

Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by schrauber - 19 Apr 2017 09:59

Here we collect information about how to create Lightworks .fx effects.

For a [Basic introduction](#) , see [post #143763](#) of "jwrl" (the eighth post on this page).

A structured summary of many details posted in this thread,

and more code examples can be found on [GitHub](#) .

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Re: The future for Lightworks user effects

Posted by schrauber - 12 Jul 2019 09:14

@ khaver

In the [Betaforum](#) Great White and I are currently talking about the advantages of your Big Blur effect. In a demo effect I used your code in a slightly varied form.

In my variation I have removed some setting for simplification, rescaled the blur radius relative to the frame dimensions (similar to jwrl's Super Blur effect), etc.

My variation of your code is so far only for demonstration purposes fast and dirty programmed, and should be probably still optimized.

We would be happy if you join us [in the discussion](#) .

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by jwrl - 06 Dec 2019 03:37

I have just split two threads off this: the first is [User audio effects?](#) . I have also split the colour

banding topic into its own thread called, predictably,

[Color banding](#)

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by schrauber - 20 Jan 2020 20:42

New for Lightworks versions **after** 14.5

Thanks for the new flags to be able to define in the effect code if the slider values should be displayed in percent.

I have added the information there: [GitHub](#)

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by jwrl - 21 Jan 2020 04:55

Have you received advice from the developers that DisplayAsLiteral is a valid flag? That was a suggestion that I made after the announcement of DisplayAsPercentage. There was never any acknowledgement of it as far as I can see.

For anyone interested in the full discussion you will find it [here](#) .

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by jwrl - 21 Jan 2020 05:42

I have just tested DisplayAsLiteral. It works, but it should currently be used with very great care. The setting of that flag can affect following effects in the timeline. For example if you follow it with a DVE, the percentage values in the DVE will become literal values as well. I wasn't able to do conclusive tests with DisplayAsPercentage but I suspect that it would be the same.

I have posted this report in the beta forums, under Windows build 118883.

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by jwrf - 22 Jan 2020 05:11

OK, a day later and no response from anyone: I think these references to the new flags should not be posted until they appear in a change log, and at the moment that doesn't appear to be the case. I have been through all change logs dating back to 14.6 build 114863 and cannot see any reference to those flags. Since they appear to be buggy at the moment I certainly don't believe that we should be posting them as new flags until such time as they are

- 1. Announced in a change log
- 2. Pronounced stable

Feedback please, because I would prefer to take down the posts from #211502 on until we get official notification.

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by schrauber - 22 Jan 2020 05:56

Can you publish an archive of your test sequence in which you observed the issue?

Do the variables in the user effect have the same name as the variables of the parameters in the DVE effect?

Because these FLags were added before the first beta was released, I think this feature, which is only of interest to effects developers, can only be found in a Lightworks internal change log.

I've added a warning in my post, and on GitHub.

Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by schrauber - 22 Jan 2020 06:21

jwrl wrote:

Have you received advice from the developers that DisplayAsLiteral is a valid flag? That was a suggestion that I made after the announcement of DisplayAsPercentage. There was never any acknowledgement of it as far as I can see.

..

See the [short response from "Great White"](#) to your request.

Great White wrote:

Fantastic! Both are good additions, but I have one further request: would it be possible also to have a flag "DisplayAsLiteral"?

Sure, I've added that for you.

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by jwrl - 22 Jan 2020 07:58

I missed the second page. You'll find a description of what I did and how I did it in [the thread I started](#) in the beta forums. It's simple enough that it shouldn't need posting.

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by schrauber - 22 Jan 2020 19:23

jwrl wrote:

.. For example if you follow it with a DVE, the percentage values in the DVE will become literal values as well. ..

Strange, I haven't been able to see this issue in my tests so far.

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by jwrl - 22 Jan 2020 20:43

And I'm an idiot! I looked at the position and scale parameters and went no further. They are literal values anyway, and always have been.

What an idiot!

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Re: Documentation for developing Lightworks effects (Post # 1 contains summary links)

Posted by jwrl - 18 May 2020 20:20

I've just been revisiting the effects library, and I've removed two effects. The first is khaver's big blur, because it's now included in the standard Lightworks distribution, and the second is an S curve grading tool that I created some time back which has been largely rendered redundant by a newer, simpler version. Does anyone have any suggestions for effects **that they have created** that could also be removed?
