

WYSIWYG R46 Release Notes

Welcome to WYSIWYG R46! (If you are a new user, it is recommended that you work through the **Quick Start Guide** (accessible from the Windows Start menu) in order to learn the basics of using WYSIWYG.) These Release Notes are intended primarily for users who are familiar with WYSIWYG and they provide information about new features, updates and bug fixes that were developed for R46.

Other documentation resources include WYSIWYG Help (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/or to ask such questions.

New Features

MVR Importing. WYSIWYG is now able to import .MVR (My Virtual Rig) files. To start an MVR import, click My Virtual Rig in the Import area of the WYSIWYG Welcome Screen. Once the file is parsed, the MVR Import Wizard appears and the import process starts. We've made the Import Wizard intuitive, but if needed, all the information required to perform a successful import can be found in WYSIWYG Help.

glTF Export, with Textures. It is now possible to export .wyg files complete with textures in the glTF (GL Transmission Format) 3D file type. This option is found in CAD mode's Shaded View's FILE menu. When a .glTF file is exported, it is deposited into a folder of the same name as the exported file, along with its accompanying .bin file, and separate .png files for all the textures used within the .wyg file. Materials and transparency (including textures with Alpha) are currently not supported for export; fixtures cannot be expected to behave as light sources in the application where the resulting .glTF file is opened.

Per-fixture Detail setting. The Detail slider that has been a Shaded View option for a long time is now available for individual fixtures, in their *Properties > Fixture tab > Beam Options* subtab, and it works the same: increase it to improve quality & lower performance or decrease it for the opposite. Here are some tips for using this option effectively: (1) increase it for fixtures whose beams are located closer to the camera, or are pointing at the camera (often, as they move); (2) increase it for fixtures whose beams display a lot of details (e.g., a breakup gobo); (3) lower it for fixtures which only come on very briefly, such as strobes, blinders and the like, even if they point at the camera; (4) lower it for narrow-beam fixtures which never (or hardly ever) zoom out; (5) lower it for all other fixtures (as a "last resort"-type option) especially if they only ever point away from the camera.

Dynamic Group Outline. This feature provides a visual indication that the selected objects are grouped; it works automatically in all CAD Wireframe views, and it cannot be turned off. As soon as a Group is created, a dashed outline appears, encompassing all objects within that Group; the same appears when a Group is selected, and disappears when deselected or as soon as the objects are Ungrouped. The colour of this outline is the same as *the colour of the Layer that the Group belongs to*.

Enhancements and Updates

Performance Improvements. As with all new versions of WYSIWYG, R46 comes with performance improvements. A noticeable performance increase will be noticed in all simulations, but special attention was paid to improving FPS rates when prisms and ‘breakup’-type gobos are used, as well as when switching between Cameras.

Improved Visualization for Laser fixtures. Laser Beams are now brighter, and feature “Glow” controls, which make them more realistic. These controls are found in the Shaded View’s *View Options > Visual Effects* tab: the Range slider adjusts how far the effect extends from the laser beam or “sheet”, while the Brightness slider adjusts the effect’s intensity – which is not to be confused with the laser beam’s intensity (this is adjusted from the laser fixture’s Properties > Fixture tab > Beam Options subtab).

Improved Visualization for Tube and Strip-type LED fixtures. A “bloom” effect has been added to several such fixtures; these feature a new *Bloom* control in their *Properties > Fixture* tab > *Beam Options* subtab, which enables control over the amount of this effect. Not all such fixtures have been updated, but those that were, are noted in the [Library Additions and Updates list](#); you may request the effect to be added to more such fixtures by contacting our Libraries Development via [the Members Only Area](#).

Important Note Regarding the Visualization in R46: *as a result of adding the per-fixture Detail option and the three enhancements above, the Shaded View in pre-R46 files may look slightly different in R46 than it did in R45. This is normal, considering the number of changes that came to the Shaded View engine. If needed, however, you may use the same Shaded View controls as always, and the new ones above, to re-tune the Shaded View to your liking. We apologize for the inconvenience this might cause, but since you now have even more control over quality and performance, we hope you will find these benefits worthwhile.*

Objects that Were Clicked-on with Quick Tools Remain “Painted”. After clicking on fixtures during a Quick Tools “session”, they retain their temporary orange colour (until Quick Tools is finished) eliminating the need to guess which fixtures you’ve already clicked on. The same happens while using Quick Focus, and the same applies to any object while using Quick Light Emission, Quick Image/Video or Quick Rigging Point.

Enable Ortho for a Single Axis with ALT+F8. Holding down ALT and pressing F8 now enables only one Ortho axis, as follows:

- Regardless of the current Ortho state (i.e., both axes on or both axes off), pressing ALT+F8 will enable the first axis of the current View/Workplane (whatever that axis happens to be);
- Pressing ALT+F8 again will turn off the first axis and enable the second;
- Subsequent presses of ALT+F8 will swap between the two axes;
- Pressing F8 once while a single axis is enabled will disable Ortho altogether;
- Pressing F8 twice in quick succession (i.e., double-tapping it) will enable both axes.

Help System Revamp. R46 marks the start of a multi-version project which aims to greatly improve WYSIWYG’s Help system. In this version, Help has received a makeover, by being converted to Responsive HTML format which greatly improves search capabilities and includes a very handy Index. As a result,

clicking the HELP menu and selecting WYSIWYG Help (or hitting F1) will now launch the default browser defined in Windows Settings, and display the HTML help file installed together with WYSIWYG.

Other Enhancements & Updates

- Improved Selection Order for Fixtures on Curved Pipes in DESIGN and LIVE modes.
- Batch-printed PDF files are now all automatically deposited within a new folder, found in the location you selected to save the batch-printed files and named as per the Batch Printing Prefix (or as the current .wyg file if no Prefix is supplied).
- SketchUp 2021-native files may now be imported.
- NDI® has been updated to version 4.6.

Fixed Issues

- .CSV files exported from DATA mode are once again fully compatible with [WYG2GMA](#).
- sACN universe simulation no longer stops at 127; up to 256 sACN universes may now be visualized.
- The number of unused DMX channels now appears correctly on the Status Bar in LIVE mode (assuming this option is enabled).
- The Layer Database no longer “jumps around” when layer options for layers within Layer Groups are changed – *as long as the Layer Database is sorted by name*. (However, if it is sorted, for example, by the *Visible* column, a “jump” is to be expected when a layer that’s at the bottom – and therefore visible – is made invisible: this causes it to jump to the top part of the list, so it can be sorted as requested, among all invisible layers.)
- When fixtures are fitted with scrollers, their beam is no longer cut off.
- When creating shadow play (by setting a Surface to 1% Transparency to make it translucent) an outline could be noticed around the shadow being cast onto the surface; this only occurred with NVIDIA GPUs, but the artifact no longer occurs.
- Fixture Tooltips are always visible when the Shaded View is set to the Sketch View Style.
- Arc objects imported from DWG/DXF are now always valid and may be selected by drag selection.
- Wireframe Beam footprints once again always disappear when fixtures are deselected.
- The [F]inish and [A]bort hotkeys may now be used while Relocating or Cloning Fixtures.
- All Dimensions now respect Draw Order.
- Circular Pipes no longer cause objects within their circle to disappear.
- Objects’ Insertion Point is now correct in Tooltips (which appear when the cursor is hovered over an object).
- The crash that used to occur when an Array operation was performed in a Popup has been fixed.
- On occasion, an object could take a long time to delete; this will no longer happen.

Library Additions and Updates

[Click here](#) for a list of Library updates and additions included in R46.

Known Issues

Known Issues are published on our website; [click here](#) to access them.

Other Useful Information

Membership Requirement

To use WYSIWYG R46, the Membership on your dongle must expire no earlier than **December 2020**; the software may also be used with a Lease dongle on which the Lease has not yet expired.

Compatibility with Vivien 2021

To open files created in WYSIWYG R46 using Vivien 2021, they must be saved in this format by selecting it via the *Save as type*: dropdown in WYSIWYG's Save or Save As dialog. A **Vivien 2021 Update**, and a **WYSIWYG R46 Compatibility Pack for Vivien 2021** will become available shortly after R46's release, both of which will be required in order for R46-native files to open in Vivien 2021 and ensure that nothing is lost when these files are saved from Vivien.

System Requirements

[Click here](#) for the current system requirements. WYSIWYG R46 can only install and run on the Windows 10 64-bit operating system. In case you are looking to purchase or build a new workstation for WYSIWYG, reading our [Hardware Guide](#) is strongly recommended.

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