

## Lightworks messes up the sound of my voice

Posted by transmon - 27 Sep 2014 10:36

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Recently I updated Lightworks to 12.0 but now whenever I try importing any of my videos (I have a gaming channel) it makes my voice sound really deep. I use Nvidia Shadowforce to record videos. I want my voice to sound normal but I can't seem to figure it out, could anyone help me? This did not happen before the 12.0 update

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## Re: Lightworks makes messes up the sound of my voice

Posted by ifurycall - 27 Sep 2014 15:29

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I have the same problem. For me the new update speeds up my game footage and lowers the pitch of my voice. You can look at evidence of it here:

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## Re: Lightworks makes messes up the sound of my voice

Posted by transmon - 27 Sep 2014 16:00

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I set the fps when I create a new project to auto and it got fixed for me! maybe it will work for you too

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## Re: Lightworks makes messes up the sound of my voice

Posted by 08mm - 27 Sep 2014 16:06

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This is 110% correct. Audio is completely fucked up. Voice sounds like shit audio is out of sync. COME ON. What the fuck?! I didn't want to update because I knew some thing would get fucked up. But I couldn't log in so I had to update. I'm already 3 videos behind. Now I need to edit these video and upload them now. Can some one please tell me about a video editor that works? I don't give a shit what it is as long as its low budget works on windows and lets me do pro like things. Movie maker wont cut it and lightworks is trying to fuck me from the back

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## Re: Lightworks makes messes up the sound of my voice

Posted by 08mm - 27 Sep 2014 16:20

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Previous post containing obscenities in just about every sentence has been removed. - Moderator.

**transmon wrote:**

I set the fps when I create a new project to auto and it got fixed for me! maybe it will work for you too

Didn't work for me

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### Re: Lightworks makes messes up the sound of my voice

Posted by 08mm - 27 Sep 2014 23:20

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Ok... Ok... SO!... Mods remove my post but don't reply to the topic at all. Not even to say "We \*\*\*\* up and \*\*\*\* you we ain't doing \*\*\*\* about it."

**Can someone please tell me what is going to be done about this problem.**

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### Re: Lightworks makes messes up the sound of my voice

Posted by jwrl - 28 Sep 2014 00:21

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I was not the moderator that removed your post, but I have read it. How you can reasonably expect a response when you take such an abusive tone is beyond me. I understand that you're frustrated, but the bulk of us here are users just like you. Please don't take it out on us.

That said, unfortunately you're not providing enough information for people to assist you. To help fix problems we need at least a minimum amount of information. You should read [this thread](#) to see what is needed and how to obtain and post it.

Then I feel sure that someone will be able to offer you some assistance.

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### Re: Lightworks makes messes up the sound of my voice

Posted by kopkevin - 28 Sep 2014 06:13

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hey guys, so does anyone know how to fix this problem? whenever i import my video, the audio seem to be different from the original one (the voice seem to be deeper in my case). Could you guys help me out and tell me how to fix this problem? thank you in advance.

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**Re: Lightworks makes messes up the sound of my voice**

Posted by 08mm - 28 Sep 2014 17:49

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Still having this problem. I just realized the export and lightworks its self mess it up in different ways. The first video link is a video of lightworks. The second link is the export.

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**Re: Lightworks makes messes up the sound of my voice**

Posted by RWAV - 28 Sep 2014 21:06

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Could you please post a screen shot of your LW audio mixer panel for the edit?

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**Re: Lightworks makes messes up the sound of my voice**

Posted by 08mm - 03 Oct 2014 21:55

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**RWAV wrote:**

Could you please post a screen shot of your LW audio mixer panel for the edit?

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**Re: Lightworks makes messes up the sound of my voice**

Posted by RWAV - 04 Oct 2014 03:00

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Try separating L and R as in the attached

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**Re: Lightworks makes messes up the sound of my voice**

Posted by 08mm - 04 Oct 2014 13:41

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**RWAV wrote:**

Try separating L and R as in the attached

It didn't do anything

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**Re: Lightworks makes messes up the sound of my voice**

Posted by 08mm - 10 Oct 2014 02:48

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Any other ideas?

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**Re: Lightworks makes messes up the sound of my voice**

Posted by David Tristan - 10 Oct 2014 23:32

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(This is the first time I've ever posted on a forum--gads, am I behind the times!--so please bear with me if I commit any posting blunders...)

I'd been trying out Lightworks 11.5 free version, and just moved--or rather, got moved--to version 12. As soon as I created a 60 fps project in version 12 I found I had the same problem discussed in this thread--audio running slower than, and out of sync with, the video.

The first clips I had this problem with were GoPro .mp4 files. The properties:

720p

59.94 fps

rate 130 kps

audio sample rate 32 khz

I then tried loading a .mov clip from a JVC 790 camcorder:

720p

59.94

537 kps bitrate

audio sample rate of 48 khz

The JVC clip had the same problems as the GoPro clip, so the problem would seem to have nothing to do with the clip type.

I then created a 30 fps project, and loaded some older standard def 480/29.97 clips. These played back just fine.

I then decided to create a project using the automatic setting. Using that setting cleared up the audio problems with both the GoPro and JVC clips. Ultimately I created an edit in the automatic setting project in which I strung together a 59.94 GoPro shot, a 480 standard def shot transcoded to 59.94, and an untranscoded standard def shot. That edit exported without any problems whatsoever, at 59.94 fps.

I haven't tried any other resolutions yet, and of course there are other 720p codecs lurking out there for which the automatic setting might not work. Still, it would seem creating a project using the automatic setting provides a workaround to the audio problem, at least if you're originating in 720p.

That being said, I think the folks at Lightworks really need to fix this problem. After all, the whole point of providing the free version of Lightworks is to persuade you to invest in the pro version; and who's going to want to invest in a nle program that starts by goobering up your sound?

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