

DirectX initialisation issue

Posted by B wesler - 11 Oct 2019 07:31

This program sucks XXXX! I just downloaded it and it crashes like your pilot is drunk on jug cognac.

I have a win 7 64 bit system and there is no excuse for this XXXX!

Moderated - words in your message have been deleted under the forum terms and conditions Briandrys

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Re: Sucks shit!

Posted by briandrys - 11 Oct 2019 08:05

Welcome to the forum.

Unfortunately, you haven't supplied the specification of your computer, so it's difficult to supply causes for the crashes. There can be a number of causes.

Attaching a zipped copy of the error log to your next message may assist in discovering the cause. This is found in C: Users > Public > Public Documents > Lightworks > Logs

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Re: Sucks shit!

Posted by B wesler - 11 Oct 2019 09:06

There is still no reason for this to happen at all. It is reprehensible.

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Re: Sucks shit!

Posted by B wesler - 11 Oct 2019 09:15

Lightworks 64-bit (Release, build Lw : 110128 Common : 109147 Dependencies : 110124 dated Oct 25 2018)

Starting at Fri Oct 11 20:18:40 2019

D3D9Ex supported

OS Version : Microsoft Windows 7Service Pack 1;64-bit;build 7601

Machine number : 5

Available memory : 863.5 Mb

Total memory : 4.0 Gb

Virtual Address Range : 8.0 Tb

Number of CPUs : 2

User has admin rights : No

0.351 : 0.351 : Setting project base directory C:UsersPublicDocumentsLightworksProjects

0.353 : Checking for updates

assertion failed device != NULL at D3D.cpp line 129

0.530 : Starting window manager

0.532 : Checking library versions..

0.536 : ----- Loading plugin : dng -----

0.536 : Success

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:Program FilesLightworksShadersalphakey.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:Program FilesLightworksShadersbars.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\blend.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\blendmask.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\blur.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\boxblur.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\ccc3.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\ccc4.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\chanshift.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\chromakey3.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\colfind2.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\ColourConvert.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\ColTemp.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\coltint.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\coltintsmh2.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\curves.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\dve.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\dve1.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\dve2.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\flatcol.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\flip.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\flop.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\gaussian.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\glow.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\gradients.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\gradients2.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\gradients3.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\greyscale.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\shsicc.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\slumakey.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\slumawipe.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\slut3d.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\smix.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\smosaic.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\snegative.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\snnull.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\OldTime.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\posterize.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\push.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\radialblur.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\resize.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\Sample 1 - Single input, Single pass.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\Sample 2 - Single input, Multi pass.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\Sample 3 - Multi input, Single pass.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\Sample 4 - Single input, Multi technique.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\selectiveecc.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\selectiveecc2.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\shapes2.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\sharpen.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\squeeze.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\Stereoscopic.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\StereoscopicAdjust.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaders\TextEffects.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaderstexwipe.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shadersthreshold.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaderstritone.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shadersunsharp.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\ShadersVideoAnalyserHelpers.fx) : compiler error 8876086c

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:\Program Files\Lightworks\Shaderswipes.fx) : compiler error 8876086c

0.540 : ----- Loading plugin : DNxHD -----

0.540 : Success

0.551 : ----- Loading plugin : dsx_drv.9.3.0.5243 -----

0.551 : Skipped

0.564 : ----- Loading plugin : dsx_drv.9.4.0.9028 -----

0.564 : Skipped

0.581 : ----- Loading plugin : dsx_drv.9.5.1.17803 -----

0.581 : Skipped

0.593 : ----- Loading plugin : dsx_drv.9.8.0.22358 -----

0.593 : Skipped

0.707 : ----- Loading plugin : DxAudio -----

0.707 : Success

0.710 : ----- Loading plugin : EsWrappers -----

0.710 : Success

0.713 : ----- Loading plugin : export -----

0.713 : Success

0.743 : ----- Loading plugin : ffmpeg -----

0.743 : Success

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

0.748 : ----- Loading plugin : FX_drv -----

0.748 : Success

0.751 : ----- Loading plugin : LwConsole -----

0.757 : failed to open console driver .LWCon

0.757 : Success

0.760 : ----- Loading plugin : LwWinConsole -----

0.760 : failed to open console driver .LWCon

0.760 : Skipped

0.769 : ----- Loading plugin : mtx_drv.7.1.0.1294 -----

0.769 : Skipped

0.780 : ----- Loading plugin : mtx_drv.8.0.0.15342 -----

0.780 : Skipped

0.790 : ----- Loading plugin : mtx_drv.8.0.0.15432 -----

0.790 : Skipped

0.802 : ----- Loading plugin : omf -----

0.802 : Success

0.811 : ----- Loading plugin : plugplug -----
0.811 : Skipped
0.815 : ----- Loading plugin : Pond5 -----
0.815 : Success
0.824 : ----- Loading plugin : ProjectShare -----
0.824 : Success
0.828 : ----- Loading plugin : r3d -----
0.840 : R3D SDK library version = R3DAPI 6.3.0-34A16 (20170811 1GR W64S)
0.840 : Success
0.843 : ----- Loading plugin : SharedSoftDrv -----
0.843 : Success
0.847 : ----- Loading plugin : softdrv -----
0.847 : Success
0.857 : ----- Loading plugin : uiopt -----
0.857 : Success
0.863 : ----- Loading plugin : VfwCodecs -----
0.863 : Loading Vfw codecs
0.863 : (MRLE) using msrle32.dll
0.863 : (MSVC) using msvidc32.dll
0.863 : (UYVY) using msyuv.dll
0.863 : (YUY2) using msyuv.dll
0.863 : (YVYU) using msyuv.dll
0.863 : (IYUV) using iyuv_32.dll
0.863 : (I420) using iyuv_32.dll
0.863 : (YVU9) using tsbyuv.dll
0.864 : (LAGS) using lagarith.dll

0.864 : Success

0.867 : ----- Loading plugin : Vimeo -----

0.867 : Success

0.879 : ----- Loading plugin : xml -----

0.879 : Success

0.881 : ----- Loading plugin : YouTube -----

0.881 : Success

0.890 : ----- Loading plugin : aaf -----

0.890 : Success

0.892 : ----- Loading plugin : AC3 -----

0.892 : Success

0.905 : ----- Loading plugin : AJA -----

0.905 : Success

0.908 : ----- Loading plugin : AudioNetwork -----

0.908 : Success

0.912 : ----- Loading plugin : CameraRaw -----

0.912 : Failed to create IBlackmagicRawFactory!

0.912 : Skipped

0.920 : ----- Loading plugin : Cineform -----

0.920 : Success

1.223 : ----- Loading plugin : Codecs -----

1.226 : Plugins loaded: 23 (full: 21, demo: 0, free: 2)

1.226 : Success

1.234 : ----- Loading plugin : DeckLink_drv -----

1.242 : Success

1.242 : Loaded device System Sound

1.242 : Found capture source ScreenCapture

1.252 : Found capture source Software VO Capture

1.333 : Failed to CreateClassEnumerator.

1.338 : Found audio device Microphone (High Definition Aud

1.365 : Found audio device Line In (High Definition Audio

1.365 : Found audio device Microphone (High Definition Aud

1.389 : Found audio device Line In (High Definition Audio

1.389 : Found audio device Microphone (High Definition Aud

1.564 : Found audio device Line In (High Definition Audio

1.568 : previous run exited incorrectly

1.859 : Using LwOverlayResource [Lw Overlay Resource]

1.859 : Added media location : C:UsersPublicDocumentsLightworksMediaMaterial

1.940 : Added media location : C:UsersPublicDocumentsLightworksMediaSound

assertion failed device != NULL at D3D.cpp line 129

assertion failed device != NULL at D3D.cpp line 129

D3DShaderEffect::load(C:Program FilesLightworksShadersnull.fx) : compiler error 8876086c

14.755 : Activating DefaultVideo System Sound interrupt

assertion failed false at audiometadata.cpp line 135

22.694 : ----- Entered project 'Student Book 1, Unit 11B + 12 B' (0 logs, Rate : 24 fps, Output : 1080p (sf)) -----

22.695 : PlayUtil::openRead() : failed to open "C:UsersShihuludeVideosU&A B2 Pg 1 for YouTube.avi";

assertion failed false at audiometadata.cpp line 135

assertion failed false at audiometadata.cpp line 135

22.701 : Failed to open C:UsersShihuludeVideosU&A B2 Pg 1 for YouTube.avi

22.701 : PlayUtil::openRead() : failed to open "C:UsersShihuludeVideosU&A B2 Pg 1 for YouTube.avi";

147.561 : Failed to open C:UsersShihuludeVideosU&A B2 Pg 1 for YouTube.avi

assertion failed device != NULL at D3D.cpp line 129

Error code 800701e7

assertion failed false at Utils.cpp line 219

GetLastError() = 0x0

244.592 : Default overridden: backup_depth = 10 (dflt 20)

244.592 :

***** EXCEPTION *****

244.592 :

244.592 : Main thread

244.592 :

244.592 : Symbol name not found at 000007FEDEBB8DB7

244.592 : Symbol name not found at 000007FEDEBB89B6

244.592 : OS

244.592 : ProjectCard::buildVideoPageChildren

244.592 : ProjectCard::createWidgets

244.592 : ProjectCard::init

244.592 : ProjectCard::ProjectCard

244.592 : x4: RoomFileBrowser::setSelected

244.592 : Button::react

244.592 : x2: RoomFileBrowser::setSelected

244.592 : Glob::handleEvent

244.592 : Glob::dispatch

244.592 : x2: openInternetFilePost

244.592 : RootWindowEventHandler::handleEvent

244.592 : x2: OS

244.592 : TranslateMessageEx

244.592 : TranslateMessage

244.592 : Symbol name not found at 000007FEDEBCC146

244.592 : glib_init

244.592 :

244.592 : DQ

244.592 :

244.592 : GetCurrentProcess

244.592 : WaitForMultipleObjects

244.592 : OS

244.592 : x2: LwDecoder::decompressFrameAsync

244.592 : OS

244.592 : BaseThreadInitThunk

244.592 : RtlUserThreadStart

244.592 :

244.592 : DQ

244.592 :

244.592 : GetCurrentProcess

244.592 : WaitForMultipleObjects

244.592 : OS

244.592 : x2: Lw::FileReaderResource::clearRequestCache

244.592 : OS

244.592 : BaseThreadInitThunk

244.592 : RtlUserThreadStart

244.592 :

244.592 : DQ

244.592 :

244.592 : GetCurrentProcess

244.592 : WaitForMultipleObjects

244.592 : OS

244.592 : x2: Lw::FileReaderResource::clearRequestCache

244.592 : OS

244.592 : BaseThreadInitThunk

244.592 : RtlUserThreadStart

244.592 :

244.592 : SystemBusyMonitor

244.592 :

244.592 : GetCurrentProcess

244.592 : WaitForMultipleObjects

244.592 : OS

244.592 : SystemBusyMonitor::SystemBusyMonitorThreadProc

244.592 : OS

244.592 : BaseThreadInitThunk

244.592 : RtlUserThreadStart

244.592 :

244.592 : DQ

244.592 :

244.592 : GetCurrentProcess

244.592 : WaitForMultipleObjects

244.592 : OS

244.592 : x2: Lw::FileReaderResource::clearRequestCache

244.592 : OS

244.592 : BaseThreadInitThunk

244.592 : RtlUserThreadStart

244.592 :

244.592 : Status Window

244.592 :

244.592 : SleepEx

244.592 : x3: OS

244.592 : BaseThreadInitThunk

244.592 : RtlUserThreadStart

244.592 :

244.592 : Render Display Task Kicker

244.592 :

244.592 : WaitForSingleObjectEx

244.592 : OS

244.592 : x2: Render::VidRenderUtils::unRender

244.592 : OS

244.592 : BaseThreadInitThunk

244.592 : RtlUserThreadStart

244.592 :

244.592 : DQ

244.592 :

244.592 : GetCurrentProcess

244.592 : WaitForMultipleObjects

244.592 : OS

244.592 : x2: Lw::FileReaderResource::clearRequestCache

244.592 : OS

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Re: Sucks shit!

Posted by B wesler - 11 Oct 2019 09:17

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 :x2: BackgroundTaskQueueBase::clearCompletedTasks

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : fsys poll

244.593 :

244.593 : WaitForSingleObjectEx

244.593 : OS

244.593 : FsysFile::removeOldestRequest

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 :x2: BackgroundTaskQueueBase::clearCompletedTasks

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : \$ Audio Cache Window Manager (Sync Updates)

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : Aud::Manager::cacheWindowManagerThreadSync

244.593 : Aud::Manager::launchCacheWindowManagerThreadSync

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : Drag/Drop

244.593 :

244.593 : GetMessageA

244.593 : x2: OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : Render Display Task Kicker

244.593 :

244.593 : WaitForSingleObjectEx

244.593 : OS

244.593 : x2: Render::VidRenderUtils::unRender

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: BackgroundTaskQueueBase::clearCompletedTasks

244.593 : OS

244.593 : BaseThreadInitThunk
244.593 : RtlUserThreadStart
244.593 :
244.593 : DQ
244.593 :
244.593 : GetCurrentProcess
244.593 : WaitForMultipleObjects
244.593 : OS
244.593 : x2: Lw::FileReaderResource::clearRequestCache
244.593 : OS
244.593 : BaseThreadInitThunk
244.593 : RtlUserThreadStart
244.593 :
244.593 : DQ
244.593 :
244.593 : GetCurrentProcess
244.593 : WaitForMultipleObjects
244.593 : OS
244.593 : x2: LwDecoder::decompressFrameAsync
244.593 : OS
244.593 : BaseThreadInitThunk
244.593 : RtlUserThreadStart
244.593 :
244.593 : DQ
244.593 :
244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: BackgroundTaskQueueBase::clearCompletedTasks

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : Render Display Task Kicker

244.593 :

244.593 : WaitForSingleObjectEx

244.593 : OS

244.593 : x2: Render::VidRenderUtils::unRender

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

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244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

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244.593 : vidplay.daemon

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : VHead::daemon

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : \$ Audio Realtime Rendering Worker

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : LwCmdProcessors::WorkerThreadQueue::theThreadProc

244.593 : LwCmdProcessors::WorkerThreadQueue::launchThreadProc

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

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244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : Event

244.593 :

244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : Lw::DirectShow::Graph::DoEventHandling

244.593 : x2: Lw::DirectShow::Graph::EventThread

244.593 : OS

244.593 : BaseThreadInitThunk

244.593 : RtlUserThreadStart

244.593 :

244.593 : DQ

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244.593 : GetCurrentProcess

244.593 : WaitForMultipleObjects

244.593 : OS

244.593 : x2: Lw::FileReaderResource::clearRequestCache

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244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : vidplay.daemon

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : VHead::daemon

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : x2: Lw::FileReaderResource::clearRequestCache

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: Lw::FileReaderResource::clearRequestCache

244.594 : OS

244.594 : BaseThreadInitThunk
244.594 : RtlUserThreadStart
244.594 :
244.594 : MemoryMonitor
244.594 :
244.594 : x2: RtlDeNormalizeProcessParams
244.594 : Symbol name not found at 000007FEDEBB97EB
244.594 : OS
244.594 : MemoryMonitor::threadFn
244.594 : BasicThread::threadFnS
244.594 : OS
244.594 : BaseThreadInitThunk
244.594 : RtlUserThreadStart
244.594 :
244.594 : DQ
244.594 :
244.594 : GetCurrentProcess
244.594 : WaitForMultipleObjects
244.594 : OS
244.594 : x2: Lw::FileReaderResource::clearRequestCache
244.594 : OS
244.594 : BaseThreadInitThunk
244.594 : RtlUserThreadStart
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244.594 : DQ
244.594 :

244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: Lw::FileReaderResource::clearRequestCache

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

244.594 :

244.594 : ConsInit

244.594 :

244.594 : SleepEx

244.594 : Symbol name not found at 000007FED6E18316

244.594 : BasicThread::threadFnS

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

244.594 :

244.594 : DQ

244.594 :

244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: Lw::PreOpenRequest::create

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: Lw::FileReaderResource::clearRequestCache

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : WaitForMultipleObjects

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244.594 : x2: Lw::FileReaderResource::clearRequestCache

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244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : WaitForMultipleObjects

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244.594 : x2: Lw::FileReaderResource::clearRequestCache

244.594 : OS

244.594 : BaseThreadInitThunk

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: Lw::FileReaderResource::clearRequestCache

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : DQ

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: LwImage::Cache::clear

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: Lw::FileReaderResource::clearRequestCache

244.594 : OS

244.594 : BaseThreadInitThunk

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : x2: Lw::FileReaderResource::clearRequestCache

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

244.594 :

244.594 : \$ Audio Cache Window Manager (Background & Async Updates)

244.594 :

244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : OS

244.594 : Aud::Manager::cacheWindowManagerThreadAsync

244.594 : Aud::Manager::launchCacheWindowManagerThreadAsync

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

244.594 :

244.594 : Watch

244.594 :

244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

244.594 : x2: OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : WaitForMultipleObjects

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244.594 : x2: Lw::FileReaderResource::clearRequestCache

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244.594 : Render Display Task Kicker

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244.594 : WaitForSingleObjectEx

244.594 : OS

244.594 : x2: Render::VidRenderUtils::unRender

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

244.594 :

244.594 : poll

244.594 :

244.594 : WaitForSingleObjectEx

244.594 : OS

244.594 : poll_get_mode

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

244.594 :

244.594 : fsys poll

244.594 :

244.594 : WaitForSingleObjectEx

244.594 : OS

244.594 : FsysFile::removeOldestRequest

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

244.594 :

244.594 : \$ Watchdog Life Support

244.594 :

244.594 : WaitForSingleObjectEx

244.594 : OS

244.594 : SystemWatchdog::heartbeat

244.594 : OS

244.594 : BaseThreadInitThunk

244.594 : RtlUserThreadStart

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244.594 : GetCurrentProcess

244.594 : WaitForMultipleObjects

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244.594 : x2: Lw::PreOpenRequest::create

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244.595 : GetCurrentProcess
244.595 : WaitForMultipleObjects
244.595 : OS
244.595 : VHead::daemon
244.595 : OS
244.595 : BaseThreadInitThunk
244.595 : RtlUserThreadStart
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Re: Sucks shit!

Posted by briandrys - 11 Oct 2019 09:19

Sorry but if your computer is underpowered or has a flaw in its software or hardware, it can easily cause any program to crash. Professional NLEs are demanding on computers.

This is the recommended system:

Intel i7 chipset or faster, fast AMD chipset

3GB RAM or higher

Two high-resolution displays (1920 x1080) or above

PCI Express graphics card (NVIDIA or AMD) with 1GB or higher and support for DirectX 9 (Windows only)

Separate media and system drives (these can be internal or external as long as the the interface is suitably fast

Compatible sound card

200MB Disk space for Lightworks installation

What processor does your computer have?

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Re: Sucks shit!

Posted by khaver - 11 Oct 2019 09:44

It appears your graphics card is having a problem with DirectX. Run dxdiag from a command line.

=====

Re: Sucks XXXX!

Posted by fishmonger - 11 Oct 2019 09:46

assertion failed device != NULL at D3D.cpp line 129

- looks like it might be a graphics card compatibility issue to me, is it DirectX 9 capable? What model etc.?

f

edit - ahh, Khaver just beat me to it 😊

=====

Re: Sucks XXXX!

Posted by B wesler - 13 Oct 2019 05:17

Yeah. You guys are morons and you need to try XXXX. It is unbelievable great and it works on my computer and yours and it is FREE!

Moderated - the production mentioned has been deleted. briandrys

=====

Re: Sucks XXXX!

Posted by B wesler - 13 Oct 2019 05:19

PS: I don't work for them and I am NOT affiliated in any way.

=====

Re: Sucks XXXX!

Posted by hugly - 13 Oct 2019 06:03

If you love the other software go with it, in particular if it runs well on your system, I think no one here will complain.

I wonder, would you call other people morons in such a discussion, if you would act as a real person and not hidden behind false name and avatar, my friend?

=====

Re: Sucks XXXX!

Posted by briandrys - 13 Oct 2019 06:20

The product mentioned is aimed at entirely different market to Lightworks, so it's comparing apples to oranges. Lets just say you wouldn't edit a Hollywood feature film with it.

=====

Re: Sucks XXXX!

Posted by hugly - 13 Oct 2019 07:07

.. On the other hand, when comparing software and one runs and the other doesn't, there isn't much of a contest, the running always wins. 😊

=====

Re: Sucks XXXX!

Posted by briandrys - 13 Oct 2019 07:32

I suspect B wesler's computer may have struggled with lightworks, but there are consumer NLEs which aren't as demanding as professional NLEs. Horses for courses.

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Re: Sucks XXXX!

Posted by hugly - 13 Oct 2019 08:26

Recently I found an 'unofficial' video for Skeewiff's Remix of 'Man of Constant Sorrow' from 'O Brother, Where Art Thou?':

Nice edit, isn't it?

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