

Viz Arc Release Notes

Viz Arc

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1 Viz Arc 1.2.2

Release Date: 2020-12-15

These are the release notes for Viz Arc version 1.2.2. This document describes the user-visible changes that have been made to the software since release 1.2.1.

1.1 Bug Fixes

- Text encoding issues when sending non-ascii text to the Unreal Engine (ARC-49)
- Font Family displayed scrambled for non-latin font family names in scripting property UI (ARC-37)
- Font size of radio script input UI element was ignoring font size property (ARC-38)
- Control Objects set by the SetControlObject method were not evaluated on still preview (ARC-41)
- Reduced CPU usage when visualizing video preview
- Improved picking performance of the MZ Chroma Action
- Removed bold font style of actions in on-air mode; it now uses the same font style as in builder mode.
- Fixed still preview of templates when the preview engine was remote
- Visibility Action did not work properly in the favorites canvas

1.2 Known Issues

- SHM output does not work when using Viz Engine 4 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 no longer updating on the Viz Engine when sent from Viz Arena. To fix this, configure additional UDP port for Shared Memory communication or increase the *smm_thread_count* in the Viz Engine configuration.

2 Viz Arc 1.2.1

Release Date: 2020-07-31

These are the release notes for Viz Arc version 1.2.1. This document describes the user-visible changes that have been done to the software since release 1.2.0.

2.1 Bug Fixes

- Application window position and size not persistent after application restart.
- Missing UI on playlist for Telemetrics and NDI action.
- PBR material texture rotation value read incorrectly on initialization. Fixed its default value.
- Changed erroneous "simplified" Chinese label to "traditional" Chinese in UI language selection (ARC-36).
- CodeMeter error message crashed application on start-up when (required) CodeMeter installation was missing (ARC-40).
- Increased time-out for snapshot fetch for remote chroma key picking (ARC-39).
- ControlObjects that were declared in the ControlObject channels were ignored and resulted in a crash when parsed.
- Fixed issues when duplicating a template action when ControlObjects had a certain structure.
- Avoid connecting to TCP SMM port when UDP port was configured (VIZENG-23710).

2.2 Known Issues

- SHM output does not work when using Viz Engine 4 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.

2.3 Compatibility Notes

- Added support for Unreal Engine 4.25.x.

3 Viz Arc 1.2.0

Release Date: 2020-04-07

These are the release notes for Viz Arc version 1.2.0. This document describes the user-visible changes that have been done to the software since release 1.1.0.

3.1 New Features

- NDI Actions to control PTZ cameras:
 - Remote control of the PTZ camera.
 - Define preset positions for a PTZ camera.
 - Recall preset positions through the NDI action.
- Native NDI sources input support.
- Support for MIDI devices through scripting.
- Extended PBR Material Action:
 - Additional control of Viz Engine material, such as: Tiling, Angle, UV Transform, Scaling, Offset.
 - Browsing for stored PBR materials on Graphic Hub and triggering them.
 - Browse for local files as textures.
- Launch Unreal Engine and UE projects remotely from Viz Arc.
- Multilingual support:
 - Support for languages including: Chinese, Japanese, Arabic, Hebrew.
 - Special care for right-to-left languages.
- Support for JavaScript modules and script debugging capabilities.
- Added Color Correction controls to Fusion Keyer.
- Option for smaller action buttons.

3.2 Key Features

- Control AR and virtual sets.
- Mapping AR graphics on floor plan.
- Import Viz Artist and Unreal Engine 4 templates.
- Control multiple Viz Engines.
- Keyer controls and fine tuning tools.
- Trigger multiple functions by command buttons.
- Easy custom configuration.
- Configure without additional tools.
- Communicate with tracking devices.

3.3 Known Issues

- SHM output does not work when using Viz Engine 4 in non-Matrox Mode using the Engine 4 render pipeline.

3.4 Compatibility Notes

Viz Arc 1.2.0 is compatible with:

- Viz Engine 3.12 and newer, Viz Engine 4.x.
- Viz Tracking Hub 1.1.0 and newer.
- Unreal Engine 4.21.x, 4.22.x, 4.23.x, 4.24.x.

- Viz Graphic Hub REST 2.0.3 and newer.
- Viz Media Sequencer 3.0.0 and newer.
- Viz Coder 2.3.1 and newer.
- Viz Pilot Data Server 8.1.0 and newer.

4 Documentation

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

- [Viz Arc User Guide](#)¹
- [Viz Arc Script Guide](#)²

¹ <http://documentation.vizrt.com/viz-arc-user-guide/1.2>

² <http://documentation.vizrt.com/viz-arc-script-guide/1.2>

5 Support

Support is available at the [Vizrt Support Portal](#)³.

³ <https://community.vizrt.com/>