



Viz Plug-in Release Notes

Version 4.1



Viz Engine



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1 Viz Plug-Ins 4.1.0

Release Date: 2020-04-21

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

Information: Viz Weather plug-ins are not yet included and need to be installed separately by installing the latest released Viz Weather Version.

This document includes the Release Information for:

- Viz Artist (Basic) Plug-ins
- DataPool Plug-ins
- Socialize Plug-ins
- PixelFX Plug-ins
- Maps Plug-ins

- [Viz Plug-ins 4.1.0](#)
 - [Installer Notes](#)
 - [General](#)
 - [Upgrade Notes](#)
 - [New Features](#)
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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.

- The basic plug-ins are installed by default, all other plug-in packages are optional.
-

1.2 Upgrade Notes

- The path for the DataPool related files has been set to `%\ProgramData%\vizrt\VizEngine\DataPool`.
-

1.3 New Features

1.3.1 Basic Plug-ins New Features

- Added Talent Tracker plug-in.

Summary	Key
Extend Cyc Plugin with Shared Memory interface for TrackingHub control	VIZPL-1309
ControllImage: extend to support MATERIAL_DEFINITION PBR	VIZPL-1298

[2 issues](#)

1.3.2 DataPool Plug-ins New Features

Summary	Key
DataImage: extend to support MATERIAL_DEFINITION PBR	VIZPL-1300

[1 issue](#)

1.3.3 Socialize Plug-ins New Features

Summary**Key**

No issues found

1.3.4 PixelFX Plug-ins New Features

Summary**Key**

No issues found

1.3.5 Maps Plug-ins New Features

Summary**Key**

No issues found

1.4 Bugfixes

1.4.1 Basic Plug-ins Bug Fixes

Summary**Key**

Rounding error with Control number plugin

VIZPL-881

Bar Stack Plugin Relative Length animates incorrect

VIZPL-689

Clipper Plugin gets ignored by substance shader

VIZPL-674

3 issues

1.4.2 DataPool Plug-ins Bug Fixes

Summary**Key**

DataReader doesn't load specific .json file from URL

VIZPL-1314

DataMaterial: Add missing Color Formats and fix existing	VIZPL-1259
DataMaterial Advanced Color Control	VIZPL-946
Rounding error with Datanumber plugin	VIZPL-882
4 issues	

1.4.3 Socialize Plug-ins Bug Fixes

Summary	Key
VLC plugin can't play http links for redirected streams	VIZPL-1263
VLC plugin can't play web stream	VIZPL-1220
STV_MessagesReader plugin doesn't get an update in a proxy enviroment	VIZPL-898
Clip via VLC plugin crashes Viz	VIZPL-854

4 issues

1.4.4 PixelFX Plug-ins Bug Fixes

Summary	Key
No issues found	

1.4.5 Maps Plug-ins Bug Fixes

Summary	Key
Atlas is using wrong cache folder	VIZPL-1287

1 issue

1.5 Changes

1.5.1 Basic Plug-ins

- VideoWall plug-in was renamed to Presets. The location moved from Scene plug-ins > MSE to Scene plug-ins > Control.
-

1.6 Known Issues

- RTT Shaders consume about 300-400 MB of RAM once they are initialized. If you do not use them or if you don't own a license, it is recommended to disable the plug-ins in the configuration panel in section **Plugins** (VIZENG-10224).
- Softclip: Lagarith Codecs are playing slower on Windows Server Operating Systems. This issue can be solved by enabling **Use Multithreading** option in Lagarith codec configuration.
- The size of certain plug-ins with custom UI (like RealFX, TextFX) do not automatically fit into the new Viz Artist panels, they need to be resized manually.

1.6.1 Socialize Plug-ins Known Issues

- Viz Engine can't access mapped network shares on Windows 10 for security reasons. If media files are stored on a network share, please be sure to enable Network Linking in Viz Configuration (**Local Settings**).
- Trio 3.x and Viz Artist (UI) do not have full Unicode support yet (e.g. not all Emojis can be set by these control applications).

VLC plug-in requires some additional steps:

- Download the archive from VLC: <http://download.videolan.org/pub/videolan/vlc/2.2.6/win64/vlc-2.2.6-win64.zip>


Extract the zip file and copy all files from:

- `vlc-2.2.6\plugins` to `<Viz4Directory>\plugins`
 - `vlc-2.2.6\lua` to `<Viz4Directory>\lua`
-

1.7 Supported Hardware And Software

This software has been tested to run on:

- Windows Server 2016
- Windows 10 (Version 1803)

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

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 prior to the installation. In order 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](#).