



# Plug-ins Release Notes

Version 5.3



## Viz Engine





**Copyright** ©2024 Vizrt. All rights reserved.

No part of this software, documentation or publication may be reproduced, transcribed, stored in a retrieval system, translated into any language, computer language, or transmitted in any form or by any means, electronically, mechanically, magnetically, optically, chemically, photocopied, manually, or otherwise, without prior written permission from Vizrt.

Vizrt specifically retains title to all Vizrt software. This software is supplied under a license agreement and may only be installed, used or copied in accordance to that agreement.

### **Disclaimer**

Vizrt provides this publication “as is” without warranty of any kind, either expressed or implied. This publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document. Vizrt’s policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time.

Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

### **Antivirus**

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

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

### **Technical Support**

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

### **Created on**

2024/10/17

# Contents

<b>1</b>	<b>Plug-ins 5.3.0</b>	<b>5</b>
1.1	Installer Notes	5
1.1.1	General	5
1.2	Upgrade Notes	5
1.3	New Features	6
1.3.1	New Features: Plug-ins	6
1.3.2	New Features: DataPool Plug-ins	6
1.4	Fixed Issues	7
1.4.1	Fixed Issues: Plug-ins	7
1.4.2	Fixed Issues: DataPool Plug-ins	7
1.4.3	Fixed Issues: Viz Engine Extension Plug-ins	7
1.4.4	Fixed Issues: Viz World/Viz Maps Plug-ins	8
1.4.5	Fixed Issues: PixelFX Plug-ins	8
1.4.6	Fixed Issues: Socialize Plug-ins	8
1.5	Changes	8
1.6	Known Issues	9
1.6.1	General	9
1.6.2	Plug-ins Known Issues	9
1.6.3	Socialize Plug-ins Known Issues	9
1.6.4	Viz World/Viz Maps Plug-ins Known Issues	9
1.7	Supported Hardware and Software	9
1.8	Build Information	10
<b>2</b>	<b>Documentation</b>	<b>11</b>
<b>3</b>	<b>Support</b>	<b>12</b>

- [Plug-ins 5.3.0](#)
  - [Installer Notes](#)
  - [Upgrade Notes](#)
  - [New Features](#)
  - [Fixed Issues](#)
  - [Changes](#)
  - [Known Issues](#)
  - [Supported Hardware and Software](#)
  - [Build Information](#)
- [Documentation](#)
- [Support](#)

---

# 1 Plug-Ins 5.3.0

**Release Date:** 2024-10-17

These are the release notes for Plug-ins version 5.3.0. This document describes the user-visible changes that have been made to the software since release 5.2.1.

**Information:** Viz Weather plug-ins are not yet included and need to be installed separately by installing the latest released Viz Weather Version.

This document includes the Release Information for:

- Plug-ins
- DataPool Plug-ins
- Viz Engine Basic Plug-ins
- Viz Engine Extensions Plug-ins
- Viz World/Viz Maps Plug-ins
- PixelFX Plug-ins
- Socialize Plug-ins

---

## 1.1 Installer Notes

The installation wizard guides you through the installation process. Make sure to close any running Viz application prior to the installation. In order to run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

### 1.1.1 General

The Software ships with a bundle installer containing all necessary components. It is recommended to use the bundle installer when setup needs to be done manually.

- The basic plug-ins are installed by default. All other plug-in packages are optional.
- Softclip comes in 32-bit (default) and 64-bit versions. To use the 64-bit version, replace the file *Softclip.vip* in *\plugins* with the one from the subfolder *%ProgramFiles%\VizEngine\plugin\disabled*.

---

## 1.2 Upgrade Notes

- All plug-in installers are installed per-machine starting with 5.2.0. Uninstalling all previous per-user plug-in installations before upgrading is recommended to avoid duplicated installer entries.
- The path for the DataPool-related files has been set to *%\ProgramData%\vizrt\VizEngine\DataPool*.

## 1.3 New Features

### 1.3.1 New Features: Plug-ins

Key	Summary
VIZPL-1943	Reduce resource usage in Browser plugin
VIZPL-1920	Viz Engine Renderer: Temo plugin support
VIZPL-1913	Viz Engine Renderer: TextFX Write support
VIZPL-1909	Browser plugin support for vector animations (Lottie)
VIZPL-1907	Increase maximum value of height and diameter property in Cylinder plugin
VIZPL-1905	Support for ARM/FIRE of quick presets in Presets plugin
VIZPL-1904	Support for TAKE of quick presets in Presets plugin
VIZPL-1893	ControlText - Support same options for Viz Engine Renderer as in Classic Renderer
VIZPL-1879	Control Object Editor: hide in range to update description field
VIZPL-1875	Increase the maximum input value for the Advanced Counter and Counter plugin
VIZPL-1864	Upgrade Chromium for Browser plugin due to published CVE

11 issues

### 1.3.2 New Features: DataPool Plug-ins

Key	Summary
-----	---------

No issues found

## 1.4 Fixed Issues

### 1.4.1 Fixed Issues: Plug-ins

Key	Summary
VIZPL-1972	TextFX and ContainerFX plugins issue with Random Seed parameter
VIZPL-1970	Dexter plugin Velocity Control not saved/restored properly
VIZPL-1947	ControlClip plugin is not in ControlObject's XML/VDF model
VIZPL-1926	TFxEmoticon not correctly updating Classic text
VIZPL-1906	Second instance of Viz Engine crashes if Browser plugin is used in both instances
VIZPL-1892	TextFX Emoticons plugin breaks lower third graphics
VIZPL-1872	Cloner plugin: clone function not executed on value change
VIZPL-1818	Snapshot button of Browser plugin creates a black image
VIZPL-1761	Pie slice animation flashes at the start of every slice

9 issues

### 1.4.2 Fixed Issues: DataPool Plug-ins

Key	Summary
VIZPL-2014	Data Feedback plugin doesn't work in 2110 environment
VIZPL-1894	DataCopy issue because of not executed actions

2 issues

### 1.4.3 Fixed Issues: Viz Engine Extension Plug-ins

Key	Summary
-----	---------

No issues found

### 1.4.4 Fixed Issues: Viz World/Viz Maps Plug-ins

Key	Summary
VIZPL-1974	Maps: Atlas plugin is missing "Animation" section
VIZPL-1941	Atlas plugin - Reintroduced My Radar support
VIZPL-1878	Expose additional TMC data from 3DLineTracer Plugin

3 issues

### 1.4.5 Fixed Issues: PixelFX Plug-ins

Key	Summary
-----	---------

No issues found

### 1.4.6 Fixed Issues: Socialize Plug-ins

Key	Summary
-----	---------

No issues found

## 1.5 Changes

- The User Interfaces of the following plug-ins have been ported to native QT style:
  - CFxPlusPlus
  - Dexter
  - ImageFx
  - pxGradient
  - pxLensRays
  - pxRecolor
  - RFXSmoke
  - TFXPlusPlus
  - Wave



---

## 1.6 Known Issues

### 1.6.1 General

Key	Summary
VIZPL-1975	TrioScroll plugin do not create proper VDF
VIZPL-1765	VLC plugin "loop" function not supported and needs to be removed

[2 issues](#)

### 1.6.2 Plug-ins Known Issues

- On Dual channel setups Browser Plug-in causes performance impacts on second or higher instance.
- RTT Shaders consume about 300-400 MB of RAM once they are initialized. If you do not use them or if you don't own a license, it is recommended to disable the plug-ins in the configuration panel in section **Plugins** (VIZENG-10224).
- Softclip: Lagarith Codecs are playing slower on Windows Server Operating Systems. This issue can be solved by enabling **Use Multithreading** option in Lagarith codec configuration.

### 1.6.3 Socialize Plug-ins Known Issues

- Viz Engine can't access mapped network shares on Windows 10 for security reasons. If media files are stored on a network share, please be sure to enable Network Linking in Viz Configuration (**Local Settings**).
- Trio 3.x and Viz Artist (UI) do not have full Unicode support yet (e.g. not all Emojis can be set by these control applications).
- VLC plug-in requires some additional steps:
  - Download the archive from VLC: <http://download.videolan.org/pub/videolan/vlc/2.2.6/win64/vlc-2.2.6-win64.zip>
  - Extract the zip file and copy all files from:
    - `vlc-2.2.6\plugins` to `<VizDirectory>\plugins`
    - `vlc-2.2.6\lua` to `<VizDirectory>\lua`

### 1.6.4 Viz World/Viz Maps Plug-ins Known Issues

- When freezing a Map, including Pyramids in CWMClient, Hop scenes no longer work (VIZPL-45).
- 

## 1.7 Supported Hardware And Software

This software has been tested to run on:

- Windows 10 (LTSC 1809), Windows 10 LTSC 21H2
- Windows 11
- Windows Server 2019
- Windows Server 2022

**Note:** Only English language Operating System(s) are supported.

---

## 1.8 Build Information

- **Platform Toolset:** Visual Studio 2022 (v143)
- **Windows SDK Version:** 10.0.22621

---

## 2 Documentation

Documentation for both Viz Artist and Viz Engine are available at the Vizrt Documentation Center:

- [Viz Artist User Guide](#)
- [Viz Engine Administrator Guide](#)

---

## 3 Support

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