

Lightworks for Mac

Posted by rooiscool - 11 Apr 2011 03:41

I Wondered if there is a mac version of Lightworks?

=====

Re: Lightworks for Mac

Posted by boki - 25 Jul 2011 09:12

well, to be on the ground: cineform itself cost as much as fcpx (that is if i act if the additional "ducks" aren't necessary), so that would be a horrible decision imho.

=====

Re: Lightworks for Mac

Posted by shaunthesheep - 25 Jul 2011 10:19

Not sure if [this](#) would be of interest.

=====

Re: Lightworks for Mac

Posted by boki - 25 Jul 2011 11:07

i think you can easily import h.264 (i have canon 7d) files and force transcoding to some sort of matrox codec right now, what i'am missing here thought is a simple offline/online approach, examples:

- a. h.264 source, edit in transcoded matrox something, export from original h.264 files
- b. png.mov source (that is uncompressed), edit in dvc50, export directly from png.mov
- c. ect

find and fill will not work for me, but to be honest i did not dig really deep.

=====

Re: Lightworks for Mac

Posted by frankg72 - 25 Jul 2011 11:11

Greg_E wrote:

Prores is another unsupported codec that is not part of the standard Quicktime install. They say all of this is coming and that there may be an announcement very soon about an updated roadmap, I get the feeling that things are moving a little quicker than the old roadmap indicated so we'll see what happens.

Also I think Cineform codecs would be a better choice than ProRes, but we sure aren't going to get Cineform for free.

ProRes would still be useful for those external disk recorders that use it as a format... Atomos Ninja, AJA Ki Pro etc. ALthough I suspect it's quite likely that those recorders may soon switch to another codec given the number of cutters fleeing to other systems.

=====

Re: Lightworks for Mac

Posted by Greg_E - 25 Jul 2011 19:01

Yes you are correct, I forgot about devices like that.

=====

Re: Lightworks for Mac

Posted by Joe Bell - 14 Oct 2011 20:59

Hi, I'm using light works a couple of times a month - would love to use it more, which I would do if it was on the mac. I'll start reporting my feedback.

=====

Re: Lightworks for Mac

Posted by matze_13 - 09 Mar 2012 18:06

when comes lightworks now for mac !!! 😊

=====

Re: Lightworks for Mac

Posted by Forum Admin - 09 Mar 2012 18:10

Hi @matze_13

Welcome to the forum, and thanks for your enthusiasm for the OS X version of Lightworks!

We are going to release the full (non-Beta) Windows soon, and then we can put more resources into the Linux and Mac versions. So they're still some way off, but are definitely coming, and as soon as we have a better idea of when, we'll let you know.

=====

Re: Lightworks for Mac

Posted by Joe Bell - 10 Mar 2012 16:16

We live in hope

=====

Re: Lightworks for Mac

Posted by Einwegflasche - 08 Apr 2012 16:16

Just to bump it and show there is another person interested in Lightworks on Mac

=====

Re: Lightworks for Mac

Posted by Forum Admin - 08 Apr 2012 16:24

We know there are tens of thousands who want to see Lightworks on the Mac, so that's why we're developing the Mac version. It's not ready yet but much of the work that went into the new Windows version (soon to be released) has helped the Mac and Linux versions as well. As soon as the Windows version is released, we'll put more people onto the Linux and Mac versions - and we're taking on new developers all the time.

=====

Re: Lightworks for Mac

Posted by boki - 09 Apr 2012 12:33

Just working on 1hour20minutes long documentary and just swap from "one major editor" to "another major editor" in hope to get some speed, but no luck so far, lw would totaly fit here ☺

=====
Re: Lightworks for Mac

Posted by Forum Admin - 09 Apr 2012 13:20

We genuinely think that Lightworks is the fastest editor, and when we have the Windows, Linux and Mac versions, everybody will be able to switch!

=====

Re: Lightworks for Mac

Posted by peligrodecorte - 11 Apr 2012 01:17

I am a film / video editor based in Santiago de Chile, and there are several friends and colleagues waiting to put their hands on a mac version of lightworks. 😊

=====

Re: Lightworks for Mac

Posted by LW_for_Feature - 11 Apr 2012 04:26

Just get a hi-end windows machine and run Lightworks now. Better than wait. My editing used to be Mac based as well and I basically switched to windows because of Lightworks. If you get a hi-end workstation such a HP Z800 or build a really nice one you should have no problems. Windows 7 is the best windows yet and is really stable. Most people who have problems are running it on crappy machine built with the cheapest components.

I made the switch and never looked back. Lightworks is worth it.

Besides, if some of the rumors come true, you may have to anyways, or go Linux.

=====