



Plug-ins Release Notes

Version 5.5



Viz Engine





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Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
 - C:\Program Files\[Product Name]
 - C:\ProgramData\[Product Name]
 - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

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 5.5.0

Release Date: 2026-02-12

These are the release notes for Plug-ins version 5.5.0. This document describes the user-visible changes that have been made to the software since release 5.4.1.

 **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:

- 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-2202	ControllImage: support "BaseColor" update for runtime materials
VIZPL-2075	Add SHM placeholders support to the Control Num plugin

[2 issues](#)

1.3.2 New Features: Maps Plugins

Key	Summary
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[No issues found](#)

1.3.3 New Features: DataPool Plug-ins

Key	Summary
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[No issues found](#)

1.4 Fixed Issues

1.4.1 Fixed Issues: Plug-ins

Key	Summary
VIZPL-2221	Control Video's plugin "Toggle Channel" option does not toggle between the clip channels
VIZPL-2212	Loading image from file system fails if image name starts with "0"
VIZPL-2198	Grid plugin doesn't reflect the received values when loading for the first time
VIZPL-2188	Presets plugin: Renaming a transitionless preset breaks GET_MODEL command

Key	Summary
VIZPL-2185	Missing option in Viz Artist 5.4.0 to add video files from Viz One as asset entries in the Control Video Plugin
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

7 issues

1.4.2 Fixed Issues: DataPool Plug-ins

Key	Summary
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No issues found

1.4.3 Fixed Issues: Viz Engine Extension Plug-ins

Key	Summary
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No issues found

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

Key	Summary
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No issues found

1.4.5 Fixed Issues: PixelFX Plug-ins

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

No issues found

1.4.6 Fixed Issues: Socialize Plug-ins

Key	Summary
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No issues found

1.5 Security Updates

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

No issues found

1.6 Known Issues

1.6.1 General

Key	Summary
VIZPL-1975	TrioScroll plugin does not create proper VDF
VIZPL-2237	Virtual Window renders even with the camera turned away
VIZPL-2236	Virtual window renders wrong if inside a GFX channel and the camera is switched
VIZPL-1765	VLC plugin "loop" function not supported and needs to be removed

4 issues

1.6.2 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.

1.6.3 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 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`

1.6.4 Viz World/Viz Maps Plug-ins Known Issues

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

1.7 Supported Hardware and Software

This software has been tested to run on:

- Windows 10 (LTSC 1809) ⁽¹⁾, Windows 10 LTSC 21H2
- Windows 11
- Windows Server 2019
- Windows Server 2022




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

⁽¹⁾ Future Versions will remove support for Windows 10 LTSC 1809

1.8 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](#).