Viz Mosart Product Release Notes

Version 5.0

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1 Viz Mosart 5.0.0

Release Date: 2021-10-19

These are the release notes for Viz Mosart version 5.0.0. This document describes the user-visible changes that have been done to the software since release 4.1.2.

This release of Viz Mosart brings a brand new feature, **Story Recorder**, plus some added functionality to existing device drivers. See the list of New Features for details. The release also brings performance improvement and resolves some program bugs, as listed in the lists of Improvements and Fixed Issues.

Viz Mosart version 5.0.0 is fully backward compatible with version 4.x, and for most operations, earlier Viz Mosart versions. It is only if you set up your system for the new Story Recorder feature that the template set created for version 5.0.0 becomes incompatible with Viz Mosart version 4.x or earlier.

1.1 New Features

1.1.1 Story Recorder

This release of Viz Mosart introduces the Story Recorder feature, which means that Viz Mosart is no longer just for live productions, but can also be used as a pre-production tool. In Viz Mosart Story Recorder mode, you can record a show live-on-tape using a pre-planned rundown, allowing for pausing the timeline to re-take events as needed. A final edit is automatically composited at the end of the show, perfectly cut, and leaving out the stops in the recording. A dedicated license is required for the Story Recorder feature. (MOSART-6920).

1.1.2 Camera Robotics TCP driver for Panasonic

Added support for controlling Panasonic robotic camera controllers via TCP (MOSART-9435).

1.1.3 Vision Mixer driver for Ross Acuity

Viz Mosart automation now supports the Ross Acuity vision mixers through the RossTalk protocol. Note that as part of this work, the configuration file for the Ross Carbonite driver has changed name to RossVideoSwitcherConfig.xml, since this is now used for both the Carbonite and the Acuity drivers (MOSART-9802).

1.2 Improvements

1.2.1 Vision Mixer

- The Carbonite vision mixer driver has been improved so that it is now possible to address EMEMs in all memory banks, from 0 to 99. Earlier only banks 0 to 9 could be addressed (MOSART-10162).

1.2.2 Video Server

- The VDCP TCP driver has been extended to enable looping of video clips on the Dalet Brio video server (MOSART-10096).

1.2.3 Viz Mosart UI

- We have made some improvements to the visualization of Crossover stories (MOSART-10020, MOSART-10023, MOSART-10167).
- While the timeline is running, when using "Set as next story" on a story, the GUI's rundown view will stay on that story. But if you instead used "Set as next story (skip)", the GUI's rundown view would jump back to the story currently on air, so that you no longer knew what story was the next one. This has now been fixed, so that "Set as next story (skip)" behaves in the same way as "Set as next story" (MOSART-10083).

1.3 Fixed Issues

1.3.1 Vision Mixer

- For the Carbonite vision mixer driver, we have removed an incorrect automatic reconnection that could take place 3 seconds after initial connection, since this would instead break the connection to the vision mixer. Also note that the configuration file for the Carbonite driver has changed name to RossVideoSwitcherConfig.xml.
  See above for details about the Acuity driver (MOSART-10177).

1.3.2 Viz Mosart UI

- An issue was recently introduced where a DVE template without any graphics device enabled would incorrectly show up with checkerboarded graphics in the GUI's timeline view. This issue has now been resolved (MOSART-10222).
- Fixed an issue introduced in the previous version of Viz Mosart where the On Air time of the story currently on air could be set again on various GUI actions like Set As Next (MOSART-10188).

- In the Robotic Cameras floating window, pressing Enter will switch standby mode on the currently selected camera. But, if you had the Enter key configured as a keyboard shortcut in the GUI, for instance as Take Next, pressing Enter in the Robotic Cameras floating window would also execute that keyboard shortcut, with unexpected result. This issue has now been fixed so that no Enter keyboard shortcut will be taken when working in the Robotic Cameras floating window (MOSART-10119).
- If in AV Automation's A/V Setup you had configured some Effects to be different for one specific Studio setup, there was a bug in the Viz Mosart GUI where the Effect for this specific Studio setup would not be available for use. Depending on the circumstances the correct Effect would still be used or the wrong effect would be used (instead, executing a general one intended for other Studio setups) (MOSART-10034).
- Fixed an issue when **Use grouped stories** is enabled where lower thirds dropped onto keyboard shortcuts would disappear again when advancing through the rundown (MOSART-9708).
- If the computer running a Viz Mosart UI client application experienced a short network interruption so that the UI client application lost contact with the Viz Mosart server, it would fail to reconnect when pressing the server connection status button in the UI client application. You would just get a message box stating that the Viz Mosart server was unavailable. This issue has now been fixed, so that it is possible to reconnect in such a case (MOSART-8459).

1.4 Installation

Refer to the *Viz Mosart Administrator Guide*, section Installation. Latest updated documentation for Viz Mosart 5.0 is at https://documentation.vizrt.com/viz-mosart-5.0.html.

1.4.1 System Requirements

Recommendations

For details, see the **Installation Prerequisites** section in the Viz Mosart Administrator Guide.

General

- Microsoft .NET Framework 4.8.
- Microsoft Visual C++ Redistributable for Visual Studio 2015, 2017 and 2019.

Viz Mosart Server

- Microsoft Windows Server 2008 or later.

Viz Mosart Client Computers (GUI, Audio Panel, Timing Display, Audio Player)

- Microsoft Windows 10.
  Microsoft Windows 7 Professional may also be used, but this version is no longer supported by Microsoft.
- Microsoft Visual C++ Redistributable 2013 x86.
- Microsoft Visual C++ Redistributable 2013 x64.

Network Bandwidth

- 1000 Mbps Gigabit Ethernet card is required on the Viz Mosart Client Computer if NDI is used for live preview in the **Preview** and the **Program** windows.

1.5 Upgrade

As a standard procedure, always make backups before upgrading. The locations are all files in the following folders:

- *C:\channeltemplates*
- *%localappdata%\Mosart_Medialab*
- *%programdata%\Mosart Medialab\ConfigurationFiles*
- *C:\Program Files (x86)\Mosart Medialab\<Mosart application>\ConfigurationFiles*
- All files with extension *.exe.config* in folders *C:\Program Files (x86)\Mosart Medialab\<Mosart application>* where <Mosart application> is the relevant Viz Mosart application (e.g. Mosart Server, Mosart GUI, etc.).

Windows registry settings for:

- *HKEY_CURRENT_USER\Software\\[Wow6432Node\\]Mosart Medialab*
- *HKEY_LOCAL_MACHINE\Software\\[Wow6432Node\\]Mosart Medialab*

For the upgrade procedure, see the Viz Mosart Administrator Guide's section on Installation. You will always find the latest updated documentation for Viz Mosart 5.0 at https://documentation.vizrt.com/viz-mosart-5.0.html.

If you do not have access to the above documentation on Internet, a quick guide for installation is given here:

1. Download all relevant Viz Mosart installation files to the preferred location. The default location is *C:\Mosart\Installers*. You are advised to make a sub-directory for the installers for a particular version/build containing all the MSI installer-files and any other supplemental files.
   This directory should be named using the `Release.Version.Patch.Build` naming convention, for example: *C:\Mosart\Installers\4.1.0.24523* for Mosart 4.1.0 build 24523.
2. Stop all Viz Mosart Windows services.
3. Double-click an MSI installation file, and follow the prompts to complete installation. Note that after completing this step for the Viz Mosart Server and the Viz Mosart GUI, the documentation is available in the installation folder's Documentation sub folder.
4. Repeat the above step for all relevant installation files.

5. As the last steps you need to start a set of Windows services to make Viz Mosart run properly. These are automatically started when the computer is started. The safest is to reboot the computer to verify that the automatic start of the services is working.

1.5.1 Upgrading FAQ

Some questions with answers around upgrading an existing installation, with respect to new features in Viz Mosart 5.0.0.

For other details see the System Requirements section in this document.

MIA (Mosart Installation Administrator)

If you use MIA, refer to the *Viz Mosart Installation Administrator* section of the Viz Mosart Administrator Guide for further details.

Story Recorder

Currently Story Recorder is only supported for a limited set of devices. Contact Vizrt Mosart Support for more details.

Newsroomsettings

- Before upgrading, make sure you take a backup of *newsroomsettings.xml*.
- If you are upgrading from a version before release 3.6.7, or before 3.7.0.23184, the *newsroomsettings.xml* file is upgraded to version 6 (you will be asked this when Manus Administrator is started first time after upgrade).
- If you for some reason need to roll back to an earlier Viz Mosart version, *newsroomsettings.xml* will not be downgraded automatically to the older version, so you have to manually replace the *newsroomsettings.xml* file with the backup file after downgrade.
- Alternatively, if no backup was done, you should remove the *<graphicdestinationletters>* tag from the XML file and re-add them using **Manus Settings**.

CasparCG

Binaries for CasparCG are no longer distributed as part of the Viz Mosart installers.

- Please contact Viz Mosart Support for further information.

1.6 Known Limitations

Story Recorder

- Not an issue, but a workflow trait worth knowing: story items recorded with Story Recorder are **not** protected from being updated and/or removed in the rundown (e.g. via NRCS updates). Story Recorder can only retake a recorded story item *if the original item is still available in the rundown*.
- When using Enter to apply changes in the Story Recorder panel, this may cause a conflict when Enter is also used as the keyboard shortcut to take an item (MOSART-10396).
- In this first release, Story Recorder only supports Harmonic Spectrum as video server/recorder, a Plura genlock/timecode card installed and Telestream Vantage as EDL transcoder. The number of available devices will be increased in the future.

- Whilst the Story Recorder feature introduces several powerful features, in its early development it remains relatively complex to set up. Configuration guides are available to assist setup, but due to this initial complexity, Story Recorder will require assistance from Vizrt Support services to enable operation. This support process can be initiated through your regular Vizrt contacts.
- A rundown-reload with Story Recorder in recording mode will give the impression that Story Recorder is still in record mode after the reload. It is not, really, this is just a UI glitch. **Workaround**: do the same rundown reload again and things look as expected (MOSART-10343).
- The first story item in the rundown cannot be executed frame accurately, and should only be used for setup or as a filler (MOSART-10257).
- An auto-take into a break item (for example, at the end of the show) with an added Pause-Timeline control command will not take frame accurately, but will be approximately 1 frame off (MOSART-10256).

Viz Mosart UI

- If connection from Viz Mosart GUI to Viz Mosart backup server is failing, the GUI may hang for 40-50 seconds at startup, as well as when reconnecting to Viz Mosart main server. **Workaround**: Remove the backup server from the GUI settings until connection to the backup server has been re-established (OPUS-231/MOSART-7328).

2 Documentation

Documentation for Viz Mosart is available at the Vizrt Documentation Center: http://docs.vizrt.com/viz-mosart.html.

3 Support

Support is available at the Vizrt Support Portal.