



Viz Channel Branding Release Notes

Version 5.3



Viz Channel Branding





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1 Viz Channel Branding 5.3.0

Release Date: 2025-01-24

These are the release notes with changes since 5.2.0.

1.1 New Features

- Housekeeper Service can now synchronize Actions and Rules.
 - Redesigned Channel Management dialogs, with the ability to set description and logo for the channel, redesigned channel selectors and new MCR mode.
 - Export and Merge-Export support for LST schedule files on Import and Update.
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1.2 Improvements

- All configuration and usage of OCBD drivers is now done exclusive by Promo Server, while client UI and other components queries the Promo Server about the drivers.
 - When editing a page and closing the Page Editor, the thumbnail is now reloaded to show the data in use.
 - If any Promo Server is faced with a machine being down during Page Content Filling queries, the timeout will now be downwards to 3 seconds instead of Operating system default of 30-40 seconds.
 - When editing a Page Field query in the Page Editor, the Save button for the page is now disabled until the changes to the Page Field is either saved or discarded.
 - Scene browser now allows for sorting of Scenes based on name and modified date.
 - Rich Text fields will fall back to normal text editor in Page Editor to help with new scenes, as the new default value of enabling *text formatting* is set.
 - In Image Browser in Page Editor, images are now sorted based on name.
 - If a thumbnail fails to load from Frame Server but can be retrieved from local cache, we now still inform of the failure reason in the tooltip for the thumbnail.
 - Application menu now contains additional options, including usage of the new Channel Management functionality to create and edit channel specifications.
 - Scene browser will periodically and on request update folder structure and content.
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1.3 Changed Features

- Hovering the Title field of a Page Field in Page Editor will now show the *description* for the field as defined in Viz Artist.
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1.4 Fixed Issues

- Scene to template import from a folder with unusual character(s) will no longer prevent import from taking place.

- Usage of @ character in Import Mapping table when using XML Import Module now supports both attribute linking and Xpath-attribute selection.
- Unnamed and incomplete database mappings are now excluded from the list of available Database connection options in the Page Editor.
- Corrected a scenario where an operator could disregard configuration warnings about a duplicate metadata attribute that could lead to the client UI unexpectedly closing.
- LST Import Module no longer requires any shadow mapping of attributes.
- Adjusting a column selection for a DB Query definition in the Page Editor now properly regenerates the resulting query.
- Rules section UI will now handle more scenarios with remote configuration adjustments and dynamic reflection of current state.


1.5 System Requirements

- Windows 7 64-bit (only), or higher
- Microsoft .NET Framework 4.8e
- Media Sequencer 5.3 or higher
- Viz Engine 3.14 or higher, with Viz Engine 5.3 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](#).

1.6 Installation And Upgrade

An *Upgrade Tool* is included in every new version of Viz Channel Branding.

 **IMPORTANT!** The **Upgrade Tool** that ships with Viz Channel Branding **must be used** to upgrade/update **any** Viz Channel Branding installation to a later version.

To upgrade Viz Channel Branding for each version, follow the instructions below.

1.6.1 All versions of Viz Channel Branding

The Viz Channel Branding Upgrade Tool is located at `C:\Program Files\Vizrt\Viz Channel Branding\Upgrade Tool\`. This utility *must* be used to perform any upgrade/update.

To upgrade Viz Channel Branding


1. Navigate to `C:\Program Files\Vizrt\Viz Channel Branding\Upgrade Tool\`.
2. Double-click the program to open it.
3. Fill out *Media Sequencer IP address* or *hostname*.

4. Click **Connect**.
A list of existing channels is displayed. Channels in the list that can be upgraded are shown with an **Upgrade** button.
5. To begin, click **Upgrade**.
6. **Upgrade Status** becomes *Fully Upgraded* when the upgrading process is completed.

1.6.2 Migration

To migrate from Viz Multichannel to Viz Channel Branding 5.x+

1. Uninstall previous version.
2. Install Viz Channel Branding 5.x+ 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.

 **Note:** For further details, please refer to the [Upgrade and Migration](#) section of the latest *Viz Channel Branding User Guide*.

To migrate legacy Viz Multichannel older than 2.6.2

- Refer to the [Upgrade and Migration](#) section of the latest *Viz Channel Branding User Guide*.

2 Documentation

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

- [Viz Channel Branding User Guide](#)

3 Support

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