

## Audio doesn't tie in with waveform

Posted by Triplog - 17 Jun 2019 16:20

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Hi. I hope I can explain this clearly. I edited a video (with no sound) then added a music backing track and synched up the beat of the track with the edit cuts in the video and exported it. All worked successfully. However when I went back in do some fine tuning I notice that whilst the sound and video are still in perfect synch, the waveform for the audio is approx 18 milliseconds in front of the actual sound. This makes it difficult to do any subsequent tweaks! I've attached a screenshot of this. The beat is the maximum point to the left of the red line and the red line is where the beat is heard. Can anyone shed any light on this?

Thanks in anticipation.

A quick edit to add that closing down LW the first time made no difference, but the second time on re-opening - everything lines up perfectly!!! Obviously not critical now but I'm curious..... ☺

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## Re: Audio doesn't tie in with waveform

Posted by Triplog - 19 Jun 2019 11:19

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Rwav - I understand now what you're asking. I can't honestly remember! It is a possibility. The video in question is only 3 minutes long so a relatively small file.

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## Re: Audio doesn't tie in with waveform

Posted by schrauber - 19 Jun 2019 11:31

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First, it would be interesting to know if the waveform in the timeline had shifted, or if the playback of Audio & Video was delayed.

If you compare your old screenshot with your current timeline at the same timeline zoom: is the peak still at

00:00:18.00, or has it moved to about

00:00:18.20 ?

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## Re: Audio doesn't tie in with waveform

Posted by hugly - 19 Jun 2019 11:38

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As a side note: What is very likely to still happen with V14.5 is audio playing delayed in preview after some time of editing, fixable by restarting. Regarding the traffic on the forum on this, it should be a rare phenomenon, compared with V14.0. Unfortunately nobody so far, was able to describe how to reproduce such an incident, reliably.

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### Re: Audio doesn't tie in with waveform

Posted by Triplog - 19 Jun 2019 13:30

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Sorry Schreiber but it's impossible to answer that as I have done a little editing and changed the backing track! All in my quest to try and learn more about LW!

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### Re: Audio doesn't tie in with waveform

Posted by hugly - 19 Jun 2019 13:52

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I'm still not sure if I understand what this discussion is about.

You've shown this screenshot

with this comment: **Triplog wrote:**

The beat is the maximum point to the left of the red line and the red line is where the beat is heard. Can anyone shed any light on this?

In my understanding this describes sound delayed in preview and not a shifted waveform.

I'd truly appreciate if you could clarify what you mean.

Edit: The missing information is, what *frame* the wave form should be synced to are you referring to?

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## Re: Audio doesn't tie in with waveform

Posted by Triplog - 19 Jun 2019 16:55

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Hugly I don't really understand what you're asking. However from previous responses and the fact that i can't replicate the fault, it's probably time to put it to bed.

Thanks for all the input but I'm conscious I don't want people wasting time chasing after fog!!!

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## Re: Audio doesn't tie in with waveform

Posted by hugly - 19 Jun 2019 17:07

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Hello Triplog,

I fully agree, chasing fog is wasted time for all, and it's time to put this to bed.

If it should happen that you find a way how to reproduce the issue, let us know. The information might help developers to fix it which would be benficial for us all.

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