



# Viz Social Release Notes

Version 1.1



# Viz Social

Powered by [Never.no](http://Never.no)



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### **Created on**

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# Contents

1	Viz Social 1.1.0.....	5
1.1	System Requirements .....	5
1.2	Feature List.....	5
1.3	Known Issues and Limitations .....	6
2	Documentation .....	8
3	Support .....	9

- [Viz Social 1.1.0](#)
  - [System Requirements](#)
  - [Feature List](#)
  - [Known Issues and Limitations](#)
- [Documentation](#)
- [Support](#)

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# 1 Viz Social 1.1.0

**Release Date:** 2022-01-26

These are the release notes for Viz Social version 1.1. This document describes the improvements and bug fixes that have been done to the software since release 1.0.2.

Viz Social is a solution from Vizrt Group providing search, moderation, and publication of social media content to On-Air graphics. It is a collaboration with [Never.no](#), where they deliver the search and moderation service. Viz Social replaces the previous social solution, while also providing much more functionality and an up-to-date user interface.

Release notes will not contain references to new features, upgrades, or changes, however, a feature list has been added below.

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## 1.1 System Requirements

Viz Social is a web application that runs as a cloud service in AWS. It feeds curated social content to the Vizrt broadcast environment, for instance, Viz Trio or Viz Pilot Edge. The service connects to the broadcaster network through the application known as DCS (Dynamic Content Scheduler) which is typically installed locally on the broadcasters' network with connectivity to the internet.

For details and a better understanding of the different options available please refer to the Viz Social Installation Guide.

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## 1.2 Feature List

### Viz Social powered by Never.no

#### Gather

Searches (100 simultaneous):

- WhatsApp
- Telegram

#### Build Formats

- Word clouds

#### Context and Architecture

- Pilot Edge Integration

## 1.3 Known Issues And Limitations

See also chapters **Chrome Extension > Constraints** and **Volume and Performance Limits** in the User Guide for further information.

### 1. Viz Engine/Viz Artist

- a. Viz Social 1.1.0 has been tested with Viz Artist VizArtistBundle-x64-4.4.0.60000
- b. Plug-ins ([BEEON-82](#)): Viz Social includes access to a set of Viz Engine plug-ins. The current set of plug-ins are supported by Viz Engine 3.14.x. Plug-ins with full support for Viz Engine 4.x will be released shortly. This includes a full set of 3247 emojis. Emoticons are supported in the scene *STV\_TextHighlight\_Emoji*, but only a set of 874 emojis are currently included. Full Unicode support will be available with Viz Engine 4.x.

### 2. The preview server is not fully integrated with the current Viz Social solution. ([BEEON-116](#))

### 3. YouTube

- a. Current quota limits to a maximum of two simultaneous YouTube searches (one element in Gather is one search) per day.

### 4. Chrome Extension

- a. There are some constraints to the correct functioning of the extension:
- b. Depending on the policies of a social network, different considerations apply. These restrictions are imposed by the social networks and therefore are the same as for Viz Social itself:
  - Twitter: public Tweets and Tweets readable by the selected Twitter account can be retrieved. Private Tweets cannot be retrieved.
  - Facebook: Posts / Comments on Facebook Pages you own can be retrieved. Status updates and Posts in Groups / Events cannot be retrieved.
  - Instagram: public Instagram Posts can be retrieved. Private Instagram posts cannot be retrieved.
  - YouTube: public YouTube videos can be retrieved. Private YouTube videos cannot be retrieved.

#### · Scenes

- a. A Scene Archive is made available as examples for designers to create their own branded scenes. The corresponding Viz University training should be referenced for information about the scenes. If for some reason Z:\ drive connectivity is lost in the DCS machine, the generated pages point to the local C:\ drive which causes errors. ([BEEON-122](#))

#### · Polls

- a. Users can successfully publish poll feed using the poll scene to Viz Trio, however, it is not possible to unpublish the generated Trio page from Viz Social. A user can only manually delete the Trio page from within Viz Trio. ([BEEON-126](#))
- b. The bars in the payload scene do not animate in the local Trio preview, the animation is shown only when played out. ([BEEON-129](#))
- c. The poll workflow only works with the *Options source* selection under *Project template*, not the *Social message source* template. Polls have a different mapping and field layout in the exported messages. ([BEEON-132](#))

#### · Viz Trio related issues requiring updates

- a. The Trio client does not include the *image\_prefix* when importing the *Multiple\_Message* scene, causing the initialization to be incomplete. ([TRIO-4730](#))
- b. Concept and variants ([BEEON-103](#))

- **Pagelist:** The model XML made by Trio import must be updated to work with the REST interface, it should support proper model XML with regards to *alternative\_concept* and *alternative\_variant*. (TRIO-4714)
- **Inline element in playlist:** If the concept is set on an inline element in the Trio playlist, Viz Trio does not display it correctly or play it out correctly. (TRIO-4715)  
The variant can be set in Trio per element but needs an update of model XML. (TRIO-4714)
- **Preview of YouTube videos in Trio**
  - a. When previewing a scene that has a YouTube video in it in Trio, the **Play** and **Stops** buttons do not point directly to the video as may be expected. The **Play** and **Stop** button sends commands to Viz Engine to start and stop the animations in the scene. (BEEON-119)
- **MediaSequencer related issues requiring updates**
  - a. Concept and variants (BEEON-103)
    - i. `<ref>` element in playlist: If a user alters the variant on such an element in Viz Trio, then Viz Trio sets the attribute *alternative\_variant* on the `<ref>` node. MediaSequencer does not yet support this in the REST interface. (MSE-7640)
- **Update** button is enabled even when the user selects the same mapping tag from the dropdown in the Build panel. (BEEON-65)
- "Cannot find a page with name 00000028-132289251248699406" error in Viz Trio when unpublishing using the *4Messages\_Tutorial* template configured to use four items. (BEEON-70)

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## 2 Documentation

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

- [Viz Social User Guide](#)
- [Viz Social Deployment Guide](#)



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## 3 Support

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