

# RELEASE NOTES

**VSAR**

2.1.0

March 2025



Chyron VSAR Release Notes • 2.1.0 • March 2025 • This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

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# Release Notes: VSAR version 2.1.0

Release Date: March 24, 2025

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## Summary

### New Features

- **CII Implementation:** Implementation of a UDP Chyron Intelligent Interface receiver..
- **Cesium Camera nDisplay integration:** Integration of VSAR into the nDisplay & Switchboard workflow for Canvas composition via DisplayPort output..
- **VSAR Smooth Trackless to Tracked and back transition:** Transition between different types of Virtual Camera, either Tracking or Trackless, with duration, interpolation, and curve options.
- **Unreal Engine 5.4 compatibility**

### Improvements

- **Expose HAL Output Delay to Panels:** Management of the Output Delay of each device from Live Assist Panels through Lua commands.
- **Licensing update:** Expansion of the Licensing system adding DisplayPort Outputs and NDI I/Os.

### Bug Fixes

- HalMediaSource Input not showing alpha when enabled
- Created Texture & Material not used by ABSwitch
- API Lua Level Sequence not found
- gRPC port not being saved to Project
- HAL naming inconsistencies
- Primitive arrow cropping issues
- HDR for SDI Output

# New Features

## CII Implementation

### Control VSAR from any Automation Device

VSAR 2.1.0 adds a Chyron Intelligent Interface (CII) Receiver via a UDP port.

As part of the Project Configuration, the CI tool allows:

Intelligent Interface Receiver	
1 Port	924
2 Encoding	Unicode (UTF8) ▾
3 MOS Message Directory	I:/CAMIO4/VSAR/Messages
Default Error Pattern	<ErrorMsg>
4	Receiver Rules

1. Define the CII Listening port.
2. Set the message encoding
3. Define the local Context Folder where the MOS objects are placed by CAMIO for MOS Payout.
4. Define CII rules by associating patterns with control commands.

Command	Message Pattern
Legacy Load MOS	V\5\3\1\<MosObject>\
Legacy Load MOS With Replacables	V\5\3\1\<MosObject>\<OrderedReplaceablesValues>\
Legacy Take MOS	V\6\<MosObject>\
Stop MOS	L\<MosObject>\animate\
Stop All	E\effectoutclear\<Channel>\
Load MOS	P\LOAD\<MosObject>\<NameValuePairs>\
Stop MOS	P\CLEAR\<MosObject>\
Play MOS	P\PLAY\<MosObject>\
Play MOS With Arguments	P\PLAY\<MosObject>\<NameValuePairs>\
Play Actor Function	P\PLAY\<Actor>\<FunctionName>\
Play Actor Function with Arguments	P\PLAY\<Actor>\<FunctionName>\<NameValuePairs>\
Load MOS	P\LOAD\<MosObject>\

CII patterns can contain not only control commands but also transmit variables in the form of strings, both in P Commands and Legacy Commands (V Commands), both for MOS and non-MOS templates.

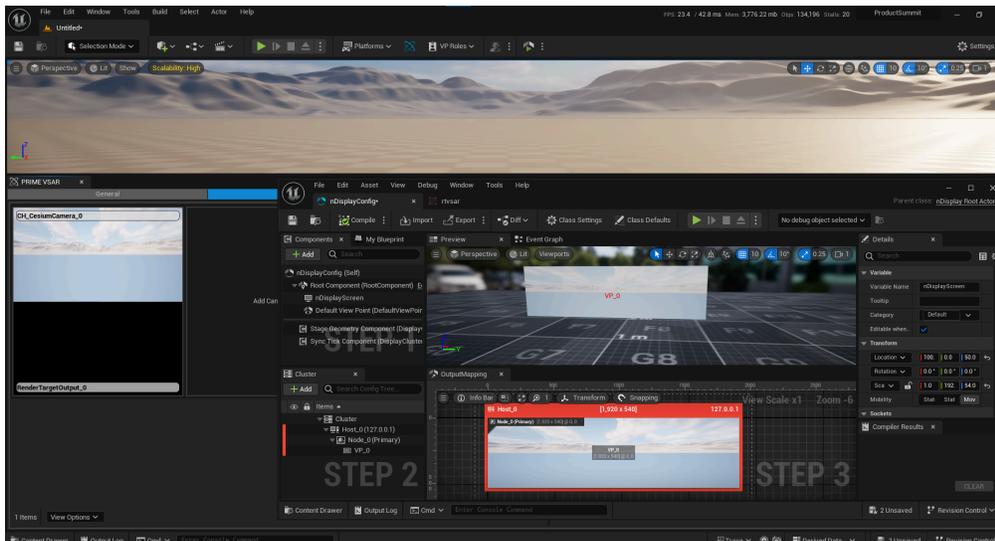
- For MOS templates (CAMIO Blueprints), the CII-associated events are Cue, Play, and Clear, with the ability to take the variable values from the MOS object, or assign new values via the CII command.

- For non-MOS templates, there is no limitation on the type of Event/Function to be executed from a CII command.

## Cesium Camera nDisplay Integration

### Unleash the power of DisplayPort Outputs

The VSAR & nDisplay integration takes advantage of the most popular canvas compositing tool in Unreal Engine and combines it with the VSAR architecture by allowing the capture of the VSAR Cesium Camera Output and map into a Viewport in nDisplay, in any custom resolution up to 4K, in real time, through a DisplayPort Output.



nDisplay is an Unreal Engine system that allows creators to render a Project on multiple synchronized display devices, offering the ability to create interactive experiences on large screens or virtual reality systems.

### nDisplay Key Components

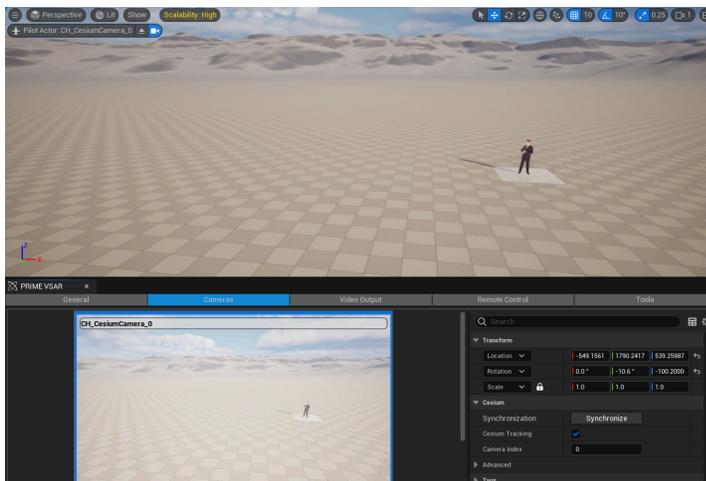
- Plugin: Facilitates communication and synchronization of information between application instances.
- Shared Configuration Asset: Contains the configuration to launch the correct number of instances on the appropriate computers.
- Configuration: Allows you to define the arrangement of displays, cameras, and other components in virtual space.

## nDisplay Features

- Scalability: Allows to render realistic scenes at very high resolution.
- Flexibility: Adapts to different types of displays and display configurations.
- Synchronization: Ensures that all displays display the same scene in sync.
- Compatibility: Works with Unreal Switchboard to facilitate synchronization of nDisplay nodes.

## VSAR Smooth Trackless to Tracked and back transition

### Camera transitions made easy



VSAR 2.1.0 introduces the ability to transition between different Virtual Camera positions, whether they are tracked or not. This new implementation adds extended features such as:

- The ability to go from- to any World Coordinate in the Level, without having to preset it in Live Assist Panel's Mercury application.
- In addition to the camera flight duration, creators can now choose the interpolation type and curve.
- It is possible to transition between different tracking camera indices. That is, the VSAR Cesium Camera can interpolate from the current camera position provided by the tracking system in use to the camera position of another tracking system connected to the same Cesium session.

## Unreal Engine 5.4 Compatibility



The VSAR 2.1.0 release includes a version for Unreal Engine 5.3.2, and the same version as VSAR 2.1.0 but for Unreal Engine 5.4. This way, users can choose which version of Unreal they want to work with within VSAR. VSAR 2.2.0 will include Unreal Engine 5.5.