Viz Mosart Release Notes

Version 5.19



Viz Mosart

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Viz Mosart is Vizrt's powerful suite of tools for studio automation, production assistance, and advanced graphics control. It enhances consistency and efficiency in live and as-live production, so that even complex shows can be run error-free from a single operator position.

Viz Mosart controls devices flexibly according to templated sets of repeatable actions, automating that control according to stories prepared in a rundown and enabling creative manual interaction whenever needed.

In this document you will find listed all important changes since Viz Mosart 5.18.

Info: The feature set of Viz Mosart version 5.19 is largely backward compatible with versions 5.x and 4.x, and, for most operations even earlier Viz Mosart versions. Sometimes it is necessary to deprecate older functionality, as described here under Deprecations.

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1 Viz Mosart 5.19.0

Release Date: 2026-11-20

On the **Adaptive Live Producer**, one template can now play its content on additional mixer effects, so a single template can drive several video walls. The **Lawo** Ember+ audio mixer driver can now use a backup mixer control system, and switches to whichever one is active.

With **Mosart Web Apps 3.5**, Smart Panel can show whether the server is ready, take overlay graphics and their continue points, and follow the live routing of **Media Router**.

In the **Keyboard Shortcut Editor**, shortcuts can be limited to graphics destinations and given their own button color.

The Viz Mosart Timing Display and the legacy Keyboard Shortcut Editor have been removed, and Windows Server 2012 R2 is no longer supported. If the newsroom system connects over a secure MOS WebSocket with a self-signed certificate, trust that certificate on the Viz Mosart server before upgrading.

1.1 Adaptive Live Producer

- **New**: On the Adaptive Live Producer, a template can now also play its content on additional mixer effects, so one template can drive several video walls. The main crosspoint, each keyfill and the fullscreen graphic each have an **Additional MEs** setting. Cue and take, the template's auto transition, continue points and take-out of the template's own fullscreen graphic, and on-air updates follow these additional mixer effects. Actions that name a mixer effect themselves, such as AV Automation's crosspoint buttons, panel and shortcut commands, preset rows and SET_PRESET, act on that mixer effect only (MOSART-15187, MOSART-15747).
- **Fixed**: On the Adaptive Live Producer, a keyfill on another mixer effect than the template's crosspoint was armed but never fired, so it did not go on air; it now fires with the take. Likewise, a preset row on a mixer effect with no source in the template was armed but never fired, so that video wall kept its previous preset; it now fires with the take. With dynamic input allocation, taking a keyfill-only template could release the input of the background still on air, so it could be reused while visible; that input now stays reserved. A plain number as the fullscreen graphics continue parameter, such as `1`, now continues that superchannel on the template's graphics mixer effect. Mixer effect names in templates are no longer case-sensitive (MOSART-15747, MOSART-15846).

1.2 Switching

- **Fixed**: With a **Panasonic Kairos** vision mixer, Viz Mosart did not reconnect after the mixer was rebooted or its control port became unavailable, and AV Automation had to be restarted to restore control. The lost connection is now detected, and Viz Mosart reconnects automatically when the mixer is available again (MOSART-14726).
- **Fixed**: Since Viz Mosart 5.15.0, a video switcher controlled over serial with the **KAHUNA**, **SONY**, **SONY DVS**, **SONY MVS** or **SONY BVS** protocol could stop responding when the Viz Mosart server switched between active and idle: every switcher command was silently dropped, and the switcher was shown as disconnected. These protocols now keep their connection across active and idle. **SONY SERIAL TALLY** is unchanged (MOSART-15688). *This was first fixed in maintenance release 5.18.2.*

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- **Fixed**: With a **Panasonic Kairos** vision mixer, a keyer command from a template's key fill could not control a renamed program layer mapped with **DSKx**. Keyer commands on the program layer now use the **DSKx** mapping first and fall back to **KeyFillx**, and for mixer effect scenes a new optional **MEn_KeyFillx** setting sets the key fill layer per scene. DSK commands are unchanged (MOSART-14649).
- **Fixed**: With a **GV AMPP Maverik X** vision mixer, a crosspoint on ME2 or higher changed ME1 instead, so the wrong source went to air on ME1 and the intended mixer effect was left unchanged. Crosspoints now go to the mixer effect that the template names. A crosspoint on the PP region could also make the driver fail with an error; it is now ignored, like other Maverik X PP commands. A crosspoint on a key or C/D bus overwrote the preset bus; it is now ignored, with a warning in the log (MOSART-15906).

1.3 Camera Robotics

- **Improved**: The **Technodolly** robotic camera driver can now send a camera to a named position, not only run a named move. A preset whose name contains `-->`, for example `Home-->Wide`, is still sent as a move. A preset name without `-->` is now sent as a position, with time -1 for on air and 0 for off air (MOSART-15708).
- **Fixed**: With **TeleMetrics** robotic cameras, a camera head that disappeared could take much longer to be reported as lost while the Viz Mosart server was busy. The idle keep-alive, which also detects a lost head, could stretch from a few seconds to 13 seconds or more. It is now sent every 3 seconds whatever the load, and a send that fails on a dead connection starts reconnecting right away instead of after the 5-second retry delay (MOSART-15918).

1.4 Video Clip Playout

1.4.1 Clip Players

- **Fixed**: With an **EVS Xedio** video server, AV Automation could stop abruptly, also on air, because of a failure inside EVS's own client library when it wrote a log message (seen with some versions of that library). Viz Mosart now catches the failure, so only that EVS log line is lost and AV Automation keeps running (MOSART-15770).
- **Fixed**: With an **Avid AirSpeed** video server, the clip database could not reconnect after a disconnect. With a **Harmonic Omneon** video server, clip information could not be read for MPEG-4 Visual, AVC and MPEG-1 system clips, and a failed clip load logged the wrong error (MOSART-15729).
- **Fixed**: With a video server in A/B ripple mode, an item with the same clip as a running video loop could be cued on the loop's port instead of a free port, for example a package following a FULL loop of the same clip. Only video loop items now reuse the loop's port (MOSART-15651).
- **Fixed**: With an **AMP** video server, such as Telestream Live Play:
    - A port that the video server refused to connect was shown as connected, so cues to it failed until the video server was reconnected by hand. The port is now shown as unavailable, and Viz Mosart retries the connection (MOSART-15676).

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- When the video server reported that a cue had failed, the port stayed blocked until the status timeout ran out, which is 10 seconds with the default settings. The failure is now reported at once (MOSART-15671).

1.4.2 Clip Status

- **Fixed**: On a **GV AMPP** platform with more than 100 sites and stores, Media Administrator could index the wrong assets. Resolving the configured **Site** and **Stores** read only the first 100 locations, so a store outside that page was never found — and which stores were affected depended on their IDs, which the platform assigns. If none of the configured stores was found, the filter was silently dropped and every asset on the platform was indexed; if only some were found, the assets of the rest were silently missing. All locations are now read, and if a site or store still cannot be found, nothing is indexed and each name that was not found is logged (MOSART-15605). *This was first fixed in maintenance release 5.18.1.*
- **Fixed**: On a Viz Mosart server whose Windows short date format has a two-digit year or puts the day first, dates stored in media object properties could change: an empty date came back as 1 January 2001, and day and month could be swapped. Dates are now stored and read the same way whatever the server's date format (MOSART-15779).
- **Improved**: With **GV AMPP**, the clip search in the Viz Mosart GUI can now also find clips by their description, for sites where the clip name is a GUID. Set **SearchByDescription** to `true` in the GV AMPP clip server configuration; it requires **LoadDatabase** to be `true`. A clip is found when its description contains every word of the search, in any order, ignoring case. The setting is off by default, so searching by clip name is unchanged, except that leading and trailing spaces in a GV AMPP clip search are now ignored (MOSART-15494).

1.5 Graphics

- **Improved**: Named overlays can now be taken out or toggled, not only taken in. The **OVERLAY_GRAPHICS** command has two new actions, **TAKEOUT_NAMED_OVERLAY** and **AUTO_NAMED_OVERLAY** (takes the overlay in when it is off air, and out when it is on air), available from keyboard shortcuts, templates and the REST API. Previously, a named overlay could only be removed with TAKE_ALL_OUT, which also cleared every other overlay on air (MOSART-15484).
- **Improved**: With **Erizos** graphics, Viz Mosart can now continue a specific graphic by its ID, instead of only the graphic that last played on the channel. Switch on **EnableCustomContinuePerGraphicID** in *ChyronConfig.xml* and set the continue command per channel in **IIREContinueMacro1** and **IIREContinueMacro2**. The setting is off by default, so existing installations are unchanged (MOSART-15746).
- **New**: For Viz Engines using Adaptive Scene Design, with several formats such as Landscape and Portrait in one scene, each overlay graphics engine has a new **Format** setting in the graphics engine editor. Viz Mosart switches the engine to that format whenever it connects or becomes active, also after an engine restart. Leave it empty to keep the engine's current format. With Media Router, add `format=<name>` to the inport connection string. Since Viz Engine only accepts the change on air, an engine that needs another format while off air shows this in its status (MOSART-15185).

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- **Fixed**: With CasparCG graphics translated through **Vesper**, every translation failed when the Caspar configuration had no **DelayRegex** setting. Without it, Viz Mosart now uses the whole command with no delay. The connection to Vesper has also been reimplemented, with the same timeout (MOSART-15775).
- **Fixed**: Closing Overlay Graphics could leave its process running in the background, so that the next start asked whether to kill another running Overlay Graphics process. The process now exits when its window is closed (MOSART-10525).
- **Fixed**: With Viz graphics, preparing a fullscreen graphic while the Viz Mosart server was idle, or just after the server applications were restarted, failed with *Index was out of range*, which did not say why. Preparation still fails while graphics are not connected, but the log now says that graphics are not connected (MOSART-15670).
- **Fixed**: A fullscreen graphic in an ACCESSORY template added to a story as an auto secondary was not sent to the Media Sequencer when the rundown was loaded, only when the template was set to preview. It is now prepared when the rundown loads (MOSART-12326).

1.6 Subtitling

- **Fixed**: With **HEGO** subtitling, the device could be shown as connected when it was not, after a failed status query or when the HEGO box closed the connection without replying. An invalid port setting is now rejected and logged, whatever the server's regional number format, and the driver no longer keeps reconnecting after AV Automation has closed it (MOSART-15742).

1.7 Audio

- **Fixed**: In the Viz Mosart Audio Panel 5.18, a fader could not be moved manually below -30 dB. Faders can again be moved all the way down (MOSART-15735). *This was first fixed in maintenance release 5.18.2.*
- **Fixed**: Switching video server mirroring while a VOICEOVER or PACKAGE template was on air closed the audio faders opened with DirectTake. It also reset the video server fader to the template level, even after the operator had adjusted it via the Viz Mosart Audio Panel. Now only the video server fader moves to the mirrored port, at the level it had (MOSART-14691).
- **Fixed**: While a DVE or ADLIBPIX template was on air, recalling an AUX or KEY crosspoint with SET_AUX_CROSSPOINT, SET_CROSSPOINT or a SETCROSSPOINT rundown item re-took the template's audio, even when the recalled bus had no audio link in the template. This closed every fader the template had not opened itself, such as one opened by a float or an accessory, so it dropped on air at every press. The audio is now re-taken only when the recalled bus is linked to an audio channel in the on-air template; otherwise the log says that the audio was left unchanged (MOSART-13393).

1.7.1 Audio Mixers

- **Fixed**: With a **Stagetec** audio mixer connected over Ember+, such as On Air Flex, some faders could not be controlled from Viz Mosart, and mute and PFL did not work on those channels; the log reported that the channel had no 'level' parameter. The mixer could split its answer to a request into several replies, and only the first one was used. All replies are now used, so every channel can be controlled (MOSART-15478).

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- **Improved**: The **Lawo** Ember+ audio mixer driver now reads its settings from the same configuration file as the other Ember+ drivers, *AudioMixerEmberPlus.xml*; *AudioMixerLawoEmberPlus.xml* is no longer used. If you have changed settings in *AudioMixerLawoEmberPlus.xml*, move them to *AudioMixerEmberPlus.xml* in *%programdata%\Mosart Medialab\ConfigurationFiles* when upgrading (MOSART-15734).
- **Fixed**: With a **Lawo PowerCore** audio mixer, a mute or channel delay change from Viz Mosart waited out the reply timeout before continuing, because the mixer's confirmation was rejected. The confirmation is now accepted, so these changes complete right away (MOSART-15633).
- **Fixed**: With a **Studer 3000** audio mixer connected over TCP/IP without the Ember protocol, closing AV Automation while it was active could make it crash with an error message. AV Automation now closes cleanly (MOSART-15741).
- **New**: The **Lawo** Ember+ audio mixer driver can now use a backup mixer control system (MCX). Enter it as **Backup hostname** and **Backup port** in AV Automation's device properties for LAWO EMBER+. Viz Mosart connects to whichever of the two MCXs is active. If that connection is lost, it connects to whichever is active then and reads its tree again. How quickly a lost connection is noticed depends on how the MCX goes down. At the latest it is noticed when the keep-alive times out, after **KeepAliveRequestTimeout**: 5000 ms by default, and Lawo advises against reducing it. Viz Mosart then waits **ReconnectInterval**, 1000 ms by default, before connecting again. Both settings are in *AudioMixerEmberPlus.xml*. Without a backup host the driver works as before (MOSART-11164).

1.7.2 Audio Players

- **Improved**: The Viz Mosart Audio Player's port is now set with a `<Port>` element in *MosartAudioPlayerConfig.xml*, 8084 by default, instead of in the application's *.exe.config* (MOSART-15731).
- **Fixed**: Installing the Viz Mosart Audio Player on a computer with the Viz Mosart GUI stopped the Mosart Log Service, and it did not start again. The installer now starts it again when it finishes (MOSART-12040).

1.8 Rundown and Story Handling

- **Fixed**: When the newsroom system deleted an item from a story and immediately added it back, for example a mandatory element in a CGI OpenMedia studio director model, the Viz Mosart rundown could show the item's template twice, with the story duration counting it twice, until the rundown was reloaded or the story taken. The template now appears once (MOSART-15047).
- **Fixed**: With an **iNEWS** newsroom system connected over FTPS, Mosart templates could disappear from stories a few minutes after connecting. Each time the encrypted connection was renewed automatically, iNEWS sent later story updates in a format without the Mosart templates, while story names and other fields still updated. Viz Mosart now requests the correct format again after every reconnect, so the iNEWS-side workaround (`RXSITEFORMAT=2nsml`) is no longer needed (MOSART-13404). *This was first fixed in maintenance release 5.18.2.*
- **Improved**: The MOS WebSocket connection to the newsroom system has a new implementation. On a `wss://` connection, Viz Mosart now validates the newsroom system's certificate instead of accepting any certificate: if the newsroom system uses a self-signed certificate, trust it on the Viz Mosart server before upgrading, or the connection fails. A single message larger than 64 MB now closes the connection, and refused connections and handshakes are logged with their IDs and channel (MOSART-15792).

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- **Improved**: A template set to **Story Duration** now falls back to its category's default duration when the story's planned duration is shorter, as item durations already do. Previously, an item in a story planned at 00:00 got a duration of 0, shown as a thin bar, and Viz Mosart skipped it. Such an item now plays for its category's default duration. Categories with no default floor, such as clips and accessories, are unchanged (MOSART-14401).

1.9 Story Recorder

- **Fixed**: A command from the Remote Control Service that arrived while the Story Recorder adapter was shutting down caused an error, which was returned to the Remote Control Service. The adapter now stops receiving commands before it shuts down (MOSART-15667).

1.10 Viz Mosart GUI

- **Fixed**: In the Viz Mosart GUI, clicking the **Video server** area on the status bar had no effect in 5.18.0, and the area never updated to show the active salvo. With the **Switch video server salvo** menu unreachable, there was no way to change salvo or to use **Switch mirror ports**. The status bar area responds again (MOSART-15610). *This was first fixed in maintenance release 5.18.1.*
- **New**: Keyboard shortcuts bound to lower thirds can now be limited to one or more graphics destinations, for example DSK or WALL. With **Use destination filter** switched on, a shortcut only receives lower thirds for the destinations in its comma-separated list, so one key can hold the on-screen strap and another the video wall graphic, whatever their order in the story. Shortcuts with the filter switched off behave as before (MOSART-15442).
- **Fixed**: With **Use SignalR transport for the RCS link** switched on, large messages from the Mosart Server could reach the clients scrambled. The most visible effect was that the **Studio Setup** menu in the Viz Mosart GUI showed the current setup but would not open its list of template sets; other large messages, such as rundowns and AV configurations, could be affected as well. They now arrive intact (MOSART-15705). *This was first fixed in maintenance release 5.18.2.*
- **Fixed**: The Viz Mosart GUI could crash, at an unrelated moment and possibly on air, after the keyboard shortcut editor had been opened several times in the same session, especially with a large keyboard shortcut file. Each open used up part of a limited resource that was only freed when the GUI restarted. Opening the editor no longer does so (MOSART-15850).
- **New**: A keyboard shortcut button can now have its own background color, set in the **Keyboard Shortcut Editor**. The label switches to black or white for contrast. Status colors, such as for a missing clip or graphic, and media rights label colors still take priority. Buttons without a custom color look as before (MOSART-15685).
- **Improved**: External Panel has a new **Keep lowerthirds on key shortcuts** setting, so that with a hardware panel such as Skaarhoj the lower third keys are no longer emptied when a story without lower thirds is taken. The Viz Mosart GUI's **Keep manual graphics on key shortcuts** setting, introduced in Viz Mosart 5.9.0, now also keeps the keys after a story without lower thirds, as its description says (MOSART-15721).
- **Fixed**: On External Panel, a bank recall key did nothing visible, and the panel stayed on the bank it connected with. A bank recall key now switches the panel that pressed it, and keys the new bank leaves empty are turned off (MOSART-15725).

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- **Fixed**: With **Show thumbnails for graphics** switched on, the thumbnail in the script view covered the first lines of the script text (since Viz Mosart 5.13.0). The thumbnail now has its own space above the text. The setting is renamed **Show thumbnails for graphics and clips**: items with a clip now also show a thumbnail, and a thumbnail that cannot be loaded shows *Thumbnail unavailable* (MOSART-14357, MOSART-15707).
- **Improved**: In the **Keyboard Shortcut Editor**, the **Bus** list of the SET_AUX_CROSSPOINT command now offers AUX buses 1 to 96, not only 1 to 16. Shortcuts for switchers with more AUX buses no longer need the keyboard shortcut file edited by hand (MOSART-15928).
- **Improved**: In Browse mode, the **Goto Current Story** keyboard shortcut now scrolls the Viz Mosart GUI back to the current story. Other timeline shortcuts are still blocked in Browse mode (MOSART-15935).
- **Fixed**: In the **Keyboard Shortcut Editor**, a control command without fields, such as RESET_OVERUNDER, TRIGGER_START, RUNDOWN_NCS_RESYNC or SWITCH_VIDEOSERVER_MIRRORING, could not be selected, and **Add control command** failed when the first command in the list had no fields (MOSART-15711).
- **Fixed**: In the Viz Mosart GUI, a keyboard shortcut created in the **Keyboard Shortcut Editor** offered **Clear** instead of **Reset**, because the editor did not protect it as the legacy editor did. These shortcuts now offer **Reset** again. Saving in the editor also protects shortcuts it created in earlier versions (MOSART-14429).

1.11 Remote Control Service and API

- **Improved**: Media Administrator, Overlay Graphics, the Story Recorder adapter and the Crossover link can now connect to the Remote Control Service over SignalR instead of .NET Remoting. In the Viz Mosart settings, switch on **Use SignalR transport for the RCS link** in the Media Administrator settings (**Connectivity**), the Overlay Graphics settings (**Connection**) or the Manus Administrator settings (**Story Recorder**), or **Use SignalR transport for the Crossover link** in the Manus Administrator settings (**Crossover**). The host and port settings appear when a switch is on, with port 55167 by default. All switches are off by default, so existing installations are unchanged. For the Crossover link, the remote server must also run Viz Mosart 5.19 or later with the SignalR services enabled (MOSART-15589, MOSART-15667).
- **New**: Mosart Server now reports its readiness to the Smart Panel in Mosart Web Apps 3.5: whether a rundown is loaded or loading, the template set and Quick Show, and whether the Remote Control Service is linked to the Mosart Server. The REST API's `open-rundown` route can refuse to replace a loaded rundown or a running timeline (`ifNoRundown` , `ifTimelineStopped`), and a new `start-quick-show` route starts a Quick Show with the first template of the set, in the set's order. A refused request gets 409 with a reason. Requesting an unknown rundown no longer empties the rundown already loaded (MOSART-15728).
- **New**: Mosart Server now provides what these features in Mosart Web Apps 3.5 need from it:
    - Smart Panel's **Graphics Playlist** can preview an overlay graphic and take it in and out, also from a panel without a REST API key (MOSART-15055). It can also show and take an overlay graphic's continue points. For this, Mosart Server keeps track of the continue point each overlay graphic on air is on, returns them from the REST API's new `assets/graphics/continue-points` route, and refuses a continue past the last point. With an older Mosart Server, Smart Panel shows the number of continue points but no **Continue** button (MOSART-15908).
    - Smart Panel's **asset list** can filter stories by story type and story status (MOSART-15609).
    - **Template Editor 2**'s **Generic REST** command can list the Generic REST devices configured in Viz Mosart (MOSART-15811).

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1.12 Media Router

- **New**: Media Router can now show its live routing in the Smart Panel of Mosart Web Apps 3.5, through the new Media Router Matrix widget. To use it, enable the **SignalRMediaRouterService** plug-in in *MediaRouterServiceConfig.xml* and restart the Media Router service. The new default file, in the *ConfigurationFiles* folder of the Media Router installation, has the plug-in's line commented out. If you already have a *MediaRouterServiceConfig.xml*, for example in *%programdata%\Mosart Medialab\ConfigurationFiles*, copy that line into it when upgrading, and uncomment it. Then enter the Media Router's address in the widget, for example `http://<host>:55171`. The plug-in listens on port 55171 by default, and on port 55172 for HTTPS with a PEM certificate. The routing and service status are also available as JSON at `/api/v1/state` and `/api/v1/status` (MOSART-15857).
- **Improved**: Media Router has been restructured internally, to prepare for new ways of connecting to it in later versions. Viz Mosart applications and other integrations connect as before, and no change in behavior is expected, except that a lost connection to the Media Router is now logged as a warning. Two faults were also fixed. With authorization switched on, Media Router refused commands larger than 7,000 characters, because their credentials were lost on the way. A client that subscribed again under the same name could be cut off when its earlier connection closed (MOSART-15829, MOSART-15830, MOSART-15831).

1.13 Server Administration

1.13.1 Configuration and Settings

- **Improved**: For installations using a **gRPC** transport, all gRPC settings now sit in a new **gRPC transport** category in the Viz Mosart settings. The three **Use gRPC for ...** switches move there from **General** and keep their values, and the category adds the **gRPC port**, previously fixed at 8086 and still 8086 by default. The gRPC connections have also been hardened, so they cope better with disconnects and heavy load (MOSART-15543, MOSART-15544, MOSART-15545).
- **Improved**: The **iNEWS AutoTimer** can now read the server status from Manus Administrator over gRPC instead of .NET Remoting. Switch on **UseGrpc** in its settings window; **GrpcPort** must match Manus Administrator's **gRPC port**, 8086 by default. The switch is off by default, so existing installations are unchanged. To serve the iNEWS AutoTimer, Manus Administrator now always listens on its **gRPC port**, even when all the **Use gRPC for ...** switches are off (MOSART-15569).
- **Fixed**: Since Viz Mosart 5.18.0, **Ctrl+Shift+S** in AV Automation did nothing on most installations, so the AV Automation settings window could not be opened that way. It opens again (MOSART-15851).
- **Fixed**: In AV Automation's Template Editor with a template database, saving could fail with an error after you switched to another template with Template Select and changed only its audio faders. The template you had edited before then disappeared from the template list. If it was new, it could not be created again, and every later save failed in the same way, until AV Automation was restarted. No templates were lost: restarting AV Automation brought the missing template back. Saves now always go to the template you are editing (MOSART-15678).

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- **Improved**: In AV Automation's Template Editor, hovering over the value of a DIRECTTAKE control command now shows the direct take's name, as **Template Set Properties** › **Recall Settings** already does. This applies to cue, take and continue points (MOSART-15938).
- **Fixed**: In AV Automation's Template Editor, a control command value that is no longer in the list was shown as the first value in the list. For example, after direct take 3 was deleted, a template's DIRECTTAKE 3 showed as 1. That looked like a valid command, but Viz Mosart never recalled it. The stored value was not changed. The editor now shows the stored value in red, with a tooltip. This applies to cue, take and continue points (MOSART-15675).
- **Fixed**: With a **gRPC** transport switched on, a single command larger than 64 MB to AV Automation, Overlay Graphics or Media Administrator ended that client's command stream, so every later command, such as a take or a continue, was lost until the client reconnected. Such a command is now dropped with a warning in the log, and later commands arrive (MOSART-15976).
- **Fixed**: With a **gRPC** transport switched on, a command that took more than 3 seconds to carry out in AV Automation, Overlay Graphics or Media Administrator could make it drop its connection to the Viz Mosart server and reconnect. Commands waiting behind it, such as a take, were then lost. The connection now stays up while a slow command is carried out, and the commands behind it follow in order (MOSART-15977).

1.13.2 Logging

- **Improved**: For installations that write the as-run log to its local database, the database now uses SQLite instead of Microsoft SQL Server Compact 4.0, which has been out of support since 2021, and SQL Server Compact is no longer shipped with Viz Mosart. An existing *MosartAsRunLogDb.sdf* is not converted, so as-run entries recorded before the upgrade are not carried over to the new *MosartAsRunLogDb.db* (MOSART-15620).
- **Fixed**: With the log service's network log listener switched on (**EnableNetworkLogListener**, available since Viz Mosart 5.15), log and as-run messages could be delayed while the server was busy, so they reached the log, the as-run log and the log adapters, such as the Story Recorder adapter, several seconds late. The listener now receives them without delay (MOSART-15901).
- **Improved**: When a rundown is opened from the **Rundowns** menu in the Viz Mosart GUI, the Manus Administrator log now records the rundown and the GUI that opened it, for example *Open rundown 'NEWS.SHOWS.1800' requested by GUI-STUDIO-B*. With several GUIs, this shows which one loaded the rundown (MOSART-15932).
- **Improved**: The AV Automation log now says which robotic camera shots a template recalled, not only that the recall was sent. Each shot is shown as camera, page and preset, for example *[2 10.3] OK*. Previously this needed verbose logging, which slows the system too much to leave on (MOSART-15933).

1.14 Security

- **MOS WebSocket**: on a `wss://` connection, Viz Mosart now validates the newsroom system's certificate instead of accepting any certificate (MOSART-15792). See Rundown and Story Handling.
- **gRPC port**: Manus Administrator now always listens on its **gRPC port**, 8086 by default, on all network interfaces, also when all the **Use gRPC for ...** switches are off. The port has no encryption or authentication, so open it in the firewall only to the Viz Mosart computers and the iNEWS AutoTimer that use it (MOSART-15569). See Configuration and Settings.

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- **Port 8082**: Media Administrator's deprecated .NET Remoting command endpoint runs commands for any caller without authentication. Unless an integration still uses it, block port 8082 in the firewall (MOSART-15723). See Deprecations.
- **Media Router hub**: the new **SignalRMediaRouterService** plug-in is off by default. When it is on, it serves the routing and service status on port 55171 (55172 for HTTPS) without authentication, to any web page by default. It is read-only. Set **AllowedOrigins** to the address of your Mosart Web Apps, and open the port only to the computers that run Smart Panel (MOSART-15857). See Media Router.
- **Media Router**: with authorization switched on, large commands lost their credentials on the way and were refused. The credentials are now kept (MOSART-15829). See Media Router.
- **CVE-2026-111497**: Viz Mosart Server, the Viz Mosart GUI and the Audio Panel run on .NET Framework 4.8, which has no Brotli decoder, so they are not affected. For WebView2 Runtime, see System Requirements.

Note: Enabling OIDC authentication on a Mosart Server switches off the shared REST API key entirely. The key is not checked at all, so every integration that authenticates with `X-API-Key` is refused with 401 — including the Elgato Stream Deck plugin and your own scripts. This has been the behavior since OIDC authentication was introduced in Viz Mosart 5.15. Plan for it before enabling authentication in production.

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2 Known Limitations

- With the **Binding always follow selected story** setting switched on, the keyboard shortcuts do not always follow the story an operator has selected. After loading or reloading a rundown they stay on the previous rundown’s story until a story is clicked; a story that Viz Mosart selects automatically on a rundown load is treated as an operator selection; and the behavior is undefined when the setting is used while **Disable rundown autoscroll** is off. The setting is off by default, and installations that leave it off are unaffected (MOSART-15575).
- Switching the vision mixer, the audio mixer and the gallery from Media Router with a salvo is not yet supported, and must not be used without consulting Vizrt. It works only with TriCaster (vision mixer and audio mixer) and the Adaptive Live Producer (vision mixer). This applies to the new **Vision Mixer** and **Audio Mixer** checkboxes in the **Media Router** group of AV Automation's device properties, and to vision mixer, audio mixer and gallery sources in Media Router (MOSART-15075, MOSART-15796).

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3 Deprecations

3.1 Recent notable changes

- 5.19.0: Microsoft Windows Server 2012 R2 is no longer supported, since Microsoft's Extended Security Updates for it ended on 2026-10-13.
- 5.19.0: the *Viz Mosart Timing Display* client application has been removed, and its installer is no longer included. Use Smart Panel in the Mosart Web Applications instead, which can be set up to show the same information; see *Moving from Timing Display to Smart Panel* in the Mosart Web Apps documentation. Vizrt continues to develop Smart Panel, and welcomes feedback on timing use cases it does not yet cover. External Timer is not affected (MOSART-15921).
- 5.19.0: the *Keyboard Shortcut Editor (legacy)* has been removed from the Viz Mosart GUI. Use the *Keyboard Shortcut Editor* on the **Tools** menu, which edits the same keyboard shortcut layouts (MOSART-15927).
- 5.19.0: Media Administrator's .NET Remoting command endpoint, *MediaAdminRemoteController.rem* on port 8082, is deprecated and will be removed in a future version. It runs commands for any remote caller without authentication, and no Vizrt application uses it. Each command it receives is now logged with a warning starting with *MediaAdminRemoteController.rem deprecated*. An integration that uses it to search for media should use the Remote Control Service **SEARCH** function instead (MOSART-15723).
- 5.14.0: the *Keyable Timing Display* is deprecated, and is no longer included in the Viz Mosart Timing Display installer.
- 5.14.0: the installer for *ActiveX NRCS plugin* is no longer included, since the ActiveX NRCS plugin was deprecated in Viz Mosart 5.13. Customers will need to use the HTML-based plugin (Mosart Web Apps *NRCS Plugin*).

3.2 Upcoming changes

No upcoming changes are announced at this time.

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4 Installation and Upgrade

4.1 Installing for *Current user only* or for *Anyone who uses this computer*

Normally, Viz Mosart applications are installed for *Anyone who uses this computer*, but in some situations it is preferable to install for *Current user only*. If you have a previous installation for *Anyone who uses this computer* and then install for *Current user only*, Windows' *Apps & Features* will show *two* installations of the application, both the previous one and the new one, and you will also see two shortcuts on your desktop. This is a feature of Windows, but could lead to confusion with subsequent updates.

- A recommendation to avoid this particular situation is to *uninstall* the previous Viz Mosart application before installing the new one.

⚠ **Warning**: When installing to *Current user only*, the executables are, by design [*****], installed in the folder *%ProgramFiles(x86)%\Mosart Medialab*, and *not* in a location dedicated to the Current user (normally *%localappdata%\Programs*).

- This means that if a user no longer needs to start Viz Mosart applications, do not uninstall the applications for that user only, since you will then effectively uninstall it for **all** users!
- Instead, simply remove the application shortcuts for that user.

[*****] The various Viz Mosart applications shall normally always be on the same version, to ensure compatibility of features. If the Viz Mosart applications were installed under the various users' dedicated locations, then during an upgrade, you would have to repeat the installation of a new version for all Viz Mosart users for that computer. In addition to the time and effort this would require, you risk that some users might miss the upgrade. When one of these users later starts a Viz Mosart application, for example the Viz Mosart GUI, it would no longer be compatible with the commonly upgraded Viz Mosart applications, like the Viz Mosart Server.

Please refer to the *Viz Mosart Administrator Guide*, section *Installation*.

4.2 System Requirements

4.2.1 Recommendations

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

4.2.2 General

- Microsoft .NET Framework 4.8.
- Microsoft Visual C++ 2015-2022 Redistributable (both x86 and x64).
- Microsoft Edge WebView2 Runtime (x64).

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Note: If WebView2 Runtime is not preinstalled, the Viz Mosart GUI and Server installers will attempt an online installation.
If online installation is not possible, WebView2 Runtime has to be installed manually before running the Viz Mosart installers. Computers without internet access do not update WebView2 Runtime automatically: keep it at version 148 or later, which fixes a security flaw in its Brotli decoder (CVE-2026-111497).

4.2.3 Viz Mosart Server

- Microsoft Windows Server 2025.
- Microsoft Windows Server 2022.
- Microsoft Windows Server 2019 (only with Extended Support from Microsoft - until 2029-01-09).
- Microsoft Windows Server 2016 (only with Extended Support from Microsoft - until 2027-01-12).

4.2.4 Viz Mosart client computers (GUI, Audio Panel, Audio Player, External Timer)

- Microsoft Windows 11.
- Microsoft Windows 10 (only with the Windows 10 Extended Security Updates program).

4.2.5 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 **Program** windows.

4.3 Upgrade

As a standard procedure, always make backups before upgrading. Please backup all files in the following locations:

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

Windows registry settings for:

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

Upgrading to Viz Mosart 5.19

- If the newsroom system connects over a MOS WebSocket with `wss://` and uses a self-signed certificate, trust that certificate on the Viz Mosart server before upgrading, since Viz Mosart now validates it (MOSART-15792).

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- If you upgrade from Viz Mosart 5.17 or earlier and use an Ember+ audio mixer, compare *AudioMixerEmberPlus.xml* in *%programdata%\Mosart Medialab\ConfigurationFiles* with the new default file in the installation folder, and merge your own changes into the new default (MOSART-15478).
- If you use Technodolly robotic cameras, check that every preset for a move has a name containing `-->`, for example `Home-->Wide`. A preset name without `-->` is now sent to the crane as a position, not a move (MOSART-15708).
- If you changed the Audio Player's port in *MosartAudioPlayer.exe.config*, set it with `<Port>` in *MosartAudioPlayerConfig.xml* instead; otherwise the Audio Player uses port 8084 (MOSART-15731).
- Upgrading does not remove an installed Viz Mosart Timing Display, which is no longer part of Viz Mosart. Uninstall it from Windows' *Apps & Features*, and set up Smart Panel in its place (MOSART-15921).

For the upgrade procedure, see the *Viz Mosart Administrator Guide*, section *Installation*.
You will always find the latest updated documentation for Viz Mosart at the Vizrt Documentation Center.

If you do not have Internet access to the above documentation, 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.
2. Stop all Viz Mosart Windows services.
3. Double-click the 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 sub-folder *Documentation*.
4. Repeat the above step for all relevant installation files.
5. As the last steps you may need to start a set of Windows services to make Viz Mosart run properly (not needed after installing the Viz Mosart Server or the Viz Mosart GUI client, these services are started by the installer). The services are configured to automatically start when the computer is started. The safest is to reboot the computer to verify that this automatic start of the services is working.

Installations with Viz Mosart in several galleries

If you have several galleries running an earlier Viz Mosart version, like Viz Mosart 3.x or Viz Mosart 4.x, you can safely upgrade one of the galleries to Viz Mosart 5.x while the others stay on their current version.

4.4 Previous Versions

In accordance with the *Vizrt Global Support Handbook* section *Software Lifecycle*, support for older versions of Viz Mosart ends 24 months after a subsequent minor or major version is released.

- With this release of Viz Mosart version 5.19, earlier versions will therefore no longer be supported after 2028-11-20.
- At the date of this release, Viz Mosart versions 5.9 and earlier are no longer supported.

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5 Documentation

Latest, continually updated documentation for Viz Mosart 5.19 is available at the Vizrt Documentation Center.

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6 Support

Support is available at the Vizrt Support Portal.

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