



# Viz Plug-in Release Notes

Version 4.2



Viz Engine



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### **Created on**

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# 1 Viz Plug-Ins 4.2.0

**Release Date:** 2020-12-04

These are the release notes for Viz Plug-ins version 4.2.0. This document describes the user-visible changes that have been made to the software since release 4.1.0.

**i Information:** Viz Weather plug-ins are not yet included and need to be installed separately by installing the latest released Viz Weather Version.

This document includes the Release Information for:

- Viz Artist (Basic) Plug-ins
- DataPool Plug-ins
- Socialize Plug-ins
- PixelFX Plug-ins
- Maps Plug-ins

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## 1.1 Installer Notes

### 1.1.1 General

The Software ships with a bundle installer containing all necessary components. It is recommended to use the bundle installer when setup needs to be done manually.

- The basic plug-ins are installed by default, all other plug-in packages are optional.
- Softclip comes in 32-bit (default) and 64-bit versions. To use the 64-bit version, replace the file *Softclip.vip* in *\plugins* with the one from the subfolder *%ProgramFiles%\Viz3\plugin\disabled*.
- Maps plug-ins 4.2.0 installation requirements:
  - For playout of maps scenes, installing Maps plug-ins 4.2.0 is sufficient.
  - If the Maps client (new and classic) should be able to be launched from the plug-ins in Viz Artist then the corresponding client major version matching to the used World Server major version (above version 17.0) needs to be installed **prior** to installing the Maps plug-ins.
  - The lowest supported client version is World Server 17.0.
  - There is no way to launch a client with Viz Engine 4 Maps Plug-ins if the configured World Server major version is 16.0 or lower (there the old Viz World Client, which installs the plug-ins, must be used with Viz Engine/Artist 3.X)

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## 1.2 Upgrade Notes

- The path for the DataPool related files has been set to *%\ProgramData%\vizrt\VizEngine\DataPool*.

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## 1.3 New Features

### 1.3.1 Basic Plug-ins New Features

- New implementation of Browser plug-in for better compatibility.

### 1.3.2 Maps Plug-ins New Features

- New parameters for adding an offset in x and/or y for 2D label plug-in.
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## 1.4 Bugfixes

### 1.4.1 Basic Plug-ins Bug Fixes

Summary	Key
Path of <bgfx:backgroundscene> gets corrupted if it is not prefixed with SCENE*	VIZPL-1404
RFXSmoke particles are not drawn	VIZPL-1377
BrowserCEF touch gestures only work after disconnecting/connecting the touch screen	VIZPL-1082

3 issues

### 1.4.2 DataPool Plug-ins Bug Fixes

Summary	Key
DataReader rounds numbers over 1.000.000	VIZPL-1332
Can't change UDP port in DataPool scene plugin once scene is saved	VIZPL-1315

2 issues

### 1.4.3 Socialize Plug-ins Bug Fixes

Summary	Key
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No issues found

#### 1.4.4 PixelFX Plug-ins Bug Fixes

Summary	Key
No issues found	

#### 1.4.5 Maps Plug-ins Bug Fixes

Summary	Key
Invalid function parameter detected error when loading Maps scene	VIZPL-1395
Locator Map not showing correct location, error in console window	VIZPL-1369
2DLabel rendered incorrectly	VIZPL-1345
3 issues	

## 1.5 Changes

### 1.5.1 Basic Plug-ins

- VideoWall plug-in was renamed to Presets. The location moved from Scene plug-ins > MSE to Scene plug-ins > Control.

## 1.6 Known Issues

### 1.6.1 Basic Plug-ins Known Issues

- On Dualchannel setups, the Browser plug-in causes performance impacts on second (or higher) instance.

- RTT Shaders consume about 300-400 MB of RAM once they are initialized. If you do not use them or if you don't own a license, it is recommended to disable the plug-ins in the configuration panel in section **Plugins** (VIZENG-10224).
- Softclip: Lagarith Codecs are playing slower on Windows Server Operating Systems. This issue can be solved by enabling **Use Multithreading** option in Lagarith codec configuration.
- The size of certain plug-ins with custom UI (like RealFX, TextFX) do not automatically fit into the new Viz Artist panels, they need to be resized manually.

## 1.6.2 Socialize Plug-ins Known Issues

- Viz Engine can't access mapped network shares on Windows 10 for security reasons. If media files are stored on a network share, please be sure to enable Network Linking in Viz Configuration (**Local Settings**).
- Trio 3.x and Viz Artist (UI) do not have full Unicode support yet (e.g. not all Emojis can be set by these control applications).

VLC plug-in requires some additional steps:

- Download the archive from VLC: <http://download.videolan.org/pub/videolan/vlc/2.2.6/win64/vlc-2.2.6-win64.zip>. Extract the zip file and copy all files from:

Copy from	Copy to
<i>vlc-2.2.6\plugins</i>	<Viz4Directory>\plugins
<i>vlc-2.2.6\lua</i>	<Viz4Directory>\lua

## 1.6.3 Maps Plug-ins Known Issues


- When freezing a Map including Pyramids in CWMClient, Hop scenes no longer work (VIZPL-45).

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## 1.7 Supported Hardware And Software

This software has been tested to run on:

- Windows Server 2019
- Windows 10 (LTSC 1809)

 **Note:** Only English Operating System(s) are supported.



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## 2 Documentation

Documentation for Viz Plugins, Viz Artist and Viz Engine are available at the Vizrt Documentation Center:

- [Viz Artist User Guide](#)
- [Viz Engine Administrator Guide](#)

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## 3 Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz application prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Viz Graphic Hub database software locally.

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## 4 Support

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