



Plug-ins Release Notes

Version 5.4



Viz Engine





Copyright © 2025 **Vizrt**. All rights reserved.

No part of this software, documentation or publication may be reproduced, transcribed, stored in a retrieval system, translated into any language, computer language, or transmitted in any form or by any means, electronically, mechanically, magnetically, optically, chemically, photocopied, manually, or otherwise, without prior written permission from Vizrt.

Vizrt specifically retains title to all Vizrt software. This software is supplied under a license agreement and may only be installed, used or copied in accordance to that agreement.

Disclaimer

Vizrt provides this publication “as is” without warranty of any kind, either expressed or implied. This publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document. Vizrt’s policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time.

Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

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

2025/09/01

Contents

1	Plug-ins 5.4.0	4
1.1	Installer Notes.....	4
1.1.1	General.....	4
1.2	Upgrade Notes	4
1.3	New Features	5
1.3.1	New Features: Plug-ins	5
1.3.2	New Features: Maps Plugins	5
1.3.3	New Features: DataPool Plug-ins	5
1.4	Fixed Issues	6
1.4.1	Fixed Issues: Plug-ins	6
1.4.2	Fixed Issues: DataPool Plug-ins.....	6
1.4.3	Fixed Issues: Viz Engine Extension Plug-ins	7
1.4.4	Fixed Issues: Viz World/Viz Maps Plug-ins	7
1.4.5	Fixed Issues: PixelFX Plug-ins	7
1.4.6	Fixed Issues: Socialize Plug-ins.....	7
1.5	Known Issues	7
1.5.1	General.....	7
1.5.2	Plug-ins Known Issues	8
1.5.3	Socialize Plug-ins Known Issues.....	8
1.5.4	Viz World/Viz Maps Plug-ins Known Issues	8
1.6	Supported Hardware and Software.....	8
1.7	Build Information	9
2	Documentation	9
3	Support.....	9

1 Plug-Ins 5.4.0

Release Date: 2025-08-28

These are the release notes for Plug-ins version 5.4.0. This document describes the user-visible changes that have been made to the software since release 5.3.

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:

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

1.1 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.

1.1.1 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*.

1.2 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*.

1.3 New Features

1.3.1 New Features: Plug-ins

Key	Summary
VIZPL-2127	Allow \ / as field identifier inside the Control Plugins
VIZPL-2123	Control Plugins for ClipPlayer and PreProcessing TextureRenderer
VIZPL-2110	Rectangle Plugin for Lens File Calibration
VIZPL-2084	Support 2DRibbon Plugin in Viz Engine Renderer
VIZPL-2078	Browser Plugin should use Viz Engine CEF thread
VIZPL-2054	Particle System: add rotate x and rotate y to particles for instancing
VIZPL-2030	Browser Plugin Cache Control

7 issues

1.3.2 New Features: Maps Plugins

Key	Summary
VIZPL-2087	Atlas: Add usage statistics for Maxar MGP using Viz World Server endpoint
VIZPL-2085	Atlas: Implement support for Maxar MGP API key handling

2 issues

1.3.3 New Features: DataPool Plug-ins

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

No issues found

1.4 Fixed Issues

1.4.1 Fixed Issues: Plug-ins

Key	Summary
VIZPL-2155	ControlObject is building wrong VDF from the complex scene with multiple ControlLists with the same ID
VIZPL-2154	Viz.exe crashes when Feed Activate and Feed View plugins are in the same scene
VIZPL-2148	ApplySHM with exposed key do not work in the Scroller plugin
VIZPL-2103	Issue related to 2D Ribbon Plugin
VIZPL-2101	ControlContainer Plugin description not showing in Trio
VIZPL-2080	Scroller Plugin doesn't update the text
VIZPL-2073	Viz Engine crash related to the Extrusion Plugin/Scripting
VIZPL-2066	Animation of TextFX Alpha Plugin starts for all containers with merged geometry automatically.
VIZPL-2045	Formatted Text Wrapper does not work in Viz Engine Render mode
VIZPL-2006	TextFX write randomly shows character in the second line

10 issues

1.4.2 Fixed Issues: DataPool Plug-ins

Key	Summary
VIZPL-2116	Viz Engine crash related to DataArray Plugin

1 issue

1.4.3 Fixed Issues: Viz Engine Extension Plug-ins

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

No issues found

1.4.4 Fixed Issues: Viz World/Viz Maps Plug-ins

Key	Summary
VIZPL-2077	VizEngine-5.4.0 - Support Maxar Geospatial Platform (MGP) Pro in Atlas Plugin

1 issue

1.4.5 Fixed Issues: PixelFX Plug-ins

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

No issues found

1.4.6 Fixed Issues: Socialize Plug-ins

Key	Summary
VIZPL-2059	STV Highlight Plugin shows # on the wrong side when using different text orientation

1 issue

1.5 Known Issues

1.5.1 General

Key	Summary
VIZPL-2160	Scene containing ControlKeyframe does not update the preview
VIZPL-2130	Scroller plugin in a merged GEOM can't find template containers in a parent scene
VIZPL-1975	TrioScroll plugin does not create proper VDF

Key	Summary
VIZPL-1765	VLC plugin "loop" function not supported and needs to be removed

4 issues

1.5.2 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.

1.5.3 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 do not have full Unicode support (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`

1.5.4 Viz World/Viz Maps Plug-ins Known Issues

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

1.6 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.

1.7 Build Information

- **Platform Toolset:** Visual Studio 2022 (v143)
- **Windows SDK Version:** 10.0.22621

2 Documentation

 **Info:** Starting with Viz Artist/Viz Engine 5.4.0, the installer no longer installs an offline documentation.

Documentation for Viz Engine, Viz Artist and Viz Plugins is available online on the [Vizrt Documentation Center](#):

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

3 Support

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