

# A History of the Future of Entertainment Design

## 2018

March 2018



### GDTF is Formally Announced

Vectorworks, MA Lighting and ROBE Lighting formally announced the General Device Type Format (GDTF) and My Virtual Rig (MVR) format. GDTF-share website is created and many of the world's largest manufacturers pledged to support these common and open formats.

**March 2018**  
Vectorworks, Inc., MA Lighting and Robe Lighting acknowledge the issue and propose a solution: a human-readable, royalty-free standard that could be used by lighting manufacturers, CAD program, visualizing software and lighting consoles.


**April 2018**  
GDTF and MVR are presented at a press conference on the show floor of Prolight + Sound in Frankfurt. Discussions begin with additional manufacturers about needs for the format.

**April 2018**  
MA3 unveiled with native support of GDTF and MVR.

**September 2018**  
GDTF and MVR fully supported in Vectorworks Spotlight and Vision.

## 2019

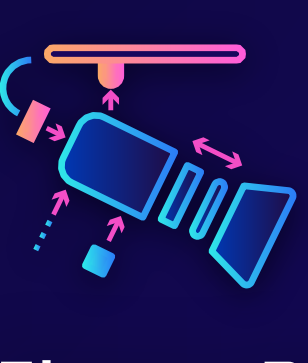
March 2019



### Version 1.0 Arrives

Founding members, along with input from interested parties including ETC, Green Hippo, and Chamsys, evolved the format to bring the inaugural 1.0 version to life.

March 2019



### Fixture Builder Created

The creation of the GDTF fixture builder on the gdtf-share.com website allows for direct editing and customization of fixture attributes such as gobos, colors, effects, and more.

**September 2019**  
Work with DIN begins to ensure GDTF is recognized as an official standard.

**September 2019**  
ROBE Lighting began publishing official GDTF files for all released products.

## 2020

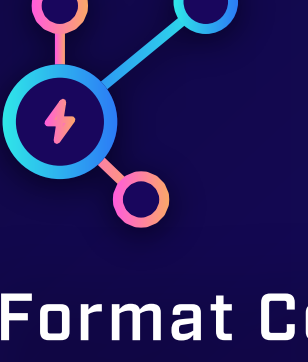
June 2020



### GDTF Gets DIN Spec Certified

GDTF officially recognized by DIN as a specification, DIN SPEC 15800.

December 2020



### Format Code is Released for Public Use

Began publishing GDTF/MVR projects on GITHUB — making the format code available to anyone wishing to use it.

**September 2020**  
Began hosting open sessions, allowing anyone to attend and provide feedback.

**September 2020**  
The GDTF website and database is moved to a purely independent, not-for-profit organization host. Manufacturer pages are added and the ability to save files are made available to users.

**December 2020**  
Unreal Engine 4.26 supports GDTF, broadening industry impact.

## 2021

**March 2021**  
Expansion of CAD platforms support.

February 2022



### GDTF Updated in DIN SPEC 15800:2022

GDTF format evolves to support .gTF .svg and non DMX based control protocols.

**November 2022**  
First tradeshow as the GDTF Group (LDI).

## 2022

**2023**  
GDTF is widely adopted amongst leading previsualization programs and manufacturers.

**March 2023**  
The first service provider began offering commercial GDTF services.

## 2023

February 2024



### GDTF and MVR C++ Computer Library Released

GDTF Group releases production-ready GDTF and MVR C++ Computer Library 9.0.6 to the public.

December 2023



### MVR Gets DIN Spec Certified

MVR officially recognized by DIN as a specification, DIN SPEC 15801.

## 2024


**October 2024**  
Expansion of console providers continues as many other manufacturers join the group.

## 2025

**2025**  
Media Servers begin their support of GDTF and MVR.

## 2026

March 2026



### 100+ Manufacturers Rally Around GDTF

Over 100 lighting manufacturers now offer GDTF—marking a major shift toward a unified, data-rich standard across the industry.