



Viz Plug-in Release Notes

Version 4.4





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Created on

2022/03/22

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1 Viz Plug-Ins 4.4.1

Release Date: 2022-03-22

These are the release notes for Viz Plug-ins 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 New Features

1.1.1 Basic Plug-ins New Features

| Summary | Key |
|--|------------|
| Make ControlText and ControlParameter support SHM placeholders | VIZPL-1620 |
| Make ControlFusionText support the new SHM data feed | VIZPL-1619 |
| Make ControllImage support the new SHM data feed | VIZPL-1618 |

3 issues

1.1.2 Social Plug-ins New Features

| Summary | Key |
|---|------------|
| Added Data Source section in WordCloud plugin to access word cloud XML file from Viz Social using "File" option | VIZPL-1517 |

1 issue

1.2 Bug Fixes

1.2.1 Basic Plug-ins Bug Fixes

| Summary | Key |
|---|------------|
| Matrox FileWriter gets stuck | VIZPL-1605 |
| Control text can cause Viz Engine crash | VIZPL-1598 |

| | |
|--|------------|
| Renderer freezes: Control Object requests dummy image from Graphic Hub | VIZPL-1582 |
|--|------------|

3 issues

1.2.2 DataPool Plug-ins Bug Fixes

| Summary | Key |
|---------|-----|
|---------|-----|

| | |
|---|------------|
| Broken argument parsing in DataCondition when using default arguments | VIZPL-1597 |
|---|------------|

1 issue

2 Viz Plug-Ins 4.4.0

Release Date: 2021-12-20

These are the release notes for Viz Plug-ins 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 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

2.2.1 Basic Plug-ins New Features

| Summary | Key |
|-----------------|-----|
| No issues found | |

2.3 Bug Fixes

2.3.1 Basic Plug-ins Bug Fixes

| Summary | Key |
|--|------------|
| DisplacementMap on Windows10 LTSC 1809 prevents proper scene loading | VIZPL-1561 |
| 1 issue | |

2.3.2 DataPool Plug-ins Bug Fixes

| Summary | Key |
|--|------------|
| DataImage in Fusion shows last loaded image instead of default image like in Classic | VIZPL-1578 |

1 issue

2.3.3 Maps Plug-ins Bug Fixes

| Summary | Key |
|--|------------|
| VizWorld Labels based on Multilanguage Syntax not working properly | VIZPL-1566 |

1 issue

2.4 Changes

2.4.1 Changes: Plug-ins

- Pablo plug-in has been removed.
- TreeProps plug-in has been removed.
- Normal Shader plug-in has been removed.

3 Viz Plug-Ins 4.3.1

Release Date: 2021-10-28

These are the release notes for Viz Plug-ins version 4.3.1. This document describes the user-visible changes that have been made to the software since release 4.3.0.

3.1 New Features

3.1.1 Basic Plug-ins New Features

| Summary | Key |
|--|------------|
| Spacebar is not highlighted after set by MarkText plugin | VIZPL-1528 |
| 1 issue | |

3.2 Bug Fixes

3.2.1 Basic Plug-ins Bug Fixes

| Summary | Key |
|---|------------|
| Preset Plugin does not update Transition animation properly | VIZPL-1524 |
| Plugin TalentTrackingReceiver is not available if scene is a fusion scene | VIZPL-1518 |
| 2 issues | |

3.2.2 DataPool Plug-ins Bug Fixes

| Summary | Key |
|-----------------|-----|
| No issues found | |

3.2.3 Socialize Plug-ins Bug Fixes

| Summary | Key |
|--|------------|
| Reintroduced Wordcloud plugin | VIZPL-1537 |
| Reintroduced STV_PlaylistReader plugin | VIZPL-1515 |

2 issues

3.2.4 Maps Plug-ins Bug Fixes

| Summary | Key |
|--|------------|
| VizWorld Labels based on Multilanguage Syntax not working properly | VIZPL-1566 |

1 issue

3.3 Changes

3.3.1 Changes: Plug-ins

SocialTV

- STV_PlaylistReader has been re-integrated into the installer.
- Wordcloud plug-in has been re-integrated into the installer.

3.4 Upcoming Changes

The following plug-ins will be removed in the next version of Viz Plug-ins:

- TreeProps (Lineup)
- Pablo (Tools)
- Normal (Shaders)

4 Viz Plug-Ins 4.3.0

Release Date: 2021-07-20

These are the release notes for Viz Plug-ins version 4.3.0. This document describes the user-visible changes that have been made to the software since release 4.2.0.

Information: Viz Weather plug-ins are not yet included and need to be installed separately by installing the latest released Viz Weather Version.

This document includes the Release Information for:

- Viz Basic Plug-ins
- Viz Extensions Plug-ins
- DataPool Plug-ins
- Socialize Plug-ins
- PixelFX Plug-ins
- Maps Plug-ins

4.1 Installer Notes

4.1.1 General

The Software ships with a bundle installer containing all necessary components. It is recommended to use the bundle installer when setup needs to be done manually.

- The basic plug-ins are installed by default, all other plug-in packages are optional.
- Softclip comes in 32-bit (default) and 64-bit versions. To use the 64-bit version, replace the file *Softclip.vip* in *\plugins* with the one from the subfolder *%ProgramFiles%\Viz3\plugin\disabled*.

4.2 Upgrade Notes

- The path for the DataPool related files has been set to *%\ProgramData%\vizrt\VizEngine\DataPool*.

4.3 New Features

4.3.1 Basic Plug-ins New Features

Summary

Key

| | |
|--|------------|
| Phong Material plugin support for ControllImage and DatalImage | VIZPL-1475 |
| Scroller - Make it work with FusionText | VIZPL-1438 |
| Add support for Fusion Pipeline in Connector plugin | VIZPL-1434 |
| Adapt TOGGLE plugin to use *SUBSCENE property instead of merged geometries | VIZPL-1421 |
| Expose ControlWoC fields in scene control model | VIZPL-1326 |
| 5 issues | |

4.4 Bug Fixes

4.4.1 Basic Plug-ins Bug Fixes

| Summary | Key |
|---|------------|
| Softclip stops working after a certain amount of instances | VIZPL-1498 |
| New browser plugin needs much more performance (Rendering time) | VIZPL-1497 |
| Possible racecondition using Geometry text and Backgroundloading | VIZPL-1479 |
| Processing commands from interactive 2D Ribbon takes too long to process | VIZPL-1474 |
| Advanced counter plugin "use integers" behavior changed | VIZPL-1468 |
| Possible crash in TextFX Write plugin | VIZPL-1452 |
| Control Object Plugin Field definition via "Manual field definitions" does not work | VIZPL-1442 |
| Viz crash with specific scene (Merge to 3.14.6) | VIZPL-1422 |
| Viz crash with specific scene | VIZPL-1420 |
| Mt2dcontrol and Mt3dcontrol moves geometry during multitouch scale | VIZPL-1409 |
| ImageClip; file handler is not properly closed | VIZPL-1394 |
| Plugins behavior can be influenced by a race condition during plugin initialization | VIZPL-1385 |
| Unicode like ö in control object description is corrupted when saved in Graphic Hub | VIZPL-1371 |
| Dexter crawl animation doesn't start accurately | VIZPL-1264 |
| 14 issues | |

4.4.2 DataPool Plug-ins Bug Fixes

| Summary | Key |
|---|------------|
| DataPosition ignores value if entered followed by a CR NL and Space | VIZPL-1441 |
| DataPool cleanup causes TextFX animation corruption | VIZPL-1414 |

2 issues

4.4.3 Socialize Plug-ins Bug Fixes

| Summary | Key |
|---|------------|
| VLC plugin doesn't work inside GFX/Superchannel | VIZPL-1446 |

1 issue

4.4.4 Maps Plug-ins Bug Fixes

| Summary | Key |
|--|------------|
| GeoImage can't load files containing Chinese characters | VIZPL-1477 |
| Atlas plugin fails to fetch tiles from Digital Globe (Maxar) | VIZPL-1415 |
| Expose ControlWoC fields in scene control model | VIZPL-1326 |
| 3DRegion Plugin Copy Map to Region Problem | VIZPL-1302 |
| NavCom multitouch Zoom mode on Globe unreliable | VIZPL-1153 |
| Map scene textures not initialized correctly | VIZPL-999 |

6 issues

4.5 Changes

4.5.1 Changes: Plug-ins

Basic

VideoRenderer plug-in was removed and is no longer supported. Use the VFWRenderer post-render plug-in instead.

SocialTV

The following SocialTV plug-ins have been removed (since they are not required in the supported Never.no integration):

- GroupsReader
- MessagesReader
- PlaylistReader
- SourceEditor
- SourcesReader
- WordCloud

Maps

The following Dataproviders have been removed from the Maps Atlas plug-in:

- Blom
 - My Radar
 - WDT
-

4.6 Upcoming Changes

- Softclip DrawPixels BG will be removed in the next version of Viz Engine.
-

4.7 Known Issues

- RTT Shaders consume about 300-400 MB of RAM once they are initialized. If you do not use them or if you don't own a license, it is recommended to disable the plug-ins in the configuration panel in section **Plugins** (VIZENG-10224).
- Softclip: Lagarith Codecs are playing slower on Windows Server Operating Systems. This issue can be solved by enabling **Use Multithreading** option in Lagarith codec configuration.
- The size of certain plug-ins with custom UI (like RealFX, TextFX) do not automatically fit into the new Viz Artist panels, they need to be resized manually.

4.7.1 Basic Plug-ins Known Issues

- On Dual channel setups Browser Plug-in causes performance impacts on second or higher instance.

4.7.2 Socialize Plug-ins Known Issues

- Viz Engine can't access mapped network shares on Windows 10 for security reasons. If media files are stored on a network share, please be sure to enable Network Linking in Viz Configuration (**Local Settings**).
- Trio 3.x and Viz Artist (UI) do not have full Unicode support yet (e.g. not all Emojis can be set by these control applications).
- VLC plug-in requires some additional steps:
 - Download the archive from VLC: <http://download.videolan.org/pub/videolan/vlc/2.2.6/win64/vlc-2.2.6-win64.zip>
 - Extract the zip file and copy all files from:
 - `vlc-2.2.6\plugins` to `<Viz4Directory>\plugins`
 - `vlc-2.2.6\lua` to `<Viz4Directory>\lua`


4.7.3 Maps Plug-ins Known Issues

- When freezing a Map including Pyramids in CWMClient, Hop scenes no longer work (VIZPL-45).
-

4.8 Supported Hardware And Software

This software has been tested to run on:

- Windows 10 (LTSC 1809)
- Windows Server 2019

 **Note:** Only English Operating System(s) are supported.

5 Documentation

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

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

6 Support

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