



Mosart Web Applications Release Notes

Version 3.2



Mosart Web Applications



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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 Mosart Web Apps 3.2

Release Date: 2026-07-31

We're happy to announce **Web Applications 3.2**. This release welcomes a brand-new app, the **Named Overlays Editor**, while content planning tool **Showmaker** now shows you exactly who changed what before you go to air and lets you undo a deletion. **Smart Panel** reaches further into your production with control of Viz Arc actions and new options for display of live sources. **Template Editor** now makes template inheritance something you can see.

We value your insights and encourage you to share your feedback, [feature requests](#) or comments, to help us continue to innovate.

1.1 Named Overlays Editor (new)

Named overlays, the lower thirds, tickers and banners that Viz Mosart recalls by name, finally have a home of their own. The **Named Overlays Editor** is a new web app for creating and managing them, replacing hand-edited XML with a proper editor.

1.1.1 Build overlays from Viz Pilot Edge or by hand

Browse graphics templates in an embedded Viz Pilot Edge panel and send one straight into the editor, with the slug, IDs and a thumbnail filled in for you. Or create a custom overlay by hand, with every field explained by inline guidance.

1.1.2 Control how each overlay behaves on air

Set the destination handler, the take-in delay, and how the graphic leaves air: after a set duration, with the background item, with the story, on an open end, or manually. Add **NamedCG actions** so taking one overlay can clear the screen or take out a specific graphic first, and map newsroom metadata, such as the story slug or item ID, into the graphic with **NCS content placeholders**.

1.1.3 Sync to the backup server in one click

In a main/backup setup, the named overlays on the two servers can drift apart when changes are made while one is unavailable. Keeping them aligned used to be a manual file exercise; now it is a single button. **Sync to backup server** copies the main server's overlay set onto the backup, replacing duplicates and removing backup-only leftovers, and reports exactly what was copied and removed. Syncing is not automatic in this version, so press it after changing overlays.

1.1.4 Organized and portable

Search, filter and sort the overlay list, and import and export XML, including the legacy

`NamedOverlayGraphics.xml` format, for backup and migration. Admin and viewer roles control who can edit.

1.2 Showmaker

Showmaker 3.2 is about trusting your rundown: knowing what changed, recovering from mistakes, and getting graphics into stories with fewer clicks.

1.2.1 See what changed before air

Every rundown now carries an attributed change timeline: who changed what, and when. Open the **Changes** tab of the activity panel to review everything that moved since you last looked, before the show, not after.

1.2.2 Undo

Deleted the wrong story or item? Press **Ctrl+Z**, or use the **Undo** in the toast, and it is back.

1.2.3 Show Assets grow up, and meet the script

Show Assets get a dedicated page for building and managing the show's graphics library, and the embedded plugin gains an **Add to show assets** button. Best of all: type / in a script and pick a graphic from the menu, and it is taken on air at the exact line where you typed it, timed from the reading speed, so the graphic lands when the presenter reaches those words.

1.2.4 Timing that adds itself up

Building on 3.1's script-based item durations, a story's planned duration can now be calculated automatically as the sum of its items. The default reading-speed preset is protected from deletion, so there is always a pace to fall back on.

1.2.5 A clearer story canvas

Package items are redesigned with a thumbnail, clip name and their overlays visible at a glance, and secondary items show their clip names too. Each secondary item gains a single **target button** gathering destination, take-in and take-out in one place, and overlay graphics destinations can be switched right in the editor. Items can be moved between scheduled and manual, manual items are styled distinctly, floated stories carry a hatch pattern, drags show a placeholder before you drop, and the transition badge is always visible.

1.2.6 Better clip work

Preview a clip at full resolution in a dialog with a transport bar before committing to it, and, with a TriCaster, upload a clip to its clip server without leaving Showmaker. Clip search is faster and targets the studio you are working in.

1.2.7 Safer graphic edits

When you edit a graphic that is already in a story, Showmaker now owns the editing session: a *Now editing* band marks the item, and moving on closes the pending edit, so a stale **Update** can never land on the wrong item.

1.2.8 And more

View and change DVE (2 Boxes) sources directly, and let Showmaker's one-time callouts point out the new features the first time you meet them. Where authentication is on, users without a Showmaker role now see a clear access screen instead of an empty app.

A round of usability improvements makes everyday editing calmer. New stories guide you straight into naming them, and an empty story hints at what it can hold instead of staring back blankly. Drags need a deliberate movement to start and can be cancelled by dropping outside a valid target, so nothing moves by accident, and when durations recalculate, the view keeps your place.

1.3 NRCS Plugin

1.3.1 The clip picker, rebuilt

Searching for clips is a different experience: results show **full clip names** (hover a long one and it rolls so you can read the end), long lists load 50 at a time with a clear count, and opening the picker with an empty search shows your recently used clips. The whole flow works from the keyboard, and when a search cannot be answered, the message says exactly which part failed, the media service or the Mosart server, so you know who to call.

1.3.2 Thumbnails from the TriCaster

TriCaster clip thumbnails are now fetched by the Mosart web server on the browser's behalf, so they work over HTTPS and operators need no direct access to the device.

1.3.3 Your filter order

Administrators now decide which template-type filter buttons journalists see, and in what order, once, for everyone, with the rows shown under your newsroom's own alias names. Set it in the Configuration Tool.

1.4 Smart Panel

1.4.1 Viz Arc Actions

Panel buttons can now run **Viz Arc** actions, picked by project and action, alongside Viz Mosart commands, TriCaster macros and MSE graphics.

1.4.2 The Toggle item

A new two-state **Toggle** both shows and flips Viz Mosart's rehearsal mode, so the operator can see the state at a glance instead of firing blind.

1.4.3 Wake the server

Take the Viz Mosart server out of idle from a panel button, or simply by clicking the idle beacon in the app bar.

1.4.4 More live sources

The Live item can now show **TriCaster outputs** as well as inputs, and a new **Stream** source type plays an OvenMediaEngine stream or any HTTP stream URL.

1.4.5 Editor comforts

The Components and Properties side panels are now resizable, and the app bar's server beacons reflect main and backup redundancy status live.

1.5 Rundown Viewer

1.5.1 Autotake at a glance

Items set to take automatically are now marked with the same autotake indicator as the Viz Mosart rundown window, so a wall display tells you which items advance by themselves.

1.5.2 The keyboard panel as its own display

Open the Rundown Viewer with `?keyboard` and the Viz Mosart keyboard shortcut layout fills the window, ready for a training-room or gallery screen, joining the existing script-only and timeline-only views.

1.6 Template Editor (early access)

1.6.1 Inheritance you can see

The dashboard now shows each template set's **inheritance chain** level by level, and breaks its templates down into inherited, overrides and local additions. Overrides behave safely: renaming one saves a copy and keeps the inherited template, and deleting one restores the parent's version, with the dialog telling you exactly that.

1.6.2 Browse sets your way

Template sets can be browsed as a list, as a tree following the inheritance structure, or as side-by-side columns.

1.6.3 Sequences

A new **Sequences** tab lets you build named, timed series of items on their own timeline, with per-item in-points and durations and a graphics-out marker.

1.6.4 Faster hands

Keyboard shortcuts across the dashboard and editor (press **K** for the list), a help menu in line with the other apps, and EMEM recalls that can be **tested directly against the TriCaster** while you edit.

1.7 Configuration Tool

1.7.1 Quick setup

First run now opens a guided **Quick setup** wizard that collects just the essentials, access, security, and the Mosart server, validates each step, and activates the lot. Leave it any time and re-enter it from the bottom of the sidebar.

1.7.2 HTTPS without certificate files

Choose **Automatic (built-in CA)** and the bundled web proxy mints its own certificates on first start. Distribute one root certificate to your client machines and you are done, with no certificate files to obtain or renew.

1.7.3 New configuration pages

A **Named Overlays Editor** page for its graphics plugin, **Media Sequencer** and **Viz Arc** sections for the new Smart Panel abilities, and the NRCS Plugin's **template type filter order** editor. The installer dialog has also been redesigned.



Reminder: The **Timing Display** web app was removed in Web Apps 3.1. **Smart Panel** provides all of its capabilities and more; see the migration notes for Timing Display in the Web Applications User Guide.

1.8 Security

Signing in and running the web apps over HTTPS became easier and more predictable in this release. For setting up sign-in end to end, including what your identity provider must put in the tokens, see the *Viz Mosart Administrator Guide*, chapter *Security in Viz Mosart Ecosystem*.

- **HTTPS without certificate files.** The bundled web proxy can now create its own certificates, so you can switch to HTTPS without obtaining certificate files. Install a single root certificate on the machines that use the apps, and the browser warnings disappear. To also enable user sign-in, you provide your own certificate; the sign-in settings appear only in that mode. Your own certificate is also what encrypts the traffic between the proxy and the Mosart servers, so choose the built-in authority when you want encryption in the browser quickly, and a custom certificate when you want sign-in or encryption all the way through.

- **A clear answer instead of an empty page.** A signed-in user who has not been given a role for an app now sees a message saying access has not been granted, with a log-out button, instead of a blank or partly working page.
 - **See who is signed in to the Template Editor.** The Template Editor dashboard now shows the signed-in user with a log-out option, as its editor page already did.
 - **Links respect HTTPS.** With HTTPS and sign-in enabled, the API documentation, User Guide and Mosart Server Settings links in the Configuration Tool opened plain-HTTP addresses that did not answer. They now open the correct secure addresses.
 - **Mosart server settings cannot be edited from a browser when sign-in is enabled.** The **Mosart Server Settings** page that the Configuration Tool opens is not available when OIDC authentication is enabled on the Mosart server. Edit the settings on the Mosart server itself: in Manus Administrator, type *settings* in the console, or in AV Automation use **Devices > Settings**.
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1.9 Installation and Upgrade

- **Installation:** To download this version, please visit the Vizrt FTP site at download.vizrt.com and navigate to */products/VizMosart/Latest Version/WebApplications/*.
 - **Upgrade:** The installer manages the upgrade, automatically removing older versions of **Vizrt Mosart Web Applications** and the **Vizrt Mosart Web Applications Configuration Tool** before installing the new package.
Remember to *close* any running version of the Vizrt Mosart Web Applications Configuration Tool *before* upgrading.
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1.10 System Requirements & Documentation

- Ensure compatibility with Windows 10, Windows Server 2022, and latest Chrome/Edge for a seamless experience across all Web Applications.
- Single sign-on (OIDC) authentication requires Viz Mosart 5.14.3 or later.
- **Server-side enforcement** of the `mosart-admin` and `mosart-viewer` roles on the Named Overlays API requires **Viz Mosart 5.16 or later** with Web Apps 3.2.
- **NRCS Plugin:** Compatible with all versions of Viz Mosart. Recently-added features may require a recent version of Viz Mosart; the reworked clip search uses the Mosart server's real-time connection on current versions and falls back to the REST search (with the configured Authorization Key) on older ones.
- **NRCS Plugin with Viz Pilot Edge:** Requires Viz Pilot Edge 3.1 or later.
- **Rundown Viewer:** Viz Mosart 5.1.0 or later. The autotake indicator requires a Viz Mosart server that reports autotake state.
- **Showmaker:** Viz Mosart 5.14.3 or later.
- **Named Overlays Editor:** Requires a running Viz Mosart server reachable through the Mosart Remote Control Service. Viz Pilot Edge is optional and needed only for the Pilot Edge panel.
- **Prompter** (early access): Viz Mosart 5.1.0 or later.
- **Template Editor** (early access): All versions of Viz Mosart. File-based template storage only.

User guides are accessible within each released application. Latest insights and instructions are continually updated to [the Vizrt Documentation Center](#). The user documentation has been fully revised for this release.