



Plug-in Release Notes

Version 5.2





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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.

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1 Plug-Ins 5.2.1

Release Date: 2024-03-20

These are the release notes for Plug-ins version 5.2.1. This document describes the user-visible changes that have been made to the software since release 5.2.0.

1.1 Fixed Issues

Summary	Key
Change in TextFX emoticons plugin breaks lower third graphics	VIZPL-1887

1 issue

2 Plug-Ins 5.2.0

Release Date: 2024-02-07

These are the release notes for Plug-ins version 5.2.0. This document describes the user-visible changes that have been made to the software since release 5.1.1.

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:

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

- All plug-in installers are installed per-machine starting with 5.2.0. Uninstalling all previous per-user plug-in installations before upgrading is recommended to avoid duplicated installer entries.
- The path for the DataPool-related files has been set to *%\ProgramData%\vizrt\VizEngine\DataPool*.

2.3 New Features

2.3.1 New Features: Basic Plug-ins

Summary
Upgrade lib CEF (Chromium Embedded Framework)
Improve handling of multiple control plugins with same field id
Control Material plugin: Support PBR and Phong Material Definition materials

3 issues

2.3.2 New Features: DataPool Plug-ins

Summary
Viz Engine Renderer DataNumber support
Viz Engine Renderer DataText support
DataImage https support

3 issues

2.4 Fixed Issues

2.4.1 Fixed Issues: Basic Plug-ins

Summary
VFWRenderer creates truncated files
TFxEmoticon not showing up in Viz Engine Renderer plugins panel

Summary
Wrong render when TfxAlpha and TxEmoticons are in the same container
Effect Range problem with Container FX Alpha
Fixed MT2DControl friction/momentum behavior in Scene Editor
Tfx plugins not working correctly in Wave mode with new Text system
Plugin Installers are installed perUser but should be perMachine

7 issues

2.4.2 Fixed Issues: DataPool Plug-ins

Summary
Animation randomly gets stuck using Datakeyframe in Transition Logic
Plugin Installers are installed perUser but should be perMachine

2 issues

2.4.3 Fixed Issues: Viz Engine Extension Plug-ins

Summary
Plugin Installers are installed perUser but should be perMachine

1 issue

2.4.4 Fixed Issues: Viz Maps Plug-ins

Summary
CWMClient plugin Imagery option with Maxar not working

Summary

Plugin Installers are installed perUser but should be perMachine

2 issues

2.4.5 Fixed Issues: PixelFX Plug-ins

Summary

Plugin Installers are installed perUser but should be per Machine

1 issue

2.4.6 Fixed Issues: Socialize Plug-ins

Summary

Plugin Installers are installed perUser but should be per Machine

1 issue

2.5 Changes

- The User Interfaces of the following plug-ins have been ported to native QT style:
 - CFXPlusPlus
 - Dexter
 - ImageFx
 - pxGradient
 - pxLensRays
 - pxRecolor
 - RFXSmoke
 - TFXPlusPlus
 - Wave

2.6 Known Issues

2.6.1 General

Summary
DataCopy issue
VLC plugin "loop" function not supported and needs to be removed
[cherry-pick] - Change in TextFX emoticons plugin breaks lower third graphics

[3 issues](#)

2.6.2 Basic Plug-ins Known Issues

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

2.6.3 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*


2.6.4 Viz 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
- 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

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](#).