

video freezes, not possible to use lightworks

Posted by BizarKid - 06 Jan 2015 17:24

Hi,

I tried to use lightworks all day, and i couldn't...

Some videos worked fine, other just lagged and/or made the software crash...

It's a mystery for me, i don't have a super computer (laptop, hp shitty one) but it's enough to run games and videos in good definition or sound softwares, so i don't really think it's a problem of specs.

some AVI videos passed, others didn't. But when i tried for what i really wanted to use lightworks, i.e. make a montage of a video that we did shoot some days ago in 1080p here's what happen:

the import is fine, good, efficient, but as soon as i play the video, the video freezes, the sound keeps playing. I got like 1 second of video running, then everything freezes. I tried to convert the files (they're MOV) into AVI, using lightworks converter (about 10 hours for 20min, so i stopped) and eyeframe convertor (into mpeg1....) as said on other pages of the forum. Nothing changes.

It's a pity cause the software looks amazing and all, and i wouldn't like to do that with movie maker which sucks a bit.

Any idea?

Thanks!

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Re: video freezes, not possible to use lightworks

Posted by arniepix - 06 Jan 2015 17:38

We can't see your computer from here.

Recommended system specs can be found [here](#) . If you're laptop is far below these specs, then you may be out of luck.

It would also be nice to know what the difference is between videos that do and don't import. Use [Medi](#)
[alno](#)
to analyze them & you can post the reports.

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Re: video freezes, not possible to use lightworks

Posted by BizarKid - 06 Jan 2015 18:01

thanks for your answer,

my specs:

OS: Windows 7 Premium family edition 64bits(Version 6.1.7601 Service Pack 1 Build 7601)

laptop: HP Pavilion notebook g6 PC

processor: AMD E-350 Processor 2CPUs 1.6 GHz

BIOS: InsydeH2O CCB.03.61.30F.53

Graphic: AMD Radeon HD 6310

If you need something else, just say. As I said, i guess it wouldn't be the problem, while a lot of big programs run just fine.

Regarding which file works, and which one doesn't, total mystery. all the ones i tried were AVI, some with more or less than 24fps, at start i thought that was the problem, but no. then i tried with .mov, total freeze. They all import successfully, quickly and smoothly. The problem is after, when i play them.

Thanks for your help.

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Re: video freezes, not possible to use lightworks

Posted by David Rasberry - 06 Jan 2015 20:34

Your computer is not powerful enough to edit most H.264 or MP4 compressed video formats in real time. An NLE takes considerably more processing power and GPU power to perform well than any game or video player only software that only has to play a single video stream. Compressed video formats require much more processing power than uncompressed or lightly compressed i-frame formats like DNXHD or ProRes.

The other problem with many laptops is trying to edit off a 5400 rpm system drive, which does not have the transfer speed necessary to run two or more video streams at the same time. A dedicated 7200rpm video media drive running on an e-sata port or USB3 port is necessary.

Video freezes in Lightworks are usually a sign of an under powered computer. This program was developed for high powered dedicated hardware systems.

You don't say how much ram your system has or how much dedicated ram your GPU has. Minimum 4GB system ram and minimum 1GB dedicated GPU ram are recommended and that is not nearly enough to edit highly compressed streaming video codecs in real time.

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Re: video freezes, not possible to use lightworks

Posted by BizarKid - 06 Jan 2015 20:50

Hey david

Thank you for you very precise and fast answer, you rock.

So my RAM is 4GB and GPU nearly 2GB.

But i was afraid my computer could not handle it... What do you think of all this? would i have any solution to make it run OK or have i to change the machine? 🙄
looks like i'll be stuck with wmm..

(edit: i have a external hd usb3.0 intellipower, would it do the trick?)

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Re: video freezes, not possible to use lightworks

Posted by David Raspberry - 06 Jan 2015 21:11

The usual solution is to transcode compressed video formats to i-frame only edit friendly formats with an external utility like FFMPEG, Eyeframe converter or Cliptoolz Convert (the latter two are GUI front ends for FFMPEG. I have to do that on my laptop, which has two hard drives installed. One is used as a dedicated media drive. It will edit standard def DV camera footage just fine, but struggles with HD formats unless I edit with lower resolution proxies.

Is your GPU ram dedicated or is it shared system ram?

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Re: video freezes, not possible to use lightworks

Posted by BizarKid - 06 Jan 2015 21:14

I guess it's shared. i putted an edit in my last message, didn't see your answer. got an external hd that may be better, if i use it it may do the trick, i'll try tomorrow. thanks for your advice, i don't understand anything, but i'll do my researches... 🙄

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Re: video freezes, not possible to use lightworks

Posted by Hughsg5 - 05 Dec 2017 01:40

I am having the same problem as the first guy but I have good enough specs. What should I do?

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Re: video freezes, not possible to use lightworks

Posted by jwrl - 05 Dec 2017 02:21

First, what you shouldn't do is raise a three year old thread. Lightworks has changed a lot in the mean time. Any answers given here may no longer be appropriate.

But before anyone can help you we need to know something about your computer and more importantly, something about your media. 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 more than happy to offer you some assistance.

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Re: video freezes, not possible to use lightworks

Posted by Neex101 - 19 Mar 2018 15:52

Hi guys,

Lightworks offers a very good and simple solution here: "proxies". 🙄

Your problem

Playing back a final preview, when using modern HD footage and probably with all kinds of special FX layers, is simply too demanding for most modern domestic computers. Surprising, in this day and age, but true! I thought my new machine was good until I had to make a video this week, and the poor thing just stalled whenever I tried any kind of preview. It was fine to export, since it could work in its own time, but the visual real-time editing was a nightmare.

The solution:

Don't be scared of the word "proxies". If you don't have a super-computer, proxies are your friend. Proxies are simply LOW-res copies of your original HIGH-res footage. If you tell Lightworks to use proxies, Lightworks will generate copy of your HD footage and save it internally as a LOW-res copy. The copy will be about 10x smaller than your original. How does this help? Well, when you're editing, and trying to work with previews in real time, Lightworks will simply show you the LOW-res versions. Which your machine will be able to handle in real time (ie. no stalling). You will notice that the preview quality is poor, but that doesn't matter because it's rolling nicely, even with SFX on. But, when you're done and happy everything is in the right place, and you want to export, Lightworks simply uses the original footage files to ensure that the final output is as good as your original HD quality. Awesome 🙄

How to enable proxies

Simple. Go to where all your clips are shown in the project, highlight the one's you'll be working with, then right-click on your selection. Look for **Media**, then click **Make proxies**. The creation of the additional LOW-res copies may take a while (you'll see a progress bar). When it's done, **restart Lightworks** and you should notice a huge improvement.

Shown here, "Make proxies" is available. But if it is greyed out please refer to the post after this for some help.

Note

Some original formats are not eligible for proxy treatment. If that affects you, please check the next post - the author details solutions.

Whilst this approach completely nails performance issues, you may run into another issue further down the line. Using 'proxies', by definition, means that your previews will be low-res. Which, if you start getting pro could be an issue if you want to do fancy stuff like color correction etc. The solution at that point, is called 'transcoding'. Same idea, but instead of Lightworks creating LOW-res copies, it creates SAME-res copies but expanded into much larger files which Lightworks can read easier (without decompression). Which means it can run previews easier, *and* display the quality. However, transcoding takes a way longer time to do (it's making larger files) and takes up heaps more space (read 10x more space), so if you're just starting out, I'd leave learning about transcoding until you start getting a bit more pro.

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Re: video freezes, not possible to use lightworks

Posted by hugly - 19 Mar 2018 16:56

Hello and welcome!

Thank you for investing your time in writing and posting such a well understandable explanation about proxies.

Please allow adding two points.

First, not all kind of video material is suitable to be used with internal proxies or to be imported via transcode. Only material recorded in standard and constant frame rate is properly supported. Recordings in variable frame rate mode VFR or with non-standard frame rates can cause sync issues between picture and sound. Mediainfo is software frequently used to inspect technical details. If it shows Frame Rate mode:" "Variable", the material should be converted with third party software to a suitable format. Eyeframe Converter is frequently used by members of this forum to do that and a commonly used format is MPEG2 I-Frame HD, the default of Eyeframe Converter (other formats, like ProRes or DNxHD are suitable as well).

Second, when opening context from "Filter.Clips" and both, "Media.Make proxies" and "Media.Delete proxies", are greyed out, something is wrong with import or proxy creation. It might indicate that you've encountered a known issue of V14.0. I'd suggest installing V14.5 to see if it fixes the issue.

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Re: video freezes, not possible to use lightworks

Posted by Neex101 - 19 Mar 2018 17:17

Thanks, I learnt a lot from your post, cheers for the proactive troubleshooting! I've edited my post to point to your notes.

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Re: video freezes, not possible to use lightworks

Posted by jwrl - 19 Mar 2018 17:32

It's always nice when the first post from a new user is a solution, not a problem. Welcome.

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Re: video freezes, not possible to use lightworks

Posted by hugly - 19 Mar 2018 17:35

Neex101,

I felt the need to comment possibly misleading content. I hope that my interference will not stop you from writing similar posts or starting discussions about tutorials. ☺

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Re: video freezes, not possible to use lightworks

Posted by Neex101 - 19 Mar 2018 17:42

All good - makes it stronger, I expect nothing less!

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