Viz Vectar Plus Release Notes 1.6.1

Version

Disclaimer

Vizrt provides this publication "as is" without warranty of any kind, either expressed or implied. his publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document. Vizrt's policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time.
Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

Antivirus

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

2024/08/26

Contents

Release Date: 2024-08-22

These are the release notes for Viz Vectar Plus version 1.6.1. This document contains a list of references to fixed issues regarding the user-visible changes that have been made to the software since release 1.6.0.

See https://www.vizrt.com/products/viz-vectar-plus for more details.

1   Improvements

- Software installers now have an option to disable all TCP and Web connections to the TriCaster. - Checking this box means you will no longer be able to control the TriCaster software via web commands. - LivePanel, shortcut state dictionaries, and any other insecure web components will be disabled. - To re-enable them, simply reinstall the build and leave the option unchecked.
- Improved performance when switching between EMEM's.
- Emem recall speed has been improved when the session file is stored externally (NAS or Cloud storage).
- Changed UI color palette and updated logos from NewTek to Vizrt.
- Updated the Stream and Record buttons to reduce the likelihood of accidentally toggling them off.
- Added the ability to select a specific Disk and NIC in the Performance section of the Notification Center.
- The Import Bin now checks for the Index and Preview data, the same as the DDR. - If either of those is missing then the file will be transcoded into the Import folder instead of copied. - Note: This means imported clips no longer need to be transcoded after adding them to the DDR bin!
- Improved File Browser loading time when loading a large number of files.

2   Bug Fixes

- Fixed an issue in the Control Surfaces Add-on tool where duplicate CS buttons were not displaying on the button list.
- Fixed an issue where clicking Live in Live Call Connect caused the window to incorrectly resize across multiple monitors when the monitors were of different DPI's.
- Fixed an issue on the 2-stripe control surface where changing the stripe delegation too quickly could cause some button lights to be set incorrectly.
- Fixed an issue where changing the format on Mix outputs in a non-standard aspect ratio session would not maintain the sessions aspect ratio.
- Fixed an issue where the ddr#_play shortcut would not trigger if it was followed by the ddr#_loop_mode_toggle shortcut.
- Fixed an issue where the Iso-Recording indicator was not properly showing up under the appropriate switcher button when recording was on standby.
- Fixed an issue where the M/E Transition would get stuck on the previously selected transition if "Ping Pong" is enabled and then disabled.
- Fixed an issue where switching between EMEM's could cause exceptions to be thrown and the UI to crash.
- Fixed an issue where the session would crash if left running for 72+ hours.

- Fixed an issue where a shortcut would be triggered when opening the Input Config window for the first time in a session.
- Fixed an issue where switching between EMEM's too quickly could cause exceptions to be thrown and the UI to crash.
- Fixed an issue where the _load_from_previz shortcut was not working correctly.
- Fixed an issue on 2-stripe and 4-stripe control surfaces where buttons would stay lit regardless of which bank was selected.
- Fixed an issue on the 2-stripe control surface where LCDs did not display text when a stripe was set to a Mix output.
- Fixed an issue on TC1 SP where saving a COMP preset was not saving to the expected preset index.
- Fixed an issue where changing the Audio input name and then resetting the name back to default would disable the textbox.
- Fixed an issue where the QuickSelect icon was not behaving as expected.
- Fixed an issue where the Neural Voice Isolation feature was not being applied to all audio channels.
- Fixed an issue where the Buffer Editor's 'All Layers' button in the Layers dropdown was not functioning after importing a PSD or LiveGraphics file.
- Fixed an issue where opening a brand new session and then clicking any lower tab such as DDR1, would cause the Audio Mixer tab to open incorrectly.
- Fixed an issue where textboxes in imported PSD files were not dynamically resized based on their contents.
- Fixed an issue where stills grabbed from Mix outputs didn't have the correct file name.
- Fixed an issue where setting DDRs or GFX bins to preview would incorrectly allow you to control PTZ cameras on Inputs 1 - 4.
- Fixed an issue where renaming a file in the DDR or GFX bin, and then moving the file to another bin would incorrectly revert the file name.
- Fixed an issue where Microsoft's new Teams client was not showing in Live Call Connect.
- Fixed an issue where clicking the "Configure Remote Source" option in the Input Config window would not open the NDI Remote app.
- Fixed an issue where enabling LiveMatte/Ultra via a macro would prevent you from disabling Keying.
- Fixed an issue where the 'feathering' parameter was being reset when disabling 'cropping'.
- Fixed an issue where Word files saved when Word is set to use Japanese style names would cause LiveStory Creator to not function correctly.
- Fixed an issue where the Grab function on Out matrix preview monitors didn't function.
- Fixed an issue where the shorcut_states dictionary was not correctly displaying some M/E layer parameters when first opening a session.
- Fixed an issue causing incorrect duration for deferred replays.
-

3 Installation And Update

- Installation: Refer to the *Viz Vectar Plus User Guide*, section *Setup*.
- Update: Download the installer from the Vizrt FTP server. The installer performs the update.