# Viz Arc Release Notes

Version 2.2

**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**

2025/09/16

# Contents

# 1   Viz Arc 2.2.0

**Release Date:** 2025-09-10

These are the release notes for Viz Arc version 2.2.0. This document describes the user-visible changes that have been made to the software since Viz Arc 2.1.1.

## 1.1   New Features

### 1.1.1   Viz Flowics Integration

- **Flowics Templates: Viz** Flowics graphics can be controlled through dedicated *Flowics* templates, with **Integration ID's** and **Custom Data Providers**.
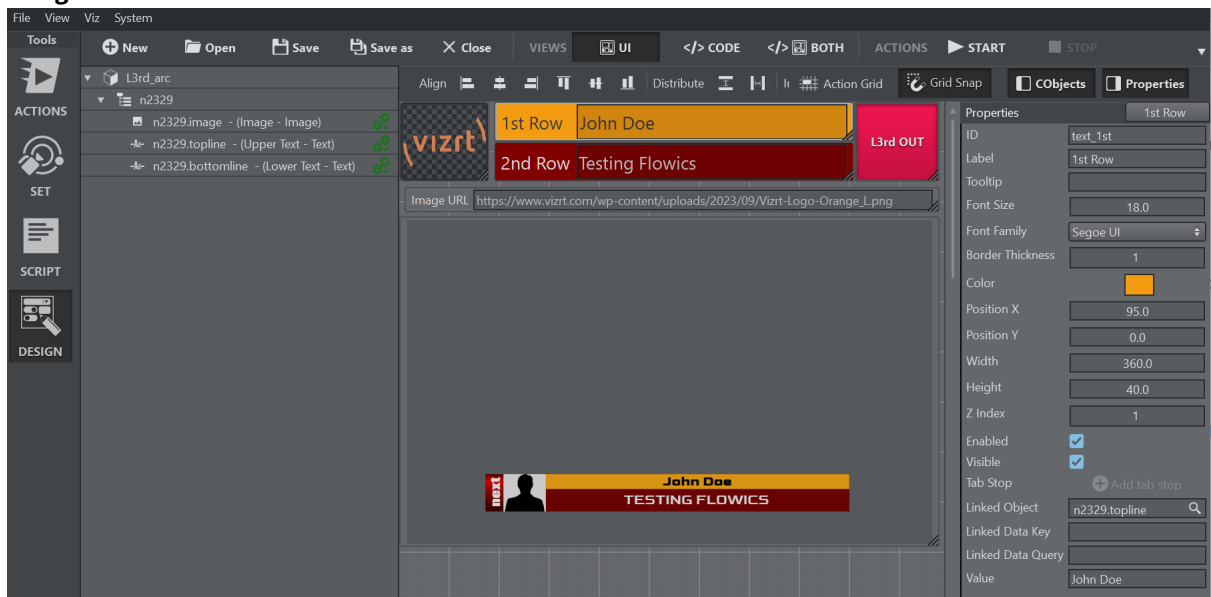


- **Flowics Playlist Elements:** A new **Flowics Playlist** action can be used to playout Flowics playlist items.

## 1.1.2   Preview Studio

Record clean-feed engine input on multiple Viz Engines as NDI feed along with tracking data, and play it back during the graphics design phase on an off-air preview engine.

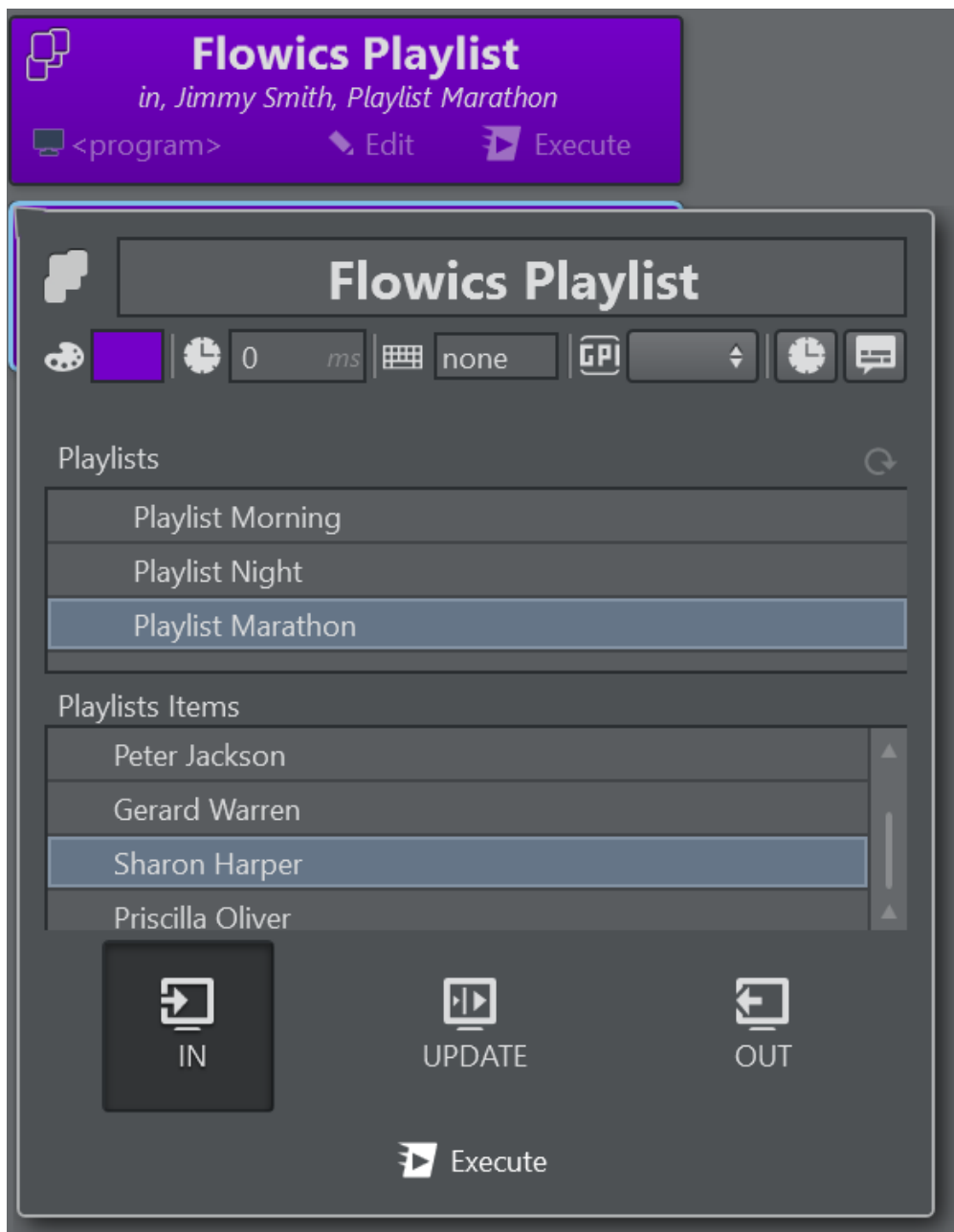Benefitting from this workflow, the designer can playback and pause the recorded video footage of any previously recorded studio camera. The designer can also verify AR/VR graphics without needing a fully functional studio environment.
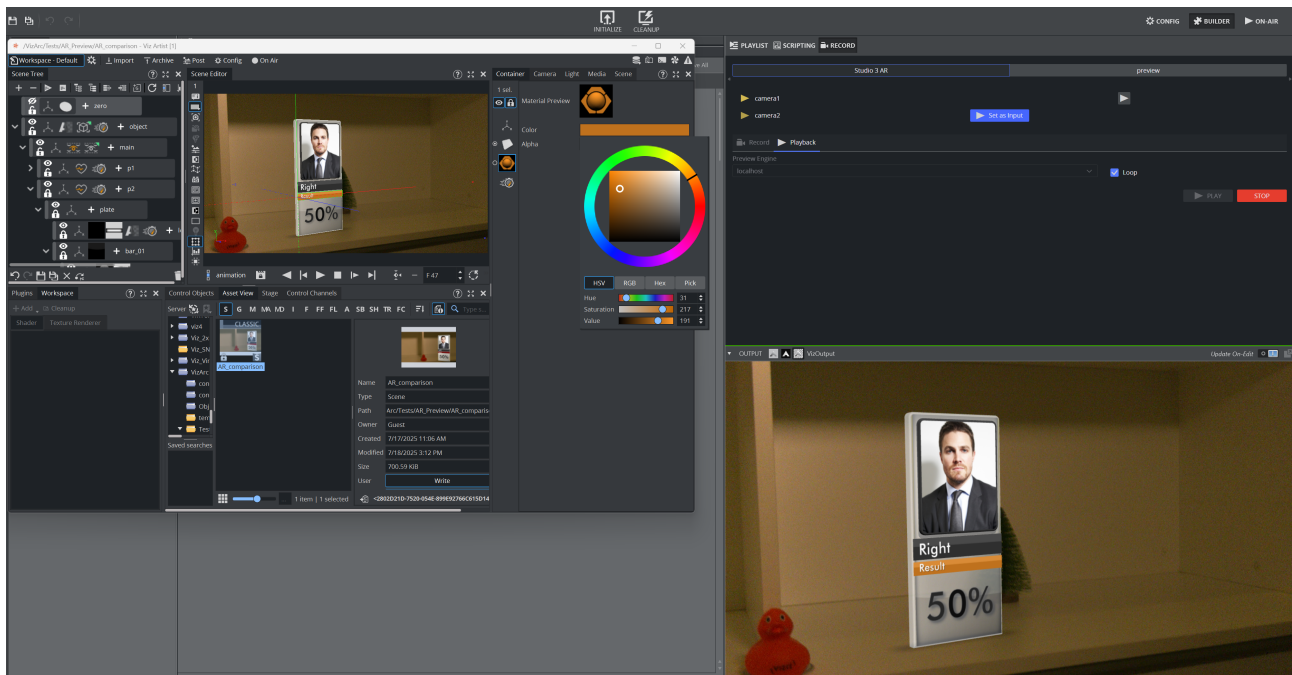
## 1.1.3   Timecode Triggering

Trigger actions by predefined timecodes. Timecodes can be read by a Plura Timecode reader board, or from any NDI source carrying timecode information.
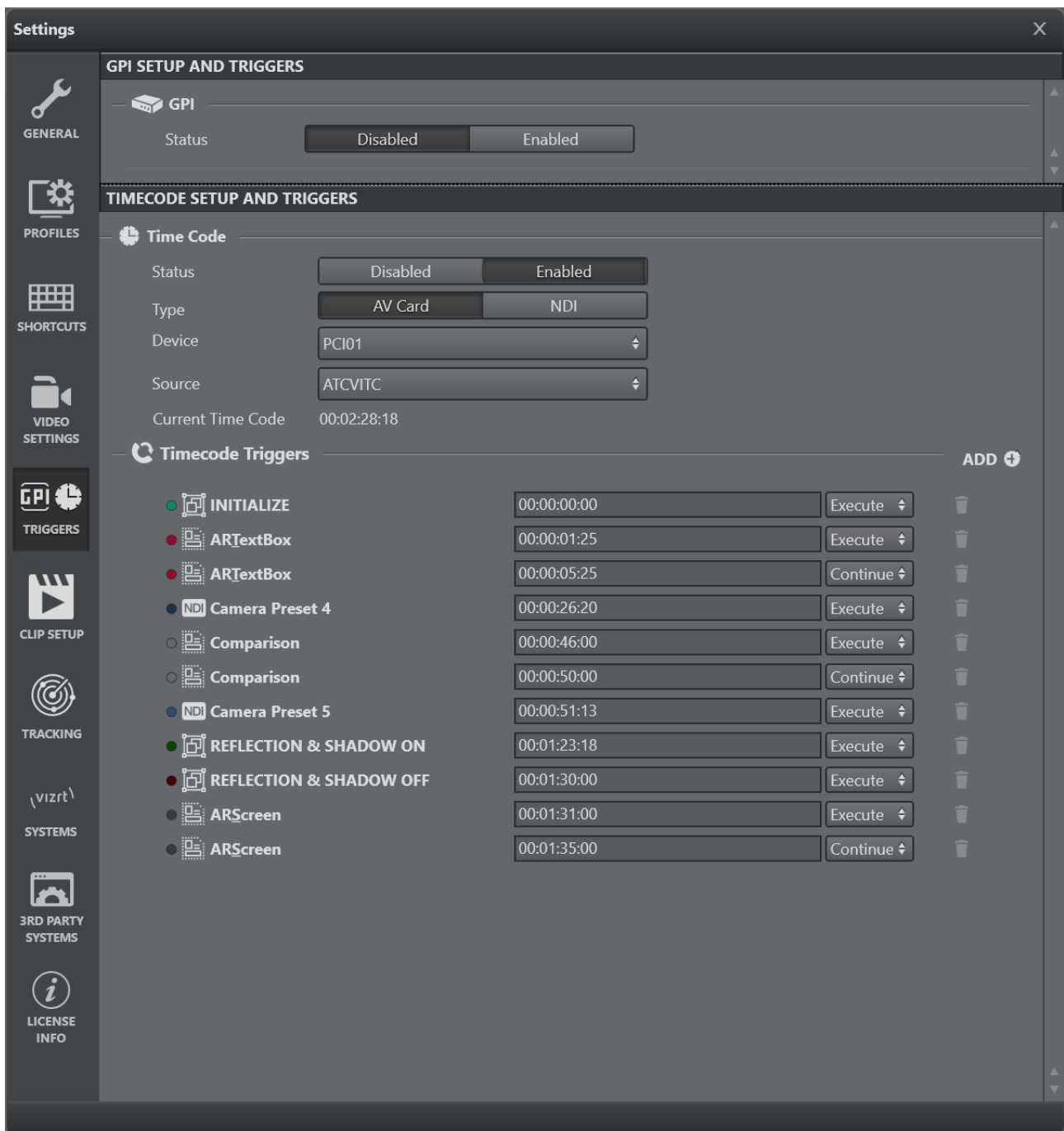
## 1.1.4   Improved MS Excel Integration

A tighter integration to MS Excel sheets, allowing to watch Excel or csv type files and update them in realtime in a template, and the on-air graphics.

## 1.1.5 Independent Templates

Create independent templates that are not associated to a particular Engine scene.
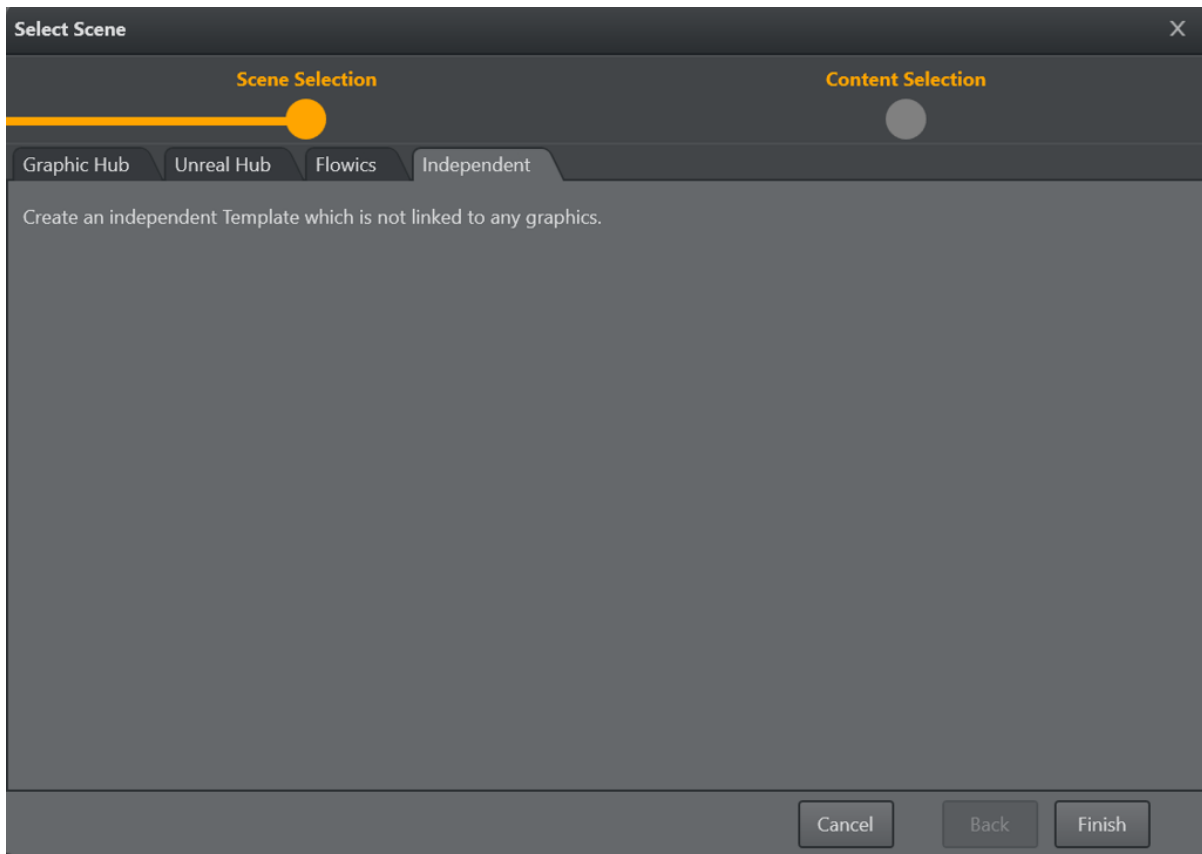
## 1.1.6    Unreal Engine Integration Improvements

- Added support for Unreal Engine 5.4 and 5.5.
- Unreal Engine Remote Control Widget.
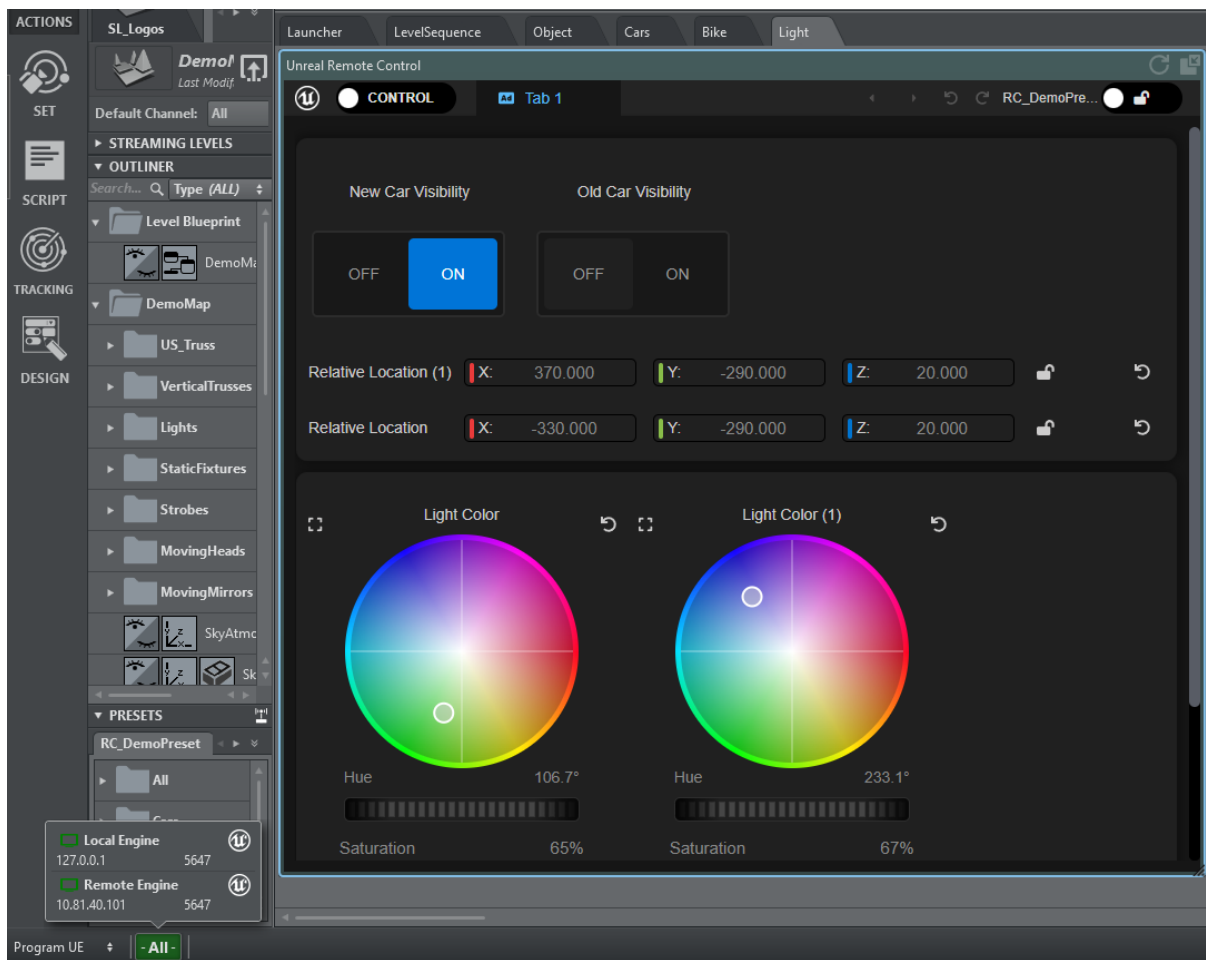
Embed Unreal's preset web widget in Viz Arc, and operate multiple Unreal Engines through it.

- **Streaming Level Yaw and Position Controls:** Allows to rotate and position streaming levels.
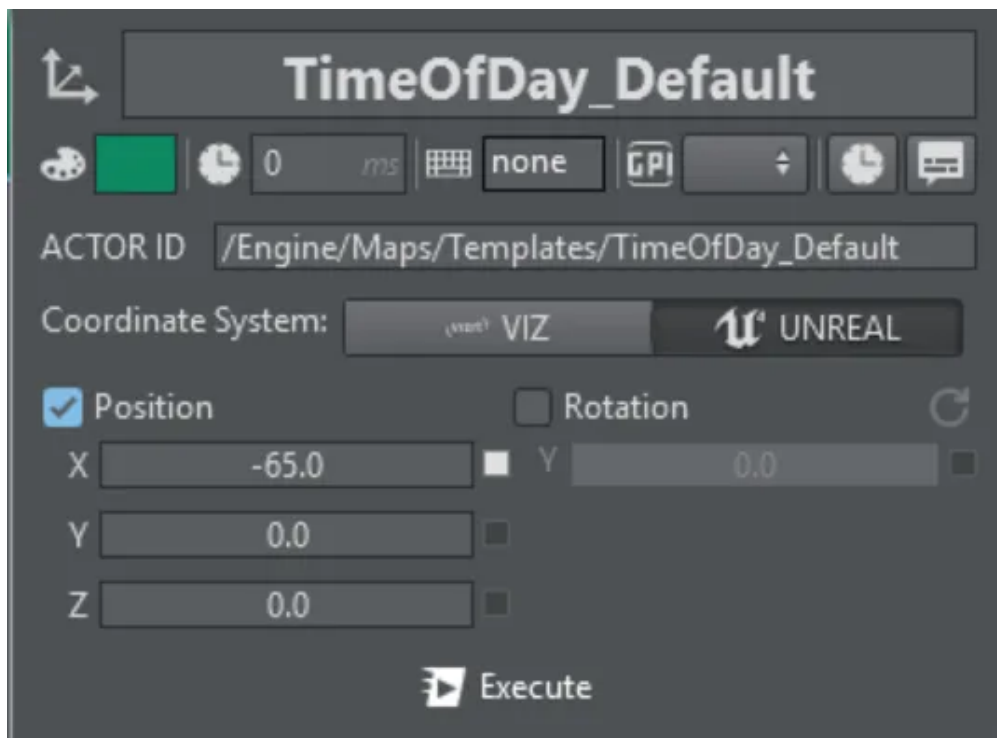
- **Unreal Light Action:** Added a new action to control Unreal lights.



- Invoke Unreal BP Functions with parameters.
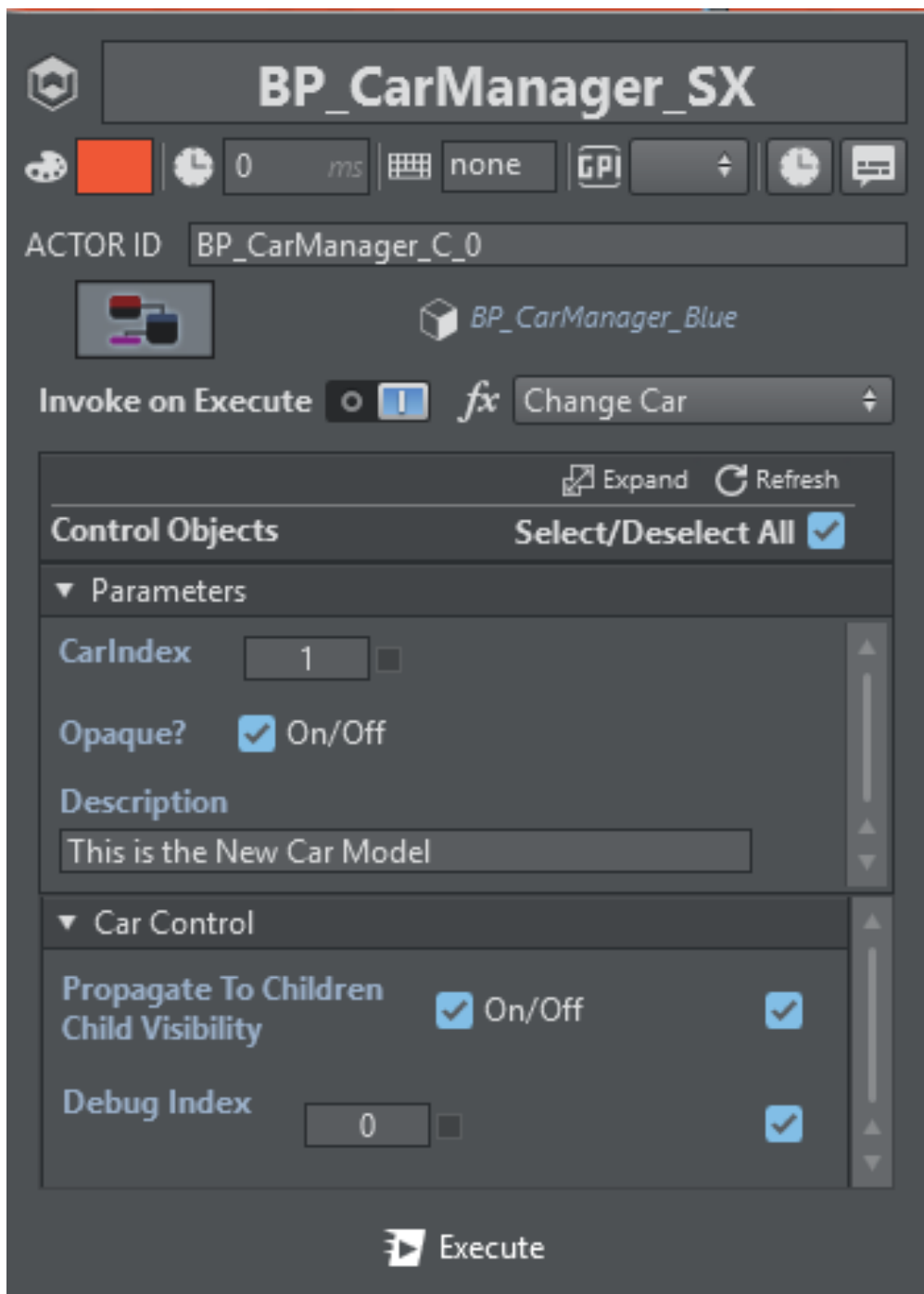
## 1.1.7   Windows User Handling

Different users (also non-administrative users) logged into the Windows machine with Viz Arc installed, can modify and individually configure their global configuration and engine profiles.

The folder *C:/ProgramData/vizrt/VizArc* used in previous versions to store configurations and logs, is moved to %localappdata%/*vizrt/VizArc*. The configuration and profile settings from *C:/ProgramData/vizrt/VizArc* are copied to the new location when a new user launches Viz Arc for the first time.

The files in *C:/ProgramData/vizrt/VizArc* are used as a base directory, only if Viz Arc is executed as *Run as Administrator*.
The REST service continues to use *C:/ProgramData/vizrt/VizArc* as the base directory.

## 1.1.8    Script Improvements

- More control over the appearance of Boolean and Asset columns in Table parameters.
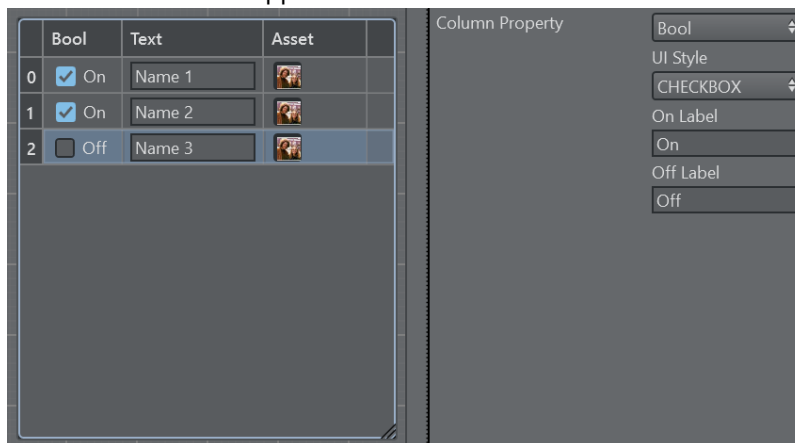


- Added default values to Triplet parameters.
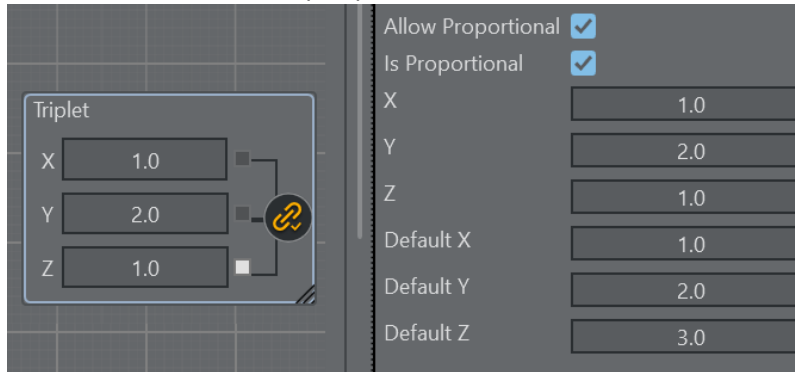


- Asset parameter control extended by *items source*, *prefix* and *postfix*.
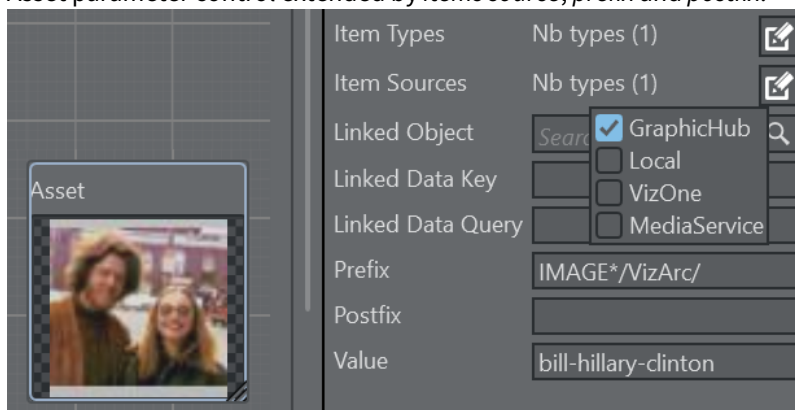
- File parameter can be used to watch files and load them to the DataMap.
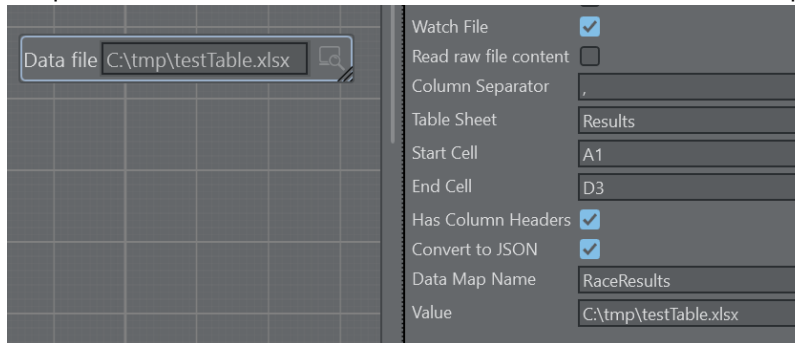


## 1.2 Fixed Issues

- Could not assign Stream Deck shortcuts from the action context menu dialog (ARC-786).
- Group Actions with different templates for the same scene, only executed the first template when executed from REST Server (ARC-811).
- When using drag and drop from the Scene tree into a Group action, three actions were created inside and outside of the group (ARC-814).
- Import/Export actions from Clipboard, leads to duplicate, non-unique UUID's of the actions (ARC-828).
- Potential endless loops when resizing action canvas on 4K displays (ARC-831).

### 1.2.1 Breaking Changes or Deprecated Functionality

- The Loupedeck plugin shipped in this version, is not compatible with Loupedeck Software versions *lower than 6.1.4.22646*. If upgrading is not possible, it is recommended to continue with the old plugin, since it is still compatible with this version.
- You must upgrade the external Stream Deck plugin shipped with this version in order to continue to use the external Stream Deck control. Old Stream Deck profiles will continue to work with the new plugin.
- The default file location for the configuration and log files, is no longer in *C:\ProgramData\vizrt\VizArc*. The location of those files is in *%localappdata%\vizrt\VizArc* and depends on the logged user.

## 1.3 Known Issues

- When using Bing Maps, you need to provide your own Bing Maps API key.
- When using the Viz Arc Engine Service with different privileges than the Viz Engine, the rendered Unreal image might not get updated in Viz Engine. Make sure both processes are started with the *same* user privileges.

## 1.4 Compatibility Notes

Viz Arc 2.2.0 is compatible with:

| Product | Version |
|---|---|
| Viz Engine | 3.12 and newer, Viz Engine 5.x |
| Viz Virtual Studio | 1.1.0 and newer |
| Unreal Engine | 5.2.x, 5.3.x, 5.4.x, 5.5.x, 5.6.x |
| Graphic Hub REST | 2.5.0 and newer<br><br>Support for File Collection file types (Unreal Projects) requires version 2.9.2 |
| Loupedeck | 6.1.4.22646 and newer |
| Media Sequencer | For the Viz Mosart integration, 5.5 and newer. Otherwise 5.1.3 and newer |
| Viz Mosart | 5.3 and newer |
| Coder | 2.3.1 and newer |
| Viz Pilot Data Server | 9.0 and newer |
| Viz Pilot Edge | 3.0 and newer |
| Media Service | 2.3.3 and newer |
| Viz One | 7.1.0 and newer |
| Viz Object Tracker | 1.4 and newer |
| Viz Arena | 5.1.0 and newer |

# 2 Documentation

Documentation for Viz Arc is available at the Vizrt Documentation Center:

- Viz Arc User Guide
- Viz Arc Script Guide

# 3 Support

Support is available at the Vizrt Support Portal.