



Viz World Release Notes

Version 21.0





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1 Viz World 21.0.0

Release Date: 2021/12/13

These are the release notes for Viz World 21.0.0. This document describes the user-visible changes that have been made to the software since release 20.1.0.

1.1 Functionality Removed Or Changed

Summary	Key
Map client is not able to save view presets	MAPS-6485
Remove UAC Migration Assistant	MAPS-6644
Update Viz World geographical dictionary (Gazetteer)	MAPS-6546
Increase the number of threads used when fetching WMTS tiles	MAPS-6672
Memory Leaks in file stream handling	MAPS-6571
World Client installer missing 2019 redistributable	MAPS-6690
Note in Release Notes that 32bit Classic and Server will be deprecated	MAPS-6602
Prepare 2021 base map data	MAPS-6549
Remove OSMDownloader	MAPS-6306
Improve Division Colourings	MAPS-6643
MSI installer should bundle VCredist dependency	MAPS-5694
11 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)
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1.4 Compatibility Notes

Viz World 21.0.0 was tested with:

- Viz Engine 4.3.1 and 3.14.5
- Viz Pilot 8.6.0
- Viz Pilot Edge 2.1.0
- Viz Pilot Data Server 8.7.0
- Viz Trio 3.2.6

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](#).