TriCaster Vectar Release Notes

Version 8-4-250827

TriCaster® Vectar

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Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
    - C:\Program Files\[Product Name]
    - C:\ProgramData\[Product Name]
    - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].

- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

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 TriCaster Vectar 8-4-250827

Release Date: 2025-08-28

These are the release notes for TriCaster Vectar (previously named Viz Vectar Plus) version 8-4-250827. This document contains a list of references to fixed issues, feature additions and improvements regarding the user-visible changes that have been made to the software since release 8-4-250512.

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

1.1 Bug Fixes

- Fixed an issue where banks would switch if you opened certain windows.
- Fixed an issue where the low bandwidth option in the Input Config window was not getting saved on session exit.
- Fixed an issue where triggering a replay before the recording has started would cause an invalid file to be added to the DDR.
- Fixed an issue where dragging and dropping a clip into the DDR could cause brief jitter on the output in certain situations.
- Fixed an issue where Mini4K was not displaying the DHCP Server option in the Control Panel.
- Fixed an issue where some `focusedddr_` shortcuts were not working as expected.
- Fixed an issue where the checkmark to enable/disable macros in the Macro Editor was not working correctly.
- Fixed an issue where a specific file was failing to transcode.
- Fixed an issue where the 2-Stripe Control Panel was failing to use custom button mappings.
- Fixed an issue where exporting a clip could result in a clip that is 1 frame too short or 1 frame too long.
- Fixed an issue where importing specific clips could result in files with random green frames flashing during playback.
- Fixed an issue where AI Background Removal wasn't working with HX2/3 sources.
- Fixed an issue where MP3 file export wasn't working.
- Fixed an issue where BirdDog Flex was not discoverable in TriCaster.
- Fixed an issue where the DDR#(prefix) + "_play_file" shortcut was not working as expected.
- Fixed an issue where specific Multiviewer layouts were missing from the Workspaces menu.

1.2 Improvements

- Added more verbose error messages when using Zoom in LCC.
- Changed the VU meter colors to align with industry standards.
- Changed the way stills are named when using the Grab feature.
- Added a 'None' option in the Mappings tab of the Control Surfaces Config window.
- Editing the textbox for the DDR remaining time is now macroable.
- Redesigned LCC and added many new features: Capture Screen, Region Capture, New Zoom SDK.

2   TriCaster Vectar 8-4-250512

Release Date: 2025-07-10

These are the release notes for TriCaster Vectar (previously named Viz Vectar Plus) version 8-4-250512. This document contains a list of references to fixed issues, feature additions and improvements regarding the user-visible changes that have been made to the software since release 8-4-250415.

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

2.1   Bug Fixes

- Fixed an issue where the application no longer successfully detects or registers the local Wibu license when relying on local mode or default discovery mechanisms

3   TriCaster Vectar 8-4-250415

Release Date: 2025-04-24

These are the release notes for TriCaster Vectar (previously named Viz Vectar Plus) version 8-4-250415. This document contains a list of references to fixed issues, feature additions and improvements regarding the user-visible changes that have been made to the software since release 8-4-250310.

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

3.1   Bug Fixes

- Fixed an issue where audio and video could become out of sync when playing back certain files in the DDR
- Fixed an issue where LivePanel credentials were failing to save correctly in some situations
- Fixed an issue on Matrox cards where a frame of video could become stuck in an Input in specific scenarios
- Fixed an issue on Matrox cards where feeding in a PAL genlock signal in an NTSC session could cause the outputs to function incorrectly
- Fixed an issue in LivePanel where PTZ presets could correctly be recalled, but Virtual Pan and Scan presets could not
- Fixed an issue where sometimes the session isomonitors would fail to render on session startup
- Fixed an issue where you were unable to set keyboard triggers for Macros while the text cursor was in the Name or Alias fields
- Fixed an issue where the Multiview Workspaces layouts were not consistent across all products

3.2   Improvements

- Flex Dual: Stripe delegations are now serialized on session restart
- Added more verbose error messages to the registration window
- The 2-Stripe and 4-Stripe Control Panels now support a "Blank" button mapping
- Added a search feature to the Input Source drop-down

4 TriCaster Vectar 8-4-250310

Release Date: 2025-03-10

These are the release notes for TriCaster Vectar (previously named Viz Vectar Plus) version 8-4-250310. This document contains a list of references to fixed issues, feature additions and improvements regarding the user-visible changes that have been made to the software since release 8-4-250303.

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

4.1 Bug Fixes

- Fixed an issue on Inputs when switching between Black and another local source could cause the UI to become unresponsive.

5 TriCaster Vectar 8-4-250303

Release Date: 2025-03-03

These are the release notes for TriCaster Vectar (previously named Viz Vectar Plus) version 8-4-250303. This document contains a list of references to fixed issues, feature additions and improvements regarding the user-visible changes that have been made to the software since release 1.6.1.

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

5.1   Feature Additions & Improvements

- Added support for 10-bit SDR/HDR workflows. This includes an overhaul of the DDRs, media importer, switcher, output configuration, input configurations as well as added new SDR/HDR selections and configuration options at session creation.
- Updated Live Call Connect (LCC) implementation of Zoom to leverage Zoom's SDK for seamless caller integration with the highest quality feeds possible.
- Improved handling of very long lists of NDI sources to make more user friendly.
- Improved memory handling when playing clips on loop in the DDR for a long time.
- Added scroll bars which will appear on the Connectors, Record, and Grab tabs of the setup window when the window is resized such that they are necessary.
- Changing the Video and Button name on the Input tab of the Setup window will now record an appropriate shortcut into macros.
- Added new "Alias" field to macros which can be used to assign shorter macro names which are easier to display on surface displays.
- Improved several features related to the display, scaling, and loading of images for the custom background of the Control Panel.
- Improved speed of update installer by cleaning up installation of outdated files which are no longer required.
- Added the Copy GUID and Copy Name actions to the context menu displayed when right-clicking a macro. These will copy the relevant info to the clipboard.
- Improved the responsiveness of the Flex surfaces when connecting to TriCaster Vectar in the cloud.

5.2   Bug Fixes

- Fixed a WIBU registration issue that could cause abnormal delays or system hesitation during software launch.
- Fixed an issue which could cause DSK/KEY tabs to incorrectly appear in individual Input config windows when following specific steps.
- Fixed handling of large amounts of NDI sources appearing/disappearing from the network which could potentially lead to memory issues in extreme situations.
- Fixed the IP Source Manager configuration having incorrect styling.
- Fixed an issue which could cause the Custom entry on the Default Stills Duration menu to be incorrectly truncated.
- Fixed an issue which could rarely cause the UI to restart when configuring Inputs on the Setup panel.

- Fixed an issue which was causing some Default Stills Duration settings to not be properly applied.
- Fixed an issue which could cause an exception to occur when adjusting the playback speed of a clip while the playhead was in the middle of the clip.
- Fixed an issue where some specific clips could cause memory issues if left playing on loop at high speeds.
- Fixed a minor issue where renaming macros could briefly show the original name incorrectly.
- Fixed multiple issues where outdated documents/guides were included in the previous build.
- Fixed an issue which could cause the confirmation message received when deleting a session to be partially hidden.
- Fixed an issue which was causing memory issues when attempting to import .mp3 filed with embedded album art.
- Fixed an issue which caused visible decode artifacts in some clips when playing them back at 400% speed.
- Fixed an issue which could cause the DSK preview to remain visible in the Preview monitor after it should have been removed.
- Fixed an issue which was causing audio to not be received properly on Inputs > 32 on products which have this many Inputs.
- Fixed an issue which was preventing some 16-bit TIFF images to not load properly into DDRs.
- Worked with YouTube to restore the upload quota imposed on the app used to upload clips from TriCaster to YouTube to previous levels. Uploading clips from TriCaster to YouTube does not work after the quota has been surpassed, and it had mistakenly been set very low.
- Fixed an issue which could cause the text in the Path field of the Grab/Record tabs of the Setup panel to be incorrectly truncated.
- Updated our implementation of the Vimeo API to work properly with new changes made on the Vimeo side.
- Fixed an issue which could cause the colorspace of recorded files to not match that of the session they were recorded in.
- Fixed an issue which could cause the resetting of some positioner values from the surface to change more settings than intended.
- Fixed an issue which was causing the ptz_presets dictionary to not be promptly updated when a preset was cleared from the UI.
- Fixed an issue which was resulting in problems when transcoding specific formats of files.
- Fixed an issue which was causing sessions that included a trailing space in their name to not save properly.
- Fixed an issue which could cause macros with multiple underscores in their name to not display the correct name.
- Fixed an issue which was preventing emems from loading properly into PreViz.
- main_load_from_emem shortcut will now create a new emem with the current settings when used on an empty emem slot. This was changed to match the behavior of other areas of the UI which save emems.
- Fixed an issue which was causing sessions in non-standard aspect ratio formats to allow you to set higher than intended output resolutions.
- Fixed an interaction between Transform and Grab which could sometimes result in Grab capturing the wrong Input.
- Fixed an issue which was causing .cgxml titles in non-standard aspect ratio sessions to be distorted.
- Fixed an issue which was preventing .wav and .mp3 files from importing properly.
- Implemented better handling of invalid clip out point data sent from external sources (other products using our API).
- Fixed an issue which could cause an exception when transcoding a large amount of clips at the same time.

- Fixed an issue which was causing files captured through the Streaming -> File Capture functionality to incorrectly have "_0" appended to the filename.
- Fixed an issue which could cause strange behavior when switching presets on a DDR which contained transitions.
- Fixed an issue preventing adjustments to the PTZ Speed setting from recording the appropriate shortcut into a macro.

6 **Viz Vectar Plus 1.6.1**

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.

6.1 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.

6.2 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.

6.3 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.

7 Documentation

A *User Guide* is available from the installed application home page, by navigating to **Help > Documentation > Live.**

8   Support

Support is available at the Vizrt Support Portal.