



Release Notes

Viz Libero 6.1.3



Release notes for Viz Libero 6.1.3

This document contains a list of references to the new features, fixed issues and additional remarks regarding a new release of Viz Libero.



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Viz Libero 6.1.3 Release Notes

Viz Libero 6.1.3 is a maintenance release. Please refer to the “What’s new in Viz Libero 6.1” document and the Viz Libero User and Administrator Guide for additional information on the new features added with Viz Libero 6.1.

New sports: Pro Kabaddi, Badminton

This release of Viz Libero brings support for Badminton and Pro Kabaddi. For Pro Kabaddi, the following field types are supported:

- Men & Junior Boys
- Women & Junior Girls
- Sub Junior Boys & Girls

Viz Engine 3.8.1 certification

Viz Libero 6.1.3 is certified with Viz Engine 3.8.1. If you’re using Live Engine Integration, it is highly recommended to upgrade to this version. The following issues have been fixed in Viz Engine 3.8.1 concerning Live Engine Integration:

- VIZENG-9458: Transparent graphics and graphics borders appeared too dark
- VIZENG-9643: Add regular texture sampling to spline strip, allowing for dotted freehand lines

Other improvements

- RZT-590: Improved antialiasing for graphics shown on the operator display (does not concern output quality)
- RZT-536: Fixes export for Virtual Presenter and Branded Graphics: The exported container positions were not correct
- RZT-540: Improved checks to make sure the Viz Engine configuration is correct
- RZT-535: Improved background fill for Tennis, Volleyball and Beach Volleyball
- RZT-566: Fix instability when trying to connect to the Viz Engine when installation is incomplete or Live Engine Integration is not licensed.

Live Engine Integration template scene changes

There have been several changes in the Simple graphics template scene deployed with Viz Libero for the Live Engine Integration. If you are using an unchanged Simple scene, you should just import the new scene from Viz Libero (see section “Updating the scene”).

In case you have modified the scene to use a custom design, you are encouraged to apply the same changes to your scene. For a list of changes, please refer to the separate document “VizLibero_6.1.3_SceneChanges.pdf”

Known issues in Viz Libero 6.1.3

Live Viz Engine Integration

- Viz Engine configuration files: When upgrading from VizLibero 6.1.1, changes made to the local Viz Engine configuration files will be lost. If you have made changes, it is recommended that you create a backup of the following files and restore them after installation:
 - C:\LV\Highlight\LiveEngineIntegration_SD_PAL.cfg
 - C:\LV\Highlight\LiveEngineIntegration_SD_NTSC.cfg
 - C:\LV\Highlight\LiveEngineIntegration_HD_720p.cfg
 - C:\LV\Highlight\LiveEngineIntegration_HD_1080.cfg
- Magnifier might have wrong aspect ratio in SD formats.

- Very long freehand lines might affect rendering performance.
- Restarting Viz Engine keeps hanging unless Viz Libero is restarted, too.
- Exporting videos to a slow target device (i.e. USB stick) might lead to duplicate frames.
- In Laptop configurations with a Hybrid Graphic setup (Integrated Intel graphics card and Nvidia card), the Viz Engine may take a very long time to start, leading to a failed connection from Viz Libero. Disable Hybrid Graphics and only use the Nvidia card to solve the problem.

Project compatibility

With Viz Libero 6.1.3 it is possible to open and play back projects that were created using Libero Highlight 5.0 and later. However, editing old projects might lead to instabilities in rare cases. Editing compatibility is only guaranteed backwards to Viz Libero 5.5.x.

Projects that are created using Viz Libero 6.1.0 and later can't be opened using Libero Highlight (any version) and Viz Libero 5.x or earlier.

When creating playlists with Live Viz Engine Integration, the scene may be switched to get a different design. Playlists created with Live Engine Integration cannot be properly displayed without Live Engine Integration though.

Installation Instructions

Installation Files Matrix

Depending which version of VizLibero you already have installed, some components will already be installed. See installation instructions on next page

	Installations	6.1.x → 6.1.3	6.0.x → 6.1.3	Without Live Viz Engine Integration	With Live Viz Engine Integration	Remarks	Installation File(s)
#1	Viz Libero 6.1.3	X	X	Required	Required	See Step 1: Install Viz Libero	<i>VizLibero-6.1.3.10981.msi</i>
#2	Viz Libero Application Data			Required	Required	See Step 1: Install Viz Libero	<i>VizLibero.ApplicationData.2015.02.20.msi</i>
#3	Bluefish video card driver		X	Required	Required	See Step 2: Driver installation or update	<i>BluefishDriver_5.11.0.23.zip</i>
#4	Nvidia graphics card driver	X	X	Required	Required	See Step 2: Driver installation or update	<i>353.82-quadro-grid-desktop-notebook-win8-win7-64bit-international-whql.exe</i> or <i>344.75-desktop-win8-win7-winvista-64bit-international-whql.exe</i>
#5	Viz Libero league files			Optional	Optional	Step 4: Install leagues	<i>VizLibero_6.0_Leagues.zip</i>
#6	Viz Engine 3.8.0	X	X	-	Required	See Step 5: Live Viz Engine Integration	<i>VizArtist.3.8.1.52783_64bit.msi</i> (32 bit version also available)
#7	Viz Engine Plugins Installer	X	X	-	Required	See Step 5: Live Viz Engine Integration	<i>VizLiberoPlugins.1.0.1.64bit.msi</i> (32 bit version also available)
#8	Viz Graphic Hub 2.4.2		X	-	Optional	Needed on stand-alone systems. See Step 5: Live Viz Engine Integration	<i>VizGraphicHub.2.4.2.42679.msi</i>
#9	Default graphic template scene	X	X	-	Required	See Step 5: Live Viz Engine Integration	<i>20151217_VizLibero_6.1.3_LiveEngineIntegration_Template_Simple.via</i>

Remarks

- If you already have a 6.x version of VizLibero installed, some components are already installed on your system. Look for the appropriate column to see which files you still need.
- Depending on the installation with or without Viz Engine integration, check the according column for required and optional components.
- To access the installation files, please contact your Vizrt Sports sales representative. You will be provided with credentials to access to download area.

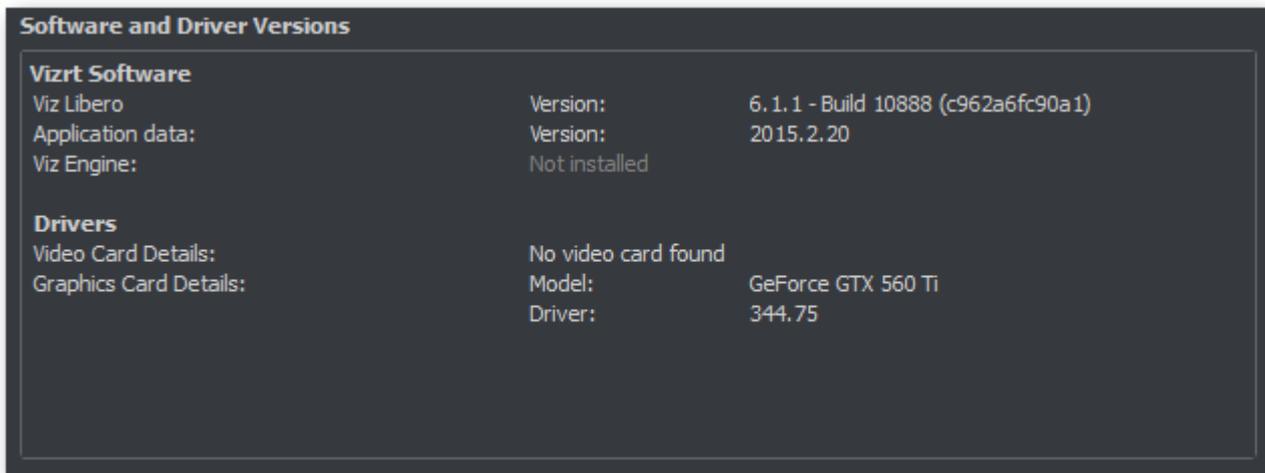
Step 1: Install Viz Libero

1. Run *VizLibero-6.1.3.10981.msi* file (#1) to install Viz Libero 6.1.3 in C:\LV\Highlight
2. Run *VizLibero.ApplicationData.2015.02.20.msi* file (#2) to update the Viz Libero Application Data in D:\LV_DATA.

Step 2: Driver installation or update

Run Viz Libero Administrator from the desktop. The section “Software and Driver Versions” tells you which software and driver versions are currently installed. In case the versions are not up to date, it will also tell you which versions are expected.

Example screenshot:



Viz Libero 6.1.3 requires the following drivers:

Hardware	Type	Driver / Firmware
Video Card	Bluefish SuperNova	Driver: 5.11.0.23 Firmware: 123
	Bluefish Epoch Horizon	Driver: 5.11.0.23 Firmware: 537
	Bluefish Epoch Neutron	Driver: 5.11.0.23 Firmware: 67
Graphics Card	NVidia Quadro cards	353.82
	NVidia GeForce cards	344.75

How to update Bluefish video driver to version 5.11.0.23

1. Unzip the *Bluefish_Driver_5.11.0.23.zip* file (#3) into C:\LiberolInstall\Drivers\Bluefish
2. Run ***InstallReleaseDriver64bitWin7Win8.bat*** from C:\LiberolInstall\Drivers\Bluefish\Bluefish.5.11.0.23\Driver
3. Reboot system

How to update Bluefish firmware

To see what kind of video card you have installed, look for the “Video Card Details” in Viz Libero Administrator. Run the firmware installer from *BluefishDriver_5.11.0.23.zip* according to your hardware:

Video Card	Firmware installer
Super Nova	Firmware\SuperNova\BlueFirmwareUpdate_SupernovaAndSPlus_2i2o_123.exe
Epoch Horizon	Firmware\Epoch_Create\BlueFirmwareUpdate_Epoch_Film_537.exe
Neutron	Firmware\Neutron\BlueFirmwareUpdate_Neutron_1i1o_V067.exe

After installation of the according firmware, shut down the computer, wait for 60 seconds, then turn it on again.

How to update the graphics card driver

To see what kind of graphics card you have installed, look for the “Graphics Card Details” in Viz Libero Administrator. Use the driver installer according to your hardware from component #4:

Graphics Card	Firmware installer
Quadro type	353.82-quadro-grid-desktop-notebook-win8-win7-64bit-international-whql.exe
GeForce typ	344.75-desktop-win8-win7-winvista-64bit-international-whql.exe

Step 3: Test Viz Libero installation

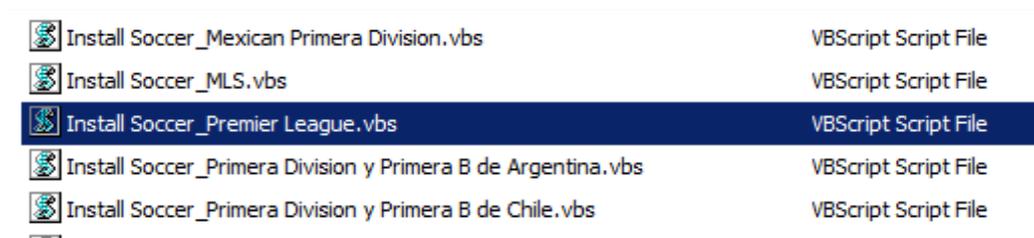
- Make sure you have a valid Viz Libero dongle
- Start *Viz Libero Administrator* and perform all tests to show three green labels (except possibly the Live Engine Integration). If driver checks fail, please install the required drivers (see Step 2 above)
- Start Viz Libero using the “Viz Libero” shortcut on the Desktop:



- Create a new project.

Step 4: Install leagues

Vizrt provides a set of leagues in the *VizLibero_6.0_Leagues.zip* (#5) package. To install a league, open the file *VizLiberoLeagues.zip*, then double-click on the league you wish to install on the system. This opens the league, team and player editor and imports the selected league.



You might get a security warning when opening the file. If this is the case, simply select “Open” from the dialog:



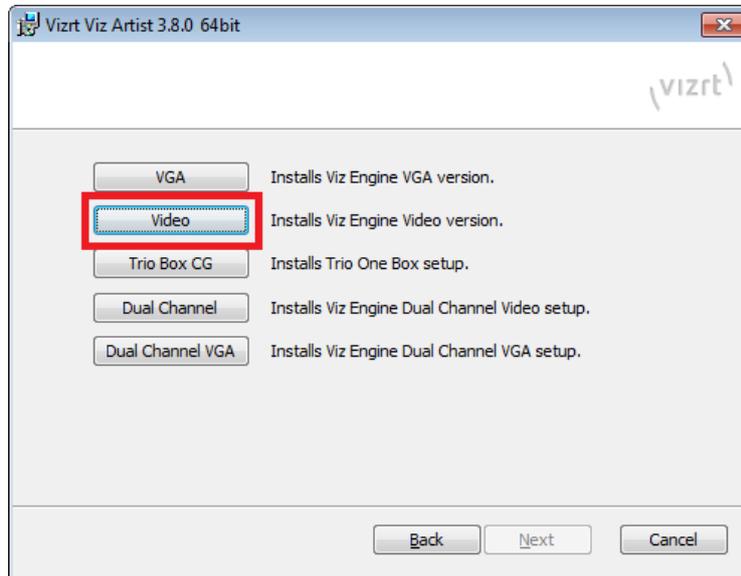
Note: There is also an installer “Install ALL_LEAGUES.vbs” which installs all provided leagues.

Step 5: Live Viz Engine Integration

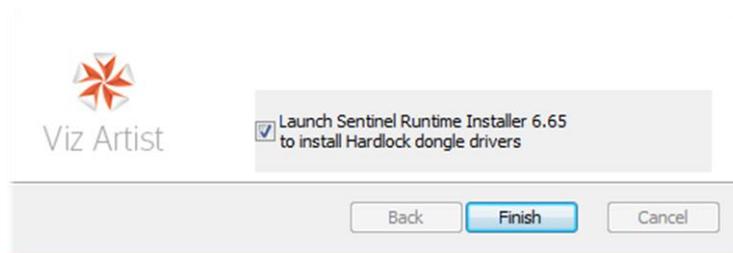
Note that this step is not required to run Viz Libero.

Install required components

1. Run *VizArtist.3.8.1.52783_64bit.msi* (#6) to install Viz Engine / Viz Artist.
Make sure you select **Video** version, otherwise keep the default settings.



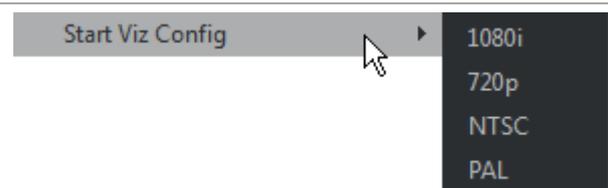
2. After the Viz Artist installation, install the Hardlock dongle drivers (optional if you already have installed it from a previous installation). Alternatively, the dongle drivers are provided in a separate installer HASPUserSetup.exe.



3. Install the plugins required to use Live Viz Engine integration by running *VizLiberoPlugins.1.0.1.64bit.msi* (#7)
4. Viz Engine requires Viz Graphic Hub to store the template scenes. Viz Graphic Hub can be installed locally or in a network as shared resource.
Run *VizGraphicHub.2.4.2.42679.msi* (#8) to install Viz Graphic Hub. Default installation settings are sufficient for using Live Engine Integration.

Configure Viz Engine

Since Viz Libero 6.1.1 the Viz Engine configurations are part of the Viz Libero setup. The Viz Engine is automatically started with the correct configuration when the user opens a project, so this step is not required for most setups.



Special configuration is therefore generally not required or recommended. In case you still need to modify the configuration, please start Viz Config using “Start Viz Config” from the Viz Libero Administrator’s menu. Live

Engine Integration requires several settings to be configured in a certain way to work correctly. Please refer to the Viz Libero Administrator Guide for details.

Starting the Viz Artist

Artist designing the scene for Viz Libero should use the “Start Viz Artist” option in Viz Libero Administrator. This will start this Viz Artist with the configuration deployed with Viz Libero. Once the Viz Artist is running, go to On Air mode and then start Viz Libero.

Note that you need a full Viz Artist license in order to start Viz Artist.

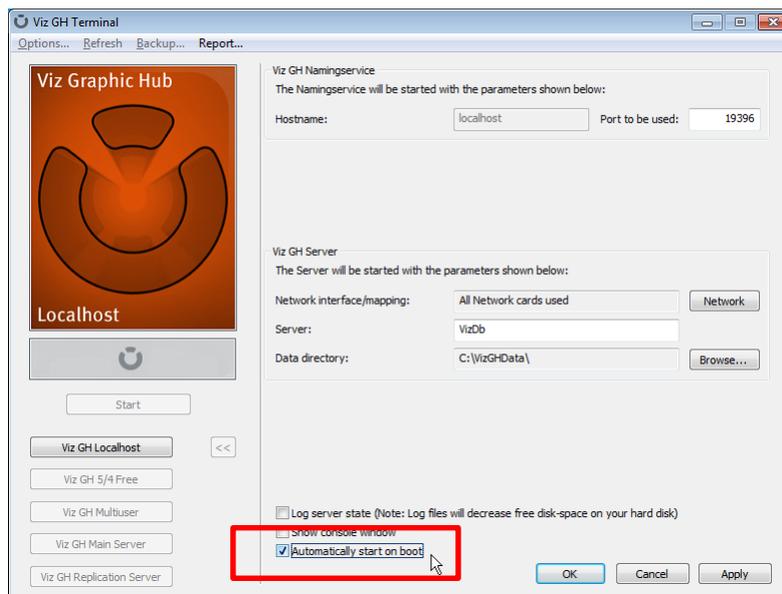
Setting up Viz Graphic Hub

For each design template, the Live Viz Engine Integration requires two Viz Artist scenes - one for the main and one for the front layer. Default templates are provided with Viz Libero, custom design templates may be created using Viz Artist (see User Guide for detailed instructions). The scenes must be imported into Viz Graphic Hub once.

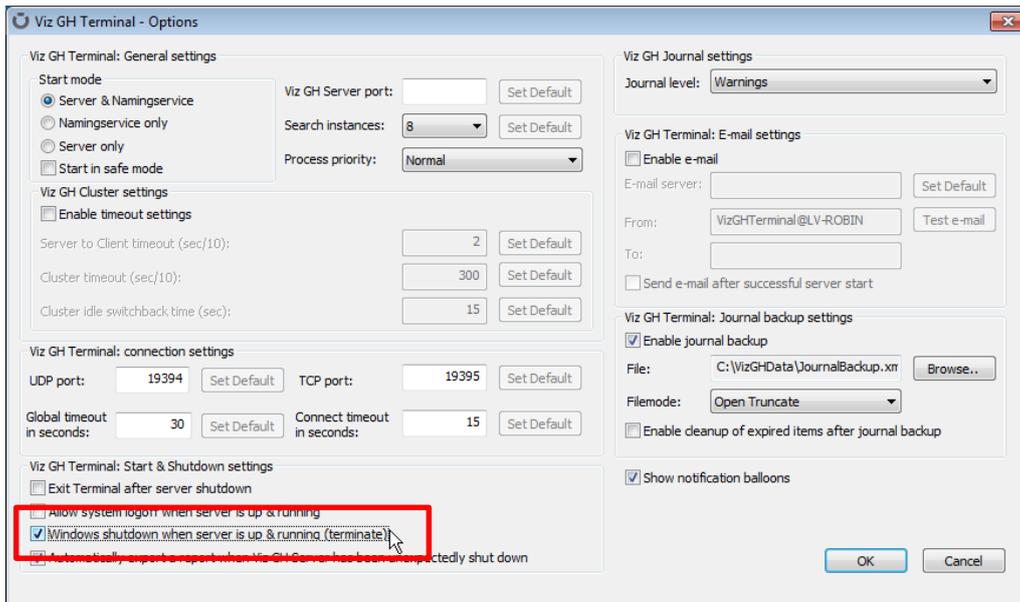
Note that Viz Graphic Hub must always be running while working on Viz Libero with Live Viz Engine Integration.

The following instructions describe how to set up and configure Viz Graphic Hub on a local machine.

1. Start the Viz GH Terminal hub from the taskbar by clicking in this icon: 
2. Configure Viz Graphic Hub to automatically start on boot (optional)



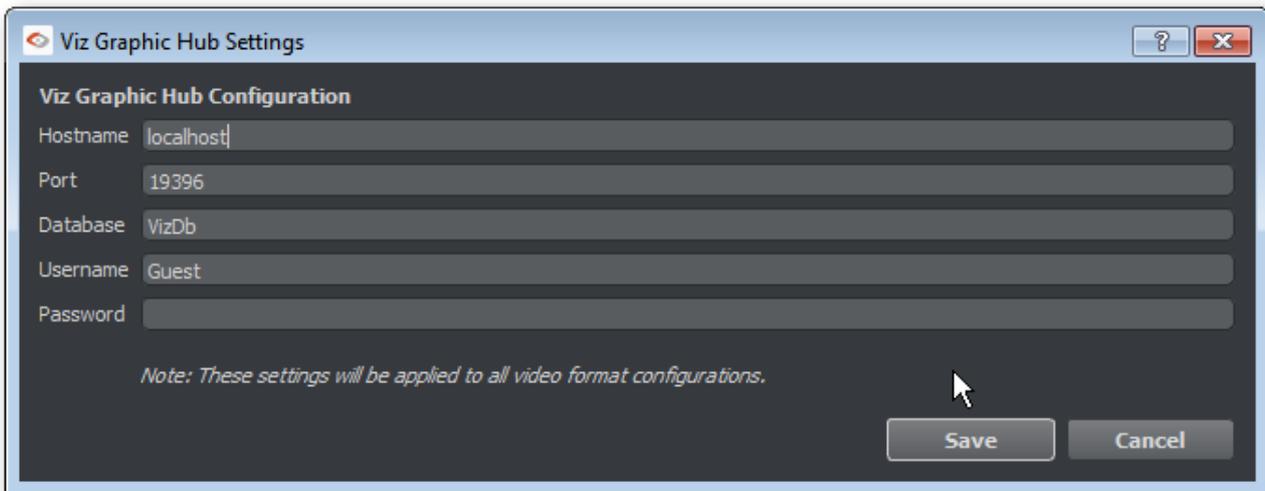
3. Configure Viz Graphic Hub to allow shutdown when server is up and running from the Options menu (optional). If you don't select this option, you will have to manually shut down Viz Graphic Hub before shutting down the system.



4. Start Viz Graphic Hub by clicking on “Start”

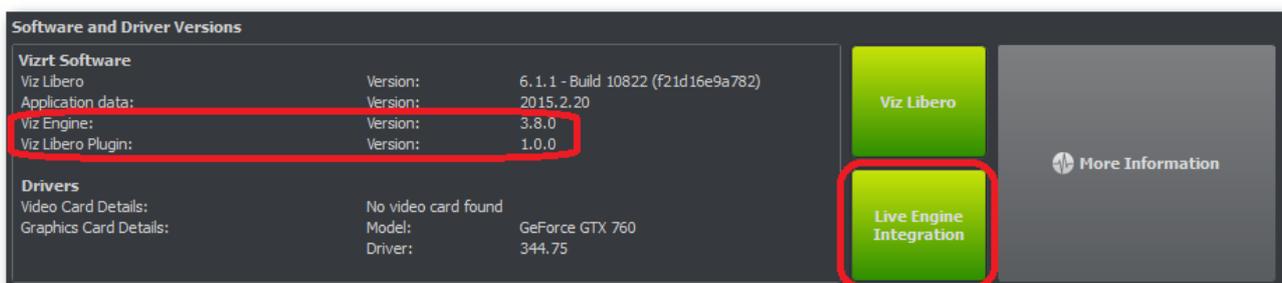
Running Viz Graphic Hub on a remote server

The configuration files deployed with Viz Libero assume that Viz Graphic Hub is running on the local machine. In case your Viz Graphic Hub is running on another machine, use the Option “Setup Graphics Hub” from Viz Libero Administrator. This will change the settings in all deployed configuration files.



Test Live Viz Engine Integration

After installing all required components, start the Viz Libero Administrator. It will tell you if the required components were found on the system.



Starting with Viz Libero 6.1.1, the Viz Engine is started automatically when loading a project. Therefore you can start Viz Libero using the Viz Libero Shortcut on the desktop for both with and without Live Engine Integration.

1. Start Viz Libero using the “Viz Libero” shortcut on the Desktop:

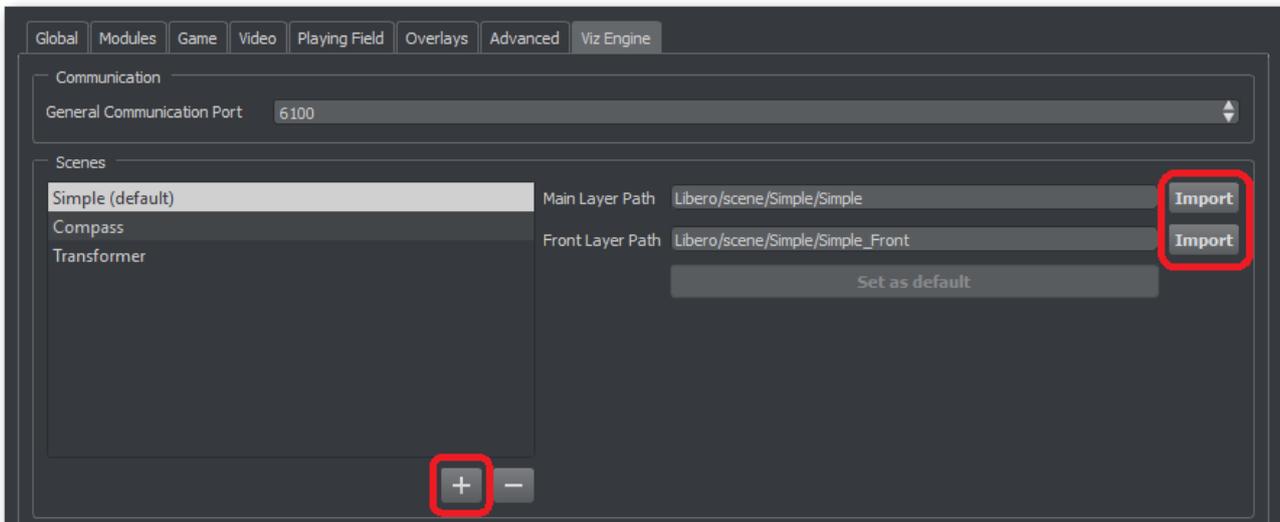


When the Viz Engine is installed, Viz Libero will automatically start the Viz Engine with the correct configuration in the background.

Unless you're a designer working directly with Viz Artist, you don't ever have to start the Viz Engine yourself.

2. Create a new project.
3. If Viz Graphic Hub does not contain the default scenes yet, Viz Libero will ask you to import the scenes. Download the design template scenes (#9) and import the scenes by selecting the appropriate *.via file.
4. To use custom scenes, select Viz Engine → Configuration from the menu and add a new scene alias by using the “+” button. For each layer, use the import button to load the according scene into Viz Graphic Hub.

Note: If a scene is not available on Viz Graphic Hub, Viz Libero will ask to import it when connecting to Viz Engine.



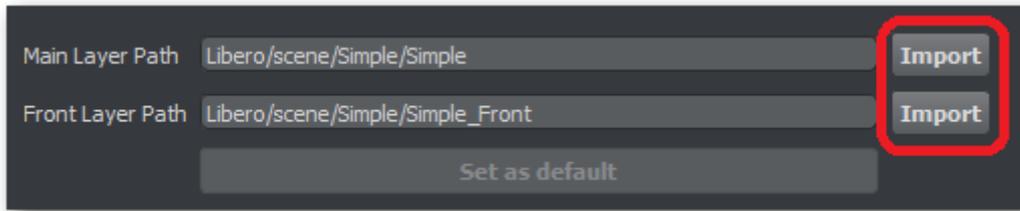
5. Create a Clip and add some graphics which should appear in the new design. The information box in the upper left corner will show you if you're connected to Viz Engine:

Mode	3D
Timecode	16:18:37:22.
Time to End	14.06
Next Stop	04.06
Viz Engine Rendering	Connected
Frame Info	3D frame, Stop point

Updating the scene

Several issues have been fixed in the simple scene in 6.1.3. When updating from Viz Libero 6.1.x, please make sure you also update the scene when upgrading your system. To upgrade the scene, import both the front and main layer in the Viz Engine settings from the file

VizLibero_LiveEngineIntegration_Template_Simple_200151217.via (#9)



Installation on systems without a Bluefish video card

For systems without a Bluefish video card, i.e. laptops, please follow instructions in a separate installation guide that can be requested from your Vizrt contact person.