

PC parts upgrades

Posted by AllTheseThings - 30 May 2019 22:40

Hey,

Here is my current system, thoughts as to where to start upgrading? I tried running a preview of a video project last night, it can't keep track of audio and video at the same time. So, my system seems to be insufficient, just trying to make sure I improve the most needed items first!

GeForce GTX 550 Ti

i5-2400 CPU 3.10GHz- 4 CPU's

8gb RAM (two 4gb sticks)

Two optical drives (1TB and 250GB- Both WD Black)

Windows 10

My Thought with the glitching and general slow movement that I would start with the RAM (go to at least 16gb or maybe 32), if that didn't provide the oomph, a graphics card may fill the need, if neither of those solved it, the CPU to an i7 would be next on the list. An SSD would be helpful as well, but at this point we are getting nearly an entire computer assembled and it seems I should be able to work this hunk of junk into a well oiled machine again at least for the time being.

I am familiar with the suggestions from Lightworks, unfortunately, I am painfully aware I am not made of money, so trying to get the program to function without dropping 1k on a computer would be ideal.

thoughts?

=====

Re: PC parts upgrades

Posted by jwrl - 07 Jun 2019 06:27

If I was building now I would probably look at an i9 because I tend to try and future proof my systems when I build. However my i7 has no issues working with feature length projects and there's probably a fair bit of life in it yet.

=====

Re: PC parts upgrades

Posted by arniepix - 07 Jun 2019 09:00

jwrl wrote:

If I was building now I would probably look at an i9 because I tend to try and future proof my systems when I build. However my i7 has no issues working with feature length projects and there's probably a fair bit of life in it yet.

Same here. If I'm building or buying a new system, I tend towards the emerging tech that's likely to stay current longer. This (hopefully) means you need to replace it less often.

An opposite, but just as valid, strategy is to buy refurbished or a generation back to minimize your capital investment in gear that's current, but not cutting edge.

=====

Re: PC parts upgrades

Posted by AllTheseThings - 12 Jun 2019 22:03

Ok,

So I guess the question I have left, if I open lightworks and immediately open a project and try the in-editor playback feature it plays up to speed, in sync with what it actually is edited to, but a couple minutes later, that sync is completely lost.

I assume it is related to a build up of information to be ferried to and fro inside my machine, but I thought I would throw it out there, to see if anyone had any further thoughts. A new CPU is in my future, but for now I am trying to decide if a fresh download of lightworks will be beneficial, or if we are pretty sure it is the hardware, since some here claim to be using i5's with no issue.

=====

Re: PC parts upgrades

Posted by briandrys - 13 Jun 2019 01:40

There are a number of factors at play, the codec you are using, the resolution, the speed of your hard drive (e.g if it's at the end of it's working life), other programs that may be using your computer's resources at the same time.

Any of these cause issues to arise. Having said that, users are successfully using proxy editing on lower powered machines.

=====

Re: PC parts upgrades

Posted by hugly - 13 Jun 2019 01:45

AllTheseThings wrote:

if I open lightworks and immediately open a project and try the in-editor playback feature it plays up to speed, in sync with what it actually is edited to, but a couple minutes later, that sync is completely lost.

This problem isn't very likely to be fixed with hardware.

What version of Lightworks do you run? Bottom center of the start screen you'll find the information.

Is the sync issue fixable by restarting Lightworks?

=====