



Viz Arc Release Notes

Version 1.2





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1 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.

1.1 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).
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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 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 Compatibility Notes

- Added support for Unreal Engine 4.25.x.

2 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.

2.1 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.
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2.2 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.

2.3 Known Issues

- SHM output does not work when using Viz Engine 4 in non-Matrox Mode using the Engine 4 render pipeline.
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2.4 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.

3 Documentation

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

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

4 Support

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