

v14 "Failed to compile pixel-shaders" on start

Posted by MrEntomologist - 05 Jul 2017 16:16

Hey guys,

Error log attached.

So I've previously been able to run v11 or 12 on this machine fine. I removed that version a while ago. Fast forward to the present, and I install v14 (installation goes fine). Then when I open for the first time I get the above error (screenshot attached). LWKS appears to load everything fine on startup, and then the error pops up at the end.

To clarify: It appears I can use LWKS - however I've only tried importing some .MOV files taken on a DSLR and LWKS doesn't seem to want to work with them so I understand I will need to convert with EyeFrame first. Just wondering if that error will have any impact on my ability to use the software?

Things I've tried:

- Reinstalling LWKS as admin (making sure to remove all files in the documents folder such as license etc, and removing the Lightworks entry from the registry)
- Updating DirectX through the MS web installer
- Updating DirectX9 specifically
- Running as admin, running in compatibility mode
- Updating GPU driver

My hardware

Windows 10 Pro 64bit

Intel i5 3570k @ stock

Asus P8Z77V-LK

8GB DDR3

Sapphire 7970 3GB @ stock

Xonar DGX Sound card

Samsung 840 SSD (System drive, OS + LWKS installed here)

2x 1TB WD Hard Drives

Bonus: How do you exit the app from the project screen (like in the screenshot)? I have to end task because I can't see an obvious way to exit...

Thanks for your time!

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Re: v14 "Failed to compile pixel-shaders" on start

Posted by Silvia Menodnça - 20 Jan 2019 09:29

Também tenho este problema.

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Re: v14 "Failed to compile pixel-shaders" on start

Posted by hugly - 20 Jan 2019 10:37

Hello,

AMD graphic card driver?

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Re: v14 "Failed to compile pixel-shaders" on start

Posted by blackiyto - 28 Jul 2019 18:44

Thank you for the valuable information.

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