



# Graphics Plugin for EDIUS Release Notes

Version 2.2





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### **Created on**

2020/10/05

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# 1 Graphics Plugin For EDIUS 2.2.2

**Date:** 2020-10-02

These are the release notes for Graphics Plugin for EDIUS 2.2.2. This document describes the user-visible changes that have been made to the software since version 2.2.1.

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## 1.1 Bug Fixes

- Multiple editor instances could be opened, contrary to the normal workflow (NLE-2620).

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## 2 Graphics Plugin For EDIUS 2.2.1

**Release Date:** 2020-04-21

These are the release notes for Graphics Plugin version 2.2.1. This document describes the user-visible changes that have been made to the software since release 2.2.0.

Please uninstall the previous version of the plugin before installing the 2.2.1 version.

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### 2.1 Bug Fixes

- Thumbnail previews on Windows were not being updated with Viz graphics after an element was saved (NLE-2539).

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## 3 Graphics Plugin For EDIUS 2.2.0

**Date:** 2019-01-30

These are the release notes for Graphics Plugin for EDIUS 2.2.0. This document describes the user-visible changes that have been made to the software since version 2.0.0.

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### 3.1 New Features

- Added support for EDIUS 9! The plug-in installer now handles the installation of both EDIUS 8 and EDIUS 9 (NLE-1609).
  - The plug-in now supports Viz Pilot Edge! Simply select **Viz Pilot Edge** as the User Interface in the NLE Configuration and point to your Viz Pilot Edge hostname using the Pilot Edge URL parameter. Launching the editor then opens the Payload Editor with Viz Pilot Edge (NLE-2206).
  - Added support for Still Image playback! A configuration option for **Still image playback** is now available in the NLE Configuration tool. When checked, scrubbing and playback of unrendered effects shows a still image of the pilot1 preview point (NLE-2203).
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### 3.2 Known Issues

- Editing a copied effect changes the original. This is a current limitation of the EDIUS SDK (NLE-1280).
  - It's not possible to edit an existing effect using an editor that didn't initially open it.
  - Viz Maps Client does not function correctly when opened in Viz Pilot Edge via the Payload Editor. It's recommended to open the Viz Maps Client from a regular web browser (such as Chrome, or Firefox) to make modifications, prior to importing the data via the Payload Editor (NLE-2198).
  - Opening an editor for a rendered effect marks the effect as unrendered, even when no changes were saved (NLE-2232).
  - It's currently not possible to edit a data element with control text/lists in Viz Pilot Edge 1.3.0 when used via the NLE Payload Editor. The workaround is to do this via a regular web browser (VPE-2469).
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### 3.3 System Requirements

Graphics Plugin for EDIUS has been tested with the following software:

#### 3.3.1 Client Software

- EDIUS Workgroup 9 (9.3.0)
- EDIUS Workgroup 8 (8.53)
- Microsoft Windows 10, 64-bit
- Viz Pilot 8.3.0
- Viz Pilot Edge 1.3.0

### 3.3.2 Server Software

- Connection Broker 4.2
- Media Sequencer 5.1.3
- Viz Engine 3.12.0



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## 4 Documentation

Documentation for the Graphics Plugins are available at the Vizrt Documentation Center:

- [Graphics Plugin Administrator Guide](#)
- [Graphics Plugin User Guide](#)

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## 5 Support

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