

The V14/14.5/2020.1 Transition Error Insufficient Media Message Meanings.

Posted by briandrys - 15 Apr 2017 08:39

INSUFFICIENT INCOMING OR OUTGOING MEDIA AND OTHER ERRORS

Although this message refers to the differences between **V12.6** and **V14/14.5/2020.1** found when applying transitions. V12.6 is now only used to show what happens when a flawed transition is made.

When working with transitions always **ensure that you have sufficient media for an overlap to cover any dissolves, wipes etc (also audio crossfades)** that you may need to create. In film editing, you can see there isn't enough by holding the strips of film side by side. In a NLE you have to picture this in your mind.

Making sense of the symbol.

Transitions in the timeline are shown symbolically, in a manner which is similar to how film editors would mark up a film cutting copy, This would consist of two overlapping fades marked in chinagraph or grease pencil on the film, with the splice in the centre.

What this means during the printing with A and B roll film negatives there would be a fade out on one roll and a fade in on the other roll, an overlap that results in a dissolve in the final print. Which is what Lightworks does under the bonnet (or hood) with it's digital media equivalent, using the project logs.

As user jwrl puts it: **"Lightworks isn't concerned with how much video you actually have visible in your timeline when you are adding any sort of transition. If you butt clips end to end you absolutely cannot do a dissolve, because Lightworks would have to invent the video to put in it."**

This may assist you: www.lwks.com/index.php?option=com_kunena&func=view&catid=26&id=85049&Itemid=81#87535

Here is a scarf joint found in woodworking, but which may illustrate what is happening when you put in a transition.

By using unselected (**i,e unused in the timeline**) media in the "handle" for the overlap, Lightworks isn't upsetting the timing of your edit by shortening clips within the sequence timeline to make transition overlaps. Not having this "handle" media will trigger the error message (**see solution at end for transition planning**). So, before adding a transition there must be media that you haven't yet used in the sequence timeline available in the bin.

Another explanation by pfbr6a of the same thing, but a slightly different approach: www.lwks.com/index.php?option=com_kunena&func=view&catid=12&id=218653&Itemid=81#218682

A CLIP is created by a single continuous recording of picture and or sound into the system. A clip is stored on the system as both a log file and a material file.

A SUBCLIP is taken from a longer recording, it has no material of its own. When you play a subclip, it plays the pictures and sound from the material files of its original clip(s). **However, it lasts no longer than the length you've selected** (which can catch you out in the following situations).

This video by geomcd1949 demonstrates what happens when two segment(clip) ends are butted together without any spare video available (outside of the timeline) for the overlap.

V14, V14.5 and V2020.1 deal with transitions with not enough media for an overlap differently to the earlier **V12.6**. The latter would proceed with the transition, even if the result was unusable, this is what the error messages regarding insufficient overlapping media intend to prevent

As can be seen in **V12.6**, during the dissolve the images becomes darker, because instead of the two

images mixing together, they are mixing with black.

V14, V14.5 and V2020.1 don't allow such a transition to be created, instead they give a warning message saying that there is insufficient overlapping media to create a transition at this cut point.

NOTE this is a polite way of saying you have NO media overlap. See below for when there is enough media overlap to allow a shortened transition.

WARNING - In **V2020.1**, if you drag the dissolve into the timeline under the VFX tab, it's possible to get a fade out and fade in, rather than a dissolve, without any insufficient overlapping media warnings. The solutions at the end of this message and in the following message solve this.

I would recommend using other methods for placing transitions - they're also quicker. Either use cut commands in the timeline menu or F8.

If you check with trim at the cut point, you can see that there is no media for an overlap, just black.

When checking for media using this method, you need to be careful not to accidentally change your cut point. Undo should get you back to before trim was applied, **however, care needs to be taken.**

If there **ISN'T ENOUGH MEDIA** for your intended transition length **V14, V14.5 and V2020.1** will make a transition shortened to fit the available overlap media. Giving this warning.

NOTE that V14.5 and V2020.1 differ in the messages and the rest of the thread mostly refers to V14.5

and V2020.1 since there is no good reason to keep V14.

V14.5 indicates which clip has insufficient media.

OUTGOING

INCOMING

If you have a **single frame gap** in the **V14,5 and V2020.1** timeline, something that can easily happen when drag and dropping. The gap shown below is a single frame, but when zoomed out on the timeline you won't see it.

Note that with **V14.5 and V2020.1** you won't get a warning when no transition occurs, but note the way the trim only appears correctly on one side when you centre the cursor over the cut.

With an **orphan frame** accidentally left in the timeline from another clip, sitting between two clips, **V12.6** seems more tolerant, it will create a transition.

However, with **V14, V14.5 and V2020.1**, things can be a bit more complex.

If there is **enough media for an overlap**, but there is **hidden** in the timeline an **orphan frame**, **V14, V14.5 and V2020.1**

don't allow anything to happen and it also leaves you

without a warning error message

. This may well get you into a moment of "what's going on?", with a few expletives thrown in for good measure.

Being positive, at least not allowing the transition has the advantage that lurking audio frames left behind won't cause a click in the soundtrack.

In this case, zoom into the cut point to confirm the situation and delete any such frames.

When creating a **fade in or out** orphan frames can also cause trouble at the end of "to here" or beginning of "from here". Ensure that there is at **least a**

one frame gap between clips

, otherwise they'll dissolve together, rather than fade.

Zoom in (as seen above) and delete any offending frames (here the green clip).

Fast Cutting Be aware that fast cutting may cause a conflict between the overlapping media required between the different clips.

SOLUTIONS 1. - Planning for transitions with "handles";

These problems are best solved **before** the event, by ensuring that you have enough overlapping media as you work,

Don't create subclips that are the precise length, allow at least one or two seconds at the start and finish to cover possible transitions.

Also, remember that if you've stopped your camera recording the original source clip, there is no additional media available for transitions. In the edit, everything is blank after the end of the clip.

While clips are still in the bin, you can put the in and out points (mark and park) needed to select the section you wish to use in the sequence timeline. Then, by allowing sufficient overlap media handles, there will be enough media available for transitions at either end.

You can see this method in geomcd1949's video.

This may assist in understanding:

www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=141651&limit=15&limitstart=15&Itemid=81#143844

=====

Re: The V14 transition error message meanings.

Posted by briandrys - 15 Apr 2017 11:45

SOLUTIONS 2.

A quick and simple method to create the overlapping media required for a transition is to mark and park the beginning and end of the transition,

This is rather easier in **V12.6**, since the dissolve (if flawed) is outlined in the timeline.

With **V14, V14.5 & V2020.1**, you have to measure out from the centre cut, One method is to use **"**

m"

to

move left 10 frames

and

"/"

to

move right 10 frames

either side of the cut. So, 20, 30, 40, frames are quickly counted.

Use **", "** for **left a single frame** and **", "** **right a single frame**. Again count out the frames.

You then delete **"x"**; this mark and parked section (the hatched area). This frees up media to act as an overlap. The disadvantage is that the running time of both clips will be a bit shorter (which may be a consideration) and may upset the timings in your edit.

Alternately, if your keyboard has a **number pad**, you can mark the join with **"i"**; then key on the pad **"+"**

ot; (outgoing)

or

"-" **(ingoing)**

, enter half the length of the transition in frames and enter. You've now marked and parked; delete using

"x";

as above.

A similar procedure can be carried out on **V14.5 & V2020.1** (or if you know it's the case on V14) with insufficient **outgoing media**:

Or incoming media:

TRACED SEQUENCE WHEN USING SUBCLIPS

If you are using subclips, you have the option to convert them back to source clips. This is done by changing the sequence to a

traced sequence

using the timeline menu. (See this thread for what a traced sequence is:

www.lwks.com/index.php?option=com_kunena&func=view&catid=6&id=187526&Itemid=81

)

In Version V2020.1 this is found in the Sequence Timeline Menu > Make > Copy > Conversions > Trace.

In V14.5 and earlier you don't need to open copy:

This will create a "copy" sequence using source clips, rather than subclips. It will be found in the content manager with the label "(trace)" in the name.

However, if you only wish to change the subclips involved, you can mark and park them remove "z", then create a rough working sequence. Clipboard insert "f" into the new sequence, create the traced edit. From that repeat the process and clipboard replace back into your main edit. The source clips will be available for the overlapping media.

In the end, it's easier to make your subclips over length, then reduce them to length as you go through the editing process,

=====

Re: The V14 transition error message meanings.

Posted by briandrys - 20 Apr 2017 02:48

Some further "reading" on the background history of the dissolve using the photochemical process (film).

This refers to 35mm, in 16mm/Super16 you commonly did this while printing the whole film using two rolls (A and B).

Chapter 9 on P139 of the V14 User Guide, which can be found in Downloads > Documentation, covers transitions in Lightworks.

=====

Re: The V14 transition error message meanings.

Posted by naruto777 - 12 Jun 2017 10:33

Thank you very much, couldn't find a detailed answer like yours anywhere! You nailed it man, worked up for me like charm.

=====

Re: The V14 transition error message meanings.

Posted by Jpaulbiss - 18 Oct 2017 16:53

@briandrys Thanks.

I was wondering why I was getting that insufficient overlapping media warning even when there was enough media on both clips. A one frame gap.

=====

Re: The V14 transition error message meanings.

Posted by briandrys - 23 Oct 2017 06:15

Yes, anything that interferes with two clips overlapping will cause the error. This can be:

Joining one or two clips (or subclips) together at their extreme ends [i.e. there's nothing left in the clip(s)] in the sequence timeline.

Or

A gap or an orphan frame left between the clips in the timeline, which means the desired clips aren't actually joined.

This unofficial video illustrates one cause (one clip hasn't overlapping media) and one solution, however. it won't work for other causes. Solutions can be found at the end of the first message and in the second message of this thread.

Another unofficial video, which may also assist in visualising overlapping media **"handles"**. However, it's best done as you're selecting sections and you don't need to be precise, just leave them longer than possible transitions. Counting frames on every clip just wastes time, mark **"in"** and park on the **"out"** to select the section you want to use:

Note that **neither of these videos show the fastest method** for putting in transitions. Either right clicking on the join or placing the playhead on the join and using the F8 key will bring up the transition options while still in the edit tab.

Also, you don't need to be precise in counting frames (unless you're working right at the start/end of the clip/subclip), marking in and out points with lots of excess media for overlap still left in the source clip or subclip is fine.

=====

Re: The V14 Transition Error Message Meanings.

Posted by DESIM - 26 Oct 2017 00:59

Video Tutorial LightWorks IN ITALIANO! N. N. 112. Insufficient overlapping media.

Come gestire correttamente transizioni apparentemente impossibili.

=====

Re: The V14 Transition Error Message Meanings.

Posted by gpick - 14 Sep 2018 16:54

Thank you all for your input, yes it all has come together with all your notes and videos.

Very grateful, thank you again!

=====

Re: The V14 Transition Error Message Meanings.

Posted by hugly - 14 Sep 2018 22:59

My quick fix for butted clips which cause the message about insufficient overlap:

Mark-in at cut point, park duration to the left, drag from right to replace the marked section, from transitions panel (F8) add transition to marked section, and close the gap.

I feel the need to add, as usual: I'm still deeply convinced that some assistance provided by the program to escape efficiently from THE MESSAGE would be highly beneficial.

=====

Re: The V14 Transition Error Message Meanings.

Posted by RWAV - 15 Sep 2018 00:32

Yes it would - also useful would be the option to 'Accept error and make the transition anyway' because that gives one a delineated section of the edit where a manual fix-up is required.

My preference would then be to in turn open each of the outgoing and incoming shots at the transition point as a 'trim' (or 'slide' if that's preferable in the case) of the shot and apply a numeric keypad adjustment equal to the desired transition length. A minus number at the outgoing shot and a plus number on the incoming shot. Given that LW remembers the last numeric keypad number used - it becomes a really easy way to do the job.

If one needs to be extra frugal and make sure every last available frame of a shot is used in the transition - then just trim/slip the shot while holding the play-head stationary over last frame or so from the end of the transition - If that's necessary probably best to temporarily change the transition to a horizontal wipe - easier to confirm exactly when the end-of-media happens.

=====

Re: The V14 Transition Error Message Meanings.

Posted by briandrys - 17 Sep 2018 02:23

I've created a new thread in feature requests for the discussion on improving the current transition arrangement

www.lwks.com/index.php?option=com_kunena&func=view&catid=12&id=184399&Itemid=81

This was to keep this thread on dealing with issues arising with V14 and V14.5.

Further information on transitions can be found here:

downloads.lwks.com/v14-5-new/Lightworks_v14.5.0_Quick_Start_Guide.pdf

=====

Re: The V14/14.5 Transition Error Message Meanings.

Posted by Dominick44 - 28 Jan 2020 14:54

Definitive Post, Briandrys !!

I've bookmarked it

=====

Re: The V14 Transition Error Message Meanings.

Posted by aggyymi - Yesterday 01:18

Thank you for posting this, you have quite literally saved my laptop from being launched out of a window... 🙏

I agree with your thinking completely on providing assistance, I've never come across a video editing program before that has managed to make such a simple task so utterly unintuitive and convoluted.

hugly wrote:

My quick fix for butted clips which cause the message about insufficient overlap:

Mark-in at cut point, park duration to the left, drag from right to replace the marked section, from transitions panel (F8) add transition to marked section, and close the gap.

I feel the need to add, as usual: I'm still deeply convinced that some assistance provided by the program to escape efficiently from THE MESSAGE would be highly beneficial.

=====

Re: The V14 Transition Error Message Meanings.

Posted by briandrys - Yesterday 01:35

Welcome to the forum.

The requirements for a transition in Lightworks is precisely the same as in other professional NLEs. The main cause of difficulty for new users/beginners is the need to understand the concept of overlaps, once that's understood everything is relatively easy.

That's the reason why there are explanations on overlaps quoted from various users and a video at the beginning of the thread. It's something that all editors using a NLE should feel comfortable with.

Hugly provides a workaround suitable for one or two transitions, but it may cause issues if working on a more complex edit, where more transitions may be needed at a later stage.

A longer term solution is at the end of the first message in the thread, by using handles, so you avoid the issue.

=====