Viz Mosart Release Notes

Version 4.0

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Contents

1 Viz Mosart 4.0.2

Release Date: 2020-10-01

These are the release notes for Viz Mosart version 4.0.2. This document describes the user-visible changes that have been done to the software since release 4.0.1.

1.1 Introduction

Viz Mosart is Vizrt's powerful studio automation suite.

1.2 Release Highlights

This release of Viz Mosart is a maintenance release that has no specific focus, it resolves a variety of customer issues. Since this is a maintenance release, it contains no new features.

> ⚠ **Note:** One significant change in this release is that we have moved to *.NET 4.8* and ***Microsoft Visual C++ Redistributable for Visual Studio 2015, 2017 and 2019***. For the GUI clients there is also a requirement to have **Microsoft Visual C++ Redistributable 2013** installed.
> The system where Viz Mosart is installed must be updated to this version. See System Requirements below.

As part of the above changes, a Viz Mosart Server installer executable has been added, with check for the above prerequisites and automatic installation of them if connected to Internet.

1.3 Improvements

1.3.1 Template Editor

- Improved handling of failed template database requests. Previously, if a template database request failed, the Template Editor would fall back to the file-based template sets, with a program logic that anticipated their availability. However, if the file-based templates were unavailable, this would lead to complete loss of all templates. With the new approach, the Template Editor now alerts the user about any connection problems, in a pop up message. When the pop-up is acknowledged, Template Editor closes, discarding any changes (MOSART-8997).

1.3.2 AV Automation

- In exceptional cases performance issues on open instance of AV Automation have lead to delays in switching operations. After investigation it was found that the root cause was the AV Automation Log window. To remedy this we now have the Log window *disabled by*

default from AV Automation startup. It can still be enabled when needed, this is described in the *Viz Mosart Administrator Guide* (MOSART-8964, MOSART-9322).

1.3.3   Graphics Handling

- When deleting a graphics item from the NRCS, the item is now also removed from Overlay Graphics Interface and from the MSE Playlist. This in turn also makes it disappear from the MSE Playlist panel in the Viz Mosart GUI. Previously the graphics item was only removed from the Viz Mosart manus file and UI, and it would still show up as available on the MSE Playlist panel (MOSART-8764).
- Viz Mosart can be configured (via Manus Administrator setting **Auto preview overlays**) to automatically preview overlay graphics on a dedicated preview machine. Previously the preview would show the next upcoming overlay graphic (even if this graphic was far down in the rundown). In some cases this is not desirable, so a new setting **Auto preview overlays early** has been introduced to Manus Administrator which by default is *true*, keeping the existing behavior. If this value is set to *false*, an overlay graphic is previewed only if it is for the *next* rundown element to be taken On Air (MOSART-9191).

1.3.4   Viz Mosart UI

- In the Viz Mosart UI you can now easily access the *Viz Mosart User Guide* and the *Viz Mosart Administrator Guide* directly from a newly added menu item, **Help**. The Help menu also contains an About entry which shows the Viz Mosart version number and third party license information (MOSART-7619).
- The Quick Editor has received some improvements, most significant, a search function. These improvements are described in the *Viz Mosart Administrator Guide* (MOSART-9237, MOSART-8055).
- Improvements have been made to different visual parts of the UI to make it more clear and consistent (MOSART-9247).
- From the Viz Mosart UI, it is now possible to set individual overlay graphics engines to standby. This has previously only been possible from the Overlay Graphics Interface, while from the UI you could only standby overlay graphics controllers, not individual engines. The UI will now also visually show if one or more graphics engines have been set to standby from Overlay Graphics Interface (MOSART-8909, MOSART-9067).
- The list of proposed transitions in the Transition Area has been reordered to avoid mistakenly selecting the wrong transition (MOSART-9102).

1.3.5   General

- The *Viz Mosart User Guide* and the *Viz Mosart Administrator Guide* continue to be updated both in general and for fixed issues and improvements mentioned in these Release Notes. These guides are included with the Viz Mosart GUI and Viz Mosart Server installers, but even more updated documentation for Viz Mosart 4.0 can always be found at https://

documentation.vizrt.com/viz-mosart-4.0.html.
See also the Viz Mosart UI Improvements section, above.
· The installers for the Viz Mosart UI and for the Viz Mosart server will now check for the prerequisites like .Net version and MS VC++ redistributables and warn if these are not installed. They now also offer the option to automatically install these (MOSART-9276, MOSART-9242).

1.4   Fixed Issues

1.4.1   Rundown Handling

· Fixed an issue where when using "Set As Next And Skip" from a keyboard shortcut, an unexpected story would be set as Next story, rather than the story immediately after the story currently on air. This would result in the wrong story going on air when pressing Take Next (MOSART-9023).
· In some cases when moving stories around from the NRCS, the Viz Mosart UI would show the wrong story as Next story (yellow marker), even though when performing Take Next, the correct story would be taken, not the one indicated as next in the UI (MOSART-9092).
· If an empty story was added from the NRCS and then moved to a different position in the rundown, Viz Mosart Manus Administrator would show an error message and the Viz Mosart UI would not show the story as moved (MOSART-6600).
· If Viz Mosart was on air with a rundown while the Viz Mosart UI also had one or more other rundowns loaded, then if the NRCS removed all stories from one of these other rundowns, all stories would disappear from the UI, except for the one currently on air (MOSART-6443).
· The Viz One Story Replay AsRunLog Adapter can have issues handling some character encoding. One effect of this was that Arabic characters would not display correctly after they had been processed by this log adapter. This has been solved by making the character encoding configurable in the LogAdapterVizOneConfig.xml file, with the **Encoding** setting, for example <item name="Encoding" value="Windows-1252"/> (MOSART-8917).
· Fixed issues which in rare cases could lead to the UI not showing all stories received from the NRCS (MOSART-9146, MOSART-9068, MOSART-9053).

1.4.2   Video Clip Handling

· Fixed an issue where scrubbing of a clip in the Preview window would lead to a massive cascade of video clip positioning commands in AVAutomation (MOSART-9035).
· Adlibs could stop working after selecting Recue from the UI. This issue has now been resolved (MOSART-9052).
· Adlibs with looping enabled would not work as expected on an Airspeed server. After pausing the Adlib clip, the playout would resume from the start of the clip, instead of from the paused position (MOSART-8789).
· Fixed an issue where clips with "." in the clip title could lead to the clip status alternating every few seconds between available and unavailable (MOSART-9073).

- When a video clip was removed and then restored on a video server, Viz Mosart A/B ripple function could fail so that the video clip would not be cued until it was actually taken on air. Note this issue was already resolved in Viz Mosart 4.0.1 (MOSART-8381).

1.4.3   Graphics Handling

- It is now possible to convert an overlay graphic to manual with the OVERLAY_TO_MANUAL control command, even for the story currently on air (MOSART-9144).
- If graphics for a story was pretaken, then if that story was moved by the NRCS, pretake would stop working until Manus Administrator was restarted. This issue has now been resolved (MOSART-9195).
- If graphics for a story was pretaken, then if that story was floated/removed by the NRCS, the pretaken graphics would not be taken out (MOSART-9331).
- If graphics for the next story was pretaken, then if that story was skipped in the GUI or moved by the NRCS, then these graphics would not be removed or could incorrectly reappear at a later stage in the rundown (MOSART-9019, MOSART-9201).
- If the next upcoming graphics was previewed (not pretaken), and then another story with graphics was moved by the NRCS in front of the previewed element, Mosart would not update the previewed graphics (MOSART-9194).
- In some rare cases with Orad graphics, Viz Mosart would misinterpret responses from the Orad system as commands issued by Viz Mosart (MOSART-9010).
- Overlay Graphics Interface could in some cases clear all Named Overlays from the MSE playlist. This happened only when the setting ConnectedWhenIdle was true, and would then happen when switching rundowns, and also sometimes on initial load of the rundown (MOSART-6410).
- If restarting Overlay Graphics Interface while on air, Overlay Graphics Interface would play out multiple graphics that were not in the active rundown (MOSART-6299).
- For Vizrt graphics, occasionally the clearing of graphics engines did not work. This has now been fixed (MOSART-9074).

1.4.4   Template Editor

- There was an issue when using template database that you could get an unhandled exception when trying to copy a template set (MOSART-9133).
- When using template database and opening a channeltemplates file to save the contents to the template database, the saving would fail with an error message if the file contained one or more template that already existed in the template database. This issue has been resolved so that if such duplicates are found, the templates in the channeltemplates file overwrites the contents in the template database (MOSART-9252).

1.4.5   AV Automation

- Using the template database, then making changes to the A/V Setup from AVAutomation would clear which template set was the default. This would lead to confusion since when a

Viz Mosart system was started up, it would not start up with the expected default Template Set, but with whatever template set was last in use (MOSART-6451).

1.4.6   Viz Mosart UI

- It was not possible to drag assets on to some of the GUI keyboards. Specifically, keyboards with modifier combinations Ctrl+Shift, Ctrl+Alt, Shift+Alt and Ctrl+Shift+Alt. The critical issue was that any such assets would instead end up on the main keyboard, overwriting whatever was previously assigned to that key (MOSART-9265).
- Having used the Quick Editor to add a template to an empty story received from the NRCS, making it a "usable" story, it was still not possible to use **Set as next story** to set this story as the next one to take on air (MOSART-9154).
- A DVE template could show graphics as missing (checkerboarded) even if no graphics device was enabled on that DVE template (MOSART-9255).
- A fullscreen graphics template could show up as OK (not checkerboarded) even if it had missing content (MOSART-9326).
- Lowerthird graphics could disappear from the Quick Access Tab when a story was updated from the NRCS (MOSART-9113).
- When the **Use grouped stories** feature was turned on, Drop Keys would not show clip description (MOSART-9320).
- Selecting a different input source for an item in Program view would incorrectly change the crosspoint on the Preview bus of the video switcher, rather than the expected, on the Program bus (MOSART-9083, MOSART-8904).
- If there was a problem with a graphic that should be presented with checkerboarded graphics status, the checkerboarded status would not show up in the Asset window nor when hovering over the affected items (MOSART-8903).

1.4.7   Viz Mosart ActiveX

- If the same newsroomtag was used for several element types in a template, for example Switcher crosspoints, AUX crosspoints and Key Fill crosspoints, the ActiveX would show the newsroomtag separately for each element type, instead of showing all elements (crosspoints) in one collective list (MOSART-5577).

1.5   Known Limitations

- There have surfaced some issues with template database handling after modifications that were introduced mainly in Viz Mosart 4.0.0. These problems all come from the fact that it has been possible to create templates in the Template Editor with trailing spaces in the template variant name. This is not visible to the user, and has in itself not been wrong or caused any issues. However, with the modifications in Viz Mosart 4.0.0, saving templates to the template database may now fail with Exception Error messages on duplicates being found in the database (MOSART-9054, MOSART-9152, MOSART-9358).
  Workaround: The workaround is currently to use SQL queries to the database to remove the trailing spaces on variant names. Vizrt Mosart Support and R&D may be available to assist in

finding out if this is a viable solution and then help on how to do this. If it turns out that modifying templates in this way is not feasible, then the only alternative is to wait for a fix in the next Viz Mosart release.

· The modifications mentioned above also lead to Viz Mosart not being permitted to have *leading spaces* in template variant names. This has negatively affected some customers who are deliberately using this possibility. The aim is to remove this limitation again (MOSART-9054).

· Even with the improvements in MOSART-8997, in some cases when an auto-synchronization workflow is in place with the template database, the Template Editor may encounter an error that effectively clears the whole template database (MOSART-9360).

· The GUI installer has a flaw in checking for whether or not Microsoft Visual C++ Redistributable 2013 x64 is installed. This flaw can make it impossible to install the Viz Mosart GUI on some 64 bit computers (MOSART-9407). There is no known workaround for this.

· It has been discovered that when implementing the feature for Auto preview overlays early, a negative side effect is an excessive amount of Preload and Preview commands can be sent on certain graphics systems. This can result in graphic items being loaded and played in the wrong order (MOSART-9330, MOSART-9381). Currently there is no good workaround for this.

1.6   Installation And Upgrade

Refer to the *Viz Mosart Administrator Guide*, section *Installation and Upgrade.* Latest updated documentation for Viz Mosart 4.0 is at https://documentation.vizrt.com/viz-mosart-4.0.html.

1.6.1   System Requirements

Recommendations

For details, see the *Installation Prerequisites* section in the *Viz Mosart Administrator Guide.*

General

· Microsoft .NET Framework 4.8
· Microsoft Visual C++ Redistributable for Visual Studio 2015, 2017 and 2019

Viz Mosart Server

· Microsoft Windows Server 2008 or later.

Viz Mosart Client Computers (GUI, Audio Panel, Timing Display, Audio Player)

· Microsoft Windows 10.
  Microsoft Windows 7 Professional may also be used, but this version is no longer supported by Microsoft.
· Microsoft Visual C++ Redistributable 2013 x86
· Microsoft Visual C++ Redistributable 2013 x64

Network Bandwidth

- 1000 Mbps Gigabit Ethernet card is required on the Viz Mosart Client Computer if NDI is used for live preview in the **Preview** and the **Program** windows.

1.6.2   Upgrade

As a standard procedure, always make backups before upgrading. Back up all files at the following locations:

- *C:\channeltemplates*
- *%localappdata%\Mosart_Medialab*
- *%programdata%\Mosart Medialab\ConfigurationFiles*
- *C:\Program Files (x86)\Mosart Medialab\<Mosart application>\ConfigurationFiles*
- All files with extension *.exe.config* in folders *C:\Program Files (x86)\Mosart Medialab\<Mosart application>* where <Mosart application> is the relevant Viz Mosart application (e.g. Mosart Server, Mosart GUI, etc.).

Windows registry settings for:

- *HKEY_CURRENT_USER\Software\\[Wow6432Node\\]Mosart Medialab*
- *HKEY_LOCAL_MACHINE\Software\\[Wow6432Node\\]Mosart Medialab*

If you do not have access to the referred documentation on Internet, here is a quick guide for installation:

1. Download all relevant Viz Mosart installation files to the preferred location. The default location is *C:\Mosart\Installers*. You are advised to make a sub-directory for the installers for a particular version/build containing all the MSI installer-files and any other supplemental files. This directory should be named using the Release.Version.Patch.Build naming convention, for example: *C:\Mosart\Installers\4.0.0.24523* for Mosart 4.0.0 build 24523.
2. Stop all Viz Mosart Windows services.
3. Double-click an MSI installation file, and follow the prompts to complete installation. Note that after completing this step for the Viz Mosart Server and the Viz Mosart GUI, the documentation is available in the installation folder's *Documentation* sub folder.
4. Repeat the above step for all relevant installation files.
5. As a last step, you need to start a set of Windows services to make Viz Mosart run. These are automatically started when the computer is started. The safest is to reboot the computer to verify that the automatic start of the services is working.

1.6.3   Upgrading FAQ

Some questions with answers around upgrading an existing installation, with respect to new features in Viz Mosart 4.0.

For other details see the System Requirements section above.

MIA (Mosart Installation Administrator)

If you use MIA, see the important guidelines in section Viz Mosart Installation Administrator (MIA).

Hierarchical Template Sets

Do Hierarchical Template Sets require a complete new set of templates or are they backwards compatible with template sets from a previous version?

- You can continue to use the existing channel templates without any modifications, so Viz Mosart 4.0 is backwards compatible.

Can I go back to the previous Mosart version after I have started using Hierarchical Template Sets?

- Yes, you can, but with some limitations. The templates in the *base* template set (the template set that other template sets inherit from, either directly or indirectly) can be used with the previous version. Inherited template sets (a variant of a base template set) can in practice not be re-used in a previous version of Viz Mosart, as the variant only includes the (few) additional templates that override a base set template, plus templates specific for this template set.

I use Viz Mosart Template Database - what is the effect of installing Viz Mosart 4.0?

- When starting Viz Mosart 4.0, the full Template Database (for all galleries), is automatically upgraded to a new schema. This upgrade is backwards compatible, so you can continue to operate towards the upgraded Template Database from galleries with earlier versions of Viz Mosart.
- After testing Viz Mosart 4.0 you can safely downgrade to an earlier version of Viz Mosart and continue to use the template database as before, although with the limitations that inherited template sets are not usable (as described in "**Can I go back**" above).

Viz Mosart ActiveX

Are the MOS objects the same in Viz Mosart 4.0 as in earlier Viz Mosart versions?

- Yes.

Can a rundown created with Viz Mosart 4.0 ActiveX be loaded in a Viz Mosart Server of an earlier version?

- Yes.

Can rundown elements created by Viz Mosart 4.0 ActiveX be edited in an earlier ActiveX, and vice versa?

- Yes.

Is this the same for all newsroom computer systems?

- Yes.

Newsroomsettings

- Before upgrading, make sure you take a backup of *newsroomsettings.xml*.
- If you are upgrading from a version before release 3.6.7, or before 3.7.0.23184, the *newsroomsettings.xml* file is upgraded to version 6 (you are prompted when Manus Administrator is started first time after upgrade).
- If you for some reason need to roll back to an earlier Viz Mosart version, *newsroomsettings.xml* will not be downgraded automatically to the older version, so you have to manually replace the *newsroomsettings.xml* file with the backup file after downgrade.
- Alternatively, if no backup was done, you should remove the *<graphicdestinationletters>* tag from the XML file and re-add them using **Manus Settings**.

CasparCG

Binaries for CasparCG are no longer distributed as part of the Viz Mosart installers.

- Please contact Viz Mosart Support for further information.

2 Viz Mosart 4.0.1

Release Date: 2020-06-30

These are the release notes for Viz Mosart version 4.0.1. This document describes the user-visible changes that have been done to the software since release 4.0.0.

2.1 Introduction

Viz Mosart is Vizrt's powerful studio automation suite.

2.2 Release Highlights

This release of Viz Mosart is a maintenance release that has been especially focused on improvements to graphics handling. Since this is a maintenance release, there are no new features in this release.

2.2.1 Focus Area – Graphics

This release contains numerous improvements in the area of graphics handling. The most significant fixes are around MOSART-6626 and MOSART-8542, concerning either a rundown reload, or the restart of OGI (manually or using **CTRL + SHIFT + G**), where graphics could be missing or could not be taken.

Improvements are:

1. Fixed synchronization issues that caused inconsistencies of take-in/take-out of graphics.
2. Optimized the speed of loading and reloading graphics.
3. Clean up of issues in the reconnect (**CTRL + SHIFT + G**) process which caused loss of graphics in the MSE playlist and/or Viz Mosart internal data.
4. Speed and reliability: Two groups of rundown graphics, the *rundown* group and *static* group (named overlays) are introduced in the MSE playlist. A fullscreen graphics playlist now only belongs to the *rundown* group.
5. Loading and reloading of the rundown in Viz Mosart: This operation now deletes and reliably recreates the *rundown* group (leaving the *static* group untouched).
6. Restart of OGI (manually or through **CTRL + SHIFT + G**): This operation now deletes and reliably re-creates both groups.

> ⚠ **Note:** Optimizing the graphics workflow is an ongoing process, more improvements will appear in follow-up releases.

2.3   Improvements

2.3.1   Avid FastServe

The OCIP video server driver has been extended to support Avid FastServe Playout.

2.3.2   Graphics Commands

Improved commands for graphics, both as keyboard shortcuts from Viz Mosart UI and template control commands.

Previously, the field **Render** was used to target a specific graphics engine. With the recent introduction of graphics destinations, the link between **Render** and graphics engines on a destination became unclear. A new field, **Parameter** was introduced to provide the graphics destination (instead of **Render**) as the target of the command. However, this extension had not been implemented for all commands. This is improved with this version of Viz Mosart.

The field **Render** can still be used. This version fixes issues with inconsistencies between the numbering of **Render** and Engine number, ensuring a one-to-one relationship between these parameters. Previously there could be a variance of 1 or possibly 2 between the command numbering and the reference of the expected engine.

> ⚠ **Note:** The above correction may require you to update the "Render" field value in some of your graphics commands.

Additional Control Command details

- **Overlay Graphics > _CLEAR_ > Control Command Keyboard Shortcut**, the name of the destination to be cleared can now be specified with the field **Parameter**.

  If **Parameter** contains the name of a destination, only that destination is cleared. For example, destination _DSK_ or _WALL_:
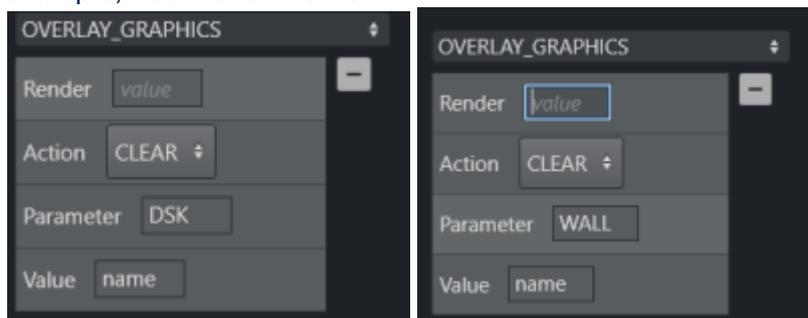
  If **Parameter** is empty, the content of **Render** takes precedence and the Engine number given in **Render** is cleared.
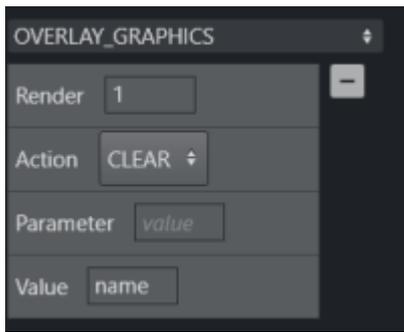
The Engine number in **Render** must be same as the Engine number shown in the **Overlay Graphics** window. See the example below:
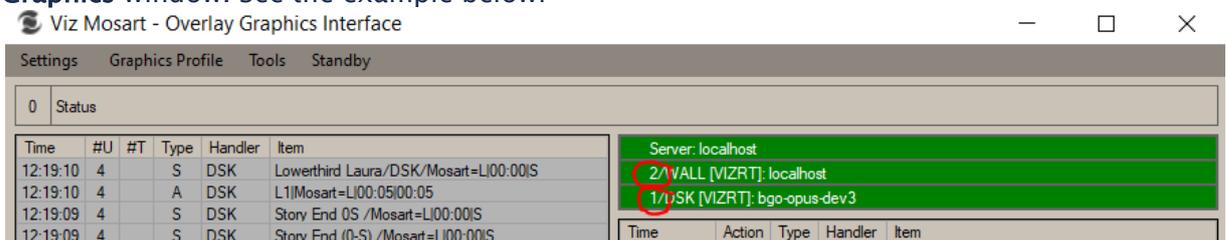
Render can also contain any non-numeric value. This clears *all* Engines:
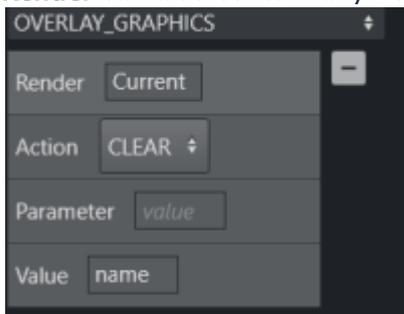
- **Overlay Graphics > TAKE_MANUAL_OUT > Control Command Keyboard Shortcut**, similar changes have been made. The field **Parameter** now contains the *name of the destination* from where the manual graphics are taken out.

- **Control Commands** added to Viz Mosart **Templates**, similar functionality is now available.
  - When **Parameter** contains a *numeric* value or the string *Current,* it is interpreted as the render Engine number from where the graphics will be cleared.
  - When **Parameter** contains a *non-numeric* value, it is interpreted as from where the graphics will be cleared. See example in the figure below:
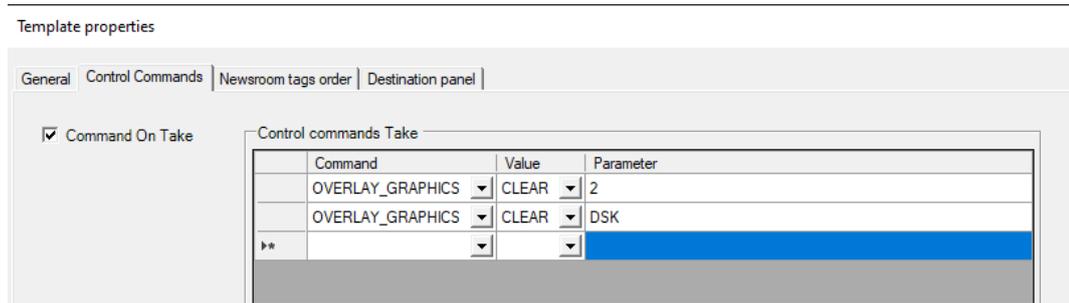
2.3.3 Full Screen Graphics Keyboard Shortcut and Template Control Commands

The situation where the number used in field **Engine** field had to be "*+1*", compared to the Engine number configured in **Av Automation > Properties > Graphics >Engines list**, is now fixed.

The Engine number used in Keyboard shortcut and Template control commands for Full screen graphics shall now be same as
the Engine number configured in **Av Automation > Properties > Graphics >Engines list**.

(MOSART-5670, MOSART-5671, MOSART-5840, MOSART-6137, MOSART-6687, MOSART-8421, MOSART-9004, MOSART-9070).

2.3.4 Manus Administrator

· A *Default Lower Third Out Behavior* in Manus Admin for *CG is added (MOSART-8876),

2.3.5 AV Automation

· For ChyronHego LyricX graphics system, it is now possible to perform a take out of graphics through rules defined in their Intelligent Interface Rules Engine (IIRE). This makes it possible to take out individual graphics from the same destination, where a regular take out would have removed all graphics from the named destination.
If your LyricX Rules Engine has defined a transition rule "L\<SceneName>\<Transition Name>", in the Viz Mosart's ChyronConfig.xml file, you can define an IIRETakeOutMacro<n> to trigger this rule for taking out graphics. The <n> is the output destination, used in the same way as for the existing TakeOutMacro<n>.
For example, in the transition rule here, `IIRETakeOutMacro<n>` would be (for destination 1):
`<item name="IIRETakeOutMacro1" value="L\{GraphicID}\animate" />`

Here the "{GraphicID}" is what identifies the graphic, the <SceneName> in the IIRE rule, while in this example "animate" is the <Transition> in the LyricX system to take the graphics out:
Note that if the IIRETakeOutMacro<n> is defined, it is used instead of the regular TakeOutMacro<n>. (MOSART-8959).
· The OCIP video server driver has been updated to handle the Avid FastServe playout system (MOSART-8842)

- *Idle/Active* status has been moved from the menu bar, to the status bar at the bottom of AV Automation view. This is more in line with its purpose (MOSART-8931).
- Fixed some minor issues with control of Studer Vista audio mixer (MOSART-8829, MOSART-8831).

2.3.6　Template Editor

- Fixed issue where unpredictable program behavior was introduced in Viz Mosart 4.0.0 (MOSART-8837).

2.3.7　Overlay Graphics Interface

- It is now possible to place individual destinations to *Standby*, in Overlay Graphics Interface. There are other improvements to Standby handling in Overlay Graphics Interface, that extend to the Viz Mosart UI (MOSART-5913, MOSART-8908, MOSART-8910, MOSART-8911, MOSART-8926, MOSART-8960, MOSART-8980, MOSART-9025)

2.3.8　Viz Mosart UI

- In Viz Mosart 4.0.0, support for the Jingle template type was added to the **Quick Access** tab and **Quick Access** panel. From this release, the Jingle template support has also been added to the **Quick Editor** (MOSART-7689).
- The **Destination Panel Editor** has been improved in several aspects.　See the *Viz Mosart User Guide* for how to use this editor (MOSART-8848).
- The **Quick Access Panel** (QAP) has received several improvements. See the *Viz Mosart User Guide* for available possibilities with the QAP (MOSART-7696, MOSART-8873, MOSART-8875, MOSART-9066).
- Improved the look of various buttons in the UI (MOSART-8957)
- When trying to adjust the video clip in or out points, you could end up instead resizing the **Preview** window. This is now avoided by preventing resize of the workspace elements while you are on air (MOSART-8994).
- Swiss and Austrian keyboard layouts are now available for selection (MOSART-8590)

2.3.9　General

- Both the *Viz Mosart User Guide* and the *Viz Mosart Administrator Guide* are updated in connection with the above fixed issues and improvements. See all updated documentation for Viz Mosart 4.0 at https://documentation.vizrt.com/viz-mosart-4.0.html (MOSART-9061).

2.4   Fixed Issues

2.4.1   AV Automation

· Fixed an issue in Camera Robotics for the Telemetrics system, where an unhandled exception could happen in certain cases (MOSART-5668).
· Fixed an issue in MIDI Audio mixer handling, where if you had to restart the rtpMIDI service, you lost control of the audio mixer. This has now been corrected, so that control is not lost after restart of the service (MOSART-8680).
· Viz Mosart would in some cases incorrectly conclude that a video clip was not available on one of the A/B video ports of the video server. In cases where two clips were to be played back to back, this issue gave the bad effect that the second clip was not cued in preview, but instead was cued and played on the same port as the first clip, leading to the cue and subsequent play being visible on air. This issue has now been fixed (MOSART-8992).
· Corrected even more the display of MSE connection status when only one of multiple MSE connections is down. After a fix introduced in Mosart-3.9.2, for issue MOSART-4560, there were still some discrepancies, and these have been attended to in this release (MOSART-8689).
· If AV Automation full screen graphics had a Viz Engine on a given MSE with the same engine number/index as a Viz Engine on a different MSE in Overlay Graphics Interface, AV Automation would refuse to take graphic on air for that engine of Overlay Graphics Interface had graphic on air on its Viz Engine (MOSART-8507).
· Reintroduced the TCP/IP option for Stagetec Audio Mixer, which was accidentally removed in Viz Mosart 3.9.2 (MOSART-9002).
· Fixed an issue with template sequences where sub sequences could not be called from a directtake (MOSART-8900).

2.4.2   Overlay Graphics Interface

· Fixed some remaining issues with pre-taken graphics (MOSART-8507, MOSART-8691, MOSART-8947)
· For Vizrt graphics the Viz Engine port number can now be specified in the Port field. Earlier it could only be set as part of the Host field. See the *Viz Mosart Administrator Guide* for details. (MOSART-5806).
· Fixed an issue where Trio pages were not recreated on switching the Graphic profiles/ Concepts (MOSART-8583).
· Fixed an issue where after rundown reload a graphic from before the reload reappears (MOSART-9041).

2.4.3   Viz Mosart UI

· Fixed an issue where skipping several stories in GUI and then un-skipping them would lead to the yellow **Next Story** marker being on the wrong story (MOSART-4902/MOSART-5749).

- Fixed an issue where pressing **Hold Video Transition** on an item that had **Mix Delay** configured would lead to Viz Mosart staying on the current item and not advancing in the rundown (MOSART-6595).
- If a primary template had an Accessory video clip, the UI would show incorrect duration of the template, by using the video clip length instead of prompter text duration as primary template duration (MOSART-7346).
- If the prompter text was only one line, with no line breaks in the text, the prompter text would not show up in the **Script** window (MOSART-8885)

2.4.4   Timing Display

- The value Use_Audio_Countdown would not show up as enabled (selected) in the **Tools** menu, even though it was enabled and working (MOSART-8728).

2.5   Known Limitations

- A Pre-taken graphic is never taken-out, if the story it belongs to has been skipped (MOSART-8414, MOSART-9019).
  The graphic may reappear at unexpected times later in the show. To resolve this, the graphic must be taken-out *manually*.

> ⚠ Previously, you had to *first manually take-in* the graphic before you could take it out. With Viz Mosart 4.0.1 this first step is no longer required.

2.6   Installation And Upgrade

Refer to the *Viz Mosart Administrator Guide*, section *Installation and Upgrade*. Latest updated documentation for Viz Mosart 4.0 is at https://documentation.vizrt.com/viz-mosart-4.0.html.

2.6.1   System Requirements

Recommendations

For details, refer to the document *Recommended Computer Platform*, available from Viz Mosart Support. See also the *Installation Prerequisites* section in the *Viz Mosart Administrator Guide*.

General

- Microsoft .NET Framework 4.7.2
- Microsoft Visual C++ Redistributable Package x86 version for Visual Studio 2017

Viz Mosart Server

- Microsoft Windows Server 2008 or later.

- In some cases Microsoft Visual C++ Redistributable Package x86 version for Visual Studio 2013 should NOT be installed. For further details, contact Vizrt Support, quoting case MOSART-6877.

Viz Mosart Client Computers (GUI, Audio Panel, Timing Display, Audio Player)

- Microsoft Windows 10.
  Microsoft Windows 7 Professional may also be used, but this version is no longer supported by Microsoft.

Network Bandwidth

- 1000 Mbps Gigabit Ethernet card is required on the Viz Mosart Client Computer if NDI is used for live preview in the **Preview** and the **Program** windows.

2.6.2   Upgrade

As a standard procedure, always make backups before upgrading. Back up all files at the following locations:

- *C:\channeltemplates*
- *%localappdata%\Mosart_Medialab*
- *%programdata%\Mosart Medialab\ConfigurationFiles*
- *C:\Program Files (x86)\Mosart Medialab\<Mosart application>\ConfigurationFiles*
- All files with extension *.exe.config* in folders *C:\Program Files (x86)\Mosart Medialab\<Mosart application>* where <Mosart application> is the relevant Viz Mosart application (e.g. Mosart Server, Mosart GUI, etc.).

Windows registry settings for:

- *HKEY_CURRENT_USER\Software\\[Wow6432Node\\]Mosart Medialab*
- *HKEY_LOCAL_MACHINE\Software\\[Wow6432Node\\]Mosart Medialab*

If you do not have access to the referred documentation on Internet, here is a quick guide for installation:

1. Download all relevant Viz Mosart installation files to the preferred location. The default location is *C:\Mosart\Installers*. You are advised to make a sub-directory for the installers for a particular version/build containing all the MSI installer-files and any other supplemental files. This directory should be named using the Release.Version.Patch.Build naming convention, for example: *C:\Mosart\Installers\4.0.0.24523* for Mosart 4.0.0 build 24523.
2. Stop all Viz Mosart Windows services.
3. Double-click an MSI installation file, and follow the prompts to complete installation. Note that after completing this step for the Viz Mosart Server and the Viz Mosart GUI, the documentation is available in the installation folder's *Documentation* sub folder.
4. Repeat the above step for all relevant installation files.
5. As a last step, you need to start a set of Windows services to make Viz Mosart run. These are automatically started when the computer is started. The safest is to reboot the computer to verify that the automatic start of the services is working.

2.6.3   Upgrading FAQ

Some questions with answers around upgrading an existing installation, with respect to new features in Viz Mosart 4.0.

For other details see the System Requirements section in this document.

MIA (Mosart Installation Administrator)

If you use MIA, see the important guidelines in section Viz Mosart Installation Administrator (MIA) above.

Hierarchical Template Sets

Do Hierarchical Template Sets require a complete new set of templates or are they backwards compatible with template sets from a previous version?

- You can continue to use the existing channel templates without any modifications, so Viz Mosart 4.0 is backwards compatible.

Can I go back to the previous Mosart version after I have started using Hierarchical Template Sets?

- Yes, you can, but with some limitations. The templates in the *base* template set (the template set that other template sets inherit from, either directly or indirectly) can be used with the previous version. Inherited template sets (a variant of a base template set) can in practice not be re-used in a previous version of Viz Mosart, as the variant only includes the (few) additional templates that override a base set template, plus templates specific for this template set.

I use Viz Mosart Template Database - what is the effect of installing Viz Mosart 4.0?

- When starting Viz Mosart 4.0, the full Template Database (for all galleries), is automatically upgraded to a new schema. This upgrade is backwards compatible, so you can continue to operate towards the upgraded Template Database from galleries with earlier versions of Viz Mosart.
- After testing Viz Mosart 4.0 you can safely downgrade to an earlier version of Viz Mosart and continue to use the template database as before, although with the limitations that inherited template sets are not usable (as described in "**Can I go back**" above).

Viz Mosart ActiveX

Are the MOS objects the same in Viz Mosart 4.0 as in earlier Viz Mosart versions?

- Yes.

Can a rundown created with Viz Mosart 4.0 ActiveX be loaded in a Viz Mosart Server of an earlier version?

- Yes.

Can rundown elements created by Viz Mosart 4.0 ActiveX be edited in an earlier ActiveX, and vice versa?

- Yes.

Is this the same for all newsroom computer systems?

- Yes.

Newsroomsettings

- Before upgrading, make sure you take a backup of *newsroomsettings.xml*.
- If you are upgrading from a version before release 3.6.7, or before 3.7.0.23184, the *newsroomsettings.xml* file is upgraded to version 6 (you are prompted when Manus Administrator is started first time after upgrade).
- If you for some reason need to roll back to an earlier Viz Mosart version, *newsroomsettings.xml* are not downgraded automatically to the older version, so you have to manually replace the *newsroomsettings.xml* file with the backup file after downgrade.
- Alternatively, if no backup was done, you should remove the *<graphicdestinationletters>* tag from the XML file and re-add them using **Manus Settings**.

CasparCG

Binaries for CasparCG are no longer distributed as part of the Viz Mosart installers.

- Please contact Viz Mosart Support for further information.

3 Viz Mosart 4.0.0

Release Date: 2020-03-31

These are the release notes for Viz Mosart version 4.0.0. This document describes the user-visible changes that have been done to the software since release 3.9.2.

This release of Viz Mosart brings significant system performance improvements, an enhanced and optimized user experience, together with multiple features for more effective rundown-driven workflows and device control.

3.1 New Features

Viz Mosart GUI can show source previews through NDI (MOSART-7582)

If video source signals are made available as NDI streams, the Viz Mosart GUI can show thumbnail-sized previews of these video source signals in both the Preview and the Program windows. A new control panel called Sourceview can be used to organize sources that can be used as buttons. These sources can be assigned to e.g. input sources or Template Router buttons. The sources are shown as a live video signal. See also Network Bandwidth in the System Requirements section.

Viz Mosart GUI is able to directly control graphics playlists in the Viz Media Sequencer - MSE (MOSART-7576)

A separate panel called Playlist Panel enables the user to browse playlists on the MSE. The graphics can be taken in or out with a single click. It also supports preview if a preview engine is configured.

Viz Mosart template sets can now be based on other template sets in a hierarchy (MOSART-4300)

It is now possible to base any template set TS2 on another template set TS1, the so called Hierarchical Template Sets feature. All templates from TS1 can be used when TS2 is active. This works for both file-based and database channel template workflows. This significantly reduces memory requirements and processing time.

Improvements to Viz Mosart documentation (MOSART-6417)

Both Viz Mosart User Guide and Viz Mosart Administrator Guide are improved with additional topics. For more future improvements, updated documentation for Viz Mosart 4.0 is available at https://documentation.vizrt.com/viz-mosart-4.0.html.

New theme and colors in Viz Mosart GUI (MOSART-7758, MOSART-8445, MOSART-8480, MOSART-8028)

Viz Mosart GUI is updated to align with other Vizrt UIs, in respect of both theme and colors. The overall style of the application becomes more consistent.

3.2   Improvements

3.2.1   Manus Administrator

- Added functionality for reusing a newsroomtag in all items in a story, which avoids having to specify the newsroomtag for each item (MOSART-1480).
- Support for identical NcsID between main and backup NCS server (MOSART-6562).
- Added control command DEVICE_STANDBY to set individual devices in/out of standby (MOSART-6563).
- Changed name and description of setting for pausing timing on first break. Changed to "Pause Automation timing on first Break", to emphasize that this setting does not affect NCS timing (MOSART-8805).

3.2.2   AV Automation

- Improved handling of label for fader names in Lawo audio mixers using the RMNOPL protocol (MOSART-4925).
- For the Grass Valley K2 video server, it is possible to specify in which volume and bin recording clips shall be created (MOSART-6688).
- Implemented recording support for AirSpeedMultistream video server (MOSART-6330).
- Improved Log Status window (MOSART-4687, MOSART-6695).
- Possibility to set NextCueDelay from templates (MOSART-5638).
- New shortcuts for menu items (MOSART-8420).
- Grass Valley CPL vision mixer driver is now available without any geographical restrictions (MOSART-8673).
- Added support for Logitek audio mixers (MOSART-6390).
- AV Automation logs are no longer cluttered with Videoconfig messages "Could not convert region of type ..." (MOSART-5741).
- In A/V Setup's Effect editor, duplicate effect numbers are highlighted for easier spotting (MOSART-8762).

3.2.3   Overlay Graphics

- Added Instrumentation Monitoring panel (MOSART-4551).

3.2.4   Template Editor

- Restructuring of menus (MOSART-4904).
- New color coding of template types (MOSART-4300).
- New Destination panel to be used for assigning sources on DVE templates in the Main GUI.
- New shortcuts (MOSART-8420).
- Improved visualization of the currently selected template (MOSART-4755).

3.2.5   Viz Mosart UI

· Improved spelling and corrected inconsistencies in various menus (MOSART-7802).
· Improved ease of use when editing using Workspace Manager (MOSART-7966).
· Quick Access Panel improvements (Favorites, Distinct, Size change, Adlib only) (MOSART-7654, MOSART-8027, MOSART-7967, MOSART-7655).
· Added Jingle to Quick Access controls and added variant filtering (MOSART-7973, MOSART-7914).
· Asset Panel improvements (MOSART-7187).
· Wall Manager renamed to Template Router in addition to redesign and option to change the size of the buttons (MOSART-7232).
· Loop option can now be hidden from the Rundown menu (MOSART-7667).
· Storyline commands can be used as GUI control commands / shortcuts (CountDown, Remove, Append items, Loop options) (MOSART-8530).
· Recall workspace/keyboard layout from control commands (MOSART-7670, MOSART-7964).
· Rename of Standby menu (MOSART-8049).
· Improved and moved iNews User Rundown editor to Rundown menu (MOSART-7998,MOSART-7956).
· The Connections menu is hidden if not needed (MOSART-7953).
· Default workspace setup improved (MOSART-7932).
· Search option in General Settings window (MOSART-7915).
· Improved logging of unhandled exceptions (MOSART-7143).
· Increased GUI rundown title font (MOSART-4762).
· Added support for Norwegian Nynorsk as keyboard language (MOSART-5367).
· Unstable Story-move feature removed (MOSART-8496).
· Removed Windows Localization that were not 100% correct for some languages (MOSART-8810).
· Several minor corrections and improvements.

3.2.6   Timing Display

· Improved ease of use when moving labels during editing (MOSART-8323).

3.2.7   Viz Mosart Installation Administrator (MIA)

· Corrections to the bundled beta version of MIA.
  Please note that to benefit from these changes, you must rename the folder from *VizMosart-4.0.0* to *4.0.0*, and place it immediately under `C:\Mosart\Installers`.
  Refer to the *Viz Mosart Administrator Guide*, section Viz Mosart Installation Administrator for further details.

3.2.8   General

· Improved memory usage and garbage collection (MOSART-5554).

3.3   System Requirements

3.3.1   Recommendations

For details, refer to the document *Recommended Computer Platform*, available from Viz Mosart Support. See also the *Installation Prerequisites* section in the *Viz Mosart Administrator Guide.*

3.3.2   General

- Microsoft .NET Framework 4.7.2
- Microsoft Visual C++ Redistributable Package x86 version for Visual Studio 2017

3.3.3   Viz Mosart Server

- Microsoft Windows Server 2008 or later.
- In some cases Microsoft Visual C++ Redistributable Package x86 version for Visual Studio 2013 should NOT be installed. For further details, contact Vizrt Support, quoting case MOSART-6877.

3.3.4   Viz Mosart Client Computers (GUI, Audio Panel, Timing Display, Audio Player)

- Microsoft Windows 10.
  Microsoft Windows 7 Professional may also be used, but this version is no longer supported by Microsoft.

3.3.5   Network Bandwidth

- 1000 Mbps Gigabit Ethernet card is required on the Viz Mosart Client Computer if NDI is used for live preview in the Preview and the Program windows.

3.4   Fixed Issues

3.4.1   Manus Administrator

- In Crossover mode, GUI status indicator did not show missing connection to Crossover Manus Administrator (MOSART-5337).

3.4.2 Media Administrator

- In some cases, a Package On Air would be re-inserted in the Preview window in GUI and then re-taken when Take Next was done (MOSART-8345).

3.4.3 ActiveX

- Router sources and destinations now available in ActiveX also when using Template Database (MOSART-5701).
- Cut/Copy/Paste now working in ActiveX (MOSART-6163).

3.4.4 AV Automation

- Fixed issue where adjustment of video clip in/out position from GUI could affect currently playing clips (MOSART-5014).
- Preview engine now also supported for graphics engine 5 (MOSART-6898).
- Clicked Preview of Vizrt fullscreen graphics is now working also for graphics engines 4 and 5 (MOSART-6155).
- Removed delay between firing multiple DSKs from a template (MOSART-5352).
- Fixed issue where Directtakes that had *Disabled in Rehearsalmode* flag set, would still be taken after Rehearsalmode had been activated via GPI (MOSART-6926).

3.4.5 Camera Robotics Drivers

- Fixed issue with Furio camera control lost when switching between Viz Mosart main and backup (MOSART-3705).
- GUI and AV Automation now show connection status for individual Fx-Motion cameras (MOSART-5025).

3.4.6 Overlay Graphics Interface

- Now possible to have an MMR configuration with no Engines assigned (MOSART-4489).
- Fixed an issue where graphics with Transition Logic would sometimes be taken out or in at the wrong time (MOSART-5410).
- Fixed issue where Mosart would incorrectly take out pre-taken overlay graphics when receiving a story update from the NRCS (MOSART-8567).

3.4.7 Template Editor

- Fixed several issues related to working with templates (MOSART-3089, MOSART-3451, MOSART-3654, MOSART-3797, MOSART-5126, MOSART-5294, MOSART-6277, MOSART-7449).

3.4.8   Remote Services

- Fixed issue where Viz Mosart Remote Service needed to be restarted after server reboot (MOSART-4752).

3.4.9   Viz Mosart UI

- Fixed issues related to continue points in Program/Preview window (MOSART-7507).
- No longer display replaced graphics as On Air in Program window (MOSART-7197).
- Switch Mirror Ports now also executes on idle server when triggered by keyboard shortcut (MOSART-8497).
- Fixed issues with Multiviewer (MOSART-7516).
- Corrected issue with legend for Asset window and keyboard shortcuts for Adlibpix (MOSART-2868/MOSART-8505).
- Fixed issue with Quick Editor giving error (MOSART-8493).
- Fixed issue with Accessory loading to early when Effect is triggered from a keyboard shortcut (MOSART-5829).
- Corrected issue where Studio Setup drop-down menu could be empty on startup (MOSART-6230).
- Pause timing on first break is broken (MOSART-6282).
- Clip mark in set from Pilot Edge in Showmaker is not reflected in Mosart rundown (MOSART-6293).
- GUI Preview resets clip time/duration when loading an adlib via keyboard. (MOSART-6382).
- Fixed issue with previously run adlibs/floats not recuing as expected (MOSART-4322).
- Bind to NCS slug option in keyboard shortcuts now also works when Bind to NCS template is not checked in template editor (MOSART-8114).
- Keyboard editor accessories now always show the actions when available (MOSART-8107).
- Fixed issue with importing keyboard shortcuts (MOSART-8090).
- 'Set as default' now works as expected in Keyboard editor (MOSART-8092).
- Quick Access Panel now also supports jingle templates (MOSART-7491).
- Performance of GUI while loading iNews rundowns has been improved (MOSART-7385).
- Outword now uses body text if no outword is defined in the NCS (MOSART-7369).
- Better handling of transition effects list (MOSART-7181).
- Fixed an issue where keyframe markers would slow down the GUI (MOSART-7163).
- Reduced memory consumption in GUI (MOSART-7129).
- Fixed issue where activating Keep audio, Fade Manual or Level 2 audio from the GUI was not working (MOSART-7233).
- Corrected handling of list of crosspoints for templates when inputchannel was not defined in AVConfig (MOSART-7271).
- Fixed issue where Program window was blank and timeline was not moving (MOSART-7316).
- Storyline setting "Graphic layer based on template type" corrected to "Disable overlay graphic type colors" (MOSART-7317).
- Fixed GUI instability issue (MOSART-7361).

- Only manual lowerthirds would drop to keyboard buttons if 'Toggle group stories feature' was enabled while 'Fill manual lowerthirds only' was disabled (MOSART-7362).
- Some keyboard shortcuts did not work from touch screens (MOSART-8082).
- Fixed an issue where in Quick Access Panel, you could not set a LIVE to Program just after a clip had been set to Preview, instead the clip was set to Program (OPUS-1860/ MOSART-7332).
- A modified transition effect was shown on the current item instead of on the next item in the timeline (MOSART-7217).
- Fixed issue where control commands for activating or deactivating Autotake were instead just toggling Autotake (MOSART-8500).
- Fixed issue where the yellow Next Story marker is not changed in the GUI when all items are removed from it (MOSART-8632).
- Fixed issue where the yellow Next Story marker is not correct in the GUI when stories are moved in the NRCS (MOSART-8461).
- Fixed an issue where setting "None" for a template driven keyboard shortcut in Touchmode would not work. When clicking the shortcut it would behave like the setting "Select" was applied (MOSART-8492).

3.4.10   Timing Display

- Configuration of Timing Display was unpredictable and confusing (MOSART-8298).

3.4.11   Audio Panel

- Fixed instability issue encountered when moving fader on attached JL Cooper panel (MOSART-6908/OPUS-580).

3.5   Known Limitations

A Pre-taken graphic stays on, if it was never actually taken in the story it belonged to (MOSART-8414)

- To resolve this, the graphic has to be taken out manually.

Pre-taken graphics may be taken again when going to Program, leading to flash in the graphics (MOSART-6802)

- This is only an issue on a specific manufacturer's graphics system, and there is a workaround for this issue through a configuration provided by that graphics system.

If a story is moved in iNews, the story status shows STOP when it should show OFFLINE (MOSART-6834)

- There is currently no other workaround for this than to reload the rundown, which is not advisable after the show has started.

Wrong story retains yellow preview bar when un-skipping in GUI (MOSART-4902/OPUS-634/ MOSART-5749)

- This issue is a purely visual error, when pressing Take Next, the correct story is taken.

Clip Update from MediaAdministrator sets item duration incorrectly on multiple updates (MOSART-5384/OPUS-286/MOSART-5660)

- This can happen on growing clips, there are currently no known workarounds for this issue.

The GUI does not show all stories if the items are skipped and the rundown is reloaded (MOSART-5387/OPUS-236/MOSART-7435)

- Workaround is to unskip all items before reloading the rundown.

Moving First story fails if it is moved after an empty story (MOSART-5961)

- There is no known workaround. Refraining from moving the first story after an empty story will avoid the problem.

If connection from Viz Mosart GUI to Viz Mosart Backup Server is failing, the GUI may hang for 42 seconds at startup as well as when reconnecting to Viz Mosart Main Server (OPUS-231/ MOSART-7328)

- Workaround is to remove the Backup Server from the GUI settings until connection to the Backup Server has been re-established,

Sometimes the Preview window in GUI can show incorrect video clip name. This can happen during adlib operations when multiple clips are cued but not played (MOSART-6384)

- There is no workaround, but when taking the item, it is the last cued clip that is played, so the correct clip is played On Air.

3.6   Upgrading

As a standard procedure, always make backups before upgrading. The locations are all files in the following folders:

- *C:\channeltemplates*
- *%localappdata%\Mosart_Medialab*
- *%programdata%\Mosart Medialab\ConfigurationFiles*
- *C:\Program Files (x86)\Mosart Medialab\<Mosart application>\ConfigurationFiles*
- All files with extension *.exe.config* in folders *C:\Program Files (x86)\Mosart Medialab\<Mosart application>* where <Mosart application> is the relevant Viz Mosart application (e.g. Mosart Server, Mosart GUI, etc.).

Windows registry settings for:

- *HKEY_CURRENT_USER\Software\\[Wow6432Node\\]Mosart Medialab*
- *HKEY_LOCAL_MACHINE\Software\\[Wow6432Node\\]Mosart Medialab*

For the upgrade procedure, see the Viz Mosart Administrator Guide's section on Installation. You will always find the latest updated documentation for Viz Mosart 4.0 at https:// documentation.vizrt.com/viz-mosart-4.0.html.

If you do not have access to the above documentation on Internet, a quick guide for installation is given here:

1. Download all relevant Viz Mosart Installation Files to the preferred location. The default location is *C:\Mosart\Installers*. You are advised to make a sub-directory for the installers for a particular version/build containing all the MSI installer-files and any other supplemental files. This directory should be named using the Release.Version.Patch.Build naming convention, for example: *C:\Mosart\Installers\4.0.0.24523* for Mosart 4.0.0 build 24523.
2. Stop all Viz Mosart Windows services.
3. Double-click an MSI installation file, and follow the prompts to complete installation. Note that after completing this step for the Viz Mosart Server and the Viz Mosart GUI, the documentation is available in the installation folder's Documentation sub folder.
4. Repeat the above step for all relevant installation files.
5. As the last steps you need to start a set of Windows services to make Viz Mosart run properly. These are automatically started when the computer is started. The safest is to reboot the computer to verify that the automatic start of the services is working.

3.7   Upgrading FAQ

Some questions with answers around upgrading an existing installation, with respect to new features in Viz Mosart 4.0.

For other details see the System Requirements section in this document.

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If you use MIA, see the important guidelines in section Viz Mosart Installation Administrator (MIA) above.

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Do Hierarchical Template Sets require a complete new set of templates or are they backwards compatible with template sets from a previous version?

- You can continue to use the existing channel templates without any modifications, so Viz Mosart 4.0 is backwards compatible.

Can I go back to the previous Mosart version after I have started using Hierarchical Template Sets?

- Yes, you can, but with some limitations. The templates in the *base* template set (the template set that other template sets inherit from, either directly or indirectly) can be used with the previous version. Inherited template sets (a variant of a base template set) can in practice not be re-used in a previous version of Viz Mosart, as the variant only includes the (few) additional templates that override a base set template, plus templates specific for this template set.

I use Viz Mosart Template Database - what is the effect of installing Viz Mosart 4.0?

- When starting Viz Mosart 4.0, the full Template Database (for all galleries), is automatically upgraded to a new schema. This upgrade is backwards compatible, so you can continue to operate towards the upgraded Template Database from galleries with earlier versions of Viz Mosart.
- After testing Viz Mosart 4.0 you can safely downgrade to an earlier version of Viz Mosart and continue to use the template database as before, although with the limitations that inherited template sets are not usable (as described in "Can I go back" above).

Viz Mosart ActiveX

Are the MOS objects the same in Viz Mosart 4.0 as in earlier Viz Mosart versions?

- Yes.

Can a rundown created with Viz Mosart 4.0 ActiveX be loaded in a Viz Mosart Server of an earlier version?

- Yes.

Can rundown elements created by Viz Mosart 4.0 ActiveX be edited in an earlier ActiveX, and vice versa?

- Yes.

Is this the same for all newsroom computer systems?

- Yes.

Newsroomsettings

- Before upgrading, make sure you take a backup of *newsroomsettings.xml*.
- If you are upgrading from a version before release 3.6.7, or before 3.7.0.23184, the *newsroomsettings.xml* file is upgraded to version 6 (you will be asked this when Manus Administrator is started first time after upgrade).
- If you for some reason need to roll back to an earlier Viz Mosart version, *newsroomsettings.xml* will not be downgraded automatically to the older version, so you have to manually replace the *newsroomsettings.xml* file with the backup file after downgrade.
- Alternatively, if no backup was done, you should remove the *<graphicdestinationletters>* tag from the XML file and re-add them using **Manus Settings**.

CasparCG

Binaries for CasparCG are no longer distributed as part of the Viz Mosart installers.

- Please contact Viz Mosart Support for further information.

4 Documentation

Documentation for Viz Mosart is available at the Vizrt Documentation Center: http://docs.vizrt.com/viz-mosart.html.

5 Support

Support is available at the Vizrt Support Portal.

6   Legal