

Fusion 16 plugin

Posted by hugly - 07 Jun 2019 03:43

I own a Resolve dongle which now includes officially a license for Fusion Studio, starting with version 16.

When invoking Fusion 16 beta 4 as Lightworks plugin on Win10, there are multiple error messages about plugins unable to load:

I don't know what those plugins are used for. After acknowledging the messages one by one, Fusion starts, and passed over material is present. From a first glance, rendering some basic functions/effects works and rendered media are detected by Lightworks.

Starting Fusion Studio 16 from the Windows GUI works without the messages.

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Re: Fusion 16 plugin

Posted by hugly - 07 Jun 2019 23:42

That appears to be fixed with V14.6.

Great!

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