Linux & Mac OS X support only in late 2011
Posted by osmeest - 05 Dec 2010 22:46

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The initial announcement of the project was for an application targeting Windows, Mac OSX and Linux.

As such, it was very appealing. I see now that the support for Linux and OSX is delayed to end of 2011.

That's a pity because I don't have a PC powerful enough to test it until then.

Also, I hope that those version will immediately integrate the native support for AVCHD. This would really make your app shine in contrast with Apple's own video editing applications (which require a lengthy, cumbersome and memory consuming transcoding of the footage).

Hope to see your app soon on my Mac 🙂

Olivier

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Re: Linux & Mac OS X support only in late 2011
Posted by Great White - 08 Sep 2012 10:05

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Lightworks on Ubuntu is virtually indistinguishable from the Windows version. There are some subtle differences in the fonts, but the core experience is deliberately the same. We want the editing experience to be identical, regardless of what the operating system is.

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Re: Linux & Mac OS X support only in late 2011
Posted by Danas_Anis - 08 Sep 2012 13:07

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thank you very much for the image 🙂

Is any possible date for public testing phase planned? I mean rough estimation when do you think it could happen?

Anyway, thank you very much for the good news about LW on Linux! 🙂

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Re: Linux & Mac OS X support only in late 2011
Posted by Great White - 08 Sep 2012 13:25

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We aim to have a Linux alpha build available on October 30th

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Re: Linux & Mac OS X support only in late 2011
Posted by Danas_Anis - 08 Sep 2012 13:30

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Great White wrote:

We aim to have a Linux alpha build available on October 30th

Thank you oh so much for this info.

Hope things goes well and October 30 to be the lucky day to witness the availability of LW Alpha for Linux 🙂
Keeping my fingers crossed.

October 30 is not that far away 🙂
woohooo!

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Re: Linux & Mac OS X support only in late 2011
Posted by zoop - 08 Sep 2012 19:29

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Hallelujia!

I've been holding off getting a pro membership until I can actually get it for the OS our studio runs on here.

Roll on October 30!

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Re: Linux & Mac OS X support only in late 2011
Posted by Forum Admin - 08 Sep 2012 20:50

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zoop wrote:

Hallelujia!

I've been holding off getting a pro membership until I can actually get it for the OS our studio runs on here.

Roll on October 30!

Thanks for your enthusiasm, but don't forget that this is only the Alpha release. And don't forget what Alpha means: it means it's not stable enough to be called Beta and is certainly not ready for doing projects on.

By all means take part in the testing but please don't risk any of your work with it.

(In fact, it will probably appear to be pretty stable, but the very fact that it's in Alpha testing means that unpredictable things could happen).

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