



Viz World Release Notes

Version 22.0



Viz World



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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.

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1 Viz World 22.0.0

Release Date: 2022/12/15

These are the release notes for Viz World 22.0.0. This document describes the user-visible changes that have been made to the software since release 21.0.0.

1.1 Functionality Removed Or Changed

Summary	Key
Maps Client crashing when attempting to render labels with only invisible characters	MAPS-6797
Move Nadar region in Disputed Regions	MAPS-6910
Create 2022 Bartholomew Dataset	MAPS-6905

[3 issues](#)

1.2 Known Issues

- World Server Launcher must run with elevated privileges to launch World Server as a service (MAPS-5530).
 - World Server must be restarted after manually scanning street data (MAPS-6275).
 - World Server leaks memory when targeted by a port scan (MAPS-5597).
 - When editing multi-hop scenes, it is possible to select Favorites. This is not intended functionality, and it causes errors if you do (MAPS-6319).
 - Styles with names including non-English letters can exhibit bugs (MAPS-5714). Workaround: Use English letters only.
 - Favorites with names including the plus symbol + can exhibit bugs (MAPS-5731). Workaround: Avoid the use of the plus symbol.
 - If the MapService.Service process is running, it must be manually stopped before uninstalling Viz World Client (MAPS-5902).
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1.3 Other Notes

This is the last release of 32-bit versions of Viz World Server and Viz World Classic standalone. This does not affect the release of 32-bit World Client applications (Viz World Instant Maps / Viz World Map Editor / Viz World Design Client / ActiveX Maps Client), nor the 32-bit Viz Engine Map Plugins (MAPS-6602).

1.4 Compatibility Notes

Viz World 22.0.0 was tested with:

- Viz Engine 5.0.0
- Viz Pilot 8.8.0
- Viz Pilot Edge 2.4.0
- Viz Pilot Data Server 8.9.1
- Viz Trio 4.1.0

2 Documentation

Documentation for both Viz World and Viz World Classic are available at the Vizrt Documentation Center:

- [Viz World User Guide](#)
- [Viz World Classic User Guide](#)

3 Support

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