



Viz Arc Release Notes

Version 1.9





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Vizrt does not recommend or test antivirus systems in combination with Vizrt products, as the use of such systems can potentially lead to performance losses. The decision for the use of antivirus software and thus the risk of impairments of the system is solely at the customer's own risk.

There are general best-practice solutions, these include setting the antivirus software to not scan the systems during operating hours and that the Vizrt components, as well as drives on which clips and data are stored, are excluded from their scans (as previously stated, these measures cannot be guaranteed).

Technical Support

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

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1 Viz Arc 1.9.0

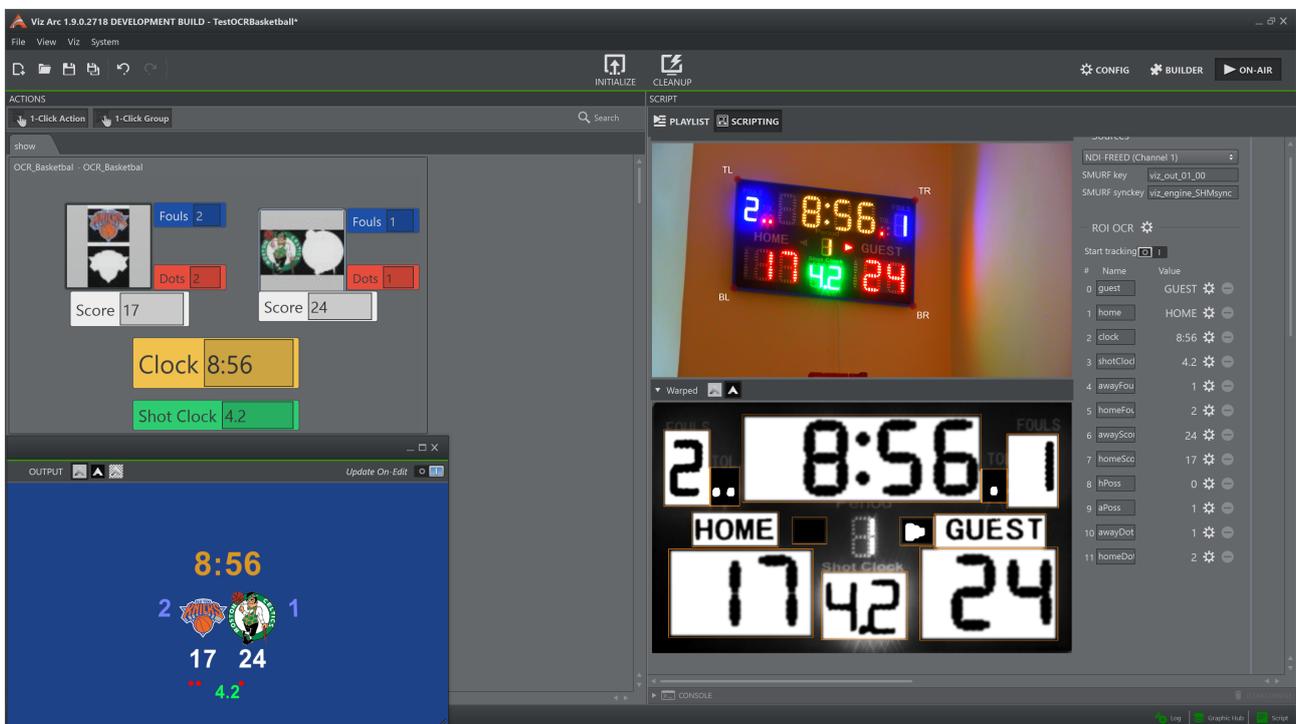
Release Date: 2023-10-31

These are the release notes for Viz Arc version 1.9.0. This document describes the user-visible changes that have been made to the software since Viz Arc 1.8.1.

1.1 New Features

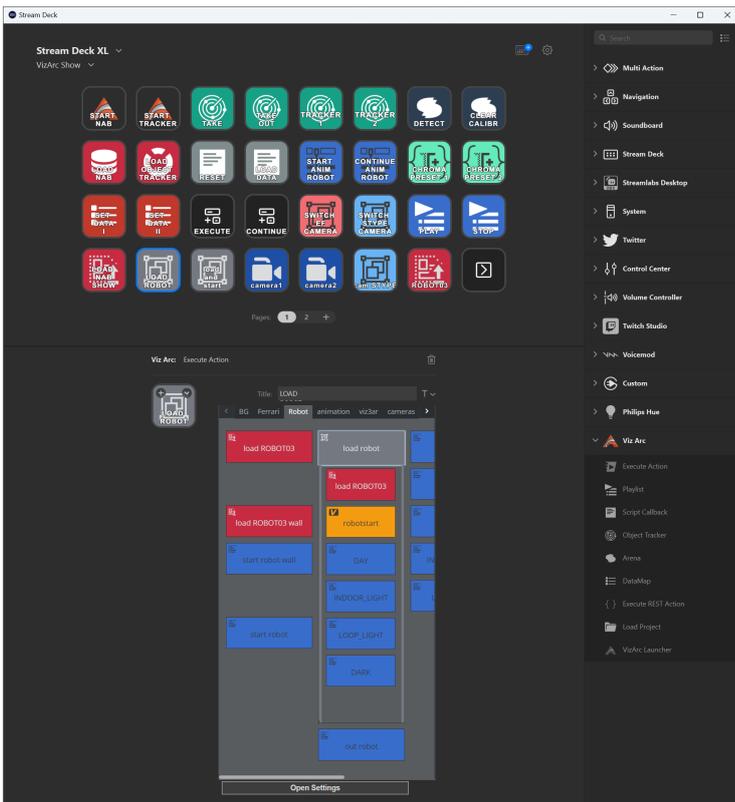
1.1.1 OCR Widget

A new scripting widget to track scoreboards and detect alphanumeric values within a video stream in real-time. An easy workflow allowing you to directly link the values to the output graphics.



1.1.2 Elgato Stream Deck Plugin

A plugin for Elgato's Stream Deck software allows to execute actions, control playlists, launch Viz Arc, interact with Viz Arc's scripting and much more.

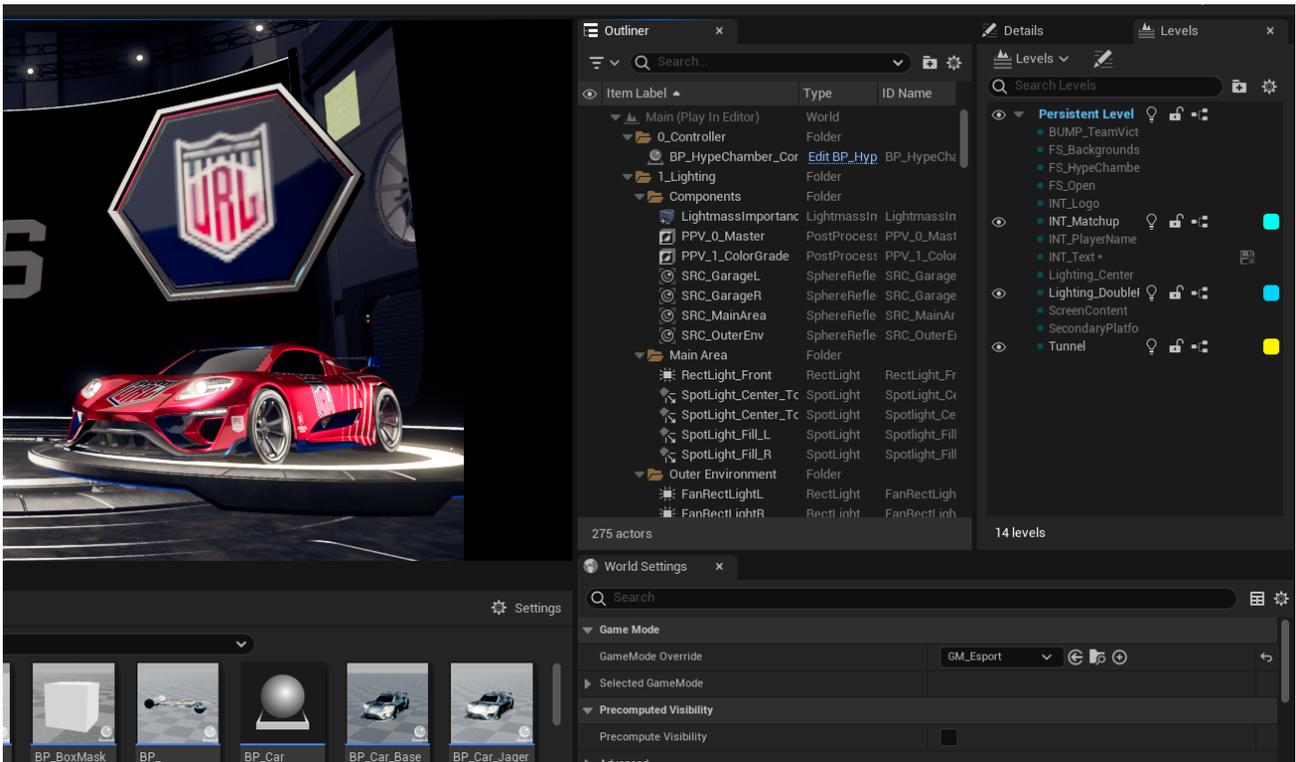


Sample layout for Stream Deck XL and Stream Deck+ devices.

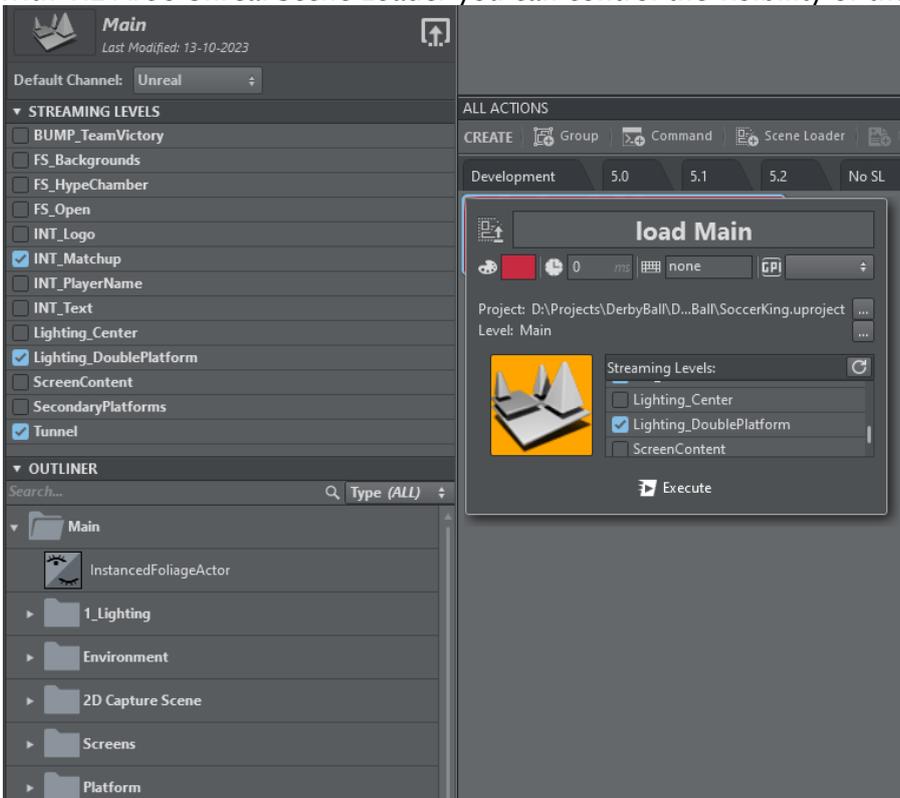


1.1.3 Unreal Streaming Levels

Streaming levels allow you to switch on and off maps within an unreal scene easily and seamlessly.



With Viz Arc's Unreal Scene Loader you can control the visibility of those levels.



1.1.4 Other Features

- Support for CodeMeter v3 license model.
 - DMX cut-off. Add the possibility to disable any DMX signals that might trigger Actions.
 - Added the favourite's actions bar to the Set, Arena and Tracking views.
 - Improved GraphicHub browsing, display and sorting capabilities.
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1.2 Fixed Issues

- Strings like "`c:\tmp\01_work\`" sent to the Unreal Engine were not properly escaped (ARC-419).
 - Projects stored in Graphic Hub were not always fetching the latest version when multiple Arc instances were running (ARC-420).
 - Light Action radiosity factor was not properly set in Viz Engine 5.1 (ARC-415).
 - Potential crash when a web browser scripting element was showing tooltips (ARC-400).
 - Script error when recursion from Viz Arc to the V8 scripting engine took place (ARC-460).
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1.3 Known Issues

- When using the Viz Arc Unreal launcher with different privileges than the Viz Engine, the rendered Unreal image might not get updated in Viz Engine. Make sure both processes are started with the same user privileges.
 - Under certain circumstances NDI video streams do not visualize in Viz Arc. Make sure to install the latest NDI Tools and check the Troubleshooting section in the [Viz Arc User Guide](#).
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1.4 Breaking Changes Or Deprecated Functionality

- When using Viz Arc 1.9 with the Object Tracker, you need the **Object Tracker** license instead of the **MezzIP Output** license.
 - When using Viz Arc 1.9 in conjunction with the Unreal Loader, please make sure to install the 1.9 Unreal Loader on the respective Unreal Engines as Viz Arc 1.9 is not compatible with previous Unreal Loaders.
 - Precision Keyer actions saved with Viz Arc 1.9 are not retro compatible with previous Viz Arc versions. Make sure to back-up all your projects before upgrading.
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1.5 Compatibility Notes

Viz Arc 1.9 is compatible with:

Product	Version
Viz Engine	3.12 and newer, Viz Engine 5.x.
Viz Virtual Studio	1.1.0 and newer.
Unreal Engine	5.0.x, 5.1.x., 5.2.x
Graphic Hub REST	2.5.0 and newer. Support for File Collection file types (Unreal Projects) requires version 2.9.2
Media Sequencer	5.5 required for the Viz Mosart integration, otherwise 5.1.3 and newer.
Viz Mosart	5.3
Coder	2.3.1 and newer.
Viz Pilot Data Server	9.0
Viz Pilot Edge	3.0
Media Service	2.3.3 and newer.
Viz One	7.1.0 and newer.
Viz Object Tracker	1.2 and newer
Viz Arena	5.1.0 and newer.

2 Documentation

Documentation for Viz Arc is available at the Vizrt Documentation Center:

- [Viz Arc User Guide](#)
- [Viz Arc Script Guide](#)

3 Support

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