Viz Pilot Edge Release Notes

Version 3.8



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  - C:\ProgramData\[Product Name]
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1 Viz Pilot Edge 3.8.0

Release Date: 2026-11-17

These are the release notes for Viz Pilot Edge and Template Builder versions 3.8.0. This document describes the user-visible changes that have been made to the software since release 3.7.0.

1.1 Release Highlights

Viz Pilot Edge 3.8.0 gives every installation its own look, brings map editing to the newsroom, and makes Template Builder a tool that both people and AI agents can build native templates with.

Styling lets an organization define named styles, with dark and light palettes, fonts and layout settings, and apply them system-wide or per template. Pilot Edge and Template Builder can match a channel's brand or a show's look without custom HTML.

Maps lets journalists place points, shapes and routes for Viz Maps graphics directly on a map in Pilot Edge, with location search, instead of typing coordinates.

Template Builder adds **panels**, buttons, labels and a component tree for building structured template layouts. A rewritten **Scene Manager** replaces the legacy one and handles large Graphic Hub folders faster. Template scripts can react to HTML fragment and HTML panel input, read the newsroom story and set the MOS playout channel.

As an experimental feature, Template Builder can be driven by **AI agents** through WebMCP, so an agent in Chrome can build, test and fix templates with the user in control.

1.2 New Features

1.2.1 Viz Pilot Edge

- Added map editing for **Viz Maps** fields (VPE-5693):
  - Geo points, GeoJSON shapes and GeoNav hop points are edited on a map, single or as a list in the multi-map editor.
  - Location search, and Streets as a map layer.
  - The Map Fragment Editor is built around hop points.
  - A simple editor for the maps configuration, and a maps language parameter in Data Server Config used for search and labels.
  - Inline GeoJSON is kept within Viz Engine's 64K text limit.
- Added preview of video clips in the *Search for Video* dialog and for a clip already assigned to a clip field, like in the Videos tab (VPE-6713).
- Added the URL parameter `hide-preview`, which starts Pilot Edge with the preview hidden. The user can still show it (VPE-6757).
- Added the Data Server Config settings `hide_media_tags` and `hide_template_tags` (Pilot Edge settings), which hide the tags drop-down in media search (images and videos, all search providers) and in template search (VPE-6791).

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1.2.2 Template Builder

- Added styling of templates (VPE-6650).
  - Styles are created, renamed, duplicated and deleted in **Tools > Style Editor**, with a live preview.
  - Each style has a dark and a light palette (canvas, primary, selected, danger and text color), a font family, font size, corner radius and grid size.
  - A style is applied in this order: the template style set by script with `vizrt.$pilot.styleEditor.templateStyle = "<name>"`, the URL parameter `$style=<name>`, the default style (**Set as Default** in the Style Editor, or **Default style** in Data Server Config, stored in `env-style`), and the built-in style.
  - HTML fragments use the style's colors.
- Added support for the MOS `ncsStoryRequest` message. When opened from the newsroom system, Pilot Edge requests the story, and template scripts read it from `$pilot.mos.story` (`id`, `slug`, `num`, `body`) (VPE-6763).
- Added an experimental **WebMCP** integration for AI agents (VPE-6657):
  - With `?features=webmcp`, Template Builder registers tools on `document.modelContext` for reading and editing fields, UI items, tabs, layout, script, scenes and settings, test running, and opening and saving templates.
  - Requires Chrome with WebMCP enabled (origin trial or flag) and HTTPS.
  - An Agent activity panel shows the agent's calls and can pause or stop it. Each agent change is one undo step, and a save after an agent changed the script asks the user to review the script.
  - With `?features=template-api`, the same operations are available to page JavaScript as `window.vizrt.templateBuilder`; `describe()` lists them.
- Added the **Panel** UI item, which groups fields and UI items in a row, a column or a grid with free positioning. Padding (including 0 px) and background color are configurable, and items are dragged in and out of panels (VPE-6599, VPE-6842, VPE-6872).
- Added the **Button** UI item, which calls `vizrt.onClick`, and the Label UI item (VPE-4694, VPE-4696).
- Added a **component tree** inside custom tabs. It lists the tab's items, including hidden items and panel children, selects an item for editing, and reorders items, which sets tab and z-order (VPE-6867).
- Added changing the type of scene fields, not only custom fields. Scene defaults are adapted to the new type (VPE-6783).
- Added copy and paste of layout items between browser tabs in Edit Layout. The clipboard is kept in local storage (VPE-6886).
- Added the event `vizrt.onDataChanged(key, value, oldValue)`, called when an HTML fragment input bound with `vizrt-input-name="$data.key"` changes a `$data` value. It is not called for the script's own writes, or when the script starts with a new `$data` (VPE-6839).
- Added a **messaging bridge** between HTML panels and the template script: `vizrt.onHtmlPanelMessage(message, panelName)` receives messages, and `vizrt.postHtmlPanelMessage(message, panelName?)` sends them. Requires payloadhosting 2.3.0 (VPE-6640).

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1.3 Improvements

1.3.1 Viz Pilot Edge

- Made it possible to drag a MOS item from the data elements list in browse mode when iframe drag is enabled (`iframe-drag` URL parameter). The item no longer has to be ready before the drag starts. The URL parameter `iframe-drag` replaces `saga-drag` , which no longer works (VPE-6733).
- Kept `continueCount` in the MOS XML when it is 0. Preview points now come from the director the Media Sequencer plays: `Default` when `use_all_directors` is off and for preset scenes, otherwise the director with the most stop keyframes. Template Builder uses the same rule (VPE-6854).
- Added `<objProxyPath techDescription="thumbnail-hd">` with an HD thumbnail from Preview Server to the MOS XML (VPE-6660).
- Added the Data Server Config setting `show_playout_instructions` (Pilot Edge settings) to hide the playout instructions. Template scripts override it with `$pilot.playoutInstructions.showPlayoutInstructions` (`"show"` , `"hide"` or `"useDefault"`) (VPE-6729).
- Added the Data Server Config setting **Themes** (`theme_modes` , Pilot Edge settings), which limits the themes users can switch between to **Dark and light** (default), **Dark only** or **Light only**; with one theme the theme toggle is hidden. Applies to Template Builder too, where the Style Editor then shows only that theme's palette (VPE-6642).
- Added a default duration per Mosart configuration. It fills an empty Mosart duration, and template scripts can override it (VPE-6747).
- Better utilization of header space: Kept the templates panel search toolbar (concept, tags, sort order, view mode) on one line (VPE-6822).
- Made clicking an empty area of the templates list deselect the template (VPE-6732).
- Showed a connection error with its reason when the backend cannot be reached at startup, instead of the missing license dialog. Applies to Template Builder too (VPE-6815).
- Sent the access token to the URLs listed in `trustedUrls` in `sso.json` , for example the update service, in addition to Pilot Data Server or Pilot Core Service. Only URLs on the Pilot Core Service origin are trusted; others are ignored with a warning. Applies to Template Builder too (VPE-6871).
- Updated the WebView bundled with **ShowEdge** to WebView2 Runtime 156.0.4314.50, which fixes CVE-2026-111497 (VPE-6877).

1.3.2 Template Builder

- Replaced the legacy Scene Manager with a rewritten one (VPE-6292):
  - The scene browser has a *Filter this folder* box, a case-insensitive filter on the names in the current folder.
  - Four view modes: a list and three thumbnail sizes.
  - Faster asset loading in large folders, and per-scene refresh of the thumbnail and control model.
  - Possibility to duplicate a concept including all variants or layers.

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    - Import all scenes in a concept from a different scene path.
- Added `$pilot.mos.itemChannel`, which sets the MOS `<itemChannel>` that the Viz Gateway uses as the playout channel in the Media Sequencer. It overrides the channel of the template category (VPE-6887).
- Saved the field values a script sets in `onBeforeSave` before it calls `vizrt.save()` (VPE-6681).
- Kept the template script running while editing the template. Renamed the run script controls (VPE-6738).
- Added `allowUpload` on image fields in scripting (`vizrt.fields.$image.allowUpload`), which allows or blocks image upload per field and overrides the system setting (VPE-6665).
- Added the Edit **Template Title dialog** for setting up the auto title, with the available fields listed beside the format box (VPE-6615).
- Made a template grow when an item is moved or resized to its bottom edge, so no filler item is needed (VPE-6299).
- Removed the context menu options that add UI items (HTML panels and fragments) to the All tab; UI items belong in custom tabs. Existing UI items in the All tab still work (VPE-6866).
- Visually marked scene control fields in the model tree (VPE-6824).
- Kept the sort order of the field tree, chosen by clicking a column header, in local storage (VPE-6752).
- Kept the operation header visible while scrolling in the Execution Logic editor (VPE-6850).
- Made it possible to import a Pilot Data Server export into Pilot Core Service. Template IDs are mapped to stable ULIDs, so a re-import overwrites the same template, and concepts and tags are reused by name (VPE-6764).

1.4 Fixed Issues

1.4.1 Viz Pilot Edge

- Fixed the preview arrows not stepping to an unnamed stop point at 0 (VPE-6751).
- Fixed *Search for graphics* doing nothing for a video wall set as overlay in the Videos tab (VPE-6756).
- Fixed the data element preview failing for video wall presets with Pilot Core Service (VAM) (VPE-6802).
- Fixed payload hosting failing with 401 when fetching the model with Pilot Core Service (VAM) (VPE-6825).
- Fixed a dynamic drop-down in a control list not resolving its JSON from a bound single-line text field (VPE-6821).
- Fixed a number slider flickering while a script is running. Applies to Template Builder too (VPE-6896).
- Fixed a "Monitor window timeout" error when reloading the page after the SSO token expired. Entra ID tokens are now renewed with a refresh token. Applies to Template Builder too (VPE-6462).
- Fixed the preview stretching scenes with a user-defined camera aspect ratio (Viz Artist: *Camera Aspect* set to *User*) to 16:9 since 3.7.0. When the scene's `default` format has no width and height, snapshot requests again use `stretch="uniform"` without a `<format>` element, so the scene is shown in its own aspect ratio. Applies to Template Builder too (VPE-6881).
- Fixed `vizrt.spellCheck()` failing with "Failed to parse URL from dictionaries/en_US.aff" when `vizrt-spellcheck-path` is not set or is a relative path. The path is now resolved against the page URL, so the default `dictionaries` folder and relative paths work. Applies to Template Builder too (VPE-6900).

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- Fixed that input fields from a scene with forced upper case did not respect the casing (VPE-6995).

1.4.2 Template Builder

- Fixed HTML fragments being rejected with "Unmatched tag found on line N" when a start tag spans several lines (VPE-6843).
- Fixed one-line `onCreate`, `onLoad` and `onAfterSave` handlers that return a value, such as `vizrt.onCreate = () => vizrt.fields.$x.value = "a"`, failing to compile since 3.7.0 (VPE-6852).
- Fixed the script unit count in the delete dialog not being updated (VPE-6630).
- Fixed the data element browser for a preset channel opening in design mode when used in run mode (VPE-6655).
- Fixed that new templates could not be previewed in Run Mode (VPE-6903).

1.5 Known Issues

1.6 System Requirements

1.6.1 Hardware

There are no known hardware limitations for Viz Pilot Edge and Template Builder, other than requirements stipulated by newsroom systems hosting the client. Though the web browser and its version can affect look and functionality inside the applications.

1.6.2 Software

Vizrt components tested with this release:

- Pilot Data Server 9.8.0
- Pilot Core Service 1.1
- Graphic Hub 3.9.3 (with Graphic Hub REST 2.9.3)
- Preview Server 5.0.0
- Media Sequencer 5.9.0
- Viz Artist 5.6.0
- Viz Engine 5.6.0
- Viz Mosart 5.13.0 (required for Timing Panel)

> **Note:** TGA image support requires a codec program like https://www.fastpictureviewer.com/codecs/, to be installed on the same machine as crop service.

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1.6.3 Browser

- Tested with Chrome Version 152.0.7977.66 (Official Build) (64-bit)
- Script Units require support for ES-modules in worker threads (module workers). This was added in Chromium/Chrome **80** (stable release Feb 4, 2020).

1.7 Newsroom Systems Used for Testing

- INEWS 2022.12 (8.2.0.42) (Tested with Show Edge and HTML newsroom plugin)
- ENPS 9.6.1.1144
- Octopus 12
- Avid MediaCentral Cloud UX 2025.10.x with the Traco plugin
- Saga
- Vizrt Showmaker

Most modern newsroom systems are expected to integrate with Vizrt software and Viz Pilot Edge. However, compatibility outside the systems listed above, was not verified for this release.

1.8 Authentication

Any newsroom system hosting Viz Pilot Edge in a modern, secure browser environment, should be able to utilize authentication. This requires:

- The newsroom web hosting environment is served out over HTTPS.
- The internal web browser is considered secure, when supporting the SubtleCrypto web API as specified here: https://developer.mozilla.org/en-US/docs/Web/API/SubtleCrypto. SubtleCrypto support is available starting Chromium/Chrome version 37.

1.8.1 Identity Providers Used for Testing

- Vizrt SSO / Keycloak
- Microsoft Entra ID
- Okta

1.9 Upgrading

When upgrading from a previous version of Viz Pilot Edge, the previous version may still be presented by the host browser for a short time due to client side caching. To prevent this, clear the host browser cache. If you are using the default Internet Explorer host, open Internet Explorer, press **CTRL + SHIFT + DELETE**, select *Temporary Internet files and website files* and click **DELETE**.

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1.10 Previous Versions

In accordance with the Vizrt Software Maintenance and Support Handbook, section *Software Lifecycle*, each major and minor version (for example 3.7) is supported for 24 months after the next major or minor version is released. During these 24 months, the previous version is supported for critical issues only. Minor and maintenance versions with fixes are released for the latest minor version only.

With this release, Viz Pilot Edge and Template Builder 3.7 are supported for critical issues only, until 2028-11-17.

At the date of this release, Viz Pilot Edge and Template Builder 3.0 and earlier, and Pilot Data Server 9.0 and earlier, are no longer supported.

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2 Documentation

Documentation for Viz Pilot Edge, Template Builder and related software is available at the Vizrt Documentation Center:

- Viz Pilot Edge User Guide
- Template Builder User Guide
- Pilot Data Server Administrator Guide

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3 Support

Support is available at the Vizrt Support Portal.

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