



# Viz Mosart Product Release Notes

Version 5.12



## Viz Mosart



**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](http://www.vizrt.com).

### **Created on**

2025/08/11

# Contents

1	Viz Mosart 5.12.0 .....	5
1.1	Introduction .....	5
1.2	Release Highlights .....	5
1.3	New Features .....	5
1.3.1	Viz Pilot Edge with native Viz Mosart timing .....	5
1.3.2	Audio mixer handling .....	6
1.3.3	Hide Effects from user .....	6
1.3.4	Video clip searching in GUI .....	6
1.4	Improvements .....	6
1.4.1	Improved first time installation experience .....	6
1.4.2	Improved vision mixer configuration .....	6
1.4.3	Simplified TriCaster setup .....	7
1.4.4	Handle combinations of field and frame based timing .....	7
1.4.5	Fullscreen graphics handling .....	7
1.4.6	Keyboard Shortcuts Editor .....	7
1.4.7	Template Handling .....	7
1.4.8	Vision Mixer .....	8
1.4.9	Camera Robotics .....	8
1.4.10	Improvements related to Mosart Web Applications .....	8
1.4.11	Documentation .....	8
1.5	Fixed Issues .....	8
1.5.1	Rundown handling .....	8
1.5.2	Template Editor .....	8
1.5.3	Vision mixer .....	9
1.5.4	Graphics handling .....	9
1.5.5	Keyboard Shortcuts Editor .....	9
1.5.6	GUI .....	9
1.5.7	Control Commands .....	9
1.6	Deprecations .....	10
1.6.1	Previous notable changes .....	10
1.6.2	Changes in this version .....	10
1.6.3	Upcoming changes .....	10
1.7	Known Limitations .....	10
1.8	Installation and Upgrade .....	10

1.8.1	System Requirements.....	11
1.8.2	Upgrade .....	11
2	Documentation.....	12
3	Support .....	12
3.1	Previous Versions.....	12

---

# 1 Viz Mosart 5.12.0

**Release Date:** 2025-08-08

---

## 1.1 Introduction

Viz Mosart is Vizrt's powerful suite of tools for studio automation, production assistance, and advanced graphics control. It enhances consistency and efficiency in live and as-live production, so that even complex shows can be run error-free from a single operator position.

Viz Mosart controls devices flexibly according to templated sets of repeatable actions, automating that control according to stories prepared in a rundown and enabling creative manual interaction whenever needed.

In this document you will find listed all important changes since Viz Mosart 5.11.4.


---

## 1.2 Release Highlights

In version 5.12.0 of Viz Mosart, highlight areas include:

- Graphics: a more intuitive Pilot Edge timing workflow, and better handling of Flowics graphics,
- Drivers: new features for Lawo audio mixers, Ross Acuity switchers, NDI-driven PTZ cameras and EVS video servers,
- User experience: big improvements to the new keyboard shortcuts editor, and
- System management: easier installation, configuration and setup.

This release brings a range of significant [improvements](#) and [fixes](#). Installation and documentation for Viz Mosart has also been improved in various places.


 **Note:** The feature set of Viz Mosart version 5.12.0 is largely backward compatible with versions 5.x and 4.x, and, for most operations even earlier Viz Mosart versions. Sometimes it is necessary to deprecate older functionality, as described here under [Deprecations](#).


---

## 1.3 New Features

### 1.3.1 Viz Pilot Edge with native Viz Mosart timing

- Release 3.3.0 of Viz Pilot Edge introduced a native panel for timing of Vizrt graphics in Viz Mosart. This enables a more fluent workflow in the NRCS for adding Vizrt graphics to rundowns in Viz Mosart, compared to the earlier workflows with the so-called “Mosart strings” for defining graphics timing. Starting with version 5.12.0, timing data generated by this new method is supported by Viz Mosart. (MOSART-13323, MOSART-13762).

 Note that, for backwards compatibility, any “Mosart strings” found in graphics elements will have precedence over timing introduced from this new native timing panel in Viz Pilot Edge.

-  Playout of so-called filled presets is not working if you have enabled this new native timing panel in Viz Pilot Edge, because the playout instructions panel will then not appear. For filled presets, disable the native timing panel, so that you can fill in the playout instructions as before in Viz Pilot Edge.

### 1.3.2 Audio mixer handling

- The Lawo Ember+ audio mixer driver has been extended to also support VCA groups (MOSART-11862).

### 1.3.3 Hide Effects from user

- For situations where selected effects should be reserved for use in specific templates only, it is now possible to prevent them from appearing in the Viz Mosart GUI's Effect dropdown list, in the Video Transition Area. This is achieved by selecting the new *Hide from user* option available in the AV Automation Effects table, under [Devices > A/V Setup](#). (MOSART-13692).

### 1.3.4 Video clip searching in GUI

- Our video server driver for EVS LinX has been extended, so that Viz Mosart GUI users have the ability to search for clips using VarId, instead of clip name (slug). To use this feature, set *SearchByVarId* to "true" in the ClipServerEvsLinx.xml configuration file (MOSART-13712).

---

## 1.4 Improvements

### 1.4.1 Improved first time installation experience

- To simplify fresh installation, a number of settings for several of the Viz Mosart applications have been updated with more appropriate default values. With this improvement, fewer subsequent setting changes are needed before Viz Mosart is operational (MOSART-13729, MOSART-13743).
- On a fresh installation, default Newsroom settings, AV Config and Channel Templates files will now be automatically created, while previously you would be prompted on whether or not these should be created. In addition, the default AV Config will contain some example contents, while the default Channel Templates will include some example templates utilizing contents from the AV Config (MOSART-13728, MOSART-13731, MOSART-13741).
- The default name for the Vizrt Graphics MSE profile in Manus Administrator settings has been changed from Mosart to MOSART, the profile name used by the regular Viz graphics handlers in Viz Mosart (MOSART-13354).

### 1.4.2 Improved vision mixer configuration

- In AV Automation, when configuring a vision mixer device, the Device Properties window [will now inform](#) about any additional configuration file that is used for this driver, and by following the prompt to edit the configuration file, the file is opened in the default XML file editor. If the file does not yet exist in the standard

configuration file folders, it will be copied from the installation folder before being opened in the editor (MOSART-13742).

### 1.4.3 Simplified TriCaster setup

- The simplified TriCaster setup (Quick Connect) that was introduced in Viz Mosart 5.10.0 has been enhanced to also support NDI hosts that are reachable through NDI Bridges (MOSART-13411).

### 1.4.4 Handle combinations of field and frame based timing

- In a setting where Viz Mosart is set up with frame-based timing, whilst graphics is configured with field-based timing, the graphics timing would become incorrect for odd numbered field values. This has now been made to work by rounding down to the nearest integer frame number (MOSART-13745).

### 1.4.5 Fullscreen graphics handling

- In Viz Mosart 5.11.0 we introduced [automatic clearing of fullscreen graphics](#) show/playlist when loading or reloading the rundown. In some situations this default behavior is not wanted, so in this version we have introduced a new setting in AV Automation, *ResetFullScreenGraphicsOnReload*, which should be set to “false” when the automatic clearing is not wanted. This setting can be found in the AV Automation Settings menu accessible via Ctrl+Shift+S (MOSART-13718).

### 1.4.6 Keyboard Shortcuts Editor

- The new Keyboard shortcuts editor introduced in Viz Mosart 5.9.0 has received further improvements and [fixes](#) to fully replace the legacy shortcuts editor. Among the improvements are the possibilities to:
  - export and import keyboard shortcuts to/from the Viz Mosart Server, the same feature as in the legacy shortcuts editor (MOSART-13400);
  - use the mouse to select modifier key (Alt, Shift, Ctrl) before assigning a key (MOSART-13547);
  - save shortcuts on Shift+<number> (MOSART-13660);
  - save a shortcut on the Space bar, also with modifier key combinations. Some modifier key combinations may not be saved to, but in such cases the workaround is to first use the mouse to select the modifier key (MOSART-13650);
  - preserve trailing spaces when editing a shortcut name with space in it (MOSART-13652).

### 1.4.7 Template Handling

- With Hierarchical Template Sets, it has always been the case that deleting a template from a base template set also deletes the overridden version of the same template, in a different template set based upon the original template set. This is not always the desired behavior, so in this Viz Mosart version we have made it possible by configuration to avoid this, enabling retention of any overridden templates even if the base template is deleted. For this to happen, set the [new setting DeleteOverriddenTemplate](#) to *False* (it is *True* by default, to keep backwards compatibility). The setting is located in AV Automation’s Settings, opened with **Ctrl+Shift+S** (MOSART-13394).

### 1.4.8 Vision Mixer

- Our driver for the Ross Acuity vision mixer has been improved with capability to [control split MEs](#), the second channel for each keyer, and all 64 available AUX buses. For further details, see the latest Viz Mosart Administration Guide (MOSART-13711, MOSART-13715, MOSART-13716).

### 1.4.9 Camera Robotics

- For [NDI PTZ robotic cameras](#), it is now possible to use them through one or several NDI Bridges. For such bridged nodes, provide the hostname in the format *Bridge1-name/Bridge2-name/Bridge3-name/.../PtzHostName* (MOSART-13407).

### 1.4.10 Improvements related to Mosart Web Applications

- In the release 2.3 of Mosart Web Applications, the Rundown Viewer was improved with the ability to identify missing and empty templates in the rundown. This feature was however dependent on changes in the Viz Mosart Server, and now with this release 5.12 of these changes are introduced, making that [Rundown Viewer](#) feature available (MOSART-13465).

### 1.4.11 Documentation

- The Administrator Guide's video server chapters have been updated with contents covering the Playout of remote clips with [EVS LinX](#) feature that was introduced in Viz Mosart 5.11.0.
- 

## 1.5 Fixed Issues

### 1.5.1 Rundown handling

- In Viz Mosart 5.10.0 we introduced a bug when trying to fix an issue with deleting a story from the NRCS (MOSART-12395). This bug lead to that, when using READYTOAIR rundowns in Viz Mosart, stories that were floated in the NRCS would not be removed from the rundown in Viz Mosart. Since that issue would only affect one particular customer, the present issue has now been fixed by reverting the code changes for that original issue, which naturally brings back the original issue (MOSART-13797).

### 1.5.2 Template Editor

- In the Template Editor it has been possible to set an audio fader to -90 dB by double-clicking on the audio level indicator (at the bottom of the fader). However, if you then saved the modified template, the -90dB fader level would still not be saved. This issue has now been resolved (MOSART-13754).



### 1.5.3 Vision mixer

- Since Viz Mosart 5.5.0, Standby on startup has not worked as expected for the various serial Sony protocols and serial Kahuna protocol. The issue is that once the Viz Mosart server goes out of idle, AV Automation will take the vision mixer out of standby, disrespecting the *Standby on startup* setting. This issue has now been fixed (MOSART-13366).

### 1.5.4 Graphics handling

- For Viz Flowics graphics we have fixed a timing issue which could lead to consecutive graphics not always being played out (MOSART-13377).
- For Viz Flowics graphics, we have fixed an issue with playing fullscreen graphics back-to-back (MOSART-13607).

### 1.5.5 Keyboard Shortcuts Editor

- When creating a Template shortcut, templates that were marked as 'Hide from user' would still show up as selectable. This has been fixed (MOSART-13653).
- When creating a new Control Command shortcut, if you added several control commands of the same type but different variants to the shortcut, the shortcuts editor would overwrite all the control commands with the last variant. This issue has now been fixed (MOSART-13568).
- After creating a new keyboard layout and adding several shortcuts with the same control command, if you then after saving the layout did a modification to one of these shortcuts, the other shortcuts would get the same modification. A workaround was to close and reopen the shortcuts editor before modifying shortcuts, but in this release, this issue has been fixed (MOSART-13482).
- Fixed an issue where the Keyboard shortcuts editor would make the Viz Mosart GUI crash if there was no default keyboards shortcuts layout (MOSART-13719).

### 1.5.6 GUI

- Fixed a GUI crash issue where the GUI would pop up an "unexpected error" message showing a very large integer value, typically ending with ..999998, as not a valid value (MOSART-13390).
- Corrected an issue for GUIs connected to more than one Viz Mosart server pair, all using Template Database. The issue was that when changing connection to another Viz Mosart server (gallery), the GUI would not refresh itself with template contents from that new gallery (MOSART-13536).

### 1.5.7 Control Commands

- Since Viz Mosart version 5.6, the VIDEO\_PORT control command, which is available both from the GUI and from Mosart templates, has had an issue that PLAY\_PAUSE failed if a delay was added in the 'Parameter' field. This issue has now been resolved (MOSART-13491).

## 1.6 Deprecations

### 1.6.1 Previous notable changes

- **5.1.0:** With the introduction of the Engine Switcher feature in version 5.1.0, a *Viz Opus* can *not* be upgraded to Viz Mosart 5.1 or newer. Previously it was possible, at own risk, to upgrade Viz Opus to a newer Viz Mosart version than the official 3.8.1 version. This is no longer possible.

### 1.6.2 Changes in this version

- The legacy Showmaker Windows application is no longer supported. The new Showmaker (currently in early access mode) is part of the Mosart Web Applications ([Mosart Web Apps Showmaker](#)).

### 1.6.3 Upcoming changes

- In a future version of Viz Mosart (version TBC), support for the *ActiveX NRCS plugin* will be deprecated. Customers are encouraged to migrate to the HTML-based plugin (*Mosart Web Apps NRCS Plugin*) wherever possible. Vizrt is continuing to strengthen the web-based architecture which serves this newer plugin, and to enhance its functionality where customer experience exposes use cases which are not yet fully satisfied.
- In a future version of Viz Mosart (version TBC), support for the *Viz Mosart Timing Display* client application will be deprecated. Customers are encouraged to migrate to the HTML-based timing display ([Mosart Web Apps Timing Display](#)). Vizrt is continuing to strengthen the web-based architecture which serves this timing display, and to enhance its functionality where customer experience exposes use cases which are not yet fully satisfied.
- In a future version of Viz Mosart (version TBC), the *Keyboard Shortcut Editor (legacy)* in the Viz Mosart GUI will be deprecated, to be fully replaced by the new improved *Keyboard Shortcut Editor*. This new editor is already available in parallel to the original one in the Viz Mosart GUI. Customers are encouraged to start using this new editor, since Vizrt will continue to enhance its functionality, base on customer experience and feedback.

---

## 1.7 Known Limitations

- For one particular NRCS where MOS storyIds were reused across several rundowns, there is an issue where when the NRCS deleted a story in one rundown, Viz Mosart would also delete a story with the same storyId in the current rundown (MOSART-12395). This issue was fixed in version 5.10.0, but that fix introduced another issue (MOSART-13797) which caused us to revert it in this version. A better fix is in progress (MOSART-13810).

---

## 1.8 Installation And Upgrade

Refer to the *Viz Mosart Administrator Guide*, section [Installation](#).

- All updated documentation for Viz Mosart 5.12 is at <https://documentation.vizrt.com/viz-mosart-5.12.html>.


## 1.8.1 System Requirements

### Recommendations

For further details, see the **Installation > Prerequisites** section in the [Viz Mosart Administrator Guide](#).


### General

- Microsoft .NET Framework 4.8.
- Microsoft Visual C++ 2015-2022 Redistributable (both x86 and x64).
- Microsoft Edge WebView2 Runtime (x64).

 **Note:** If WebView2 Runtime is not pre-installed, the Viz Mosart GUI and Server installers will try to install in on-line. If on-line installation is not possible, WebView2 Runtime has to be installed manually before running the Viz Mosart installers.

### Viz Mosart Server

- Microsoft Windows Server 2022.
- Microsoft Windows Server 2019 (only with Extended Support from Microsoft - until 2029-01-09).
- Microsoft Windows Server 2016 (only with Extended Support from Microsoft - until 2027-01-12).
- Microsoft Windows Server 2012R2 (only with Extended Security updates from Microsoft - until 2026-10-13).

 **Note:** WebView2 Runtime version 109 is the last supported version on Windows Server 2012R2 (version 110 and later will be unavailable).

### Viz Mosart client computers (GUI, Audio Panel, Timing Display, Audio Player)

- Microsoft Windows 11.
- Microsoft Windows 10.

### Network Bandwidth

- 1000 Mbps Gigabit Ethernet card is required on the Viz Mosart client computer if NDI is used for live preview in the **Preview** and **Program** windows.

## 1.8.2 Upgrade

As a standard procedure, always make backups before upgrading. Please backup all files in the following locations:

- `C:\channeltemplates`
- `%localappdata%\Mosart_Medialab`
- `%programdata%\Mosart Medialab\ConfigurationFiles`
- `%programfiles(x86)%\Mosart Medialab\<Mosart application>\ConfigurationFiles`

- All files with extension *.exe.config* in folders *%programfiles(x86)%\Mosart Medialab\<Mosart application>\* where *<Mosart application>* is the relevant Viz Mosart application (for example Mosart Server, Mosart GUI).

Windows registry settings for:

- *HKEY\_CURRENT\_USER\Software\[Wow6432Node\]Mosart Medialab*
- *HKEY\_LOCAL\_MACHINE\Software\[Wow6432Node\]Mosart Medialab*

For the upgrade procedure, see the *Viz Mosart Administrator Guide*, section [Installation](#).

You will always find the latest updated documentation for Viz Mosart at <https://documentation.vizrt.com/viz-mosart-5.12.html>.

If you do not have Internet access to the above documentation, a quick guide for installation is given here:

1. Download all relevant Viz Mosart installation files to the preferred location.  
The default location is *C:\Mosart\Installers*. You are advised to make a sub-directory for the installers for a particular version/build containing all the MSI installer-files and any other supplemental files.
2. Stop all Viz Mosart Windows services.
3. Double-click the installation file, and follow the prompts to complete installation. Note that after completing this step for the Viz Mosart Server and the Viz Mosart GUI, the documentation is available in the installation sub-folder *Documentation*.
4. Repeat the above step for all relevant installation files.
5. As the last steps you may need to start a set of Windows services to make Viz Mosart run properly (not needed after installing the Viz Mosart Server or the Viz Mosart GUI client, these services are started by the installer). The services are configured to automatically start when the computer is started. The safest is to reboot the computer to verify that this automatic start of the services is working.

#### Installations with Viz Mosart in several galleries

If you have several galleries running an earlier Viz Mosart version, like Viz Mosart 3.x or Viz Mosart 4.x, you can safely upgrade one of the galleries to Viz Mosart 5.x while the others stay on their current version.

---

## 2 Documentation

Updated documentation for Viz Mosart is available at the [Vizrt Documentation Center](#).

---

## 3 Support

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

---

### 3.1 Previous Versions

In accordance with the [Vizrt Global Support Handbook](#) section *Software Lifecycle*, support for older versions of Viz Mosart ends 24 months after a subsequent minor or major version is released.

- With this release of Viz Mosart version 5.12, earlier versions will therefore no longer be supported after 2027-08-08.
- At the date of this release, Viz Mosart versions earlier than 5.4 are no longer supported.