

Template Builder Release Notes

Version 1.3





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1 Template Builder 1.3.1

Release Date: 2020-07-10

These are the release notes for Template Builder version 1.3.1. This document describes the user-visible changes that have been made to the software since release 1.3.0.

- Template Builder 1.3.1
 - Improvements
 - Known Issues
- Template Builder 1.3.0
 - Improvements
 - Known Issues
- Documentation
- Support

1.1 Improvements

- Keyboard shortcuts are disabled while deciding about unsaved changes or selecting a scene. (VPE-3312)
- · High Resolution Previews of images stored on Graphic Hub have been fixed. (VPE-3326)
- · Templates can be filtered depending on their visibility. (VPE-3242)
- Template sort is more reliable. (VPE-3291)
- · Scene sort is more reliable. (VPE-3265)
- · Concept status icons (new / inactive) are more reliable. (VPE-3321)
- · Clicking a suggested tag works all the time. (VPE-3290)
- · Unused tags can be suggested. (VPE-3293)
- · Double-clicking an asset won't trigger an error message. (VPE-3324)
- · Suggests incremental titles when Saving as. (VPE-3288)
- · Improved error reporting when Graphic Hub is not available. (VPE-3279)

1.2 Known Issues

 Replacing a concept in a template that is being used by a data element currently On Air removes this data element from the Media Sequencer playlist (VPE-3097)

2 Template Builder 1.3.0

Release Date: 2020-05-28

These are the release notes for Template Builder version 1.3.0. This document describes the user-visible changes that have been made to the software since release 1.2.0.

- · Template Builder 1.3.1
 - Improvements
 - Known Issues
- Template Builder 1.3.0
 - Improvements
 - Known Issues
- Documentation
- Support

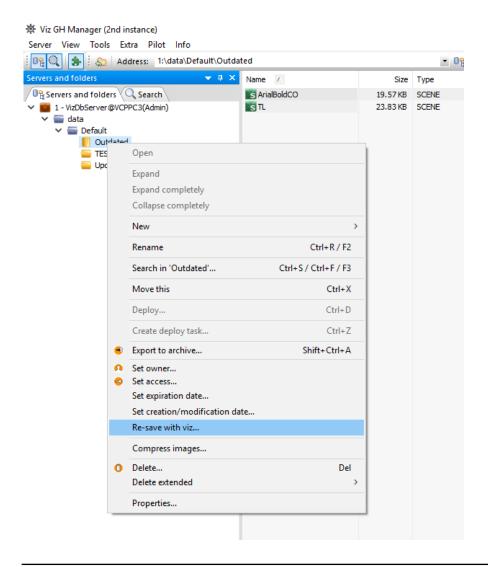
2.1 Improvements

- · Added config status indicators for both PDS and Graphic Hub. (VPE-3099)
- · Added the ability to sort Templates by modification date. (VPE-3120)
- The default graphic hub is now used when the graphic_hub_url setting is empty. (VPE-3272)

Architectural Changes

Before using Scene Import, it's recommended that you save your scenes with a Viz Artist 3.14.2 or later.

You can re-save multiple scenes with a single operation using the Graphic Hub Manager:



2.2 Known Issues

- Map fields aren't picked up from scenes during scene import. They need to be added manually in the Model Editor. (VPE-3296)
- Editing a variant created in Template Wizard will reset its external ID, description and category. (VPE-3307)
- Scrolling through a long drop-down list (tags or concepts) with arrow keys doesn't always bring items into view. (VPE-3196)
- In some special cases, parts of the header UI may be hidden from view if your browser window is too small. (VPE-3228)

3 Documentation

Documentation for Template Builder is available at the Vizrt Documentation Center:

- · Template Builder User Guide
- · Pilot Data Server Administrator Guide

4 Support

Support is available at the Vizrt Support Portal.