



Viz Artist Release Notes

Version 4.0



Viz Artist



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Created on

2019/08/20


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1 Viz Artist 4.0.0

Release Date: 2019-08-19

These are the release notes for Viz Artist version 4.0.0. This document describes the user-visible changes that have been done to the software since release 3.14.0.

 **Note:** Viz Engine maintains its release notes in a separate document starting from version 3.12.0.

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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.


- Viz Artist is now installed in *C:\Program Files\Vizrt\VizArtist*.
- Visual C++ Redistributable files and the Hardlock Dongle driver are not part of the msi-setup file anymore. These files are now installed with the bundle setup application (VIZENG-13210, VIZENG-12629, VIZENG-12701).
- The new bundle setup application installs or upgrades Viz Artist together with its required Visual C++ Redistributable files (VIZENG-12936, VIZENG-13804).
- Starting with 4.0.0 Viz Artist has a dedicated MSI installer, which is part of the bundle installer.
- All files contained in the bundle setup application can be extracted using the `/dump` commandline option. This creates a sub-folder where the files are extracted (VIZENG-13020).
- Multiple installations of Viz Artist are not supported.
- The installer automatically upgrades (replaces) any existing Viz Artist 3.x installation. However, downgrading is currently not supported (VIZENG-7098).

- The installer package is digitally signed (VIZENG-7378).
- The user account must have *SeCreateGlobalPrivilege* (SE_CREATE_GLOBAL_NAME) enabled.

1.1.2 Windows

This software has been tested to run on the following systems:

- Windows Server 2016
- Windows 10 (64-bit).

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

- It is recommended to install the latest Windows Security Updates and Patches, except Nvidia and Hardlock updates.
- Windows 10/Server 2016 is required.
- Dot.NET Framework 4.5 or higher is required (VIZENG-6036).
- Minimum Windows Installer version is now 5.0.0.
- To run Viz Artist/Viz Engine without Administrator privileges, you need to grant the following permissions:
 - *SeIncreaseBasePriorityPrivilege*
 - *SeCreateGlobalPrivilege*
 - *SeCreatePagefilePrivilege*
 - *SeIncreaseWorkingSetPrivilege*

1.1.3 Windows

- Network shares are not accessible from within Viz Artist when UAC is enabled or when running on Windows 10. The Viz Configuration page **Local Settings** has been extended for enabling Network drive linking (VIZENG-15594, VIZENG-15319).

1.1.4 UAC

- Viz Artist 4.0 is UAC aware. Log-files and additional files are stored in *%VIZ_PROGRAMDATA%*, which defaults to *%ProgramData%\vizrt\VizArtist*. Configuration-files and profiles are stored in *%ProgramData%\vizrt\VizEngine*. Temporary data is stored in *%VIZ_TEMPDATA%* which defaults to *%TMP%\vizrt\VizEngine*. The default value can be changed in *viz.cmd* or on the command line of *viz.exe*.
- Starting Viz Artist shows a UAC popup for *VizStarter.exe* (VIZENG-8683).

1.2 Upgrade Notes

- Viz Artist is now started by the Engine process and not by command file anymore. If you start *viz.exe* and *VizGui.exe* independently, the **Restart Current** option fails.

1.3 Known Issues

Summary	Key
"Auto grab focus" state saving/restoration may not work as expected and requires manual interaction.	VIZART-1419
"Views" panel shows camera 1 on all windows	VIZART-1139
Add VizOne browser to Artist	VIZART-1105
Adding properties by drag and drop to the scene editor for Multi Selected Objects (Material, etc) does not work	VIZART-1456
After Effects Import dialog needs improvement	VIZART-169
After Effects Import: No visual hint that import is still running	VIZART-1632
Audio Channel Configuration needs too many mouse clicks	VIZART-1518
Audio clip from GH cannot be dragged to stage	VIZART-1520
Clamping of power value for grid in Dynamic Texture is wrong	VIZART-1863
Combo box in Media Asset Property sheet can not be clicked	VIZART-1583
Config/Authentication, not able to enter IP names and unnecessary message "The item ... already exists..."	VIZART-1455
Configuration->Communication->Rest Webservice shows port 0 as default	VIZART-1508
Container name is unreadable when dragging a plugin to scene tree	VIZART-1785
Copying an object name is not working	VIZART-1244
Crash when switching away from import perspective while importing	VIZART-1764
Deleting multiple images takes far too long	VIZART-560
Display "M" cursor indication when multiselection is needed	VIZART-1537
Emojis are not displayed properly in text editor	VIZART-1753
Enable/disable of a container can take a long time and may render Viz Artist unresponsive.	VIZART-1248
Engine sets VGA_PREVIEW SET 0 then 1 in post production panel	VIZART-1806
Expand and collapse scenetree with a single click is missing	VIZART-1628
Favorites do not show icons for GH assets, do not accept new Viz 4 types	VIZART-1869
Font variants not shown - no update	VIZART-1811
Forbid dropping certain plugins to an empty space in the scene editor	VIZART-1808

Freetext Search Progress bar does not show found items	VIZART-1468
GUI flickering when switching workspaces or moving between scene editor and onair	VIZART-1766
Image export does not allow to export to drive root	VIZART-1679
Import of archives in Engine On Air mode is not working.	VIZART-1874
Incorrect draggable labels in Audio builtin->Manual->Channel	VIZART-1779
Input fields can loose focus and can not be edited afterwards	VIZART-1838
Layermanager needs improvement on visibility	VIZART-1616
Lens File editor: default size to small	VIZART-104
Locked / proportional mode missing in generated plugins spinbox groups	VIZART-1775
Locked size widgets lead to massive jitter effects and stop working if scaled to 0% once	VIZART-1484
Media Asset Editor (Stream channel), setting repeat mode seems to have no effect	VIZART-1531
Media Asset transformation: setting relative center doesn't work as intended	VIZART-1570
Media Asset transformation: superchannel initial/default/maximum size is wrong when output size != 1080p	VIZART-1562
Moving a project from Level 2 to Level 1 in GH tree not possible	VIZART-1693
No Messages on Font import	VIZART-1822
OEM info missing in titlebar if config is started in OEM mode	VIZART-1804
Paste does not work in scene save dialog	VIZART-1802
Path to Configuration Profiles is incorrect	VIZART-1646
Properties can not be dragged to scene editor objects	VIZART-1816
Remove shader tab for V4 renderer	VIZART-1814
Renaming files on Graphic Hub not working with Context Menu	VIZART-1657
RenderGraph: vec3 edit for lift/gamma/gain	VIZART-1845
Rendergraph always resets view when reopening	VIZART-1759
Right click for large factor kerning not working	VIZART-1702
Scene Default Values configuration page show incorrect black Background Color	VIZART-1420
Scene Tree: Multi Renaming not working	VIZART-1214
Scene close button not disabled when in front/back layer	VIZART-1588
Scene editor renders white on SCENE_EDITOR SET_OBJECT	VIZART-1725

Scene lock dialog can appear in background	VIZART-1741
Scene tree Sort needs improved spacing	VIZART-1555
Scene tree is not updated when generated plugins add child containers	VIZART-1533
Script editor shows misleading tooltips	VIZART-1101
TCL/TK postrenderer too small to select directory	VIZART-1856
Text affects are not updating in GUI	VIZART-1732
Textbox dimensions must be clamped to positive numbers only	VIZART-1853
Texteditor: Configured text effects are not updated in GUI after selection changed in inline editor	VIZART-1846
Transform: Undo/Redo not working on Group transformation (TREE_SELECTION)	VIZART-1564
Transformation: Scaling in Relative mode should default to 1.0 (not 0.0)	VIZART-1521
Tree Editor selection shortcuts do not work	VIZART-1695
UI needs more feedback when main replication are down and a failover server configured	VIZART-1638
Unable to close onAir Window when running Eclipse Core	VIZART-1828
User can't browse in other fonts in same folder using text editor	VIZART-1733
Virtual Studio editor: setting name resets position / rotation	VIZART-1605
Viz Artist doesn't work properly with MESSAGE command from Viz Engine	VIZART-1413
Viz Engine returns in wrong state when switching back to Trio	VIZART-1879
Viz One Transfer Status page missing	VIZART-1303
VizGui.exe: Sporadic crash when starting up	VIZART-1495
Window Hosting on 4K outputs fails	VIZART-1292
Window/Font scaling is not supported	VIZART-1697
Wrong Tooltip on Snapshot Icon	VIZART-1862

74 issues

- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.
- The size of certain plug-ins with custom UI (like RealFX, TextFX) do not automatically fit into the new panels, they need to be resized manually.
- Post Renderer Editor is not showing up. As workaround, go On Air Mode first and then switch to the Post Renderer.
- Renaming Graphic Hub items via Context menu is not working. Please use **F2** instead.

- Retrieving license information from your network locations blocks the config UI for a few seconds.
- Rendergraph content is not updating automatically if any of the post processing effects are on or disabled. Close and reopening the render graph editor to see the changes.
- Maximum of GDI handles (which are necessary to show icons from Graphic Hub and Archive) can exceed the Windows default value (10000). It is recommended to increase this value from hexadecimal 2710 to FFFF in the registry.
 - `HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Windows\GDIProcessHandleQuota`
 - `HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Microsoft\Windows NT\CurrentVersion\Windows\GDIProcessHandleQuota`
- Viz One Browser: When the Viz One Browser window is minimized (either using the minimize button in the window bar, or **WIN+D** to hide all windows on the desktop), it can only be brought back to the screen by using the **Restore** and **Maximize** entries in the context menu of the window in the Windows taskbar.
- Viz One Browser: The preview of clip elements in the Viz One Browser doesn't show the content correctly anymore when the browser window is moved to another display (e.g. second screen). The application must be restarted to bring back the clip preview.

1.3.1 Windows

- If the Windows render scaling factor is set to be higher than 100% (for UHD monitor resolutions) it might happen that the render window is not shown. Setting back the scaling factor to 100% resolves this issue.
- Right clicking on the Taskbar icon of Viz Engine starts a new instance. Starting an additional Viz GUI process is prevented on Windows 10.

1.4 Documentation

Documentation for both Viz Engine and Viz Artist is available at the Vizrt Documentation Center:

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

1.5 Installation And Support

1.5.1 Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz application, including a local database, 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.

1.5.2 Support

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