



Viz World Release Notes

Version 20.0





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1 Viz World 20.0.0

Release Date: 2020-12-16

This is the release notes for Viz World (VW) version 20.0.0 and it describes the changes that have been made to the software since Viz World version 17.0.1.

1.1 Fixed Issues

- **Server:** Auto-scan of street data now works even if the count of street data files is large (MAPS-6275).
 - **Client:** Socket error "Socket is marked as nonblocking" no longer occurs (MAPS-6194).
 - **Classic:** Rendering no longer locks up if imagery tiles are missing (MAPS-5750).
 - **Database:** The base map has been updated with 2020 data, including these fixes:
 - Updates to administrative regions in Norway (MAPS-5576).
 - Updates to India, separating Ladakh from Jammu and Kashmir (MAPS-6187).
 - Updates to Chile, changing Ñuble from province to region (MAPS-6209).
 - Updates to disputed regions definitions for the Abu Musa islands (MAPS-6231).
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1.2 Functionality Removed Or Changed

- Digital Globe integration has been updated to conform to third party changes (MAPS-6292).
 - Updating may require a configuration change. In the Viz World Server Configuration Tool, under **Maps>Digital Globe**, please ensure that the Digital Globe URL has the value: *https://securewatch.digitalglobe.com/earthservice/wmtsaccess*
 - Support for ERDAS ECW and JP2 image file formats has been removed (MAPS-6064).
 - Web results in the search box no longer give results from Open Street Map (MAPS-6298) or Yahoo! (MAPS-5573).
 - Maps related Viz Engine plug-ins are no longer bundled with Viz World, but are shipped with Viz Engine instead (MAPS-5864).
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1.3 Known Issues

- World Server Launcher must run with elevated privileges to launch World Server as a service (MAPS-5530).
- World Server must be restarted after manually scanning street data (MAPS-6275).
- World Server leaks memory when targeted by a port scan (MAPS-5597).
- When editing multi hop scenes, it is possible to select Favorites. This is not intended functionality, and it causes errors if you do (MAPS-6319).
- Styles with names including non-English letters can exhibit bugs (MAPS-5714). Workaround: Use English letters only.

- Favorites with names including the plus symbol + can exhibit bugs (MAPS-5731).
Workaround: Avoid the use of the plus symbol.
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1.4 Compatibility Notes

Viz World 20.0.0 was tested with:

- Viz Artist 4.2.0
- Viz Engine 4.2.0
- Viz Multiplay 3.0.1
- Viz Pilot 8.6.0
- Viz Pilot Edge 1.6.1
- Viz Trio 3.2.4

2 Documentation

Documentation for both Viz World and Viz World Classic are available at the Vizrt Documentation Center:

- [Viz World User Guide](#)
- [Viz World Classic User Guide](#)

3 Support

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