you added Vertices after having drawn them, no longer display a length of zero in Spreadsheets or in their Tooltip.
- Tooltips for *Break-In*-style Splitters have been improved to display more accurate/meaningful information.

New in WYSIWYG 2025 Update 1

This version introduces the WYSIWYG CORE Product Level. Please [click here](#) for more information.

Updates and Enhancements in WYSIWYG 2025 Update 1

- When multiple Cables with (of) the same Profile are selected, choosing to insert a Splitter whose Plug matches the Cables' Sockets, will insert multiple identical Splitters, each connected to the selected Cables.
- It is now possible to save (Export) Tolerance and Rounding settings to WYSIWYG User Data files (all settings are saved at once/into one file) so they can be recalled (Imported) into other files.
- It is now possible to edit multiple Cable objects' Category, Purpose, Type and Specification at once via Spreadsheets (much like fixtures' Gobo, for example).
- It is now possible to edit multiple Cable objects' Name, Length, Gauge, etc. via Spreadsheets (much like assigning the same Purpose to several fixtures at once, for example).
- Cables remain connected to fixtures when fixtures are nudged along their hang structure or when moved between hang structures (or between chords of the same truss).
- Language Packs are back – enjoy using WYSIWYG in Spanish, French or Italian once more.
- WYSIWYG Viewer: added control over layers' visibility.
- Improvements to Patching error detection.
- All Camera objects are now affected by the Camera Objects options in Document Options.

Fixed Issues in WYSIWYG 2025 Update 1

- Coordinates on the Status Bar now update when Cable object's connector is being dragged around.
- Cable objects' Connectors always show the correct connection status (i.e., green for 'connected').
- Tailed Splitter objects will no longer become "distorted" as a result of their tails' lengths being changed (via their Properties).
- Non-Tailed Splitters' Length is now reported correctly.
- Tolerance and Rounding no longer get applied to Tailed Splitters whose length is defined as 0.
- It is no longer possible to remove Cables' Category via Spreadsheets – which could have caused problems in the file if done, since Cables always require a Category.
- Resolved a rare potential crash that could have been caused by Daisy Chaining.
- Markers no longer appear at fixtures' hang points when fixtures are not selected.
- The Average Center 3D Model import option now also accounts for Z-up.
- User Origin is now considered when exporting to MVR and DWG.
- The D hotkey decrements QuickTools once again.

- When drawing Dimension objects, it is once again possible to select any layer to place them onto.
- Overly-large meshes will no longer corrupt .wyg files – but this still doesn't mean it's a good idea to import them.
- Addressed multiple issues related to DWG exports, such as incorrect scale of Pipe objects, and incorrect location and rotation of Dimensions.

New Features in WYSIWYG 2025 Release

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).

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 in WYSIWYG 2025 Release

- 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 in WYSIWYG 2025 Release

- 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.

License Requirement

To use WYSIWYG 2025 Update 5, your **Cloud License must not be expired**. If using a **dongle**, its **Lease must be current**, or its **Membership** must expire no earlier than **December 2025**.

Feedback

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

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