



Viz Plug-in Release Notes

Version 4.3



Viz Engine



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For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

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1 Viz Plug-Ins 4.3.0

Release Date: 2021-07-20

These are the release notes for Viz Plug-ins version 4.3.0. This document describes the user-visible changes that have been made to the software since release 4.2.0.

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 Basic Plug-ins
- Viz Extensions Plug-ins
- DataPool Plug-ins
- Socialize Plug-ins
- PixelFX Plug-ins
- Maps Plug-ins

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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.
 - Softclip comes in 32-bit (default) and 64-bit versions. To use the 64-bit version, replace the file *Softclip.vip* in *\plugins* with the one from the subfolder *%ProgramFiles%\Viz3\plugin\disabled*.
-

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

Summary	Key
Phong Material plugin support for ControllImage and DataImage	VIZPL-1475
Scroller - Make it work with FusionText	VIZPL-1438
Add support for Fusion Pipeline in Connector plugin	VIZPL-1434
Adapt TOGGLE plugin to use *SUBSCENE property instead of merged geometries	VIZPL-1421
Expose ControlWoC fields in scene control model	VIZPL-1326

5 issues

1.4 Bug Fixes

1.4.1 Basic Plug-ins Bug Fixes

Summary	Key
Softclip stops working after a certain amount of instances	VIZPL-1498
New browser plugin needs much more performance (Rendering time)	VIZPL-1497
Possible racecondition using Geometry text and Backgroundloading	VIZPL-1479
Processing commands from interactive 2D Ribbon takes too long to process	VIZPL-1474
Advanced counter plugin "use integers" behavior changed	VIZPL-1468
Possible crash in TextFX Write plugin	VIZPL-1452
Control Object Plugin Field definition via "Manual field definitions" does not work	VIZPL-1442
Viz crash with specific scene (Merge to 3.14.6)	VIZPL-1422
Viz crash with specific scene	VIZPL-1420
Mt2dcontrol and Mt3dcontrol moves geometry during multitouch scale	VIZPL-1409
ImageClip; file handler is not properly closed	VIZPL-1394
Plugins behavior can be influenced by a race condition during plugin initialization	VIZPL-1385
Unicode like ö in control object description is corrupted when saved in Graphic Hub	VIZPL-1371
Dexter crawl animation doesn't start accurately	VIZPL-1264

14 issues

1.4.2 DataPool Plug-ins Bug Fixes

Summary	Key
DataPosition ignores value if entered followed by a CR NL and Space	VIZPL-1441
DataPool cleanup causes TextFX animation corruption	VIZPL-1414

2 issues

1.4.3 Socialize Plug-ins Bug Fixes

Summary	Key
VLC plugin doesn't work inside GFX/Superchannel	VIZPL-1446

1 issue

1.4.4 Maps Plug-ins Bug Fixes

Summary	Key
GeoImage can't load files containing Chinese characters	VIZPL-1477
Atlas plugin fails to fetch tiles from Digital Globe (Maxar)	VIZPL-1415
Expose ControlWoC fields in scene control model	VIZPL-1326
3DRegion Plugin Copy Map to Region Problem	VIZPL-1302
NavCom multitouch Zoom mode on Globe unreliable	VIZPL-1153
Map scene textures not initialized correctly	VIZPL-999

6 issues

1.5 Changes

1.5.1 Changes: Plug-ins

Basic

VideoRenderer plug-in was removed and is no longer supported. Use the VFWRenderer post-render plug-in instead.

SocialTV

The following SocialTV plug-ins have been removed (since they are not required in the supported Never.no integration):

- GroupsReader
- MessagesReader
- PlaylistReader
- SourceEditor
- SourcesReader
- WordCloud

Maps

The following Dataproviders have been removed from the Maps Atlas plug-in:

- Blom
- My Radar
- WDT

1.6 Upcoming Changes

- Softclip DrawPixels BG will be removed in the next version of Viz Engine.

1.7 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.

1.7.1 Basic Plug-ins Known Issues

- On Dual channel setups Browser Plug-in causes performance impacts on second or higher instance.

1.7.2 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`


1.7.3 Maps Plug-ins Known Issues

- When freezing a Map including Pyramids in CWMClient, Hop scenes no longer work (VIZPL-45).
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1.8 Supported Hardware And Software

This software has been tested to run on:

- Windows 10 (LTSC 1809)
- Windows Server 2019

 **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](#).