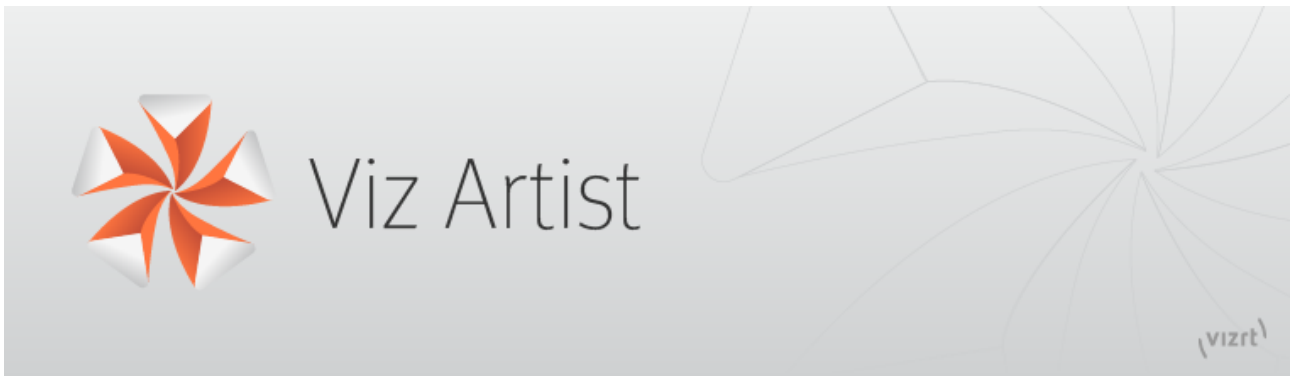




Viz Artist Release Notes

Version 4.4





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1 Viz Artist 4.4.1

Release Date: 2022-03-22

These are the release notes for Viz Artist version 4.4.1. This document describes the user-visible changes that have been made to the software since release 4.4.0.

1.1 Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz application, including a local database, prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

1.2 Improvements

Summary	Key
Multiple image export	VIZART-3432
1 issue	

1.3 Bug Fixes

Summary	Key
Cannot type a colon in a container name	VIZART-3497
Render Output X/Y position offset not working	VIZART-3491
Animation channel is not displayed unless clicked	VIZART-3457
CRTL does not multiply, CTRL+SHIFT and CTRL+ALT+SHIFT multiplies differently a number property change	VIZART-3445
Image export no longer remembers previously used folder and type	VIZART-3424
GFX channel continue button does not work correctly	VIZART-3411

Gui blocks OS from shutdown/restart	VIZART-3406
Stage view jumps back to 0.0 when clicking on an animation channel	VIZART-3400
8 issues	


1.4 Known Issues

Summary	Key
Config Userinterface: Tooltips still active even when disabled	VIZART-3111
Drag or CRLT+drag containers is inconsistent in selection	VIZART-3398
Input fields can loose focus and can not be edited afterwards	VIZART-1838
Locked / proportional mode missing in generated plugins spinbox groups	VIZART-1775
Locked size widgets lead to massive jitter effects and stop working if scaled to 0% once	VIZART-1484
Logicmaker: After deleting all states, no new one can be added	VIZART-3277
Media Asset Overview - subscenes not loaded	VIZART-2639
Object name is cropped while dragging to scene tree	VIZART-2176
Properties can not be dragged to scene editor objects	VIZART-1816
Rendergraph Editor: Showmap PCF Samples is being overlapped by Map Resolution	VIZART-2940
Script button is not updated in vertical button view	VIZART-2643
Script editor shows misleading tooltips	VIZART-1101
The "Container Info" section in the Transformation Editor does not respect multi-selection	VIZART-2970
Tree Editor selection shortcuts do not work	VIZART-1695
UI needs more feedback when main replication are down and a failover server configured	VIZART-1638
lightGlares parameters should be named according to RGB	VIZART-2202
16 issues	


1.4.1 Windows

This software has been tested to run on the following systems:


- Windows Server 2019
- Windows 10 (LTSC 1809)
- Windows 10 (LTSC 21H2)

 **Note:** Only English Operating Systems are supported.

- It is recommended to install the latest Windows Security Updates and Patches, except Nvidia and Hardlock updates.
- If multiple, differing scaling factors are absolutely necessary these steps may mitigate display issues:
 - Right click on the *VizGUI.exe* (*C:\Program Files\Vizrt\VizArtist\VizGui.exe*).
 - Choose **Properties**.
 - Select **Compatibility** and click on **Change high DPI settings**.
 - Select **Override high DPI scaling behavior** and choose **Scaling performed by: System (Enhanced)**.
 - Click **OK** and apply settings.

 **Warning:** Do not use these settings if your output system is set to FULLSCREEN!

- Right clicking on the Taskbar icon of Viz Engine starts a new instance. Starting an additional Viz GUI process is prevented on Windows 10.
- Windows 10/Server 2019 is required.
- Dot.NET Framework 4.5 or higher is required (VIZENG-6036).
- Minimum Windows Installer version is now 5.0.0.
- Network shares are not accessible from within Viz Artist when UAC is enabled or when running on Windows 10. The Viz Configuration page **Local Settings** has been extended for enabling Network drive linking (VIZENG-15594, VIZENG-15319).
- To run Viz Artist/Viz Engine without Administrator privileges, you need to grant the following permissions:
 - *SeIncreaseBasePriorityPrivilege*
 - *SeCreateGlobalPrivilege*
 - *SeCreatePagefilePrivilege*
 - *SeIncreaseWorkingSetPrivilege*

 **Note:** Viz Artist requires a minimum resolution of 1920x1080 pixels.

2 Viz Artist 4.4.0

Release Date: 2021-12-20

These are the release notes for Viz Artist version 4.4.0. This document describes the user-visible changes that have been made to the software since release 4.3.1.

2.1 Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz application, including a local database, prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

2.2 New Features

Summary	Key
Clone 4.4: New UHD connector modes for Xmio5 12G outputs	VIZART-3300
1 issue	

2.3 Improvements

Summary	Key
CLONE 4.4: Open Scene in Import view	VIZART-3342
Clone 4.4: Improve date format and show time in AssetView Created/Modified Date	VIZART-3339
CLONE 4.4: Adding Scene plugin should jump to scene plugins	VIZART-3336
CLONE 4.4: Default Values for near/far camera values are wrong	VIZART-3335
CLONE 4.4: Archive improvements	VIZART-3334
5 issues	

2.4 Bug Fixes

Summary	Key
Clone 4.4: Fix jumping to assets by clicking "Jump to Scene"/clicking GraphicsHubAsset	VIZART-3332
GUI in strange state after exit and reconnect using RDP	VIZART-2505

2 issues

2.5 Known Issues

Summary	Key
Config Userinterface: Tooltips still active even when disabled	VIZART-3111
Drag or CRLT+drag containers is inconsistent in selection	VIZART-3398
Input fields can loose focus and can not be edited afterwards	VIZART-1838
Locked / proportional mode missing in generated plugins spinbox groups	VIZART-1775
Locked size widgets lead to massive jitter effects and stop working if scaled to 0% once	VIZART-1484
Logicmaker: After deleting all states, no new one can be added	VIZART-3277
Media Asset Overview - subscenes not loaded	VIZART-2639
Object name is cropped while dragging to scene tree	VIZART-2176
Properties can not be dragged to scene editor objects	VIZART-1816
Rendergraph Editor: Showmap PCF Samples is being overlapped by Map Resolution	VIZART-2940
Script button is not updated in vertical button view	VIZART-2643
Script editor shows misleading tooltips	VIZART-1101
The "Container Info" section in the Transformation Editor does not respect multi-selection	VIZART-2970
Tree Editor selection shortcuts do not work	VIZART-1695
UI needs more feedback when main replication are down and a failover server configured	VIZART-1638
lightGlares parameters should be named according to RGB	VIZART-2202


16 issues

- Old parts (Tcl/Tk) do not scale on UHD resolutions. This will be solved as soon as all components are ported to QT.
- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.
- The size of certain plug-ins with custom UI (like RealFX, TextFX) do not automatically fit into the new panels, they need to be resized manually.
- Maximum of GDI handles (which are necessary to show icons from Graphic Hub and Archive) can exceed the Windows default value (10000). It is recommended to increase this value from hexadecimal 2710 to FFFF in the registry.
 - `HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Windows\GDIProcessHandleQuota`
- Viz One Browser: When the Viz One Browser window is minimized (either using the minimize button in the window bar, or **WIN+D** to hide all windows on the desktop), it can only be brought back to the screen by using the **Restore** and **Maximize** entries in the context menu of the window in the Windows taskbar.
- Viz One Browser: The preview of clip elements in the Viz One Browser doesn't show the content correctly anymore when the browser window is moved to another display (e.g. second screen). The application must be restarted to bring back the clip preview.
- Viz Engine render window is always on top when started in videowall mode `-u1 -y -n` and output system FULLSCREEN (VIZART-2400). Does not happen in mode `-u1 -w` or with any `vga_preview` and is independent on the number of monitors and if a mosaic is used or not.
 - What can be observed is that the output is always on top and it is not possible to get anything else on top (taskbar, other windows with **ALT + TAB**, task manager). **SHIFT + BACKSPACE** works only when Viz Artist has focus. When **CTRL + BACKSPACE** does not work it can be achieved with **CTRL + ALT + DEL**, task manager, **ALT + TAB** to Viz Artist and **SHIFT + BACKSPACE**. **ALT + TAB** does not work initially as the window is not shown. This behavior is actually desired to have the output of Viz Engine always on top (for example, interactive scenes shown on screens in the studio).
- When using a UNC path as clip root, the UI shows an incorrect path, without affecting the functionality. A "\\\" will be stripped down to "\".

2.5.1 Windows


This software has been tested to run on the following systems:

- Windows Server 2019
- Windows 10 (LTSC 1809).


 **Note:** Only English Operating Systems are supported.

- It is recommended to install the latest Windows Security Updates and Patches, except Nvidia and Hardlock updates.
- If multiple, differing scaling factors are absolutely necessary these steps may mitigate display issues:
 - Right click on the `VizGUI.exe` (`C:\Program Files\Vizrt\VizArtist\VizGui.exe`)

- Choose **Properties**.
- Select **Compatibility** and click on **Change high DPI settings**.
- Select **Override high DPI scaling behavior** and choose **Scaling performed by: System (Enhanced)**.
- Click **OK** and apply settings.

 **Warning:** Do not use these settings if your output system is set to FULLSCREEN!

- Right clicking on the Taskbar icon of Viz Engine starts a new instance. Starting an additional Viz GUI process is prevented on Windows 10.
- Windows 10/Server 2019 is required.
- Dot.NET Framework 4.5 or higher is required (VIZENG-6036).
- Minimum Windows Installer version is now 5.0.0.
- Network shares are not accessible from within Viz Artist when UAC is enabled or when running on Windows 10. The Viz Configuration page **Local Settings** has been extended for enabling Network drive linking (VIZENG-15594, VIZENG-15319).
- To run Viz Artist/Viz Engine without Administrator privileges, you need to grant the following permissions:
 - *SeIncreaseBasePriorityPrivilege*
 - *SeCreateGlobalPrivilege*
 - *SeCreatePagefilePrivilege*
 - *SeIncreaseWorkingSetPrivilege*

 **Note:** Viz Artist requires a minimum resolution of 1920x1080 pixels.

2.5.2 UAC

- Viz Artist 4 is UAC aware. Log-files and additional files are stored in `%VIZ_PROGRAMDATA%`, which defaults to `%ProgramData%\Vizrt\VizArtist`. Configuration-files and profiles are stored in `%ProgramData%\Vizrt\VizEngine`. Temporary data is stored in `%VIZ_TEMPDATA%` which defaults to `%TMP%\Vizrt\VizEngine`. The default value can be changed in `viz.cmd` or on the command line of `viz.exe`.
- Starting Viz Artist shows a UAC popup for `VizStarter.exe` (VIZENG-8683).
- Old parts (Tcl/Tk) do not scale on UHD resolutions. This will be solved as soon as all components are ported to QT.
- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.
- The size of certain plug-ins with custom UI (like RealFX, TextFX) do not automatically fit into the new panels, they need to be resized manually.
- Maximum of GDI handles (which are necessary to show icons from Graphic Hub and Archive) can exceed the Windows default value (10000). It is recommended to increase this value from hexadecimal 2710 to FFFF in the registry.

- *HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Windows\GDIProcessHandleQuota*
- Viz One Browser: When the Viz One Browser window is minimized (either using the minimize button in the window bar, or **WIN+D** to hide all windows on the desktop), it can only be brought back to the screen by using the **Restore** and **Maximize** entries in the context menu of the window in the Windows taskbar.
- Viz One Browser: The preview of clip elements in the Viz One Browser doesn't show the content correctly anymore when the browser window is moved to another display (e.g. second screen). The application must be restarted to bring back the clip preview.
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 - What can be observed is that the output is always on top and it is not possible to get anything else on top (taskbar, other windows with **ALT + TAB**, task manager). **SHIFT + BACKSPACE** works only when Viz Artist has focus. When **CTRL + BACKSPACE** does not work it can be achieved with **CTRL + ALT + DEL**, task manager, **ALT + TAB** to Viz Artist and **SHIFT + BACKSPACE**. **ALT + TAB** does not work initially as the window is not shown. This behavior is actually desired to have the output of Viz Engine always on top (for example, interactive scenes shown on screens in the studio).

3 Documentation

Documentation for Viz Artist, Viz Engine and Viz Plugins are available at the Vizrt Documentation Center:

- [Viz Artist User Guide](#)
- [Viz Engine Administrator Guide](#)
- [Viz Plugins User Guide](#)

4 Support

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