

OFX detection - one general question

Posted by hugly - 27 May 2019 12:51

That isn't exactly about Lightworks, at least not yet, but perhaps soon. Maybe someone knows some details about OFX location and separation in general?

I have different sets of third party OFX plugins for different apps. As I know now they are not compatible. Each app runs with the set of 'dedicated' OFX plugins fine, but crashes with the others, either on startup or when trying to apply.

My problem: OFX plugins seem to have a default location which is scanned by all apps and they seem to load everything found there, no matter where it belongs to. I found no way to influence this behaviour from settings within the apps, autodetect, autoload, and basta, as it seems.

Is that normal with OFX?

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Re: OFX detection - one general question

Posted by lghtwrks - 27 May 2019 13:41

www.lwks.com/index.php?option=com_kunena&func=view&catid=20&id=176104&Itemid=81#176117

which app? -> as it depends on the app.

either the app has an blacklist option or you define an ofx path in the app and copy ofx-plugs there ...

eg. fusion FusionOFX.blacklist

greetz

simon

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Re: OFX detection - one general question

Posted by hugly - 27 May 2019 14:25

Vegas Pro 16, Hitfilm Express, Resolve 16 beta, the latter makes the biggest trouble with the plugins BCC 8 OFX for Vegas and Ignite.

I posted the question here and not elsewhere, mainly because that's something that should not happen when/if Lightworks invents an OFX interface.

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Re: OFX detection - one general question

Posted by lghtwrks - 27 May 2019 14:50

yes,

I like the idea of a blacklist file (=as in linux systems)

a popup "add to blacklist [perm y] [perm n] [this session]" could help.

s.

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Re: OFX detection - one general question

Posted by hugly - 27 May 2019 15:13

I've just scanned some other forums and found discussions which show that I'm not alone with that problem.

It appears as if the music for everybody plays with Windows in 'C:\Program Files\Common Files\OFX\plugins' and with UX in '/Library/OFX/Plugins' and all grab what they can get, compatible or not.

Yes, blacklists, maybe together with whitelists, are a good idea. A non-standard location for the supported and tested plugins with Lightworks might be also considerable. I don't care much if a set of

plugins exists twice on the system drive.

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Re: OFX detection - one general question

Posted by lghtwrks - 27 May 2019 15:42

the common deal is: everything not blacklisted for an app is on the white list ...

alternatives/again - set user OFX path: just load OFX from there ...

greetz

simon

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Re: OFX detection - one general question

Posted by hugly - 27 May 2019 15:59

White lists can make sense if one has e.g. 250 effects in the package and only 5 can be used, it saves time typing, vice versa a blacklist is more convenient.

Edit: Just imagine a blacklist to identify the president of the USA out of all citizens. 🤖

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