Latest Lightworks News January 2019
Posted by Matt Sandford - 09 Jan 2019 10:32

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Hi,

Happy New Year to all of you!

Over the next few weeks we plan on releasing Lightworks 14.6 as a Public Beta version that builds upon the success since we launched version 14.0 This will be the last major build in the 14.x cycle and includes some key features listed below:

- Added support for the latest MainConcept SDK's 10.5.3 and 4.2.1
- Added support for 16-bit floating point GPU precision on Linux installs
- Added support for 32-bit floating point GPU precision on Mac and Linux installs
- Added ability to handle still images correctly
- Added HD overlay to the vectorscope
- Added "Libraries" heading to the Content Manager
- Added improvements to Audio Network integration
- Added improvements to varispeed in Flexible layout
- Added Timeline tab underneath the Viewer on the Log and Edit tabs
- Added "Metadata, Decode, Cue Markers, Timeline and BITC" tabs from the Log layout to the Edit layout (Fixed layout only)
- Added ability to generate .lvix seek files locally (previously stored next to linked media)
- Added scrollbars to sequence timelines (Video and Audio tracks)
- Added Blackmagic BRAW decode panel to the Video tab of the project card
- Added UHD Media to the Media->Transcoding tab to allow for transcoding to UHD on import
- Added better Keyboard shortcut handling of using standard keyboard shortcuts ie, pressing Delete deletes clips
- Added ability to select segments on the sequence timeline
- Added ability to right click a clip containing ranged cue markers and select Make->Sequence from Cue Markers
- Added ability to continue an interrupted transcode task
- Added 'selected segments' to the sequence copy panel
- Added ability to right-click an Effect node and choose 'Replace with >'
- Added ability to right click the video routing panel to add a new node
- And much, much more!

Later this year we will be announcing the all new version of Lightworks 15.0! The feature list is still to be decided and finalised upon but some of the features you can expect to see in this all new version of Lightworks can be seen below:

- Adding support for device arrival (phones, camera cards etc)
- Adding support for OFX plugins
- Adding support for custom output formats
- Adding support for more social media platforms: Facebook, Twitter, Instagram etc
- Adding support for audio FX plugins
- And many more!

We would like to thank you for your continued support over the last twelve months and hope you are as excited as we are by the new versions of Lightworks that are coming in 2019.

Matt

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