



Viz Artist Release Notes

Version 4.1



Viz Artist



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1 Viz Artist 4.1.0

Release Date: 2020-04-21

These are the release notes for Viz Artist version 4.1.0. This document describes the user-visible changes that have been done to the software since release 4.0.0.

 **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\VizEngine\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 4.1 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 New Features

Summary	Key
Add UI for plugin directories configuration	VIZART-2151
Add a quality option for importing images with compression	VIZART-1976
Add widget to change number of used shadow cascades per directional light	VIZART-2018
Chromatic Aberration integration for Fusion pipeline	VIZART-2157
Complete new look for Built Ins View	VIZART-933
Default Layout improvements	VIZART-2169
Default flag button in Scene Environment map	VIZART-2069
Enable / Disable controls in global settings tab based on render pipeline.	VIZART-1472
Enable/Disable Light Glares	VIZART-2148
Enable/Disable SSAO for Fusion Pipeline	VIZART-2059
Extend ShaderScript view to support vertex shaders	VIZART-2170
FSAA option for Postprocessing Effects	VIZART-1995
Fusion Shader Runtime integration	VIZART-1984
Gamma correction flag for Fusion Pipeline	VIZART-2138
Live Channel configuration page	VIZART-2128
Masking plugin gamma	VIZART-1886
Material Definition: Break GH reference	VIZART-2155
New icons for Live channel 10-32	VIZART-2191
PlanarReflection missing options	VIZART-2261
Post Renderer should not allow Front & Backlayer scenes	VIZART-2291
Scene Settings for SHM Aux Channel	VIZART-2008

Scene Workspace, Runtime Technique Pool integration	VIZART-2040
Search functionality for new Fusion Pipeline properties	VIZART-1250
Sub & Superscript improvements in Font Editor	VIZART-2307
Transparent fusion shader materials	VIZART-2262
Video Board Configuration: Video I/O Mode	VIZART-2171
26 issues	

1.4 Bugfixes

Summary	Key
Artist not sending the correct cursor position when activating clock	VIZART-228 2
Bug in text cursor position	VIZART-228 1
Center Shift Cross can not be deactivated in Fusion Pipeline	VIZART-227 2
Empty name for Virtual Set name changes to integer	VIZART-226 8
"inf" numbers are not handled	VIZART-224 9
Not able to set text colors per character	VIZART-223 5
Double clicking text in scene editor does not activate the GUI text editor	VIZART-222 8
"Add as Hybrid" needs to be active for "Hardware" Media Assets only	VIZART-222 7
Scene Background color issue	VIZART-222 4
Config Super Channel Port Reset	VIZART-221 7
Not able to clear pool via Viz Artist	VIZART-221 2
Aspect ratio calculation is not done when setting a user defined Output	VIZART-220 5

Container information missing from transformation editor	VIZART-2195
Bounding box options in scene settings are disabled	VIZART-2190
Button 'Fixed' in text editor is always grayed out	VIZART-2177
Buttons in plugins editor are causing an error	VIZART-2141
Datapool Scene plugin UI incomplete	VIZART-2120
Artist sends wrong command when adding a clip to superchannel	VIZART-2113
ALT+Drag in scene tree adds unwanted rotation in X	VIZART-2112
Can not drop Control Channels if window is floating over Scene editor	VIZART-2105
Cannot drag some plugins to the plugin selection bar	VIZART-2101
Configuration UI for Scene Default values DVE priority is wrong	VIZART-2092
Application font discrepancies between different hardware.	VIZART-2091
Light Copy-Paste behavior	VIZART-2084
Reset button for Transformation is missing	VIZART-2071
Character '=' not allowed in folder and scene names. Needed for Trio concepts/variants	VIZART-2055
Artist is taking focus from floating scene editor window	VIZART-2051
Main window uses wrong dpi scale factor	VIZART-2009
Cannot drag elements from scene tree to trash bin	VIZART-2006
Permanent WIBU License shows 0 days during startup	VIZART-1975
Light color selector only shows on first screen	VIZART-1931

Config allows negative numbers of Clip In Texture Manager Size	VIZART-192 5
Font effects can only be disabled if a text character is marked in editor.	VIZART-188 4
Import of archives in Engine On Air mode is not working.	VIZART-187 4
Clamping of power value for grid in Dynamic Texture is wrong	VIZART-186 3
Postrender widget too small to select directory	VIZART-185 6
Undo/redo does not update scene tree	VIZART-185 4
Textbox dimensions must be clamped to positive numbers only	VIZART-185 3
Alpha section not available in Video Input tab for Clip Channels	VIZART-185 1
Dragging a font into scene does not set the container name correctly	VIZART-182 3
OEM info missing in titlebar if config is started in OEM mode	VIZART-180 4
spotlight radius not editable	VIZART-179 1
Rendergraph always resets view when reopening	VIZART-175 9
Emojis are not displayed properly in text editor	VIZART-175 3
Scene lock dialog can appear in background	VIZART-174 1
User can't browse in other fonts in same folder using text editor	VIZART-173 3
Open Artist from trio	VIZART-172 8
Added a new line is removed in text editor	VIZART-170 0
Image export does not allow to export to drive root	VIZART-167 9
Main layer is not displayed correctly in Post Production	VIZART-165 6

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
Cannot choose directory to export image	VIZART-1504
Config/Database Cannot enter IP address or special characters as hostname	VIZART-1457
Adding properties by drag and drop to the scene editor for Multi Selected Objects (Material, etc) does not work	VIZART-1456
Config/Authentication, not able to enter IP names and unnecessary message "The item ... already exists..."	VIZART-1455
Newly saved scenes do not show a locked icon in server view	VIZART-1369
Scene Tree: Multi Renaming not working	VIZART-1214
License info and debug messages are being logged to VizGuiCmdError.log	VIZART-1200
"Views" panel shows camera 1 on all windows	VIZART-1139
Engine mode also shows "Viz Artist" splashscreen	VIZART-586
61 issues	

1.5 Known Issues

Summary	Key
Artist does not show a process indicator although scene is still loading	VIZART-2025
Cannot update Viz One Hosts configuration if it has ending slash	VIZART-2266
Compiler button in script editor does not indicate script state.	VIZART-2034
Container plugins - >Add to container only works for built ins	VIZART-2294
Creating Animation Key without selecting container prints error messages	VIZART-2317
Imagechannel drops warning in console	VIZART-2047
No visual feedback when importing geometry	VIZART-1112

Object name is cropped while dragging to scene tree	VIZART-2176
Object properties in Serverview panel is too small	VIZART-2096
Reset Axis Center missing	VIZART-2264
lightGlares parameters should be named according to RGB	VIZART-2202
text editor - clock should also be removeable in text field	VIZART-753

12 issues

- Old parts (Tcl/Tk) do not scale on UHD resolutions. This will be solved as soon as all components are ported to QT.
- 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.
- 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.
- 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.

1.5.1 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.

2 Documentation

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

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

3 Installation And Support

3.1 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.

3.2 Support

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