Viz Mosart Release Notes 5.15

Version 5.15

Viz Mosart

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  - C:\ProgramData\[Product Name]
  - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
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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 5.14.3.

Info: The feature set of Viz Mosart version 5.15 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.

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1 Viz Mosart 5.15.0

Release Date: 2026-07-03

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2 Release Highlights

This release adds early access to the **Adaptive Live Producer** feature, which allows configuration of a Viz Engine as the main compositor for all production content and is the successor to Viz Engine as a switcher. This set-up allows flexibility in today's modern productions without the need for a traditional video switcher. There are improved integrations with **Viz Tricaster** and new drivers for the open-source **Sisyfos Audio Controller** and **AE Live Aero** graphics. Please see the details below for further information on the many improvements and fixes included in this release.

2.1 Adaptive Live Producer (ALP)

- New *(Early Preview)*: **Adaptive Live Producer (ALP)**, the successor to Viz Engine as a Switcher (Engine Switcher), lets Viz Engine act as the main content compositor for all production sources under the exclusive control of Viz Mosart, now driven through the Media Sequencer (MSE). Instead of just routing signals, Viz Engine composes live sources, DVE/box effects, fullscreen and overlay graphics into a single program output - with rich animations, shaders, custom looks, and custom content transitions — built on standard Viz Engine scenes and superchannels, with no custom switching script in the scene. Operators keep working as before: stories are cued and taken from the rundown, existing templates keep working, and the on-air layout and look come from *presets* defined in the scene (MOSART-14350).

> **Info:** *Early preview of ALP*
> ALP depends on versions of Viz Engine and the Media Sequencer that are not yet generally released, and it will gain more capabilities in later releases of Viz Mosart and the related applications. To evaluate ALP, contact Vizrt Support for the compatible component versions and setup guidance. See Adaptive Live Producer for full details.

2.2 Switching

2.2.1 Crosspoint Control

- Improved: In the Viz Mosart GUI, ME5–ME8 are now available in the MixEffect dropdown for Control Command keyboard shortcuts (SET_CROSSPOINT, SET_CURRENT_ME, AUTOTRANS, VIDEOWALLMODE, TAKE_SERVER_TO_PROGRAM), matching the up-to-8-ME support already present for switchers such as TriCaster Vectar (MOSART-12640).
- Improved: Sony video switcher control via the SonyCom driver is more reliable on setups using a Moxa NPort serial-over-IP gateway. The Break-to-Select timing required by Sony mixers is now met by using a high-resolution sleep instead of `Thread.Sleep` (which is bounded by the Windows system-timer resolution of ~15.6 ms). Additional fixes prevent unwanted driver restarts on repeated connection failures and resolve an issue that could stop AV Automation logging (MOSART-14250, MOSART-14315, MOSART-14505).
- Improved: The Grass Valley AMPP video switcher (Maverik X) driver now covers the full set of switching operations from Mosart templates — multiple M/E banks, keyers (on/off and crosspoint selection), AUX

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output routing, macro firing, and EMEM (mixer-memory) recall — so productions using this switcher can drive all of these directly from templates (MOSART-14344).
- Fixed: When a template using the switcher crosspoint option **Set ME in PP** followed a **Break** template, the program monitor did not show the next template's source until it was taken on-air. On a Break, Viz Mosart now prepares and sets the next source in program ahead of the take, matching the behaviour for other template types (MOSART-12329).

2.2.2 Tally

- New: Added a TSL UMD v3.1 tally output driver in AV Automation, sending Program and Preview tally to multiviewers over TCP/IP (MOSART-14318).

2.3 Video Clip Playout

2.3.1 Clip Status

- Improved: There was a weakness in the TriCasterSearch driver for Media Administrator that was introduced in version 5.14.0. The problem was that the InfoBin DDR could get filled-up with an increasing number of clips, with the same clip(s) being added several times. The driver has now been improved, so that this should no longer happen. At the same time we have also removed an unnecessary setting *Domain*. This improvement was first made available in version 5.14.2 (MOSART-14403).
- Fixed: When using the TriCasterSearch driver (see previous point) in Media Administrator, there was an issue where the Clip Description in the Viz Mosart GUI would not align with the field mapping in Newsroomsettings in Manus Administrator, but instead show the clip's objID, typically the same as clip_hirespath. This issue was due to an unconditional overwrite of the clip's Description in the TriCasterSearch driver. This code has now been changed to avoid this overwrite. This fix was first made available in version 5.14.2 (MOSART-14450).
- Improved: The TriCaster Quick Connect feature introduced in version 5.10.0, has been extended to also include an option for *Clip Status* connection, for configuring Media Administrator to use the new TriCasterSearch driver. This was first available in maintenance release 5.14.2 (MOSART-14430).
- Fixed: When using Play-While-Transfer (PWT), the Viz Mosart GUI's countdown to the end of an on-air growing clip was based on the currently-transferred duration rather than the full planned duration, causing the countdown to reach zero too early and directors to leave clips before their actual end. The countdown now reflects the full planned clip duration as it grows during transfer (MOSART-13378).
- Fixed: When reading EVS clip metadata via the IP-Director interface in a 50 fps project, Mosart misinterpreted the EVS duration value and reported clip lengths shorter than the actual length. EVS represents the duration as a 25 fps frame count plus a `.` suffix indicating an odd frame number; Mosart now converts this correctly to the project's 50 fps timebase (MOSART-14582).

2.3.2 Clip Playout

- Fixed: When using EVS LinX playout, clips with a `clip_mark_in` mark-in offset, the clip was cued with an offset that was scaled by the wrong frame rate (25 fps assumed instead of the actual project frame rate), so

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on a 50 fps project a *2*-minute mark-in produced a *4*-minute cue offset. The mark-in offset is now converted using the configured project frame rate (MOSART-14201).

- New: Added support for **Telestream Live Play** as a video playout server via the existing AMP driver. To enable Live Play, set `AMPChannelNameNoColon` and `AMPSendEjectBeforeLoad` to *true* in `ClipServerAMP.xml`, and configure `WorkingFolder` to the Live Play system's Media Pool path. The fix also corrects an AMP 4A.14 *In Preset* command implementation that did not affect the previously-supported Evertz DreamCatcher (MOSART-14425).
- Fixed: On AV Automation hosts configured with both Quantel sQ and GV AMPP clip-server drivers, switching the active salvo from Quantel to AMPP failed and the AMPP server ports remained disconnected until AV Automation was restarted. The drivers no longer interfere with each other across salvo switches (MOSART-14577).
- Fixed: On systems using EVS video servers, swapping control between the Main and Backup Mosart servers (and back again) could leave clips failing to cue — the EVS server rejected the cue with "Cue ignored, invalid cue sequence", so the clip did not load or play until manual intervention. Main/Backup swaps now cue clips correctly on EVS (MOSART-14374).

2.4 NDI

- Fixed: AV Automation could crash while discovering NDI sources on the network — for example when opening AV Automation Settings, which scans for NDI senders — particularly on networks with many NDI sources, and this could occur while on air. The NDI SDK bundled with the Viz Mosart Server installer has been updated to version 6.3.2, which resolves the crash (MOSART-14583).

2.5 Audio

2.5.1 Audio Mixers

- New: Added an audio mixer driver for **Sisyfos**, an open-source audio controller using OSC over UDP. The driver supports fader level, fader on/off, pre-fade listen, snapshot loading, and connectivity monitoring via ping/pong (MOSART-14432).
- Fixed: After upgrading a Lawo audio desk to firmware 6.6, faders could intermittently fail to move on take, because the Lawo RMNOPL driver could not parse certain responses introduced in that firmware, triggering a reconnect loop. The driver now tolerates these responses (MOSART-14482).
- Fixed: AV Automation could unexpectedly terminate because of problems on the connection to a Calrec-protocol audio mixer (Calrec or SSL consoles). Two distinct crashes are now resolved: one where an established connection to the mixer was lost and the driver failed to disconnect cleanly during the reconnect cycle, and one where the mixer never fully connected — for example an unreachable or unresponsive mixer stuck in a continuous connect loop — which could drive the driver into an unrecoverable error. In both cases the Calrec driver now handles the failure cleanly and AV Automation keeps running (MOSART-14501, MOSART-14762).

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2.5.2 Audio Panel

- Fixed: The Viz Mosart Audio Panel installer's Installation Settings checkboxes for creating shortcuts (*Start Menu*, *Desktop*, and *Startup* folder) were ignored, so the shortcuts were always created regardless of the operator's choice. The checkboxes are now processed (MOSART-14435).

2.5.3 Audio Player

- Fixed: Installing the Viz Mosart Audio Player could leave the Mosart Logging Service unable to start, because of a missing file in the Audio Player installer. The installer now ships all required files (MOSART-14433).

2.6 Graphics

2.6.1 Viz Flowics Graphics

- New: In the Overlay Graphics Interface (OGI), the Viz Flowics handler configuration now shows the Flowics package name and control URL derived from the configured token, and auto-updates them when the token changes. A new *Open Package URL* link opens the package's control page in a browser (MOSART-14402).

2.6.2 Overlay Graphics Interface

- Fixed: Under heavy load, the Overlay Graphics Interface (OGI) could show a DataGridView error dialog and stop updating from the NRCS. The internal DataError event is now handled and logged instead of surfacing as an unhandled exception (MOSART-14341).
- Improved: Named Overlay Graphics `<action>` entries (defined in `NamedOverlayGraphics.xml`) once again work end-to-end. A named overlay can carry an action such as `takeOut` with a value identifying the on-air graphic to remove — either a literal value such as `lastManual`, or a regular expression that matches one or more on-air graphics. Previously, the action appeared to fire in the Overlay Graphics Interface but the actual takeout command was never sent to the graphics controller, so the targeted graphic stayed on air. See the Viz Mosart Administrator Guide for the supported `<action>` syntax (MOSART-14485).

2.6.3 AE Live Aero

- New: Added a graphics driver for **AE Live Aero**, selectable as "AE LIVE" in both AV Automation and the Overlay Graphics Interface. Viz Mosart recognizes AE Live MOS objects (by Aero payload) from the NRCS and forwards the payload to the configured Aero renderer over HTTP, supporting both full screen and overlay graphics with *IN*, *OUT*, and *CONTINUE* actions and connection monitoring via periodic heartbeats (MOSART-14418).

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2.7 Lighting

- Fixed: For GrandMa3 and ETC Eos, the two OSC lighting drivers introduced in Viz Mosart 5.13.0, the drivers could incorrectly send commands to the lighting devices even if they had been put in Standby or the Viz Mosart server was idle. This issue has now been resolved. This was first fixed in maintenance release 5.14.1 (MOSART-14412).

2.8 GPI/O Control

- Improved: In the Template Editor, you can now add newsroom tags on every column of a GPI/O Control device, so the attributes *GPO Preview* and *GPO Program* can be used as newsroom-editable fields (MOSART-14446).

2.9 Camera Robotics

- Improved: In the Template Editor, you can now add newsroom tags on every column of a Camera Control device (MOSART-14446).
- Improved: The Camerobot driver can now send a movement duration to the robotic head, so operators can specify how long the head should take to reach a preset instead of always cutting to it instantly. The duration is taken from the **Time preview** column for preview moves and from the **Fadetime program** column for program moves. Sending the duration is optional and is enabled by adding `SendDuration=true` to the Camerobot connection string in Mosart Server. Requires Camerobot protocol *v1.12* or newer (MOSART-14446).

2.10 Router Control

- Improved: In the Template Editor, you can now add newsroom tags on every column of a Router Control device. Previously this was restricted to the four columns *Source preview*, *Dest preview*, *Source program* and *Dest program*, which made it impossible to expose other Router Control attributes (such as *matrix*, *level*, *program delay* or *salvo*) as newsroom-editable fields without manual XML editing (MOSART-14446).

2.11 Virtual Set

- New: The Viz Virtual Studio (Viz Tracking Hub) driver in AV Automation now supports loading a virtual studio per template via the Virtual Set device's Studio property. When a template is taken, AV Automation sends CONFIG SET <studio> + CONFIG LOAD to Tracking Hub, optionally followed by the camera preset for that template (MOSART-13841).

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2.12 Rundown and Story Handling

2.12.1 Rundown Operations

- Fixed: In the Viz Mosart GUI, when a second GUI client connected to a Viz Mosart server while a rundown was active, a phantom effect icon (black-and-white diagonal) could appear on the next item in the timeline view, even though no transition effect was set on that item. The misleading icon no longer appears (MOSART-13468).
- Fixed: Story slugs from the NRCS containing XML special characters such as &, < or > were double-encoded for display, so a slug like "Story 1 & 2" appeared in the Viz Mosart GUI as "Story 1 & 2". Slugs are now extracted as literal text and display correctly (MOSART-14353).
- Fixed: When operators appended one or more rundowns to an already on-air rundown, the **Over/Under time** displayed in the Viz Mosart GUI and Timing Display became incorrect once playout crossed into the appended rundown(s). The Over/Under time calculation now stays accurate across appended rundowns (MOSART-10120).
- Fixed: Templates that were inserted by the Remote Control API commands were not subject to the configured *Number of visible aired timeline elements* limit in Manus Administrator, so all past instances of such templates kept piling up in the Viz Mosart GUI timeline. The limit now applies to such template insertions as well (MOSART-14483).
- Fixed: Selecting a story containing graphics items in the Viz Mosart GUI could freeze the UI for several seconds while thumbnail images were fetched from the graphics gateway. Thumbnails are now loaded in the background without blocking the GUI, and the *Graphics thumbnail in script* setting now properly disables the fetch when turned off. Introduced in Viz Mosart 5.13.0 (MOSART-14549).
- Improved: Inline CG commands embedded in story bodies on MOS-based newsroom systems (such as Showmaker and ENPS) now support the same out-behaviour suffixes already available on iNews. Adding *-S*, *-B*, *-O* or *-M* after the in-time (for example, `<00:00-S` for story end) sets the graphic's out behaviour to *Story End*, *Background End*, *Open End*, or *Manual*. The in-time and out-time fields also accept frame-accurate `mm:ss:ff` values (MOSART-14603).
- Fixed: When using the feature Inherited Newsroom Tags, when a newsroom tag inherited its value from another tag in the same story (value entered as `{othertag}`), the Viz Mosart GUI showed the correct source but the vision mixer was not switched to it - Program and Preview stayed on the wrong source, so the on-air result did not match what the operator saw in the GUI. The inherited value now drives the crosspoint, so the switched source matches the GUI (MOSART-13986).
- Fixed: When the Viz Mosart GUI connects to the server over SignalR, a GUI that dropped its connection and reconnected — for example after a server restart or a network interruption — could show stories duplicated in the rundown, with more copies accumulating on each reconnect. Reconnecting no longer duplicates stories (MOSART-14750).

2.13 Story Recorder

- New: Two new Story Recorder keyboard-shortcut actions. *REDO* lets the operator restart recording of the on-air story by disabling Story Recorder without publishing the in-progress recording (no render or clip publish

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is triggered on the configured video server or asset manager), reloading the rundown, and re-cueing the same story as next. The complementary *DISABLE_NO_PUBLISH* action lets the operator disable Story Recorder mode at any time without publishing the current recording. Configure these in the Keyboard Shortcuts Editor with control commands `STORY_RECORDER Action=REDO` and `STORY_RECORDER Action=DISABLE_NO_PUBLISH` (MOSART-14394).

- New: When Story Recorder publishes a story clip to the configured asset manager, three parameters that were previously hard-coded can now be set in the Manus Settings file: the language code, the transcription service, and whether transcription is enabled (MOSART-14474).

2.14 Frame Accuracy

- New: AV Automation now supports a software PTP clock source (SMPTE ST 2059-1) as an alternative to the Plura PCIe hardware card, providing frame-accurate genlock and timecode on virtual machines and cloud deployments without dedicated hardware. The new *PTP* option appears in the clock source dropdown of the Genlock configuration, and AV Automation shows a warning when the PTP master is not disciplined (MOSART-14397).
- Fixed: Resolved false genlock timeouts on Windows Server 2022, which caused genlock status to flap between external and internal clock. Event scheduling now uses a high-resolution monotonic clock instead of `DateTime.Now` (MOSART-14489).
- Improved: Genlock and frame-accuracy robustness. Viz Mosart now correctly falls back to its internal clock when an external genlock signal is present but persistently jittery, and the genlock statistics / health report is more accurate. These changes do not affect a well-genlocked system (MOSART-14756).

2.15 Remote Control API

- New: Audio fader control. The REST API exposes endpoints to list audio channels and to read or set fader levels by name (*GET/PUT* under /api/v1/faders/), and SignalR clients receive audio level updates and the configured audio channels and can set faders programmatically (MOSART-14370).
- Fixed: The REST endpoint `POST /api/v1.0/assets/template/{mosartItemId}/take` returned 404 for templates belonging to adlib (float) stories, even when the correct item id was supplied. Adlib templates can now be taken by id like any other template. Introduced in Viz Mosart 5.14.0 (MOSART-14563).
- New: The Mosart Remote Control REST API can now manage the media servers configured in Media Administrator directly. You can query a media server's details, add a new media server, delete one, or change its properties — for example, enable or disable it — each addressed by name, allowing quick media-server changes from an external panel or app without opening the Media Administrator settings. The new methods are described in the interactive Swagger documentation (MOSART-14781).

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2.16 Server Administration

2.16.1 Remote Control Service (RCS) Authentication

- OpenID Connect (OIDC) authentication is now supported by RCS for incoming requests, effectively providing a centralized authentication between and the Mosart server and Mosart REST API clients like external keyboard panels, custom apps or the Mosart Web Apps 3.0.
  When this authentication method is enabled, the REST API external user authenticates toward their inhouse identity provider (for example Keycloak), with RCS then validating the resulting JWT for each SignalR and REST call, ignoring any existing shared-API key authentication method. This method is enabled on the Mosart server in the Remote Controller Service (RCS) settings, as described in the Viz Mosart Administration Guide - see also below for MOSART-14592.
  This was first introduced in maintenance release 5.14.3 (MOSART-14292).

> ⚠ **Note**: Be aware that turning on this authentication method will break existing REST API integrations.

2.16.2 Configuration and Settings

- New: **Media Administrator** settings have been migrated from the legacy user.config (Windows-dependent) to JSON, joining the unified Settings UI introduced for Manus Administrator. The Settings window now hosts both Manus Administrator and Media Administrator and auto-selects the relevant application when opened from the respective applications. Media search server connections are now managed as a structured array (one entry per server, with type-specific fields and visibility rules) rather than connection strings. Existing user.config settings are auto-imported on first run (or via the --import flag); backup servers are imported as disabled connections. Passwords and API keys are now hidden in the UI (MOSART-14166).
- New: **Remote Controller Service (RCS)** settings have been migrated from `RemoteDispatcherServiceConfig.xml` to `rcs_settings.json`, joining the unified Settings UI already used by Manus Administrator. Existing XML settings are auto-imported on first start. Many settings (such as verbose logging, REST API key, and OIDC authentication) now take effect without restarting RCS; transport-affecting changes (port, certificate, CORS) trigger a brief in-process transport restart. The new `settings` console command in RCS opens the Settings window with RCS pre-selected (MOSART-14592).
- New: As a first step toward moving AV Automation's settings into the unified Settings UI, the **AV Automation Audio Player** settings have been migrated from the legacy user.config to JSON (ava_settings.json), joining the unified Settings UI already used by Manus Administrator. The Audio Player settings now appear under an AV Automation entry in the Settings window; **the remaining AV Automation settings continue to be configured from the existing Device Properties for now**. Existing settings are auto-imported on first run (MOSART-14610).
- New: Some of the **Overlay Graphics Interface (OGI)** settings have moved into the unified Settings UI. OGI's logging and general behaviour settings (previously on the old General settings tab) have been migrated from the legacy user.config to JSON (ogi_settings.json), joining the unified Settings UI already used by Manus Administrator, and are now opened from a new **Settings...** menu in OGI. **The graphics-engine**

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configuration — the engines and their hosts, ports and handlers — is not part of this move and is still configured as before. Existing settings are auto-imported on first run (MOSART-14614).

- New: Media Administrator can now run as a Windows service (`MosartMediaAdminService`), mirroring the Manus Administrator service introduced in Viz Mosart 5.14. The service is registered by the installer but not started by default (Startup type = Manual), so existing console-mode workflows continue unchanged. Settings can be edited from the unified **Settings** window even while Media Administrator is running as a service (MOSART-14605).

2.16.3 Inter-Process Communication

- New: Early-access *gRPC transport* for selected internal Viz Mosart communication channels — Manus Administrator ↔ Media Administrator, Manus Administrator ↔ Overlay Graphics Interface, and Manus Administrator ↔ AV Automation.
  gRPC is opt-in per channel via the `Use gRPC transport` setting for Media Administrator and the `Use gRPC transport for graphics` and `Use gRPC transport for timeline` settings for the other two channels (all default off). When opt-in is off the legacy .NET Remoting transport continues to be used. This is the first step on a roadmap toward replacing .NET Remoting (MOSART-14426, MOSART-14587, MOSART-14607).
- New: Early-access *SignalR transport* for the RemotePanel link between the Remote Control Service (RCS) and Manus Administrator, as an alternative to .NET Remoting. It reuses the same SignalR hub that already carries the GUI↔RCS link. Opt-in via the `useSignalRForRemotePanelLink` setting in the RCS and Manus Administrator settings (default off); when off, the legacy .NET Remoting transport continues to be used. Another step on the roadmap toward replacing .NET Remoting (MOSART-14616).

2.16.4 Logging

- New: Early-access alternative *logging transport*. As another step on the roadmap toward replacing the legacy WCF / .NET Remoting internal transports, Manus Administrator's **Logging Transport** setting gains an **Nlog** option that ships log messages to the central log service over a raw TCP connection (port 8096) instead of the legacy WCF hop (port 8091). Central logging is unchanged — the same XML / As-Run DB / REST pipeline is fed — and the WCF log host keeps running for mixed-version fleets. The default remains **Legacy** (WCF) (MOSART-14617).

2.16.5 Template Editor

- Improved: The Template Editor's template and template-set pickers now use searchable, paginated column dialogs in place of the legacy cascading dropdown menus. The dialogs offer case-insensitive search, breadcrumb navigation of the template inheritance chain, and a flat sorted view for DirectTakes (MOSART-14611).

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2.17 External Panels

- New: Initial integration with Skaarhoj raw-panel button panels (such as the Master Key 48). A new application Vizrt.Mosart.ExternalPanel.Gui (installed with the Viz Mosart Audio Panel) lets administrators connect a Skaarhoj panel via the Raw Panel protocol and map its buttons to Viz Mosart keyboard shortcuts. This is an early-access feature, described in the Viz Mosart user Guide. Some panel buttons may not be assignable, and the configuration application may occasionally need to be restarted via Windows Task Manager (MOSART-14275).

2.17.1 External Timer

- New: A new standalone application **Mosart External Timer** lets operators run the SPT/Plura external-timer manager without launching the legacy Viz Mosart Timing Display. The application ships with its own installer (`VizMosartExternalTimer`), with desktop, Start menu and optional startup-folder shortcuts. This decouples the SPT/Plura timer workflow from the Timing Display, which is being phased out in favor of the Viz Mosart Web Apps Timing Display (MOSART-14608).

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3 Deprecations

3.1 Recent notable changes

- 5.14.0: the *Keyable Timing Display* is deprecated, and is no longer included in the Viz Mosart Timing Display installer.
- 5.14.0: the installer for *ActiveX NRCS plugin* is no longer included, since the ActiveX NRCS plugin was deprecated in Viz Mosart 5.13. Customers will need to use the HTML-based plugin (Mosart Web Apps *NRCS Plugin*).
- 5.12.0: 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*).
- 5.11.0: the *MMTrio* executable is no longer included.
- 5.10.0: It is expected that users of Viz Mosart have now migrated to the *Combined Manus Administrator* introduced in Viz Mosart 5.2.0. From this version of Viz Mosart, the two original iNews and MOS versions of *Manus Administrator* are deprecated.

3.2 Upcoming changes

- 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, based on customer experience and feedback.

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4 Installation and Upgrade

4.1 Installing for *Current user only* or for *Anyone who uses this computer*

Normally, Viz Mosart applications are installed for *Anyone who uses this computer*, but in some situations it is preferable to install for *Current user only*. If you have a previous installation for *Anyone who uses this computer* and then install for *Current user only*, Windows' *Apps & Features* will show *two* installations of the application, both the previous one and the new one, and you will also see two shortcuts on your desktop. This is a feature of Windows, but could lead to confusion with subsequent updates.

- A recommendation to avoid this particular situation is to *uninstall* the previous Viz Mosart application before installing the new one.

⚠ **Warning**: When installing to *Current user only*, the executables are, by design [*], installed in the folder *%ProgramFiles(x86)%\Mosart Medialab*, and *not* in a location dedicated to the Current user (normally *%localappdata%\Programs*).

- This means that if a user no longer needs to start Viz Mosart applications, do not uninstall the applications for that user only, since you will then effectively uninstall it for **all** users!
- Instead, simply remove the application shortcuts for that user.

[*] The various Viz Mosart applications shall normally always be on the same version, to ensure compatibility of features. If the Viz Mosart applications were installed under the various users' dedicated locations, then during an upgrade, you would have to repeat the installation of a new version for all Viz Mosart users for that computer. In addition to the time and effort this would require, you risk that some users might miss the upgrade. When one of these users later starts a Viz Mosart application, for example the Viz Mosart GUI, it would no longer be compatible with the commonly upgraded Viz Mosart applications, like the Viz Mosart Server.

Please refer to the *Viz Mosart Administrator Guide*, section *Installation*.

4.2 System Requirements

4.2.1 Recommendations

For further details, see the **Installation > Prerequisites** section in the *Viz Mosart Administrator Guide*.

4.2.2 General

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

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Note: If WebView2 Runtime is not preinstalled, the Viz Mosart GUI and Server installers will attempt an online installation.
If online installation is not possible, WebView2 Runtime has to be installed manually before running the Viz Mosart installers.

4.2.3 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 2012 R2 (only with Extended Security updates from Microsoft - until 2026-10-13).

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

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

- Microsoft Windows 11.
- Microsoft Windows 10 (only with the Windows 10 Extended Security Updates program).

4.2.5 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.

4.3 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 the Vizrt Documentation Center.

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

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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.

4.4 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 5.15, earlier versions will therefore no longer be supported after 2028-07-03.
- At the date of this release, Viz Mosart versions 5.7 and earlier are no longer supported.

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5 Documentation

Latest, continually updated documentation for Viz Mosart 5.15 is available at the Vizrt Documentation Center.

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6 Support

Support is available at the Vizrt Support Portal.

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