Viz Multiplay Release Notes

Version 3.3

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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 Multiplay 3.3.0

Release Date: 2024-12-02

These are the release notes for Multiplay 3.3.0. This document describes the changes that have been made since version 3.2.0.

2 Release Highlights

Viz Multiplay 3.3 introduces **Quick Presets**, a feature meant to complement Multiplay's existing Preset functionality and does not aim to replace it. **Quick Presets** allows Viz Multiplay operators to quickly make last-minute changes to videowall layout, such as positioning and cropping, while on-air and without requiring to save a new preset. Quick Presets cannot use custom preset transitions and still rely on the original preset and scene for playout.

Customers using a separate **Videowall Preview** now benefit from a more intuitive and efficient preview behavior. The **Preview Engine** now displays a more accurate representation of what is currently Onair by combining what is Cued, providing more confidence to Directors and Operators on the changes they are about to trigger, both for **Layout and Content**.

Another noteworthy improvement was made for workflows where **Viz Trio** is used alongside **Viz Multiplay**. Operators are able to use the search functionality and sorting for **Inboxes**, allowing them to find the desired Viz Trio Page significantly faster than before.

2.1 New Features

- Quick Presets (VMP-2617).
- Preview layout and content (VMP-2965).

2.2 Improvements

- Improved Inboxes: Viz Trio page number is included now, the list is searchable and sortable (VMP-3026).
- Updated controls for designing Video Walls and Preset layouts (VMP-2822).
- The number of Channels in a Superchannel Video Wall can be increased (VMP-2931).
- Improved arm and fire workflow and status updates in several non-critical case (VMP-2828, VMP-2860, VMP-2907).
- When adding an image to a preset, it is possible to choose between crop to fit or fill behaviors (VMP-2880).
- The click or tap event triggering Arm and Take, is now configurable in Settings: Single, Double or Disabled (VMP-2930).

2.3 Fixed Issues

- "Take All" and "Swap All" actions or firing a filled preset, do not effect locked and hidden channels anymore in Superchannel AB configurations (VMP-2481).
- Viz Multiplay now warns when used in a secure environment, templates loading resources from insecure sources take too much time (VMP-2548).

- Fixed issue that blocked playing out superchannel presets in Auto-playlists (VMP-2957).
- Fixed issue that caused images to not scale and crop as expected, when added to presets (VMP-2877).
- Fixed issue when an imported scene lost the default layer set the control object (VMP-2331).

2.4   Known Issues

- If you arm or take a scene with a script and the script crashes, all Superchannels may cease to function. To recover from this state, perform a clean-up (VMP-2524).
- Graphic Hub Image Library Extension does not support search by last hour (VIZGH-8194).
- In Superchannel non-AB configurations, having a filled preset armed in Shortcut and some conflicting content on Channel, can result on unpredictable behavior when using Take All (VMP-3109).
- Using fullscreen elements on Video Wall main channels and on various layers, may result in an incorrect preview on the Preview Wall (VMP-3185).
- To Initialize a Show in a Superchannel AB configuration, a preset scene has to be taken on air first (MSE-8976).

2.5   Compatibility

- Viz Multiplay 3.3 requires Media Sequencer 5.7.0 and Viz Engine 5.3.0 for full functionality.
- For HAP clip support, Media Service 2.3.4 is required.
- Multiplay 3.x still supports DynamicChannels scenes. This solution is regarded as legacy and will be removed in the future.

2.6   Recommended System Requirements

2.6.1   Tested Software Versions

- Viz Engine / Artist 5.3.0
- Media Sequencer 5.7.0
- Preview Server 4.7.0
- Viz One 7.5.4
- Pilot Data Server 9.1.0
- Graphic Hub 3.9.2
- Graphic Hub REST server 2.9.2
- Graphic Hub ImEx Agent 2.1.2
- Avid iNEWS 8.2.0

2.6.2   Browser

Although Viz Multiplay is a web application that runs on all major platforms in most common browsers, Google Chrome is recommended.

2.6.3   Hardware

Viz Multiplay is installed as a web application accessible from a URL on a computer running Media Sequencer. Please see the Media Sequencer Release Notes for system requirements.

2.6.4   Performance Notes

Performance of a video wall comes down to a number of factors and the system should be tested in real life. Please see the **Video Wall Configuration** section in the Viz Engine Administrator Guide.

In order to maximize performance, it is important to follow the guidelines below when using Viz Multiplay:

1. Avoid using clips that have a higher resolution than required. We recommend clips in HD resolution (up to 1920 x 1080 or less). In most cases, there is no need for a higher resolution even if the screen resolution is higher than HD.
2. Use a codec that does not put an unnecessary strain on the system.
   Vizrt recommends using *DVCPRO* or *MPEG I -frame* codecs when optimal clip performance and resource utilization is required. Try to avoid using codecs that strain the system, as this can dramatically reduce the amount of clips that can be played simultaneously and may cause performance issues. If you have a codec that is new or you are unsure whether it is suitable, please contact Vizrt support.
3. The system should *always* be tested with the maximum amount of load (max. number of clips, live feeds, real scenes, transitions).
4. Make sure to prepare (initialize) content before playout.
5. Use Image Staging with the ImEx Agent to make sure images are staged on Graphic Hub before playout.
6. Make sure the clip scanning type (interlaced/progressive) matches the configured clip channels.
7. Only enable necessary media assets in the Viz Engine scene. Unused media assets can have an impact on performance.

3   Viz University

Viz University offers a Viz Multiplay Preset Design training course for Viz Multiplay 3.0, which shows you how to design presets with Superchannels.

3.1   Previous Versions

In accordance with the *Vizrt Global Support Handbook* section *Software Lifecycle*, support for older versions ends 24 months after a subsequent minor or major version is released.

With this release, earlier versions of Viz Multiplay will no longer be supported after 2026-11-28.

At the date of this release, Viz Multiplay 3.0.x is no longer supported as announced here: https://go.vizrt.com/upgrade-program. Support for Viz Multiplay 3.1.0 ends on 2026-02-12.

4   Documentation

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

- Viz Multiplay User Guide

5 Support

Support is available at the Vizrt Support Portal.