



Plug-ins Release Notes

Version 5.3



Viz Engine





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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.

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1 Plug-Ins 5.3.2

Release Date: 2025-03-04

These are the release notes for Plug-ins version 5.3.2. This document describes the user-visible changes that have been made to the software since release 5.3.1.

1.1 Fixed Issues

1.1.1 Fixed Issues: Plug-ins

Key	Summary
VIZPL-2079	Scroller plugin doesn't update the text
VIZPL-2066	Animation of TextFX Alpha plugin starts for all containers with merged geometry automatically.
VIZPL-2060	Potential issue with TextFX Write when opening scene
VIZPL-2045	Formatted Text Wrapper does not work in Viz Engine Render mode

4 issues

1.1.2 Fixed Issues: DataPool Plug-ins

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

No issues found

1.1.3 Fixed Issues: Viz Engine Extension Plug-ins

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

No issues found

1.1.4 Fixed Issues: Viz World/Viz Maps Plug-ins

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

No issues found

1.1.5 Fixed Issues: PixelFX Plug-ins

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

No issues found

1.1.6 Fixed Issues: Socialize Plug-ins

Key	Summary
VIZPL-2059	STV Highlight plugin shows # on the wrong side when using different text orientation

1 issue

1.2 Known Issues

1.2.1 General

Key	Summary
VIZPL-2080	Scroller plugin doesn't update the text
VIZPL-2073	Viz Engine crash related to the Extrusion plugin/scripting
VIZPL-1765	VLC plugin "loop" function not supported and needs to be removed

3 issues

1.2.2 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.

1.2.3 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**).

- Viz Trio 3.x does not have full Unicode support yet (for example, 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`

1.2.4 Viz World/Viz Maps Plug-ins Known Issues

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

2 Plug-Ins 5.3.1

Release Date: 2024-12-12

These are the release notes for Plug-ins version 5.3.1. This document describes the user-visible changes that have been made to the software since release 5.3.0.

2.1 Fixed Issues

2.1.1 Fixed Issues: Plug-ins

Key	Summary
VIZPL-2048	Control Image setting Default Image different in Classic and VER Mode
VIZPL-2046	TextFX write shows randomly character in the 2nd line
VIZPL-2034	Animated CFxPlusPlus can lead to problems when scene is loaded

3 issues

2.1.2 Fixed Issues: DataPool Plug-ins

Key	Summary
VIZPL-1922	DataHyperLink "Drag For Position" does not work in Viz Engine Renderer, only in Classic

1 issue

2.1.3 Fixed Issues: Viz Engine Extension Plug-ins

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

No issues found

2.1.4 Fixed Issues: Viz World/Viz Maps Plug-ins

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

No issues found

2.1.5 Fixed Issues: PixelFX Plug-ins

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

No issues found

2.1.6 Fixed Issues: Socialize Plug-ins

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

No issues found

2.2 Known Issues

2.2.1 General

Key	Summary
VIZPL-2080	Scroller plugin doesn't update the text
VIZPL-2073	Viz Engine crash related to the Extrusion plugin/scripting
VIZPL-1765	VLC plugin "loop" function not supported and needs to be removed

3 issues

2.2.2 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.

2.2.3 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**).
- Viz Trio 3.x does not have full Unicode support yet (for example, 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`

2.2.4 Viz World/Viz Maps Plug-ins Known Issues

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

3 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

3.1 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.

3.1.1 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*.

3.2 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*.

3.3 New Features

3.3.1 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](#)

3.3.2 New Features: DataPool Plug-ins

Key	Summary
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[No issues found](#)

3.4 Fixed Issues

3.4.1 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

3.4.2 Fixed Issues: DataPool Plug-ins

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

2 issues

3.4.3 Fixed Issues: Viz Engine Extension Plug-ins

Key	Summary
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No issues found

3.4.4 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

3.4.5 Fixed Issues: PixelFX Plug-ins

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

No issues found

3.4.6 Fixed Issues: Socialize Plug-ins

Key	Summary
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No issues found

3.5 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

3.6 Known Issues

3.6.1 General

Key	Summary
VIZPL-2056	ESC key or CTRL + BACKSPACE doesn't work in conjunction with Navigator and/or 3DLineTracer plugins
VIZPL-2080	Scroller plugin doesn't update the text
VIZPL-1975	TrioScroll plugin does not create proper VDF
VIZPL-1765	VLC plugin "loop" function not supported and needs to be removed

4 issues

3.6.2 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.

3.6.3 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**).
- Viz Trio 3.x and Viz Artist (UI) do not have full Unicode support yet (for example, 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`

3.6.4 Viz World/Viz Maps Plug-ins Known Issues

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

3.7 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.

3.8 Build Information

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

4 Documentation

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

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

5 Support

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