Plug-ins Release Notes

Version 5.6



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Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
  - C:\Program Files\[Product Name]
  - C:\ProgramData\[Product Name]
  - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

Technical Support

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1 Plug-ins 5.6.0

Release Date: 2026-11-19

These are the release notes for Plug-ins version 5.6.0. This document describes the user-visible changes that have been made to the software since release 5.5.0.

Information: Viz Maps plug-ins are no longer included in the Bundle installer of Viz Engine and need to be installed seperatly.

This document includes the Release Information for:

- Plug-ins
- DataPool Plug-ins
- Viz Engine Basic Plug-ins
- Viz Engine Extensions Plug-ins
- Viz World/Viz Maps Plug-ins
- PixelFX Plug-ins
- Socialize Plug-ins

1.1 Installer Notes

The installation wizard guides you through the installation process. Make sure to close any running Viz application prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

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%\VizEngine\plugin\disabled*.

1.2 Upgrade Notes

- All plug-in installers are installed per-machine starting with 5.2.0. Uninstalling all previous per-user plug-in installations before upgrading is recommended to avoid duplicated installer entries.
- The path for the DataPool-related files has been set to *%\ProgramData%\vizrt\VizEngine\DataPool*.

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1.3 New Features

1.3.1 New Features: Plug-ins

Key	Summary	Components
VIZPL-2341	Maps: GeoCameraLink plugin	Basic
VIZPL-2339	Particle System: add gizmos to emitter type	Basic
VIZPL-2292	GeoNavigator, ControlGeoNavigator	Basic, Control
VIZPL-2291	ControlGeoJson - control plugin to be able to set geojson on container	Basic
VIZPL-2288	Inconsistent offset behavior for pie slices when using Pie Slice plugin with Pie Values and Control Pie	Basic
VIZPL-2250	Improve Classic Substance UI	Basic
VIZPL-2231	Presets plugin: long preset transition doesn't cancel when interrupted by shorter preset transition	Control
VIZPL-2223	More options for the Texture Slot plugin inside the Control Image plugin in Trio workflow	Control
VIZPL-2102	ImageProportions plugin for VER pipeline	Basic
VIZPL-1759	Audio Plugin to be muted if underneath a hidden container	Basic

1.3.2 New Features: Basic Plug-ins

Key	Summary	Components
VIZPL-2341	Maps: GeoCameraLink plugin	Basic

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Key	Summary	Components
VIZPL-2339	Particle System: add gizmos to emitter type	Basic
VIZPL-2292	GeoNavigator, ControlGeoNavigator	Basic, Control
VIZPL-2291	ControlGeoJson - control plugin to be able to set geojson on container	Basic
VIZPL-2288	Inconsistent offset behavior for pie slices when using Pie Slice plugin with Pie Values and Control Pie	Basic
VIZPL-2250	Improve Classic Substance UI	Basic
VIZPL-2102	ImageProportions plugin for VER pipeline	Basic
VIZPL-1759	Audio Plugin to be muted if underneath a hidden container	Basic

1.4 Fixed Issues

Key	Summary	Components
VIZPL-2376	SplineStrip crashes after adding node	Basic
VIZPL-2366	Advanced counter plugin fails aboth 6 digits when using odd numbers	Basic
VIZPL-2362	Trio scroll plugin gets stuck in endless loop	Basic
VIZPL-2355	Spline Path plugin doesn't draw path	Basic
VIZPL-2302	Browser plugin cache control does not work in VER	Basic
VIZPL-2230	Browser plugin doesn't output audio via the Matrox	Basic

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Key	Summary	Components
VIZPL-2190	Connector Plugin not working in VER	Basic
VIZPL-1901	Browser plugin zoom value kept after scene close and reload	Basic

1.5 Security Updates

Key	Summary	Components

1.6 Known Issues

1.6.1 General

Key	Summary	Components
VIZPL-2399	Grid plugin doesn't restore saved values when opening a scene	Common
VIZPL-1975	TrioScroll plugin does not create proper VDF	Control
VIZPL-1765	VLC plugin "loop" function not supported and needs to be removed	Social

1.6.2 Plug-ins Known Issues

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

1.6.3 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 do not have full Unicode support (e.g. not all Emojis can be set by these control applications).

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- 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 *<VizDirectory>\plugins*
    - *vlc-2.2.6\lua* to *<VizDirectory>\lua*

1.6.4 Viz World/Viz Maps Plug-ins Known Issues

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

1.7 Supported Hardware and Software

This software has been tested to run on:

- Windows 10 LTSC 21H2
- Windows 11
- Windows Server 2019
- Windows Server 2022

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

1.8 Build Information

- **Platform Toolset:** Visual Studio 2022 (v143)
- **Windows SDK Version:** 10.0.22621

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2 Documentation

Info: Starting with Viz Artist/Viz Engine 5.4.0, the installer no longer installs an offline documentation.

Documentation for Viz Engine, Viz Artist and Viz Plugins is available online on the Vizrt Documentation Center:

- Viz Artist User Guide
- Viz Engine Administrator Guide
- Viz Plugins User Guide

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3 Support

Support is available at the Vizrt Support Portal.

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