



# Viz Artist Release Notes

Version



# Viz Artist



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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](http://www.vizrt.com).

### **Created on**

2024/02/01

# Contents

<b>1</b>	<b>Viz Artist 5.0.1</b> .....	<b>5</b>
1.1	New Features .....	5
1.2	Fixed Issues .....	5
1.3	Known Issues .....	7
<b>2</b>	<b>Viz Artist 5.0.0</b> .....	<b>9</b>
2.1	Installer Notes .....	9
2.1.1	General .....	9
2.1.2	Windows .....	9
2.1.3	Windows .....	10
2.1.4	UAC .....	10
2.2	New Features .....	10
2.3	Fixed Issues .....	20
2.4	Known Issues .....	24
2.4.1	Windows .....	25
<b>3</b>	<b>Documentation</b> .....	<b>26</b>
<b>4</b>	<b>Installation and Support</b> .....	<b>27</b>
4.1	Installation .....	27
4.2	Support .....	27

- [Viz Artist 5.0.1](#)
  - [New Features](#)
  - [Fixed Issues](#)
  - [Known Issues](#)
- [Viz Artist 5.0.0](#)
  - [Installer Notes](#)
  - [New Features](#)
  - [Fixed Issues](#)
  - [Known Issues](#)
- [Documentation](#)
- [Installation and Support](#)
  - [Installation](#)
  - [Support](#)

# 1 Viz Artist 5.0.1

**Release Date:** 2022-12-19

These are the release notes for Viz Artist version 5.0.1. This document describes the user-visible changes that have been made to the software since release 5.0.0.

**Note:** Viz Engine maintains its release notes in a separate document starting from version 3.12.0.

## 1.1 New Features

Summary	Key
Added Start/Stop All Scripts tool buttons to the Scene Tree	VIZART-3947
Adjusted spinbox delays for optimal Scene Editor interactivity	VIZART-4004
Drawing permanent licenses in orange on the licensing config page	VIZART-3954
Handling invalid/non-existing default import paths gracefully	VIZART-4006
Show current script status in Scene Tree and Container Editor Sidebar	VIZART-4042

[5 issues](#)

## 1.2 Fixed Issues

Summary	Key
Copying plugins from down to up in scene tree not possible	VIZART-4045
Icons in selectionbar not in sync with tree	VIZART-4034
GFX channel quad geometry material mipmap setting wrong	VIZART-4026

Summary	Key
Asset view: Fixed issue on double-clicking referenced images	VIZART-4014
Fixed issue when pressing the Log On button twice	VIZART-4009
ImageCache is not updated or with wrong plugin id by GUI_REBUILD_CONTAINER	VIZART-4002
ReplaceAll in Script Editor can cause infinite loop	VIZART-3998
SSR Temporal Frames default value wrong	VIZART-3989
When copying an element from a container and then scrolling down the Tree Viz GUI crashes	VIZART-3987
Scene Editor updates substantially delayed when dragging Spinboxes in PBR Material Editor	VIZART-3986
Alpha animation is in the wrong state	VIZART-3977
GUI for Classic Materials doesnt update correctly - on/off state not updated	VIZART-3971
Fixed issue with Subscenes when switching from OnAir mode to Default Workspace	VIZART-3948
TextureSlot: remove unavailable targets from plugin	VIZART-3936
Archive view is crashing when switching to different perspective while adding to archive is ongoing	VIZART-3928
Duplicate icon-less placeholder in the "recently used" list in the plugin overlay	VIZART-3919
Director Control does not list Directors	VIZART-3918

Summary	Key
No user information when trying to overwrite a GEOM with a restricted user	VIZART-3866

18 issues

## 1.3 Known Issues

Summary	Key
Adaptive: Postion/Rotation/Scale do not show underline	VIZART-4332
Drag & Drop of Flexbox Parameters	VIZART-3515
Input fields can lose focus and can not be edited afterwards	VIZART-1838
Jump to Container from Texture Media Asset not working in New Render pipeline	VIZART-4348
Logicmaker: After deleting all states, no new one can be added	VIZART-3277
Material Editor icon not updating correctly	VIZART-4437
Missing queue for update notifications causing Windows wait cursor when working in Artist	VIZART-4699
Multi Key Frame Select and Adjust all the same time,...	VIZART-790
Scenetree: Horizontal scrollbar does not appear automatically	VIZART-3609
The alpha value jump to 100% when changing the color of the materials in Engine5 renderer	VIZART-4076
UI needs more feedback when main replication are down and a failover server configured	VIZART-1638
Viz One: Test Connection only works if entry is selected	VIZART-4398

12 issues

- Shortcuts cannot be customized.
- Dragging a selection into the new Scene Tree might show up in the wrong order.
- Undocking and redocking the Rendergraph into a dock with old Tcl/Tk components might cause a crash.
- Old parts (Tcl/Tk) do not scale on UHD resolutions. This will be solved as soon as all components are ported to QT.
- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.
- The size of certain plug-ins with custom UI (like RealFX) do not automatically fit into the new panels, they need to be resized manually.
- Viz One Browser: When the Viz One Browser window is minimized (either using the minimize button in the window bar, or **WIN+D** to hide all windows on the desktop), it can only be brought back to the screen by using the **Restore** and **Maximize** entries in the context menu of the window in the Windows taskbar.
- Viz One Browser: The preview of clip elements in the Viz One Browser doesn't show the content correctly anymore when the browser window is moved to another display (for example, a second screen). The application must be restarted to bring back the clip preview.
- Viz Engine render window is always on top when started in videowall mode `-u1 -y -n` and output system FULLSCREEN (VIZART-2400). Does not happen in mode `-u1 -w` or with any `vga_preview` and is independent of the number of monitors and whether a mosaic is used.
  - What can be observed is that the output is always on top and it is not possible to get anything else on top (taskbar, other windows with **ALT + TAB**, task manager). **SHIFT + BACKSPACE** works only when Viz Artist has focus. When **CTRL + BACKSPACE** does not work it can be achieved with **CTRL + ALT + DEL**, task manager, **ALT + TAB** to Viz Artist and **SHIFT + BACKSPACE**. **ALT + TAB** does not work initially as the window is not shown. This behavior is actually desired to have the output of Viz Engine always on top (for example, interactive scenes shown on screens in the studio).




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## 2 Viz Artist 5.0.0

**Release Date:** 2022-09-27

These are the release notes for Viz Artist version 5.0.0. This document describes the user-visible changes that have been made to the software since release 4.4.1.

 **Note:** Viz Engine maintains its release notes in a separate document starting from version 3.12.0.

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### 2.1 Installer Notes

#### 2.1.1 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.

- Viz Artist is now installed in *C:\Program Files\Vizrt\VizEngine\VizArtist*.
- Visual C++ Redistributable files are not part of the msi-setup file anymore. These files are now installed with the bundle setup application (VIZENG-13210, VIZENG-12629, VIZENG-12701).
- The new bundle setup application installs or upgrades Viz Artist together with its required Visual C++ Redistributable files (VIZENG-12936, VIZENG-13804).
- Starting with 4.0.0, Viz Artist has a dedicated MSI installer, which is part of the bundle installer.
- All files contained in the bundle setup application can be extracted using the `/dump` commandline option. This creates a sub-folder where the files are extracted (VIZENG-13020).
- Multiple installations of Viz Artist are not supported.
- The installer automatically upgrades (replaces) any existing Viz Artist 3.x installation. However, downgrading is currently not supported (VIZENG-7098).
- The installer package is digitally signed (VIZENG-7378).
- The user account must have *SeCreateGlobalPrivilege* (SE\_CREATE\_GLOBAL\_NAME) enabled.


#### 2.1.2 Windows

This software has been tested to run on the following systems:

- Windows Server 2019
- Windows Server 2022
- Windows 10 (LTSC 1809)
- Windows 10 (LTSC 21H2)
- Windows 11

 **Note:** Only English language Operating Systems are supported.

- It is recommended to install the latest Windows Security Updates and Patches, except Nvidia drivers.
- Dot.NET Framework 4.5 or higher is required (VIZENG-6036).
- Minimum Windows Installer version is now 5.0.0.
- To run Viz Artist/Viz Engine without Administrator privileges, you need to grant the following permissions:
  - *SeIncreaseBasePriorityPrivilege*
  - *SeCreateGlobalPrivilege*
  - *SeCreatePagefilePrivilege*
  - *SeIncreaseWorkingSetPrivilege*

 **Note:** Viz Artist requires a minimum resolution of 1920x1080 pixels.

### 2.1.3 Windows

- Network shares are not accessible from within Viz Artist when UAC is enabled or when running on Windows 10. The Viz Configuration page **Local Settings** has been extended for enabling Network drive linking (VIZENG-15594, VIZENG-15319).

### 2.1.4 UAC

- Viz Artist is UAC aware. Log-files and additional files are stored in *%VIZ\_PROGRAMDATA%*, which defaults to *%ProgramData%\Vizrt\VizArtist*. Configuration-files and profiles are stored in *%ProgramData%\Vizrt\VizEngine*. Temporary data is stored in *%VIZ\_TEMPDATA%* which defaults to *%TMP%\Vizrt\VizEngine*. The default value can be changed in *viz.cmd* or on the command line of *viz.exe*.
- Starting Viz Artist shows a UAC popup for *VizStarter.exe* (VIZENG-8683).

## 2.2 New Features

Summary	Key
<a href="#">Adapt changing formats to new engine commands</a>	VIZART-3553
<a href="#">Add "Downscaled preview" to "Map to config channel" dropdown</a>	VIZART-3186
<a href="#">Add BorderColor and ClampToBorder in material sampler settings</a>	VIZART-3746

Summary	Key
Add Ctrl+F as shortcut to toggle VGA preview full-screen mode	VIZART-3657
Add IES Texture slot to RenderSystemLight	VIZART-3159
Add Instancing Plugin panels	VIZART-3776
Add Shortcut page to Config/User Interface page	VIZART-92
Add a drop-down menu to choose the target monitor for VGA preview	VIZART-3561
Add control for Gh password in Artist config	VIZART-3271
Add new File Collection type to asset view editor	VIZART-3802
Add preferred Adaptive Graphics output format to the config pages	VIZART-3853
Add simple format editor	VIZART-3296
Adding a scene plugin should jump to scene plugins settings	VIZART-3224
Adding reasonable step Size to FLOAT type in plugin interface development	VIZART-3737
Additional SSR debug methods	VIZART-3545
Additional underline customization UI for Text	VIZART-3330
Archive improvements	VIZART-3015

Summary	Key
Artist gets unresponsive while deleting files.	VIZART-3840
Asset View should remember settings	VIZART-3324
Asset View: Drag & Drop on multiple items usability improvements	VIZART-3246
Asset View: Indicate Restriction	VIZART-3091
Asset View: Various improvements	VIZART-3238
Aux Channel integration	VIZART-3519
Block old GEOM_TEXT if scene has geom text lock set	VIZART-2869
BoxTransformation: Add Z-offset	VIZART-3730
Check for flexbox license	VIZART-3806
Clip file browser dialog improvements	VIZART-3030
Counter for selected items	VIZART-751
Create a new "Unreal" Scene Settings Section	VIZART-3814
Create custom ui for flexbox plugin	VIZART-3507
Create editor for BoxTransformation	VIZART-3423

Summary	Key
Default Values for near/far camera values are wrong	VIZART-3309
Default folder for saving new scene	VIZART-3630
Default format should not be changeable in the Adaptive Scene Design format editor	VIZART-3864
Derive step size from min/max range and current value	VIZART-3368
Disable RenderGraph docking panel when "UseSequence" is active	VIZART-3820
Dragging Images into Scene Editor should create default QUAD-Phong-Image Object	VIZART-3791
Enable SHM Aux settings panel for GFX channels	VIZART-3156
Exclude licenses for DSX Core and SDI/IP In/Out if invalid	VIZART-3861
Fetch references only if in view	VIZART-3833
Filter unsupported V4 Mocked built-ins	VIZART-2661
Fix various highDPI issues	VIZART-3033
Flexbox UI: Tracking disables too many properties	VIZART-3765
Font Management: Add option for switching off font previews in font list	VIZART-3147
Fonts: Performance Improvements	VIZART-3511

Summary	Key
Format dependent properties need to be labeled in UI	VIZART-3465
GUI for Font Effect	VIZART-3433
GUI options for Auto Font Size	VIZART-3774
Gh server not running dialog not accessible	VIZART-3516
Hardcode delete mode of Filecollections	VIZART-3818
Highlighted Render Views Menu entries hard to read	VIZART-3649
Implement Classic LayerManager UI in new scene tree editor	VIZART-3544
Implement Scene Overview	VIZART-3721
Implement additional render preview panels for previewing adaptive storytelling formats	VIZART-3505
Import: Allow paths to be entered "manually"	VIZART-3373
Import: No feedback if file can not be found	VIZART-3435
Improve Format dependent information panel and add missing functions	VIZART-3660
Improve Handling of BACK/FRONT Layers when Switching to Viz Engine Renderer	VIZART-3251
Improve Message Window receiver list	VIZART-722

Summary	Key
Improve UX of Container Colour Tags	VIZART-759
Improve date format and show time in AssetView Created/Modified Date	VIZART-3338
Improve selection speed of multiple objects	VIZART-1573
Improve visualization of GFX Video Output error messages	VIZART-3105
Improved Format Editor	VIZART-3380
Integrate "RenderSystemMaterialInvisible"	VIZART-3636
Integrate "Texture Renderer"	VIZART-3189
Integrate GEOM_TEXT to TEXT Conversion	VIZART-3543
Jump to new created folder/project	VIZART-3383
Layer Plugin implementation	VIZART-3754
Live input type STREAM should be used instead of RTP	VIZART-3775
Make SaveAs-dialog resizable and remember settings when clicking ok-button	VIZART-785
Media Assets Improvements	VIZART-3207
Message center message not to pop up	VIZART-1636

Summary	Key
Messages during geometry import via Drag&Drop into Asset view	VIZART-3845
New "Rendering" settings icon	VIZART-3486
New Camera Aspect mode need to be implemented.	VIZART-3663
New Scene Tree: Color selection UX improvements	VIZART-3650
New Scene Tree: Hide and Lock container icons have too low contrast when selected	VIZART-3676
New Scene Tree: Search should open on "Ctrl+F"	VIZART-3581
New Scene Tree: selection improvements	VIZART-3700
New Sequences, SHM aux mode, keying mode	VIZART-3779
New Text Parameters for Colored Emoji	VIZART-3125
New UHD connector modes for Xmio5 12G outputs	VIZART-3281
Option to Split Text Underline	VIZART-3667
Options for drawing Razor text on offscreen texture	VIZART-3708
Properties can not be dragged to scene editor objects	VIZART-1816
Property status dialog result is not updating values of the property	VIZART-3808



Summary	Key
Property status dialog should show information about modes in flexbox plugin	VIZART-378 6
Provide a list of Format presets in Config section and Scene settings	VIZART-338 5
Re-enable License Config page in Artist mode	VIZART-380 4
Re-implement Polygon plugin UI in new UI toolkit	VIZART-313 8
Remove "Free Memory Threshold" from the config GUI	VIZART-310 7
Remove FSAA property, replace with ANTIALIASING_MODE enum	VIZART-317 6
Remove Flywheel settings	VIZART-326 9
Remove Help button from OnAir toolbar	VIZART-311 9
Remove Video from Path Aliases	VIZART-311 2
Remove closing "x" from tab windows	VIZART-296 4
Renaming folder/project should suggest previous name	VIZART-353 6
Rendergraph should be hidden if "use sequence" is active	VIZART-385 8
SaveAs location should be current location	VIZART-383 4
Scene Editor: Drop Position is not accurate when the monitor for example has a scaling of 150%	VIZART-383 5

Summary	Key
Scene Tree Color selector improvements	VIZART-3624
Scene Tree: New design for Classic pipeline Layer Manger	VIZART-3482
Scene Tree: Performance analysis sorting improvements	VIZART-3839
Scene Tree: Renaming a selection of containers	VIZART-3707
Scene Tree: Search Improvements	VIZART-3812
Scenetree: Multiselection - Colors and Plugins	VIZART-3671
Set texture mode for AUX channels on background or foreground drop	VIZART-3800
Show Zoomlevel as overlay	VIZART-3693
Show correct VizGui instance type in title bar	VIZART-3370
Show full names of assets on dragging	VIZART-3392
Show icon on container if a container contains format dependent properties	VIZART-3748
Show invalid values for Rendergraph ComboBoxes in red text	VIZART-2841
Substance Licensing in Viz Engine Renderer	VIZART-3801
Suggest name for prefiltered Environmentmap	VIZART-3656

Summary	Key
Support "TrackedContainer" on Flexbox plugin	VIZART-3628
Support middle-mouse button scrolling/panning in new Asset View	VIZART-3388
Switch from Import view to Editor view when opening a scene	VIZART-3239
Text is Not Updated on Some TEXT_EDITOR UPDATE_TEXT Command	VIZART-3173
Text: Kerning Missing	VIZART-3150
Texture Renderer: Texture width and height parameters	VIZART-3333
Texture slot plugin sRGB property	VIZART-3551
TextureSlot swizzle out of sync	VIZART-3548
TextureSlotPlugin implementation	VIZART-3533
The Asset Search "Start" button is too small	VIZART-2996
The behavior when clicking on a script plugin	VIZART-3764
UV transform panel cleanup, add pivots	VIZART-3459
Undo/Redo on MediaAssets	VIZART-731
Uptime inside the On Air information Editor doesn't automatically get updated	VIZART-2835

Summary	Key
Variable Font Editor Panel for Text	VIZART-3184
Visualize which Adaptive Graphics format is currently in use	VIZART-3587
Viz Config behavior in scaled monitor setup	VIZART-3563
newly created folder should be the active one	VIZART-2885

133 issues

## 2.3 Fixed Issues

Summary	Key
Material UI not responding to ENLIGHTED on/off state	VIZART-3870
Assets can be dropped into the root directory, making them invisible in the Asset Editor	VIZART-3854
Scenetree: Clicking on Contol Object needs to select container.	VIZART-3813
Opening Folder Linked Scene leads to incorrect/unwanted error message.	VIZART-3747
Snapshot function place images wrong place and with wrong names	VIZART-3744
Different Script Panel behavior between Docked and Floating view	VIZART-3720
VizArtist 4.4.1 GUI for Classic Materials doesnt update correctly	VIZART-3711

Summary	Key
Scene Editor - bottom bar disappears on resize	VIZART-368 3
Not possible to Set clip in stage	VIZART-367 5
FileLinks are missing from Assetviews	VIZART-364 6
Expert plugin broken	VIZART-364 2
Viz One browser not opening	VIZART-363 9
Locked director menu inversed	VIZART-362 7
New Scene Tree: Context menu position wrong on HighDPI displays	VIZART-358 0
Not able to animate Superchannel Subchannel Position	VIZART-353 5
Wrong behavior when using GFX Video Output functionality	VIZART-353 1
No feedback from Artist on deleting folder with referenced files	VIZART-351 0
Can't open scene loaded in GFX-Channel	VIZART-350 8
GUI Text editor does not properly show up when double clicking the text in Classic scene	VIZART-340 7
Shortcuts for creating container/grouping only work if clicked once first	VIZART-339 9
Drag or CRLT+drag containers is inconsistent in selection	VIZART-339 8

Summary	Key
DataPool Trim Options in Viz4 don't work with space.	VIZART-3366
Control Object editor content is fetched even if invisible	VIZART-3363
Font Faces not be shown in Font Management	VIZART-3343
Clip data directory doesn't work with UNC path	VIZART-3340
Abnormal end with dump when populating end emptying import tab in Font management	VIZART-3329
Show VGA preview issues with mixed-resolution dual monitor setups	VIZART-3320
Gui gets unresponsive after receiving dbi notification	VIZART-3312
Artist crashes when splitting specific geometry	VIZART-3303
Foreground asset can not be deleted via Trashbin	VIZART-3298
Issues with dual-monitor setups with different scaling	VIZART-3288
Dual monitor setup behavior with > 150% scaling	VIZART-3287
Problem with backslash in new variable font name	VIZART-3242
Asset View: Double clicking on "Saved searches" deletes entry	VIZART-3241
No container with texture created when adding clip as texture	VIZART-3217

Summary	Key
Fullscreen Window always appears on Monitor 0	VIZART-319 3
Text: Line Height Reset Missing	VIZART-315 2
Text: Script Direction has No Effect	VIZART-315 1
Failover server not used properly when configured main/replication primary connection is down	VIZART-308 5
GUI sends a command without argument on set default in scene settings	VIZART-303 1
Artist doesn't get update message for scene changes	VIZART-279 8
Engine floods with commands when moving a polygon spline in scene editor	VIZART-279 4
Viz artist GUI Issues on HighDPI/4k monitor setup	VIZART-272 8
Media Asset Overview - subscenes not loaded	VIZART-263 9
Config: Cannot update Viz One Hosts configuration if it has ending slash	VIZART-226 6
GUI steals focus during sceneditor action	VIZART-215 4
Layer Manager sets wrong camera	VIZART-767
Layermanager: not able to cancel remove operation	VIZART-592
No Undo/redo for all non "SET" commands	VIZART-580

49 issues

## 2.4 Known Issues

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Adaptive: Postion/Rotation/Scale do not show underline	VIZART-4332
Drag & Drop of Flexbox Parameters	VIZART-3515
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Viz One: Test Connection only works if entry is selected	VIZART-4398

### 12 issues

- Referenced Materials do not correctly update their icon if changed.
- Shortcuts can not be customized.
- Dragging a selection into the new Scene Tree might show up in the wrong order.
- Undocking and redocking the Rendergraph into a dock with old TCL/&TK components might cause a crash.
- Old parts (Tcl/Tk) do not scale on UHD resolutions. This will be solved as soon as all components are ported to QT.



- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.
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- Viz One Browser: When the Viz One Browser window is minimized (either using the minimize button in the window bar, or **WIN+D** to hide all windows on the desktop), it can only be brought back to the screen by using the **Restore** and **Maximize** entries in the context menu of the window in the Windows taskbar.
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### 2.4.1 Windows

- Right clicking on the Taskbar icon of Viz Engine starts a new instance. Starting an additional Viz GUI process is prevented on Windows 10.
- On Windows version LTSC 1809: Logging out/in may be required for the fonts in the Viz Artist user interface to apply the set scaling after the user changes the Windows scaling setting.

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## 3 Documentation

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

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

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## 4 Installation And Support

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### 4.1 Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz application, including a local database, prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

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### 4.2 Support

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