WYSIWYG 2026 Release Notes

Welcome to WYSIWYG 2026! (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.

Please note that features for WYSIWYG 2026 have not yet been translated; however, features up to WYSIWYG 2025 Release continue to be translated. New translations are expected by Update 1.

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

New Features

Mesh Decimation Tool

Mesh Decimation can be used to increase performance by reducing objects' geometric complexity without (necessarily) affecting their overall shape, while preserving textures. It can be used on Consolidated Meshes, Set Piece objects and Library Objects – including, importantly, imported 3D Models.

To use Mesh Decimation, select an object, click *TOOLS > Mesh Decimation*, and choose the desired percentage to reduce its geometry <u>to</u>. The lower the value you select, the more decimation will be applied. Check the new *Polygon Count* information in Shaded Views (by enabling *View Statistics* in the Shaded View's *View Options*) for more information. Since it <u>is</u> possible for the object to become unusable if over-decimated, ensure you always inspect the result in the Shaded View before you continue. (If the selected percentage was too aggressive, *Undo* and try a higher value.)

New Smoke and CO2 Controls – and performance improvements

Baseline performance when using these particle effects has been increased and two new controls for *Smoke/CO2 Light Optimization* have been added, which allow you adjust the quality vs. performance balance as needed. The *Detail Quality* slider will decrease smoke/CO2 visual quality in favour of increased performance – or increase quality at the cost of decreased performance. As the *Beam Interaction* slider is lowered, fewer and fewer beams will affect (colorize) the smoke/CO2 – based on the distance between the fixtures that produce them and the smoke/CO2 particles they interact with; as this slider is increased, more beams will affect the smoke; a lower setting will yield higher framerates – and vice-versa.

To use the Smoke/CO2 Light Optimization controls, access the Shaded View's *View Options > Performance* tab and adjust the *Detail Quality* slider as described therein. (The *Beam Interaction* slider must be enabled before it can be adjusted.) The sliders' settings apply per *Shaded View Profile*, allowing you to easily switch between Profiles designated for "better visuals" or "higher framerates" (or something in between) as needed.

Reports for Cables and LED Tapes & Ropes

WYSIWYG 2026 introduces *Default Reports* for Cable and LED Tape & Rope objects. Since neither Cables nor LED Tapes/Ropes are used all the time, these Reports do not appear in every file automatically and must be inserted when needed.

To add Cable and LED Tape/Rope Reports, right-click in the Reports Shortcuts area (not on an existing Report shortcut), click *Add Default Report* and, in the dialog that appears, select the Default Report you wish to add, name it, and click *OK*. (You may also create a new Report without basing it on a Default Report, if you wish.) As always, the newly added Report may be customized as needed by right-clicking within and accessing its *View Options*, where define Exclusions may be defined in the *General* tab – and columns, grouping, sorting, filtering and other details can be set from the *Report* tab.

Game-style Camera Controls

This new option for Camera Controls provides a new way to navigate Shaded Views by using the keyboard. When enabled, the arrow keys dolly the camera through the scene rather than performing the traditional pan, tilt or orbit actions.

To use Game-style Camera Controls, click the *OPTIONS* menu > *Application Options > General* tab and tick *Enable Game-style Camera Controls*. While this option is enabled, the arrow keys dolly the camera forward, back, left and right regardless of the selected camera control schema.

Sky Box

SkyBox adds the ability to wrap a 360-degree panoramic environment image around your scene in the Shaded View. In addition to replacing the standard background, SkyBox can also generate Image Based Ambient Light ("IBL"), allowing the selected environment image to contribute <u>directional</u> ambient illumination to objects in the scene. A Virtual Ground Plane option rounds out the feature for more natural-looking horizon transitions. It is important to understand that both the SkyBox and its Ground Plane are virtual objects which have no counterpart in WYSIWYG's wireframe.

While this feature is mostly useful for outdoor shows, it can be used for indoor shows as well, most effectively for those taking place withing buildings, ballrooms, etc. which feature windows. Environment images are available to download from websites such as https://polyhaven.com/hdris and https://www.poliigon.com/hdris/environment; the ideal resolution of such images (for WYSIWYG) is 4K.

To use SkyBox, go to the Shaded View's *View Options > SkyBox* tab and tick the *Enable* checkbox – along with the *Image Based Ambient Light* checkbox (if desired). Next, choose an *Image Source* or click *Import* to select an EXR file, then click the *Generate* button. Note that since the typical size of such EXR files is ~100MB, they could take a minute or two to import, and the same for the SkyBox to generate (i.e., appear in the Shaded View). Additional information:

- All objects in the scene will receive IBL by default, just like all objects receive Ambient Light. A new option, *Ignore SkyBox Ambient*, has been added to objects' *Appearance* Properties; when ticked, the object in question will not be affected by IBL.
- The *Generate* button must be clicked every time a new Image Source or EXR file is selected and every time *Image Based Ambient Light* is enabled (if it wasn't enabled to begin with).
- IBL combines with standard Ambient Light (including when Ambient Light is controlled by DMX); unless Ambient Light is set to 0, changing the SkyBox's *Brightness* will affect objects. (Note that setting the SkyBox *Brightness* slider to 0 does not cause the SkyBox itself to disappear.)
- The *Rotation* slider spins the SkyBox sphere around the scene; use this to adjust IBL direction.
- *Z-Translation* allows you to move the centre of the SkyBox sphere up and down; expect the environment image to become distorted at the slider's extremes.
- The *Field of View* slider causes the SkyBox to "shrink" and "enlarge"; again, distortion is to be expected at extremes

- When enabled, the *Virtual Ground Plane* adds a virtual plane of the colour you select to the scene; this plane covers the lower half of the SkyBox, below the camera. Use the *Level* slider to move the plane up and down, and the *Blend Width* slider to control how smoothly or sharply the plane's edges blend with the SkyBox.
- The SkyBox and Time of Day features are mutually exclusive.

Layout Guides

Layout Guides are virtual lines that can be added to Layouts to aid with Layout Items' alignment (as commonly found in desktop publishing apps).

To use Layout Guides, select a Layout, click the *INSERT* menu > *Horizontal Layout Guide* or *Vertical Layout Guide*; a Layout Guide object becomes attached to the cursor as a result, and you may click anywhere to place it. Additional information:

- **To select a Layout Guide, hold down the ALT key and click on it or drag-select over it.**
- Only one Layout Guide may be selected at a time.
- Layout Guides are not part of any layer and they will never print.
- To hide them all, access the Layout's View Options and untick the Show checkbox in the Layout Guides container.

Chat Assistance

Chat Assistance adds direct access to CAST's Support Chatbot from within WYSIWYG, making it possible to ask questions without leaving the application.

To use Chat Assistance, click the *HELP* menu > *Chat Assistance*. **IMPORTANT: cookies are required for the chatbot widget to appear;** if cookies were previously declined, WYSIWYG will prompt you accordingly the next time Chat Assistance is opened.

Updates and Enhancements

➢ The maximum number of Subsources has been increased to 2048. In conjunction with this, creation of Subsources has been significantly optimized, greatly improving performance when working with large multi-splits.

➢ Fixtures' channel count and DMX chart now appear in fixtures *Properties* > *Fixture* tab > *Mode & Options* subtab.

➢ Polygons counts – Total and for Selected Object(s) – have been added to View Statistics, making it easier to evaluate scene complexity and identify optimization opportunities.

➢ Face culling and single-sidedness handling were improved, yielding increased performance while preserving expected lighting behavior.

➢ Performance has been significantly improved when nested library items are used; such library items are created when DWG/DXF files which rely heavily on nested block structures, are imported.

➢ It is now possible to simulate "hybrid" fixtures which output both smoke and light, such as the **Antari M-9 Jet Fog Machine** and the **Cameo Steam Wizard 2000**, which have been added to the Library; the existing **Chauvet Vesuvio RGBA** has been updated with this feature.

- New Plots now respects CAD custom draw order for non-fixture, non-truss objects rather than relying solely on creation order.
- SketchUp files created in SketchUp 2026 may now be imported.

Fixed Issues

- Cables once again connect correctly to non-tailed Single Cable Splitters; compatible cable plugs now snap to the splitter's sockets as expected.
- Objects imported from .SKP files no longer increase in size when duplicated via CTRL+mouse drag.
- Resolved a crash that could occur during MVR import when mapping fixtures whose options include an AUTO setting, including subsequent imports that reused the saved mapping.
- CAD Wireframe no longer drifts vertically while the view is being scrolled horizontally.
- Patch Views now always redraw correctly.

Library Updates and Additions

The list of fixtures and other Library items that were added and updated in WYSIWYG 2026 is available here.

Known Issues

WYSIWYG's 2026-specific features have not yet been translated; translations are expected with Update 1. Other 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 2026, your **Cloud License must not be expired**. If using a **dongle**, its **Membership** must expire no earlier than **March 2026** or its **Lease must be current**.

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