Viz Plug-in Release Notes

Version

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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.

Created on

2024/02/01

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1 Viz Plug-Ins 5.1.1

Release Date: 2023-10-31

These are the release notes for Viz Plug-ins version 5.1.1. This document describes the user-visible changes that have been made to the software since release 5.1.0.

1.1 Improvements

Summary	Key
Upgrade Browser lib CEF to 116.0.27	VIZPL-1799

1 issue

1.2 Fixed Issues

Summary	Key
DataMaterial color properties don't work with multiple values	VIZPL-1812

1 issue

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2 Viz Plug-Ins 5.1.0

Release Date: 2023-08-30

These are the release notes for Viz Plug-ins version 5.1.0. This document describes the user-visible changes that have been made to the software since release 5.0.1.

> **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*.

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2.3 New Features

2.3.1 Basic Plug-ins New Features

Summary	Key
Video Wall: curved wall geometry plugin	VIZPL-1736
Viz Engine Renderer Browser Plugin	VIZPL-1725
Control Image Texture Slot Support	VIZPL-1724
Improve VDF for ControlList	VIZPL-1722
Engine WebRTC Plugin	VIZPL-1719

5 issues

2.4 Fixed Issues

2.4.1 Fixed Issues: Basic Plug-ins

Summary	Key
Cyc plugin incorrectly creating geometry in different container	VIZPL-1754
Browser plugin is locked to 30fps	VIZPL-1751
TextFX Scale animation copied from another container is only visible after re-opening the scene	VIZPL-1741
Splines not working for TFXPlusPlus plugin	VIZPL-1739

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Summary	Key
TextBG behaviour change between 4.x and 5.x	VIZPL-1737
Performance decrease when using RFx Smoke plugin	VIZPL-1735
Performance decrease in Ticker scene	VIZPL-1714
MT 3D object randomly rotates in the reverse direction	VIZPL-1713

8 issues

2.4.2 Fixed Issues: DataPool Plug-ins

Summary	Key
DataMaterial color properties show mixed up RGBA channels	VIZPL-1786
DataSHM doesn't work with subscene Transition Logic	VIZPL-1718
DataKeyframe is not working with Subscenes	VIZPL-1716
Delay/freeze in playout with specific DP version	VIZPL-1676

4 issues

2.5 Changes

- The User Interface of the following plug-ins have been ported to native QT style:
  - CFxPlusPlus
  - Dexter
  - ImageFx
  - pxGradient
  - pxLensRays
  - pxRecolor
  - RFxSmoke

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    - TFXPlusPlus
    - Wave
- Chromium libraries for the Brower plug-in have been upgraded to 108.0.5359.125.

2.6 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.

2.6.1 Basic Plug-ins Known Issues

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

2.6.2 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*

2.6.3 Maps Plug-ins Known Issues

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

2.7 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

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- Windows Server 2022

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

2.8 Build Information

Platform Toolset: Visual Studio 2019 (v142)
Windows SDK Version: 10.0.14393.0

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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

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4 Support

Support is available at the Vizrt Support Portal.

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