



Mosart Web Applications Release Notes

Version 3.4



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 3.4

Release Date: 2026-10-09

We're happy to announce **Web Applications 3.4**. This release belongs to **Showmaker** again, and this time to the story itself: a show now has a **library** where stories are written before any rundown exists, a story can be **placed** into a rundown once the running order is built, a rundown can be scheduled for a **day** and not only a time, and every story carries an **approval state** that lapses when its content changes afterwards. The properties a story carries now reach Viz Mosart as story metadata. **Smart Panel** gains a Viz Pilot Edge action panel widget. **Template Editor** gains Camera Shot, Light Control and GPI/O Control commands.

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

1.1 Showmaker

Showmaker 3.4 lets a newsroom work story first: write the piece, give it a day, approve it, and place it in the rundown when the rundown is ready.

1.1.1 A story-centric newsroom

Showmaker 3.4 moves the newsroom to a story-centric way of working. Instead of organising journalism around a linear rundown, where a story is one line in one running order and belongs to that show alone, Showmaker treats each story as a single shared asset in its own right. Writers, producers and the control room work on the same story: it is written once, given a day, approved, placed in whichever of the show's rundowns needs it, and its properties travel with it into Viz Mosart. The rundown becomes an arrangement of stories that already exist, assembled when the running order is settled.

Each show has a **Stories** tab, next to Rundowns and Templates, that holds the stories not yet in a rundown. Click **New story** and write it like any other story, with the same script, items, properties and synopsis, and set the day it is planned for under **Scheduled for**. The list can be searched by title and sorted by day, so each day's material sits together. A story opens on its own in the editor, with its scheduled and manual items side by side and no rundown around it, so the writer sees only the piece in hand. When the running order is ready, the producer assembles it from stories that are already written. In this version a story stays out of the broadcast chain until it is placed: nothing in the library reaches the prompter or Viz Mosart, and automatic rundown cleanup leaves it alone.

1.1.2 Place a story in a rundown

A library story can be **moved** or **copied** into one of the show's rundowns. The dialog offers the rundowns scheduled for the day the story is planned for first, with the rest behind *See all*, and lets you choose the position by drag or Shift+Up and Shift+Down. A move is a real move: the story keeps its id, its comments and its change history. Placing into several rundowns at once copies instead. Seen from the other side, a rundown scheduled for a day shows administrators a banner counting the stories planned for that day, with **View** and **Add all**, so a producer can take them in with one click.

1.1.3 Schedule a rundown for a day

A rundown used to carry a start time that always meant today. The **Scheduled for** box in the Create and Edit rundown dialog now opens a calendar beside the time, so tomorrow's show can be created today. The calendar only offers real days and nothing can be typed, a rundown cannot be scheduled for a past day, and a second

rundown in the same slot is named in a warning without being blocked, since a main and a backup legitimately share a time. The rundown list's *Start time* column becomes **Scheduled for**, and the rundown header gains a SCHEDULED FOR readout after STARTS AT. Templates keep a time only, since a template recurs.

The header's PLANNED DUR., STARTS AT and SCHEDULED FOR readouts now stay in place and read **Not set** when the rundown does not carry the value, instead of disappearing. For a user who may edit the rundown each Not set is a button that opens the edit dialog on that very field.

1.1.4 Approve a story

Every story now has an approval state: **Draft**, **Ready** or **Approved**. A thin strip between the story number and the title shows it in the story list, with the approver and the time in its tooltip, and the Properties panel carries an Approval section with the states as chips. An approval records who approved, when, and a fingerprint of the story's editorial content: its title, script and item list. The moment any of those change the story reads **Changed since approval**, with an **Approve again** card in the panel; a timing nudge or a property change never lapses an approval. The states are reachable from the story menu and from **Shift+R**, **Shift+A** and **Shift+D**, the filter panel gains an Approval row, the Stories tab a sortable Approval column, and approvals are logged in the rundown's Changes feed. A moved story keeps its approval. Approval is set by users with the Showmaker administrator role.

1.1.5 Story properties now drive Viz Mosart

The properties your newsroom gives a story in Showmaker, its desk, its category, its reporter, anything the show defines or a journalist adds, no longer stop at the story list. Every property a story carries a value for now travels with the story into Viz Mosart, so a label set in the newsroom becomes something the control room can act on. From Viz Mosart 5.18 an operator can also filter the whole rundown down to the stories whose property matches. Change a property and the story is sent again, so the control room always sees what the newsroom last decided.

Setting it up is a one-time mapping in Viz Mosart, under **Newsroom Settings, Story External Metadata**: each Showmaker property arrives as a field named `sm_` followed by the property name, for example `sm_Category`. A space, or any other character a field name cannot hold, is encoded, so *Story type* arrives as `sm_Story_x0020_type`. Enter that name and map it exactly like any other story metadata.

1.1.6 Smaller changes

- Dragging an item now shows one steady drag image and a **Drop here** slot exactly where it will land, and a release outside a story cancels instead of committing.
- The Changes feed strikes through every row of a deleted story, not just the deletion itself.
- A long story title in the story list now uses the full width the resizable list gives it.
- The empty story library's text and icon stay put when the window is resized.

1.2 Smart Panel

1.2.1 Viz Pilot Edge action panel

A new **Pilot Edge Action Panel** widget hosts one Viz Pilot Edge template in its action mode, as a permanent control surface on the panel, so an operator fires the template's own controls without leaving Smart Panel. The template is picked by title from a searchable list of the templates on your Viz Pilot Data Server, instead of by pasting an address,

and **Edit in Template Builder** opens it in Template Builder. A header can carry the template name, and **Set a payout target** passes the Media Sequencer configured for the Web Apps, with the profile and channel you pick, to the template; turn it off when the template sets its own target in its script. In the editor the frame is inert, so clicks select the widget; in display mode and in the editor's Preview the template is live. Signing in to a secured Pilot system happens in the operator's browser.

The Pilot Data Server is entered once for the whole installation, in a new **Pilot Data Server** section on the Configuration Tool's Server Configuration page: address and port, the Pilot sign-in method, and an optional client id. HTTP or HTTPS is detected automatically, and the Pilot Data Server's default ports are 8177 for HTTP and 7373 for HTTPS. When the server lists several Viz Pilot Edge or Template Builder installations, you choose which one Smart Panel uses. The Configuration Tool probes the server as you type and reports whether it answers.

1.3 Template Editor (early access)

Template Editor 2 takes on three more of the command types that until now could only be edited in the old grid.

1.3.1 Camera Shot command

Robotic camera recalls can be edited in the web editor. Each armed side of a legacy camera row, cue and take, opens as its own command, and the trigger decides which side a save writes back; the behaviour on air is unchanged. Pages and presets written as free text, and settings the editor does not show, are kept as they are. A camera row without a preset opens as a disarmed command with a warning badge. While you set up the shot, the properties panel can show the camera's picture from a switcher input or an NDI source. The editor also reloads itself when the template file changes on disk, so edits made in the AV Automation grid show up without a refresh and two open editors stay in sync.

1.3.2 Light Control command

Light cues from the old grid can be edited under a new **Light** group in Add Command. The preview pair opens as a CUE command and the program pair as a TAKE command, and the two merge back into one row on save. The editor does not check the command or the value: which commands work depends on the light controller set up in AV Automation, for example **Go** for MIDI Show Control, or **Custom** with an OSC message as the value for ETC Eos and grandMA3. A template holds at most one CUE and one TAKE light command, the same rule as Macro Recall.

1.3.3 GPI/O Control command

The GPO setup from the old grid can be edited under a new **GPI/O** group in Add Command. Each armed cell becomes its own command with the port (0 to 47) and the action, **Pulse**, **Set high** or **Set low**, as separate fields, and the trigger says whether it fires on cue or on take. The command list shows the port and the action as chips, and both the list and the timeline flag a port outside the valid range, which fires nothing.

1.4 Rundown Viewer

A story whose items are wider than the timeline track got its own horizontal scrollbar, so the overrun stayed hidden until an operator scrolled it into view. The items now wrap onto the next line and the row grows, as in the Viz Mosart GUI, with the planned-duration band spanning the whole row.

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.

1.5 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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1.6 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 or later.
- **NRCS Plugin:** Compatible with all versions of Viz Mosart. The reworked clip search uses the Mosart server's real-time connection on Viz Mosart 5.16 and later; on earlier versions it falls back to the REST search, which needs the Mosart REST API key configured in the Configuration Tool.
- **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 Viz Mosart 5.16 or later, the first version that reports autotake state; on earlier versions the indicator is not shown.
- **Showmaker:** Viz Mosart 5.14.3 or later. Story properties, Show settings, automatic rundown deletion and story approval are administered by users with the Showmaker administrator role. Story properties sent to the MOS device are mapped in Viz Mosart under Newsroom Settings, Story External Metadata, on any Viz Mosart version.
- **Smart Panel:** showing **Time of Day** in the viewer's own time zone requires Viz Mosart 5.17 or later; against an earlier server it keeps showing the Mosart server's wall clock. The regional format setting works with any server. The **Pilot Edge Action Panel** widget needs a Viz Pilot Data Server that the operators' browsers can reach, and a Media Sequencer configured for the Web Apps when the widget sets the payout target.
- **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 for editing templates. The **Update server** button, which asks the running Mosart server to re-read the saved templates without restarting AV Automation, requires Viz Mosart 5.18 or later. 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](#).