



# Viz Arc Release Notes

Version 2.0





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## **Antivirus**

Vizrt does not recommend or test antivirus systems in combination with Vizrt products, as the use of such systems can potentially lead to performance losses. The decision for the use of antivirus software and thus the risk of impairments of the system is solely at the customer's own risk.

There are general best-practice solutions, these include setting the antivirus software to not scan the systems during operating hours and that the Vizrt components, as well as drives on which clips and data are stored, are excluded from their scans (as previously stated, these measures cannot be guaranteed).

## **Technical Support**

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at [www.vizrt.com](http://www.vizrt.com).

## **Created on**

2024/04/24

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# 1 Viz Arc 2.0.1

**Release Date:** 2024-04-24

These are the release notes for Viz Arc version 2.0.1. This document describes the user-visible changes that have been made to the software since Viz Arc 2.0.0.

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## 1.1 Fixed Issues

- Machine locale configuration was not properly overwritten with *en-US* locale, leading to erroneous floating point conversion on non *en-US* locale machines (ARC-531).
- An error message appeared in the logs when opening some projects (ARC-524).
- The *Start Unreal Engine* button in the Unreal Hub dialog was not starting the Unreal editing Engine (ARC-523).
- Newly created profiles were not showing correct status message when the profile was selected the first time (ARC-535).
- When updating the Elgato StreamDeck desktop app to version 6.6.0, all Viz Arc icons are lost on the device (ARC-537).

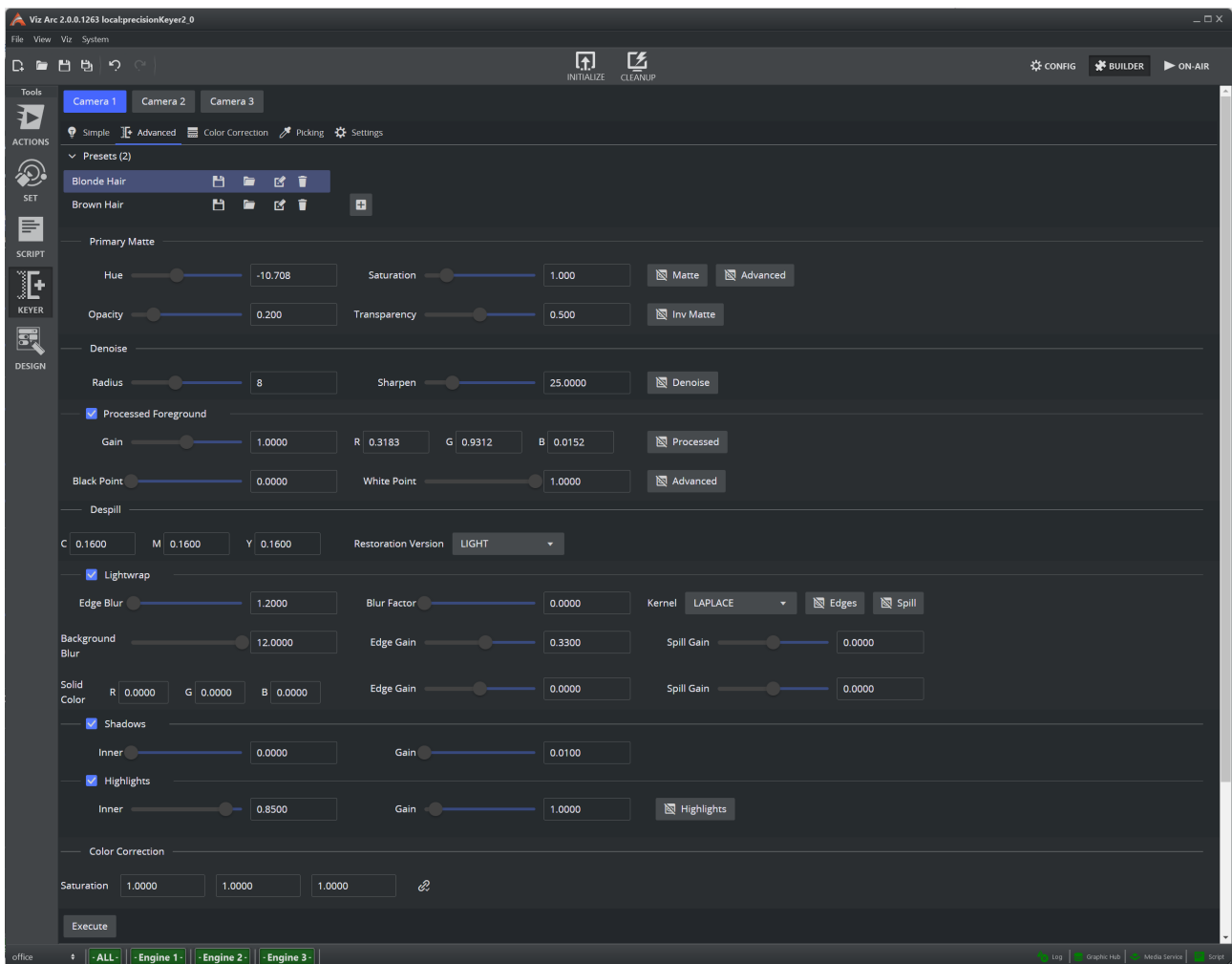
## 2 Viz Arc 2.0.0

**Release Date:** 2024-04-10

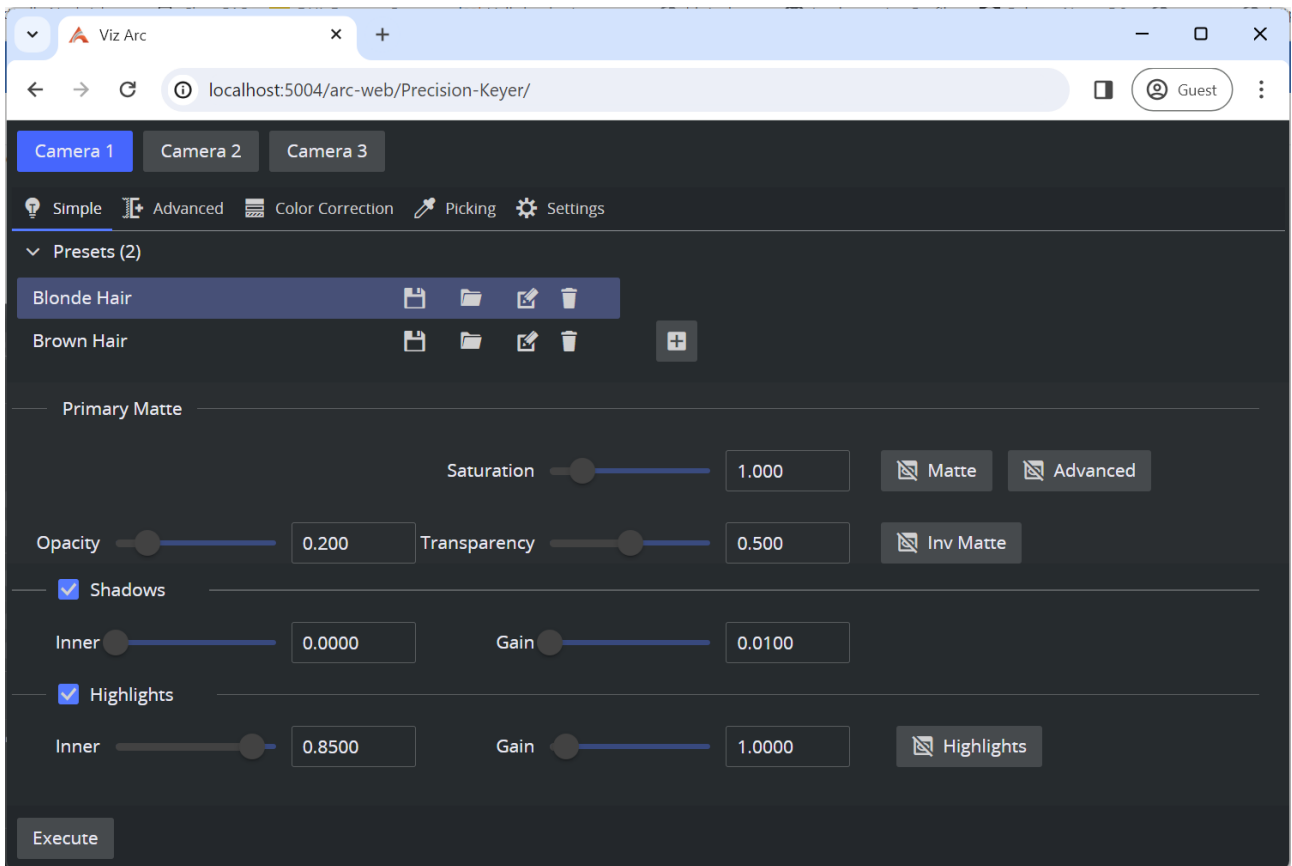
These are the release notes for Viz Arc version 2.0.0. This document describes the user-visible changes that have been made to the software since Viz Arc 1.9.0.

### 2.1 New Features

#### 2.1.1 Precision Keyer Web Interface



The Precision Keyer's "simple" view in a web browser.

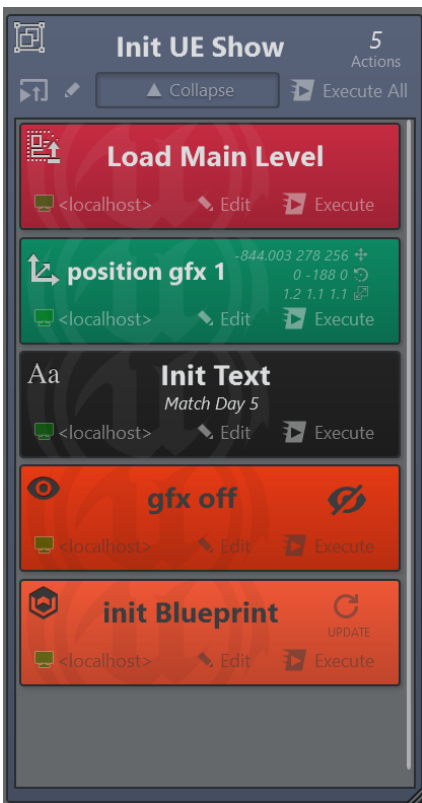


## 2.1.2 Unreal Engine Workflow Improvements

### Command Buffering

Commands sent to Unreal Engine after a scene loader command are queued. That implies that commands sent after a scene loader command get executed as soon as Unreal Engine has entered game mode.

The action below launches the Unreal project containing the *Main* level. As soon as the project has been launched, the actions below the scene loader are executed. In this example, positioning of an actor, text content, visibility of an actor and some blueprint variables are set right after start-up.



## Support for Actor Components

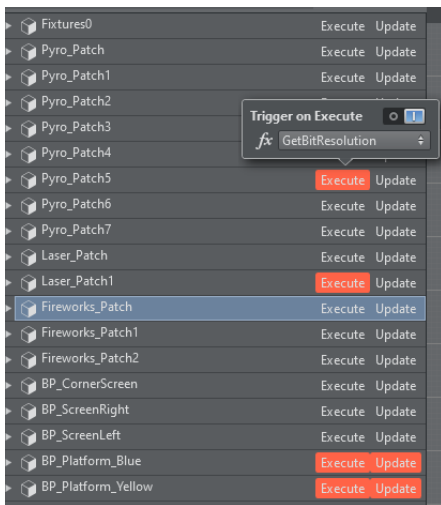
Blueprints may contain components which previously were not controllable from Viz Arc.



## Simplified on-Execute/Update View

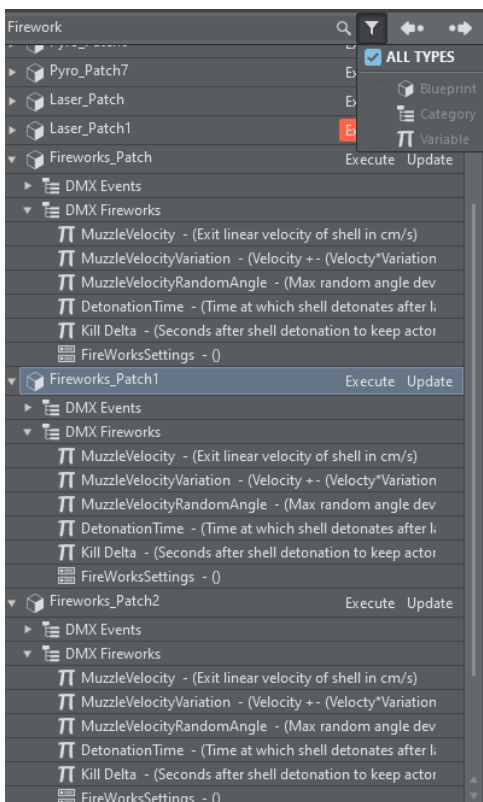
The execute and update methods associated to each Blueprint in an Unreal template can be selected from the Blueprint view directly.





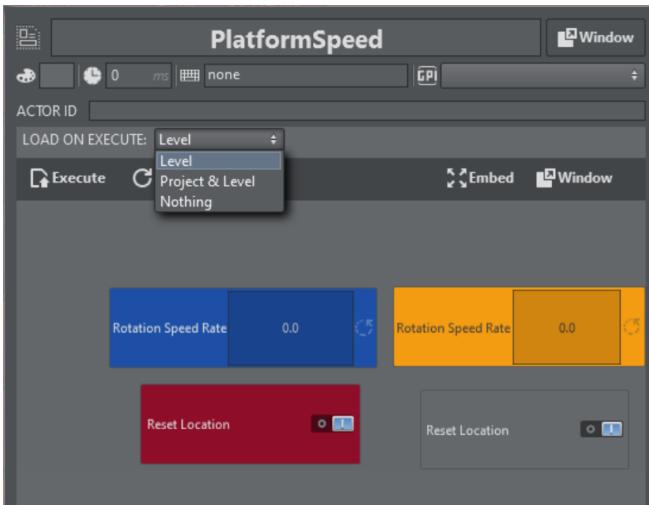
## Search Variables

Added search functionality in the Blueprint view where you can search for blueprint variables, categories or blueprints.



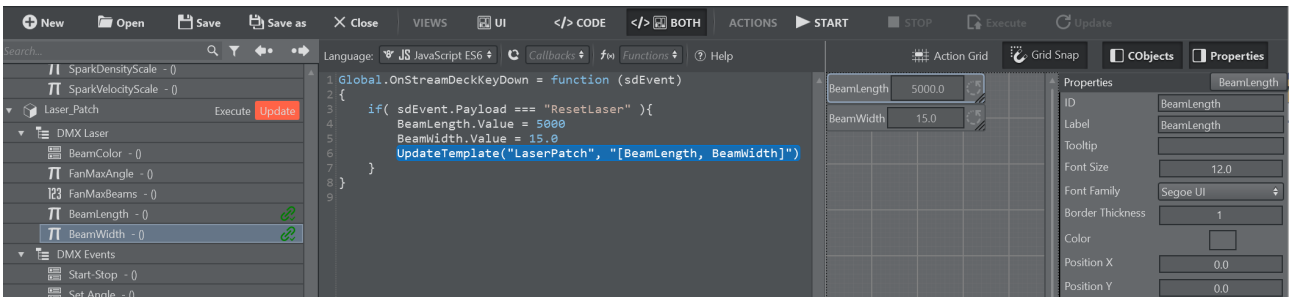
## Load on Execute

Decide what a template should do on execution: Load the level, load the entire project and level or nothing. On execution, the blueprint variables and functions are still updated and executed.



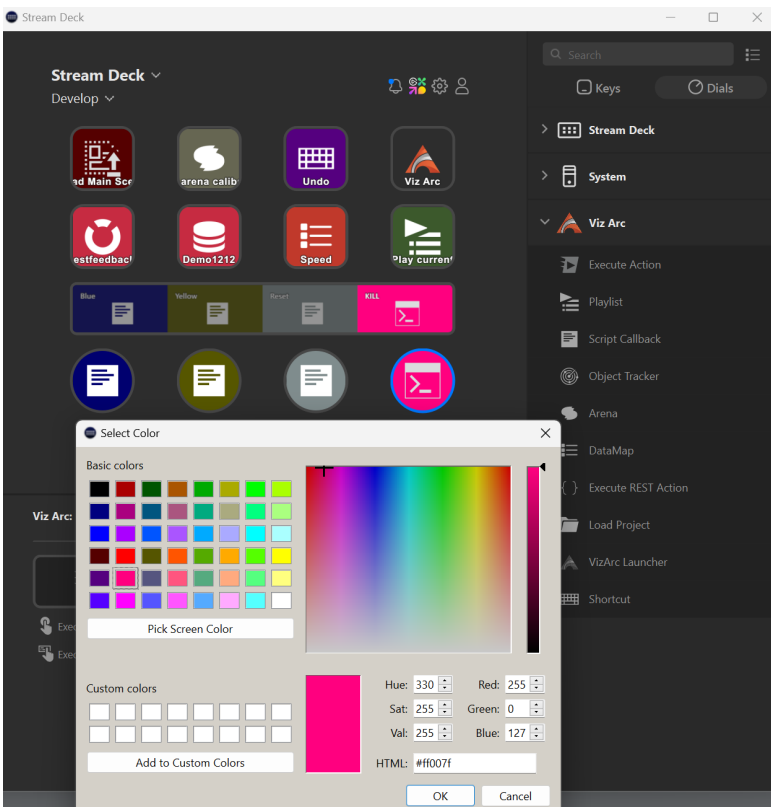
## Extended UpdateTemplate Method

Unreal based templates can update single blueprint variables when invoking the *UpdateTemplate* method. Just pass a single or a list of variable names that need to be updated to the method.

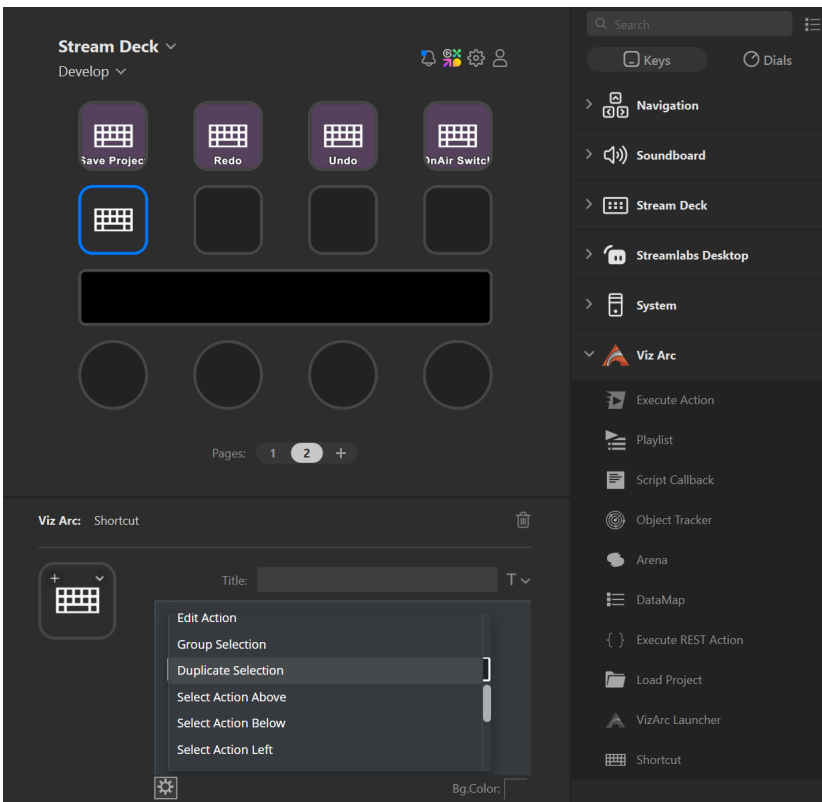


### 2.1.3 Streamdeck Integration

Ability to customize the background color for buttons.



Added a shortcut action to trigger Viz Arc shortcuts from the Streamdeck.



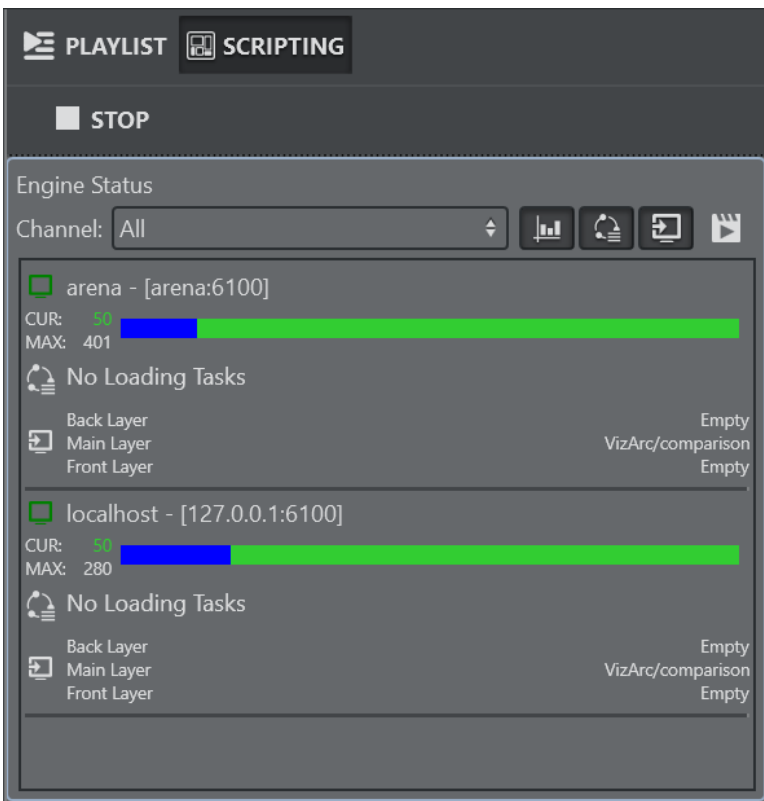
### 2.1.4 Import/Export Action Tabs

Single action tabs can be copied and pasted within or cross project. Single actions that have been copied to the clipboard may be pasted into a new tab.

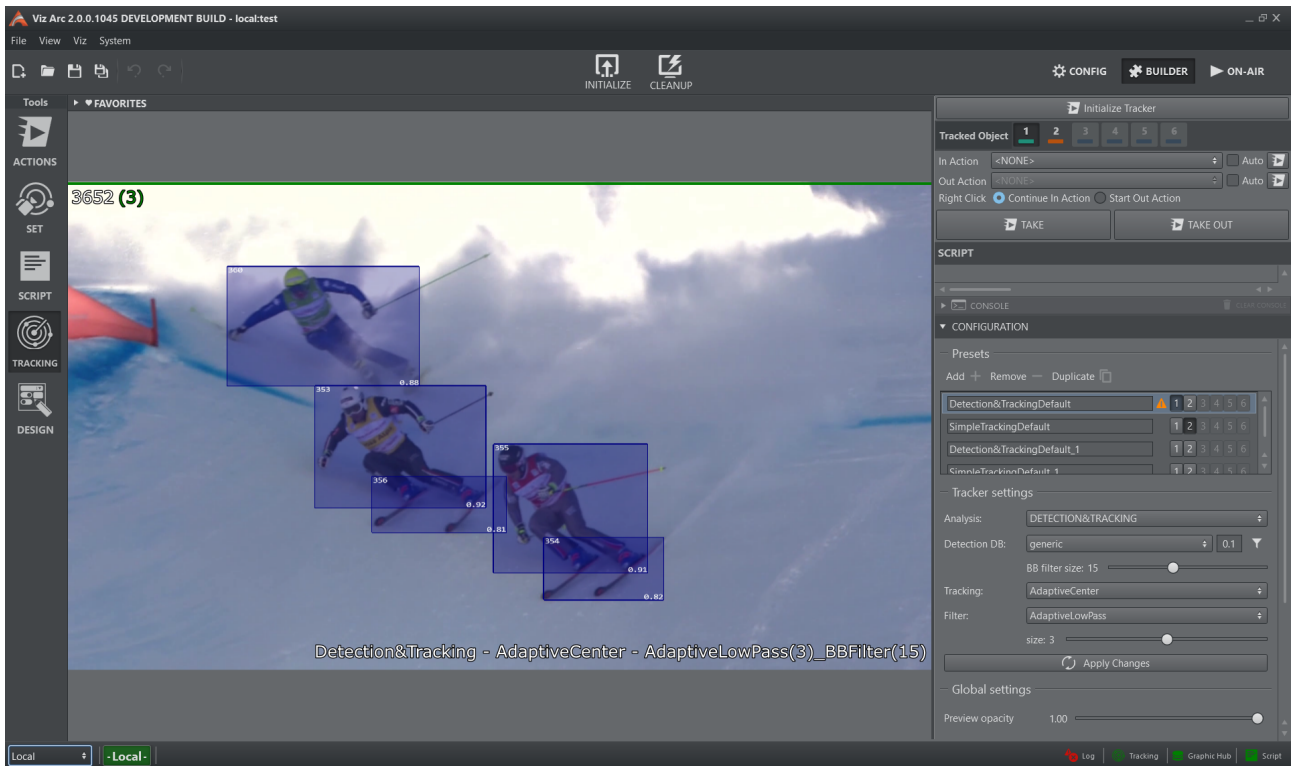


### 2.1.5 Performance Bar

Added performance information (fps and maximum fps) to the Engine Status Widget.



## 2.1.6 Object Tracker

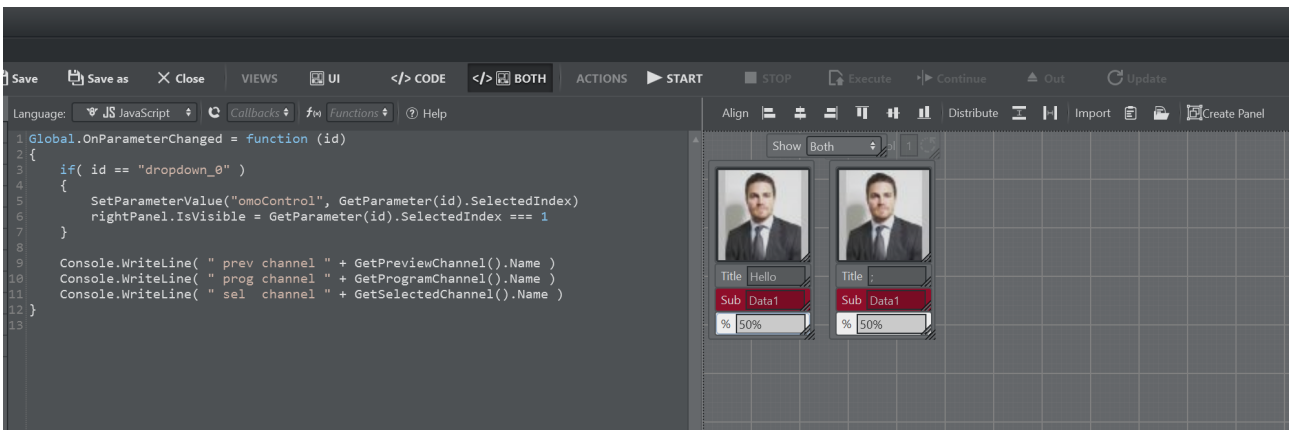


- New detection backbone that reduces the global delay.
- It is possible to assign each TrackingID to a different detection algorithm, the Object Tracker automatically activates the correct analysis when switching TrackingID. For example, ID 1 can be assigned to **Detection&Tracking**, while ID 2 can be assigned to **Simple Tracker**.
- A warning triangle appears every time a parameter is changed to point out that the analysis is not consistent with the current configuration.

## 2.1.7 Script Improvements

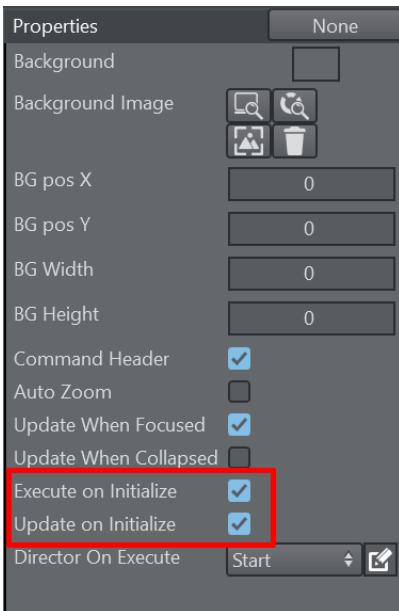
### Split View in Scripting View

Show code and UI side-by-side.



### Execute/Update on Initialize

Add global flags to templates allowing a template to execute or update when the global **Initialize** button gets pressed.



### 2.1.8 General Performance Improvements

Reduced start-up times and general speed improvement of interaction with profiles and Graphic Hub elements.

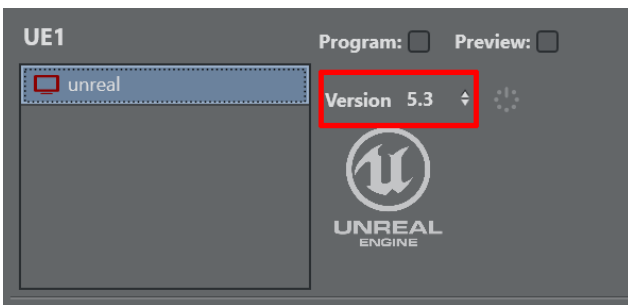
## 2.2 Fixed Issues

- Unreal Editor Material Instance are not supported in material action (ARC-456).
- StructControlObject has no script accessor (ARC-476).
- Viz Arc crashes when using Clip Action (ARC-477).

- Network license deallocated from server after two hours running Viz Arc (ARC-478).
- Expanded modal window bar on ControlObject and Blueprint action not visible when windows is higher than screen resolution (ARC-487).
- Viz Arc not starting if Datacenter streaming data in high frequency (ARC-510).

## 2.3 Breaking Changes Or Deprecated Functionality

Due to changes and fixes in Unreal Engine profile handling, it is recommended to go through all profile configurations and check the Unreal Engine version association for each Unreal Engine in each channel. A profile configuration stored with this version is not retro compatible with previous Viz Arc versions. It is recommended to create a backup of the folder `c:\ProgramData\Vizrt\VizArc` prior to upgrade.



## 2.4 Known Issues

- When using Bing Maps, you need to provide your own Bing Maps API key.
- When using the Viz Arc Unreal launcher with different privileges than the Viz Engine, the rendered Unreal image might not get updated in Viz Engine. Make sure both processes are started with the same user privileges.
- Under certain circumstances NDI video streams do not visualize in Viz Arc. Make sure to install the latest NDI Tools and check the Troubleshooting section in the [Viz Arc User Guide](#).

## 2.5 Compatibility Notes

Viz Arc 2.0 is compatible with:

Product	Version
Viz Engine	3.12 and newer, Viz Engine 5.x.
Viz Virtual Studio	1.1.0 and newer.

<b>Product</b>	<b>Version</b>
<b>Unreal Engine</b>	5.1.x., 5.2.x, 5.3.x
<b>Graphic Hub REST</b>	2.5.0 and newer. Support for File Collection file types (Unreal Projects) requires version 2.9.2
<b>Media Sequencer</b>	5.5 required for the Viz Mosart integration, otherwise 5.1.3 and newer.
<b>Viz Mosart</b>	5.3
<b>Coder</b>	2.3.1 and newer.
<b>Viz Pilot Data Server</b>	9.0
<b>Viz Pilot Edge</b>	3.0
<b>Media Service</b>	2.3.3 and newer.
<b>Viz One</b>	7.1.0 and newer.
<b>Viz Object Tracker</b>	1.3 and newer
<b>Viz Arena</b>	5.1.0 and newer.



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## 3 Documentation

Documentation for Viz Arc is available at the Vizrt Documentation Center:

- [Viz Arc User Guide](#)
- [Viz Arc Script Guide](#)

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## 4 Support

Support is available at the [Vizrt Support Portal](#).