



Preview Server Release Notes

Version 4.6



Preview Server





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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 Preview Server 4.6.0

Release Date: 2023-01-16

These are the release notes for Preview Server 4.6.0. This document describes the user-visible changes that have been made to the software since version 4.5.0.

Preview Server manages the pool of Viz Engines that serve up snapshots of graphics to client software such as Viz Multichannel, Viz Pilot, and Viz Trio.

1.1 New Features

- Some limited adaptive graphics support (FS-479).
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1.2 Fixed Issues

- Sometimes graphics from the wrong scene would be returned when multiple clients connected simultaneously (FS-477, FS-497).
 - Preview Server now works when the control object in the scene is called something different from "Object" (FS-480).
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1.3 Installation

- The latest installer is on download.vizrt.com at */products/VizPreviewServerConnectionBroker/LatestVersion*.
 - The configuration file 'PreviewServer.exe.config' is located in the installation directory (default: C:\Program Files (x86)\Vizrt\Preview Server).
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1.4 Upgrading

- The Windows *.exe* installer is able to upgrade previous installations to the 4.6.0 version automatically.
 - Main testing of Preview Server 4.6.0 has been performed on Windows 10.
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1.5 System Requirements

1.5.1 Recommended

- Windows 10
- MS .NET Framework 4.6.2 or later

1.5.2 Minimum

- Windows 7
- MS .NET Framework 4.6.2

2 Documentation

Documentation for Preview Server is available at the Vizrt Documentation Center:

- [Preview Server Administrator Guide](#)
- The REST API is available directly in the UI, by pressing the **Frame API** button.

2.1 Support

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