



Viz Channel Branding Release Notes

Version 5.1



Viz Channel Branding





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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.

Created on

2023/10/26

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1 Viz Channel Branding 5.1.0

Release Date: 2023-10-27

These are the release notes with changes since 5.0.0.

1.1 New Features

- As Run log definitions can now contain metadata attributes from the triggered Page.
 - Page Content Filling now allows dynamic allocation of Broadcast Day from event metadata.
 - Template Import now has a informative UI with status and progress of any Scene being selected to create a Template from in Graphics Hub Browser.
 - Integrations Hub REST API v2 now supports an option to update a Playing playlist if the update is performed against one that is non-playing.
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1.2 Improvements

- Channel Deck channel viewer now loads the NDI stream immediately instead of waiting for playlist information to complete loading.
- Channel Deck no longer requires an Execution Group before defining the Viz entry.
- Improved performance of Channel Deck during startup and layout adjustments.
- Integrations Hub Rest API v2 now returns HTTP 503 if the destination Media Sequencer is down or unresponsive.
- AnyText Import Module can now use any string as a value separator.
- Graphics Hub settings in Global Settings can now be verified directly from Settings dialog.
- AnyText import module now split into two distinct modules, Index Based and Separator Based.
- Translation Table functionality now supports additional configuration for sentence/word/character translations.
- If Thumbnail Preview Server fails there is automatic fall back to the cached Thumbnails, based on Scene Import.
- Now able to chose any predefined attribute for logging purpose when defining the Extended AsRun log.
- The Playlist component now has an improved icon that represents a show segment.
- AsRun Log settings UX improved for all logging types.
- The term 'Tonight' used by Page Content Filling can now be defined as *time* in Channel Settings.
- Page Editor now allows the saving of over-sized text strings as a Page Field, displaying a warning that indicates how many characters from the string will be truncated on layout.

1.3 Changed Features

- For AnyText and Excel Import Modules the optional setting 'Header Lines in File' / 'Header Lines Included' is merged into the 'Skip Line' option.
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1.4 Removed Features


- ANSI character encoding removed from the AnyText Import Module. This functionality is no longer needed on modern machines.
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1.5 Fixed Issues

- Clip Bank context menu now properly supports Clip Bank tab naming that includes an underscore character.
 - Under some conditions the playlist would display the current thumbnail of clip as a value in a page field over the page thumbnail. This is now corrected.
 - Storing a too-long string in a size-limited Page Field will no longer cause unexpected program behavior.
 - A database query when using Excel and special character '&' now returns accurate results.
 - Setting Clear Unplayed Events option now uses the correct time zone information to validate removal of events.
 - Attempting to open a Page that does not have a valid Master Template no longer causes issues in the client.
 - Adding multiple blank or duplicate entries to Attribute Mappings no longer causes issues.
 - Malformed image-path no longer causes issues when opening Page Editor whilst trying to pre-browse to the image location.
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1.6 System Requirements

- Windows 7 64-bit (only), or higher
- Microsoft .NET Framework 4.8
- Media Sequencer 5.3 or higher
- Viz Engine 3.14 or higher, with Viz Engine 5.0 or higher recommended
- Graphic Hub REST 2.4.2 or higher
- Media Codecs (K-lite Codec Pack full)

 **Note:** Codecs are required to preview proxy videos from Viz One. For installation, see the Viz One Integration section in the [Viz Channel Branding User Guide](#).

1.7 Migration

1.7.1 Migrating from Viz Multichannel to Channel Branding 5.0+

1. Uninstall previous version.
 2. Install Viz Channel Branding 5.0+ component 'Upgrade Tool'
 3. Run 'Upgrade Tool' and 'Migrate' and then 'Upgrade' appropriate channels. This is a two-step process, first the data migration, then a final data-upgrade pass.
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2 Documentation

Documentation for Viz Channel Branding is available at the Vizrt Documentation Center:

- [Viz Channel Branding User Guide](#)
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3 Support

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