

LightWorks Plug-in for TurboCAD 2026

The LightWorks Plug-in adds the LightWorks photorealistic rendering engine to TurboCAD, together with its library of LightWorks materials, luminances (lights) and environments (backgrounds, skies, HDR images).

1. Check you can run it

- **TurboCAD 2026 64-bit (2026.1, build 33.0.65.1 or later)**, Platinum, Professional or Deluxe edition.
- This plug-in is for TurboCAD 2026 only. Earlier TurboCAD versions need their own LightWorks plug-in.
- About **1 GB** of free disk space (the material, texture and environment library is large).

2. Install

1. Close TurboCAD. If you installed this plug-in before, uninstall it first in **Windows Settings** ► **Apps** ► **Installed apps** (your license stays activated).
2. Right-click the installer (`LightWorks_TurboCAD_2026_r2.exe`) ► **Run as administrator**.
3. Pick the installer language and accept the licence agreement.
4. The installer finds your TurboCAD 2026 folder for you. If you have more than one TurboCAD installed, choose **TurboCAD 2026** in the list.
5. **Enter your licence key when asked**. It is one line of five groups, for example `LWPEN-XXXXX-XXXXX-XXXXX-XXXXX`. Copy and paste it from your order email. You need to be online for this step.
6. Click **Finish**. The readme opens; you can close it.

Upgrading from the 2025 plug-in? Your upgrade key works with the current installer, `LightWorks_TurboCAD_2026_r2.exe`. If an installer you downloaded earlier says the key is invalid, download the installer again from your order link.

3. Turn it on in TurboCAD

1. Start TurboCAD. The plug-in loads automatically. There is no separate program and no desktop icon.
2. Go to **View** ► **Camera** ► **Camera Properties**. The pages for each rendering mode are listed on the left.
3. Set the render modes to the recommended LightWorks settings:

Mode	Recommended setting
Wireframe	LightWorks – Wire OpenGL
Hidden Line	Hidden OpenGL
Draft	Smooth OpenGL
Quality	Raytrace Full

All LightWorks materials, luminances and environments now appear in the **Properties** dialogs, the **Palettes** and the **Render Manager**.

4. Your first LightWorks render

1. Open a 3D drawing, or draw a simple solid (a box on a slab) in a 3D view.
2. Open the Materials palette with **Tools ▸ Palettes ▸ Materials**. Set the palette's render-engine filter to **LW** to see only LightWorks materials, then drag a material (for example a brick or wood) onto the solid.
3. Lighting and backgrounds are optional. Keep the default lighting, or open **Options ▸ Render Manager** to pick a LightWorks luminance. For the background, use **Options ▸ Environments ▸ Edit drawing environment**.
4. Choose **View ▸ Visual Styles ▸ Quality Render**. The view renders with Raytrace Full.
5. To save the image, choose **File ▸ Save As**, set **Save as type** to **BMP** or **JPG**, click **Setup** and tick **Use Render**. The saved image shows the render on screen.

Large scenes and Raytrace Full can take a while. Use **View ▸ Visual Styles ▸ Draft Render** while you set up the scene and switch to **Quality Render** for the final image.

5. If something goes wrong

Problem	What to do
The installer says it cannot find TurboCAD	Install TurboCAD 2026 first, then run the plug-in installer again.
The installer says the key is invalid	Check you pasted the whole key with no spaces. Upgrade keys need the current installer (<code>LightWorks_TurboCAD_2026_r2.exe</code>). Contact support if it still fails.
LightWorks materials do not appear	Restart TurboCAD once after installing.
TurboCAD stops responding during a Quality render	Save your work first. Try Draft mode, a smaller view or fewer lights. Report it to support with the drawing.

6. Help

- TurboCAD User Guide, *Rendering* chapter, and TurboCAD Copilot inside TurboCAD.
- Forum: <https://forums.turbocad.com>
- Support: support@imsidesign.com