



Viz World Release Notes

Version 20.1





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1 Viz World 20.1.0

Release Date: 2021-03-02

These are the release notes for Viz World 20.1.0 This document describes the user-visible changes that have been made to the software since release 20.0.0.

1.1 Functionality Removed Or Changed

- Fixed disputed region definition for Kashmir as a part of India to no longer merge adjacent regions in China (MAPS-6378).
- Updated the evaluation mode for Digital Globe imagery to match the imagery licensed users get (MAPS-6400).
- Updated the attribution logo for Digital Globe imagery to say MAXAR, by request of the company that now owns Digital Globe (MAPS-6397).

 **Note:** This causes changes to the images played out On Air whenever the attribution is visible.

- Digital Globe integration has been updated to conform to third party changes (MAPS-6292).
 - Updating may require a configuration change. In the Viz World Server Configuration Tool, under **Maps > Digital Globe**, please ensure that the Digital Globe URL has the value: `https://securewatch.digitalglobe.com/earthservice/wmtsaccess`
 - Support for ERDAS ECW and JP2 image file formats has been removed (MAPS-6064).
 - Web results in the search box no longer give results from Open Street Map (MAPS-6298) or Yahoo! (MAPS-5573).
 - Maps related Viz Engine plug-ins are no longer bundled with Viz World, but are shipped with Viz Engine instead (MAPS-5864).
 - Google tiles are supported until April 2021.
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1.2 Known Issues

- World Server Launcher must run with elevated privileges to launch World Server as a service (MAPS-5530).
- World Server must be restarted after manually scanning street data (MAPS-6275).
- World Server leaks memory when targeted by a port scan (MAPS-5597).
- When editing multi hop scenes, it is possible to select Favorites. This is not intended functionality, and it causes errors if you do (MAPS-6319).
- Styles with names including non-English letters can exhibit bugs (MAPS-5714). Workaround: Use English letters only.
- Favorites with names including the plus symbol + can exhibit bugs (MAPS-5731). Workaround: Avoid the use of the plus symbol.
- The Atlas plug-in does not work with Maxar/Digital Globe (VIZPL-1415). This issue will be resolved with a future Viz Engine version.

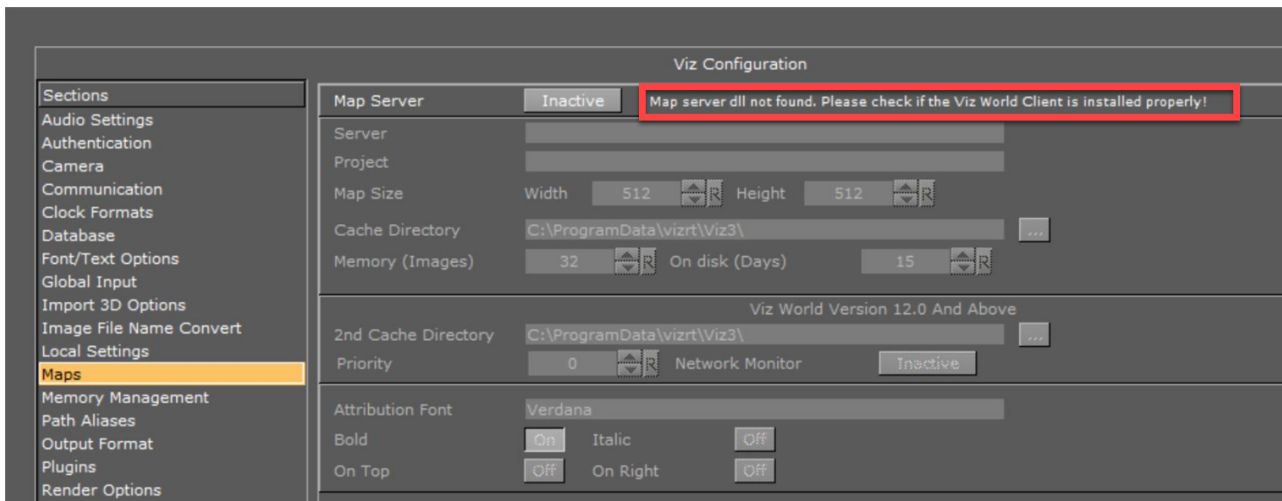
1.3 Integrating With Viz Engine 3.X

For the Viz World 20 client integration to function with Viz Engine 3.x, the following installation order must be followed:

1. Install Viz Engine 3.x.
2. Install the Viz World 20 client or Viz World 20 client bundle.
3. Install VizWorldPlugins.

Note: Map plug-ins are not included in the Viz World 20 client/Viz World 20 client bundle.

Installing the map plug-ins in step 3 above ensures that they are installed in the correct directory. If step 3 is not completed, the following Map missing `.dll` error message appears in the Viz Engine configuration:



1.4 Compatibility Notes

Viz World 20.1.0 was tested with:

- Viz Artist 4.2.0 and 3.14.5
- Viz Engine 4.2.0 and 3.14.5
- Viz World Plugins 17.0.2
 - The Atlas plug-in in this version does not work with Maxar/Digital Globe (VIZPL-1415)
- Viz Multiplay 3.0.1
- Viz Pilot 8.6.0
- Viz Pilot Edge 1.6.1
- Viz Pilot Data Server 8.6.1
- Viz Trio 3.2.4
- Preview Server 4.4.1

2 Documentation

Documentation for both Viz World and Viz World Classic are available at the Vizrt Documentation Center:

- [Viz World User Guide](#)
- [Viz World Classic User Guide](#)

3 Support

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