



Graphics Plugin for Avid Release Notes

Version 2.2





Copyright © 2020 Vizrt. All rights reserved.

No part of this software, documentation or publication may be reproduced, transcribed, stored in a retrieval system, translated into any language, computer language, or transmitted in any form or by any means, electronically, mechanically, magnetically, optically, chemically, photocopied, manually, or otherwise, without prior written permission from Vizrt. Vizrt specifically retains title to all Vizrt software. This software is supplied under a license agreement and may only be installed, used or copied in accordance to that agreement.

Disclaimer

Vizrt provides this publication “as is” without warranty of any kind, either expressed or implied. This publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document. Vizrt’s policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time. Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Created on

2020/04/20

Contents

1	Graphics Plugin for Avid 2.2.2	5
1.1	Fixed Issues.....	5
2	Graphics Plugin for Avid 2.2.1	6
2.1	Fixed Issues.....	6
3	Graphics Plugin for Avid 2.2.0	7
3.1	New Features	7
3.2	Fixed Issues.....	7
4	Documentation.....	8
5	Support	9

- [Graphics Plugin for Avid 2.2.2](#)
 - [Fixed Issues](#)
- [Graphics Plugin for Avid 2.2.1](#)
 - [Fixed Issues](#)
- [Graphics Plugin for Avid 2.2.0](#)
 - [New Features](#)
 - [Fixed Issues](#)
- [Documentation](#)
- [Support](#)

1 Graphics Plugin For Avid 2.2.2

Release Date: 2019-12-16

These are the release notes for Graphics Plugin for Avid version 2.2.2. This document describes the user-visible changes that have been made to the software since version 2.2.1.

1.1 Fixed Issues

- Avid Media Composer would sometimes crash after opening the graphics editor (NLE-2419).
- Preview in graphics editor now also works if the Viz Engine/Connection Broker port is 50107. Previously only worked if port was 50007 (NLE-2347).

2 Graphics Plugin For Avid 2.2.1

Release Date: 2019-03-14

These are the release notes for Graphics Plugin for Avid 2.2.1. This document describes the user-visible changes that have been done to the software since version 2.2.0.

2.1 Fixed Issues

- Editors did not open with an existing element if one was present (NLE-2209).
- Removed an Update popup dialog that could appear in newer versions of Avid (NLE-2258).
- Fixed a rare issue where the preview would disappear for all plug-in instances if a pilot1 frame failed to display when still-image playback was turned on.

3 Graphics Plugin For Avid 2.2.0

Release Date: 2018-11-30

These are the release notes for Graphics Plugin for Avid 2.2.0. This document describes the user-visible changes that have been made to the software since version 2.0.1.

3.1 New Features

- The plug-in now supports Viz Pilot Edge on both Windows and MacOS! Select **Viz Pilot Edge** as the User Interface in the NLE Configuration and point to your Viz Pilot Edge hostname using the Pilot Edge URL parameter. Launching the editor then opens the Payload Editor with Viz Pilot Edge (NLE-2111).
 - Added support for Stop Points. Importing graphics with Stop Points now displays the Stop Point Editor, which allows the user to alter the pause durations (NLE-1608).
 - Added configuration option for *Still image playback*. When this is checked, scrubbing and playback of unrendered effects will show a still image of the pilot1 preview point (NLE-2133).
 - Realtime playback is now supported. The plug-in now previews graphics during playback without needing to render the effect. Still-image playback is recommended when trying to play graphics in high resolution without first rendering.
-

3.2 Fixed Issues

- Fixed a rare issue where existing graphics data could bleed over after swapping to a new graphic (NLE-2183).
- Fixed missing title in NLE Configuration window while minimized (NLE-1407).
- Fixed an issue where Tidy would trigger cleanup prematurely during scrubbing (NLE-1270).

4 Documentation

Documentation for the Graphics Plugins are available at the Vizrt Documentation Center:

- [Graphics Plugin Administrator Guide](#)
- [Graphics Plugin User Guide](#)

5 Support

Support is available at the [Vizrt Support Portal](#).