



# Viz Arc Release Notes

Version 1.4





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### **Created on**

2021/06/30

# Contents

1	Viz Arc 1.4.0.....	5
1.1	New Features .....	5
1.1.1	Support for Viz One .....	5
1.1.2	Support for Viz Engine .....	5
1.1.3	New Preset Action Controlling Unreal 4.26 Presets .....	5
1.1.4	Fusion Keyer Support.....	6
1.1.5	New Actions.....	7
1.1.6	Support for Monogram .....	8
1.2	Known Issues.....	9
1.3	Fixed Issues.....	9
1.4	Compatibility Notes .....	9
2	Documentation .....	11
3	Support .....	12

- [Viz Arc 1.4.0](#)
  - [New Features](#)
  - [Known Issues](#)
  - [Fixed Issues](#)
  - [Compatibility Notes](#)
- [Documentation](#)
- [Support](#)

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# 1 Viz Arc 1.4.0

**Release Date:** 2021-06-30

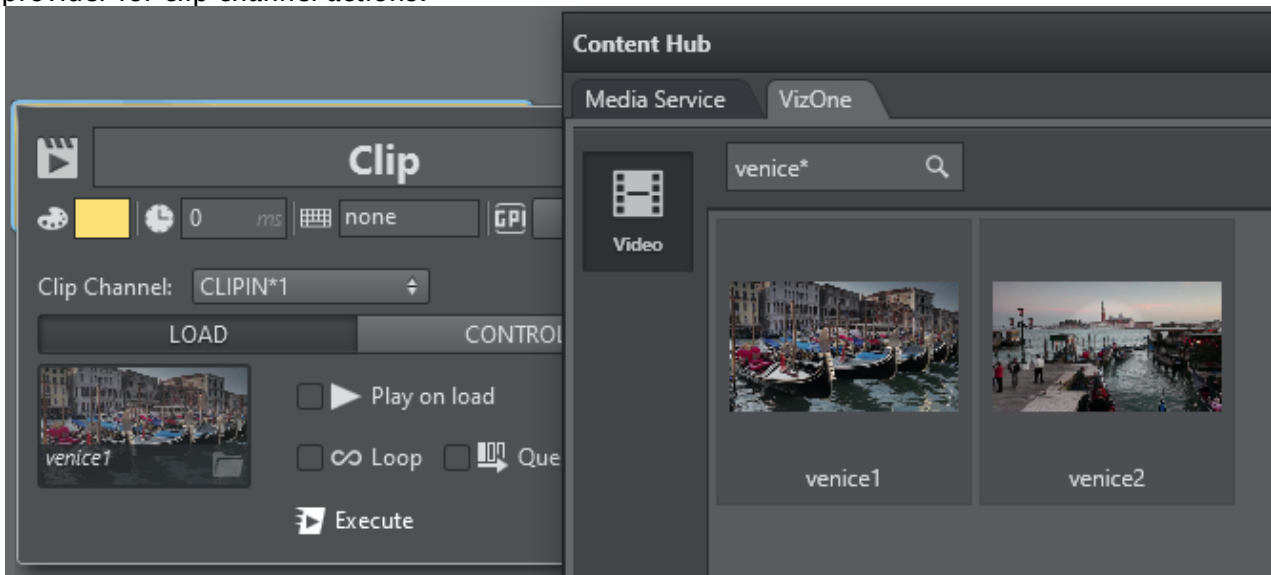
These are the release notes for Viz Arc version 1.4.0. This document describes the user-visible changes that have been made to the software since Viz Arc 1.3.0.

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## 1.1 New Features

### 1.1.1 Support for Viz One

Viz One can be used within any image assets as a source provider for images and as a clip provider for clip channel actions.

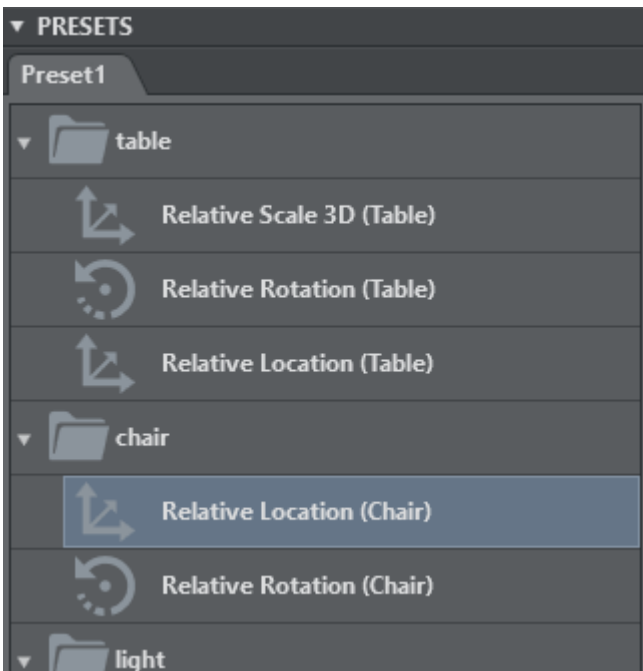


### 1.1.2 Support for Viz Engine

- Support for new Fusion Text in Viz Engine 4.3.
- Support for new SMURF Viz Engine output.

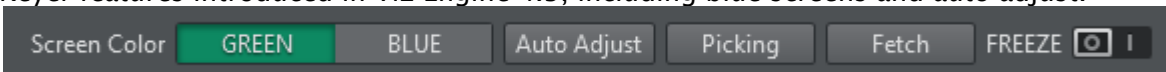
### 1.1.3 New Preset Action Controlling Unreal 4.26 Presets

Unreal Engine 4.26 introduced a new way of exposing scene properties through presets which can be controlled from Viz Arc.



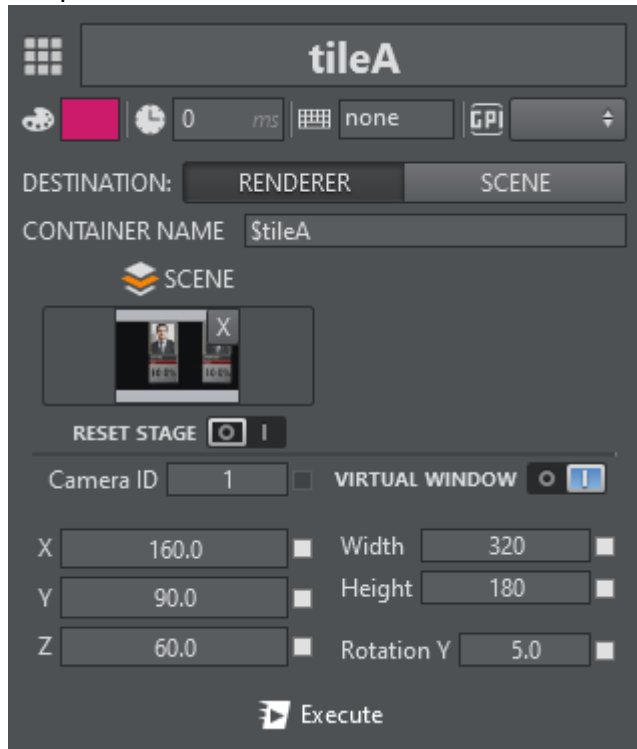
### 1.1.4 Fusion Keyer Support

Added support for blue screens and auto adjust in the Fusion Keyer action. Support for new Fusion Keyer features introduced in Viz Engine 4.3, including blue screens and auto adjust.

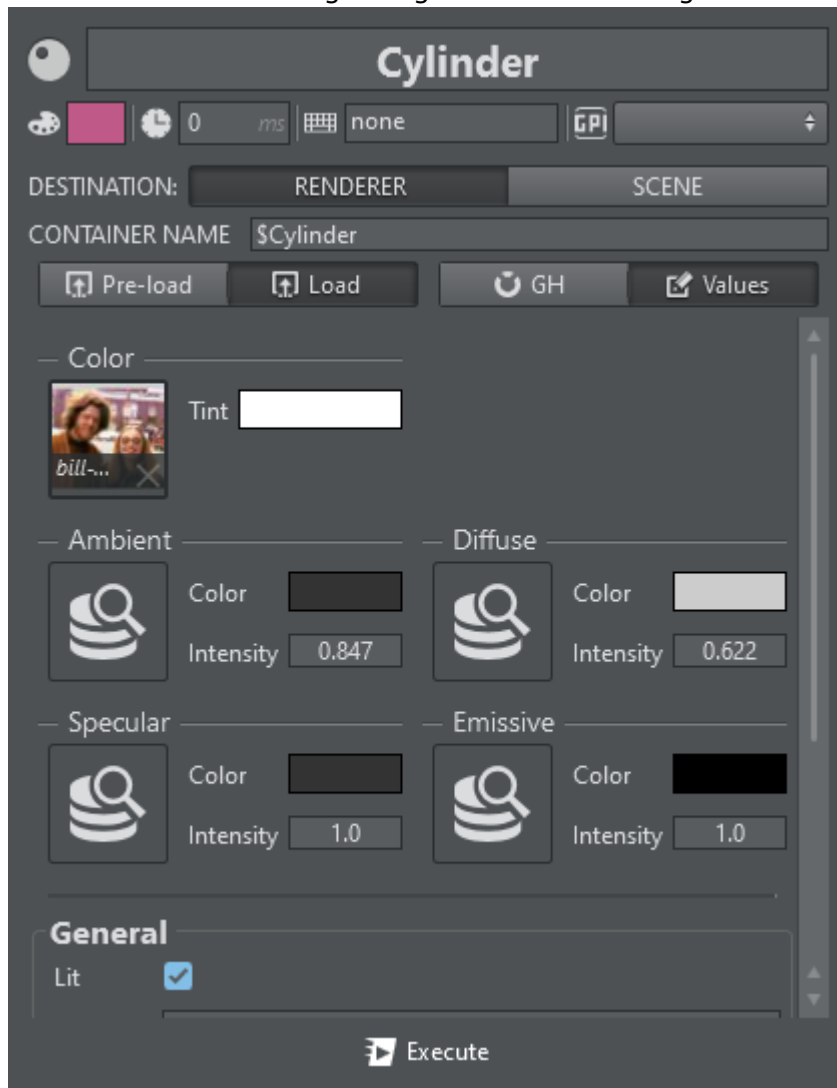


## 1.1.5 New Actions

- New action for controlling the Viz Engine viewport plug-in, easing control of virtual window setups.



- New action for controlling Phong materials in Viz Engine 4.3.



### 1.1.6 Support for Monogram

Support for monogram consoles. When used in conjunction with an orbiter module, it can be used to control PTZ NDI cameras.






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## 1.2 Known Issues

- SHM output does not work when using Viz Engine <= 4.2 in non-Matrox Mode using the Viz Engine Fusion Render Pipeline.
- When used together in a Viz Arena set-up, there is a potential issue with keying data is not updating anymore on the Viz Engine when sent from Viz Arena. In such a case, configure additional UDP port for Shared Memory communication or increase the *smm\_thread\_count* in the Viz Engine configuration.

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## 1.3 Fixed Issues

- Added support for Media Service versions newer than 2.3.3.

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## 1.4 Compatibility Notes

Viz Arc 1.4.0 is compatible with:

Product	Version
Viz Engine	3.12 and newer, Viz Engine 4.x.

<b>Product</b>	<b>Version</b>
<b>Viz Virtual Studio</b>	1.1.0 and newer.
<b>Unreal Engine</b>	4.24.x, 4.25.x, 4.26.x.
<b>Graphic Hub REST</b>	2.0.3 and newer.
<b>Media Sequencer</b>	3.0.0 and newer.
<b>Coder</b>	2.3.1 and newer.
<b>Viz Pilot Data Server</b>	8.1.0 and newer.
<b>Media Service</b>	2.3.3 and newer.

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## 2 Documentation

Documentation for Viz Arc is available at the Vizrt Documentation Center:

- [Viz Arc User Guide](#)
- [Viz Arc Script Guide](#)

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## 3 Support

Support is available at the [Vizrt Support Portal](#).