



Viz Plug-in Release Notes

Version 5.0





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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 Plug-Ins 5.0.1

Release Date: 2022-12-19

These are the release notes for Viz Plug-ins version 5.0.1. This document describes the user-visible changes that have been made to the software since release 5.0.0.

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

1.1 New Features

1.1.1 Basic Plug-ins New Features

Summary	Key
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No issues found

1.2 Fixed Issues

1.2.1 Fixed Issues: Basic Plug-ins

Summary	Key
GEOM which contains RTT shader loaded via Control GEOM causes a crash	VIZPL-1688

1 issue

1.2.2 Fixed Issues: DataPool Plug-ins

Summary	Key
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No issues found

1.2.3 Fixed Issues: Socialize Plug-ins

Summary	Key
---------	-----

No issues found

1.2.4 Fixed Issues: Maps Plug-ins

Summary	Key
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No issues found


1.3 Changes

- There is now only one ControlText plug-in for both Classic and Viz Engine Render Pipelines.
- The Text plug-in has been renamed to *Classic Text*.

1.4 Supported Hardware And Software

This software has been tested to run on:

- Windows 10 (LTSC 1809), Windows 10 LTSC 21H2
- Windows 11
- Windows Server 2019
- Windows Server 2022

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

2 Viz Plug-Ins 5.0.0

Release Date: 2022-09-27

These are the release notes for Viz Plug-ins version 5.0.0. This document describes the user-visible changes that have been made to the software since release 4.4.1.

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

2.1 Installer Notes

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

2.1.1 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%\VizEngine\plugin\disabled*.

2.2 Upgrade Notes

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

2.3 New Features

2.3.1 Basic Plug-ins New Features

Summary	Key
Text: Orientation by character support	VIZPL-1662
Text: TFXEmoticon support	VIZPL-1653
Text: TFXPlusPlus support	VIZPL-1652
Updated profiles for Text To Speech Plugin	VIZPL-1649
Remove Dynamic plugin availability in Viz Engine Renderer	VIZPL-1648
Text: color-based TFXPlugin support	VIZPL-1646
VDT Text support for labels	VIZPL-1645
Text: Extended Control Text Support	VIZPL-1609
ControlText and ControlParameter support for SHM placeholders	VIZPL-1599
Support space characters in MarkText plugin	VIZPL-1528
Support "Use All Directors" from ControlObject when saving to Graphic Hub	VIZPL-1277

11 issues

2.4 Fixed Issues

2.4.1 Fixed Issues: Basic Plug-ins

Summary	Key
Command map since 4.x behaves different to 3.x - Control Object does not set clip correctly	VIZPL-1564
ControlParameter does not create input field for Text data type in Template Wizard	VIZPL-1551
Plugin TalentTrackingReceiver is not available if scene is using Viz Engine Renderer	VIZPL-1518
Shared Memory related crash in Visual Data Tools	VIZPL-1496

4 issues

2.4.2 Fixed Issues: DataPool Plug-ins

Summary	Key
Data Feedback broken since 4.x versions	VIZPL-1659

1 issue

2.4.3 Fixed Issues: Socialize Plug-ins

Summary	Key
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No issues found

2.4.4 Fixed Issues: Maps Plug-ins

Summary	Key
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No issues found

2.5 Changes

2.5.1 Changes: Plug-ins

SocialTV

The following SocialTV plug-ins have been re-introduced:

- WordCloud

Maps

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

- Blom
 - My Radar
 - WDT
-

2.6 Upcoming Changes

2.7 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.

2.7.1 Basic Plug-ins Known Issues

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

2.7.2 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 `<VizDirectory>\plugins`
 - `vlc-2.2.6\lua` to `<VizDirectory>\lua`


2.7.3 Maps Plug-ins Known Issues

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

2.8 Supported Hardware And Software

This software has been tested to run on:

- Windows 10 (LTSC 1809), Windows 10 LTSC 21H2
- Windows 11
- Windows Server 2019
- Windows Server 2022

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

3 Documentation

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

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

4 Support

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