

Lightworks Project Fixer - Beta Version

Posted by khaver - 22 Aug 2015 05:58

This program is for when you have Media Off-line problems. It can check the status of a selected project or all projects at once. Green status means the project does not need fixing. Yellow means the project has off-line media but you should be able to re-link to the media using Lightworks' "Re-link Media" function. Red means there are problems with the project but should be fixable. Black means the project is not fixable.

When you run the program it will generate a list of all your projects sorted with the newest at the top. Select one to check and click the Check Selected button or click the Check All button to check all the projects. If you have a large number of projects, checking them all can take several minutes.

Once you've checked the project(s), select the one to fix and click the Fix Selected button. Please note, fixing projects can potentially take several hours if it needs to move link files of clips that were transcoded or copied local from a media drive location that's no longer set as an active media drive for Lightworks to use. If this is the case and you choose to Fix All, you may need to let it run all night.

After each project is fixed, it checks it again and updates the status. Again, if it's yellow, you should now be able to use the Re-link Media function from within Lightworks if you were not able to before.

This program shouldn't destroy your projects but I can't guarantee 100% that it won't. Use at your own risk and don't test it in a production environment. Please provide feedback if you do try it.

FOR NOW DO NOT USE IN A SHARED ENVIRONMENT!

Note: Myself or Editshare has no responsibility for any damage it may do.

v1.0 updated 3/2/18

Major update.

This version fixes a major bug and adds a new feature.

First the bug: The previous versions only searched the root directories of fixed, removable, and network

drives for Lightworks media locations not defined in Lightworks. Therefore, if you had media locations in sub-directories of drives, they were not found. This could result in duplicate link files existing in multiple locations after using the "Fix" function.

In this new version, all the drives are fully searched for media locations. Because this can now take considerably more time for every drive, especially mapped network drives, when you first start the application, a dialog box will open allowing you to deselect drives to search that you know have no possibility of having media locations on them.

I've also added a "CLEAN" function. This will create a list of every link, transcoded and copied local file created by Lightworks from every media location found, and compare it with a list of every imported clip in every Lightworks project. If there are files in the media locations that are not referenced in any project, they will be moved to a new folder named "ORPHANS" created in one of the media locations you have defined in Lightworks. This allows you to check your projects before deleting the orphaned files. Be aware that the Clean function can take a while to run if you have many projects with many imported clips.

Please provide feedback in this thread for any bugs found.

v0.8 updated 7/13/17

Fixed some more bugs.

v0.7 updated 5/13/17

Fixed "error - line 2428 Variable used without being declared" bug.

v0.7 updated 1/14/17

A few bug fixes.

Compatible with projects created in Lightworks v14.

No longer lists projects with no imported media (0 shots).

Slight speed increase.

v0.6 updated 5/5/16

If the project folders can't be found in the usual places, a "Select folder" dialog box will open.

You can select multiple projects to check and fix.

v0.5 updated 11/20/15

Double click on a project to bring up the shot list.

Link individual files button: You will be asked to re-link each file that needs re-linking.

Link parent folder button: Select the parent folder that contains all the source files that need re-linking. It will also find them in sub-folders of the parent folder.

Zip password is khaver.

Note: I code using Autolt and some AV programs flag apps compiled using it as suspicious. LWKSProjFix.exe does not contain a virus.

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Re: Lightworks Project Fixer - Beta Version

Posted by Chinwagger - 06 May 2016 00:47

khaver, Thanks for your quick response impressive. I have downloaded and used and it was successful thanks. It did still require me to locate the projects folder but it work perfectly. Thank you again

This utility brings up so many possibilities, for finding and relinking which has always been an issue with me with LWKS.

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Re: Lightworks Project Fixer - Beta Version

Posted by venatorZ - 20 Aug 2016 18:20

Wow, thank you, this just saved my day and alot of boring re editing, im so happy right now 🙏
I cant thank you enough.. this is so nice of you to create this tool. Hope you have a good day! - Emil

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Re: Lightworks Project Fixer - Beta Version

Posted by khaver - 20 Aug 2016 18:56

Emil, you're welcome. I'm glad it helped you.

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Re: Lightworks Project Fixer - Beta Version

Posted by maruscrowe - 27 Sep 2016 16:33

Hello,

Where is the fix selected button?

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Re: Lightworks Project Fixer - Beta Version

Posted by khaver - 27 Sep 2016 16:53

First run a check of your projects. If any get marked red (fixable), select it/them and the Fix Selected button will be enabled so you can press it.

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Re: Lightworks Project Fixer - Beta Version

Posted by maruscrowe - 27 Sep 2016 16:55

Sorry, another question. Do I have to download lightworks project fixer?

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Re: Lightworks Project Fixer - Beta Version

Posted by maruscrowe - 27 Sep 2016 16:57

How do I run a check of my projects?

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Re: Lightworks Project Fixer - Beta Version

Posted by khaver - 27 Sep 2016 17:10

You have to download my Lightworks Project Fixer program. Go to the first post of this thread and download the attached zip file. (the password for the zip file is also shown on that post) Put the program anywhere on your computer. Close Lightworks then run my program. The rest should be self

explanatory. By the way, this program is only for Windows computers.

Let me know if you have more questions.

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Re: Lightworks Project Fixer - Beta Version

Posted by maruscrowe - 27 Sep 2016 17:34

It says it has fixed the problem, but it is still yellow. How do i re link from within lightworks

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Re: Lightworks Project Fixer - Beta Version

Posted by khaver - 27 Sep 2016 17:44

Yes, yellow means you can re-link in Lightworks (or you can use my program to re-link if you want). In Lightworks right click on the bin that contains your unlinked clips. On the menu you should be able to select "Re-link missing media".

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Re: Lightworks Project Fixer - Beta Version

Posted by fimzett - 05 Nov 2016 21:40

Khaver, do you think it would be possible to implement a function called "Delete unused video files"?

Explanation:

I (and maybe many other users as well) move all camera footage from a shooting session to a folder at the editing system.

In my case I will then link that folder so that all clips are present in the project.

Next I will create a new edit with all footage.

After reviewing the shots in the timeline (which is more convenient than checking each clip in a separate viewer), I will then delete some of the clips completely, from both the timeline and the Clips sections(s) in the project browser.

So I end up with gigabytes of obsolete video files in the file system.

If your tool would have a function to delete those, it would be really great 🍌

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Re: Lightworks Project Fixer - Beta Version

Posted by khaver - 05 Nov 2016 23:34

I'll see what I can do.

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Re: Lightworks Project Fixer - Beta Version

Posted by gr00by - 06 Nov 2016 07:41

Khaver, I'm interested in porting the tool to Linux. Would you consider sharing sources or do collaborative work?

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Re: Lightworks Project Fixer - Beta Version

Posted by khaver - 06 Nov 2016 08:33

I use Autoit, but maybe there's something similar in Linux? I'll post the source later today. It's 5:30 in the morning right now.

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Re: Lightworks Project Fixer - Beta Version

Posted by asilnevs - 06 Nov 2016 08:52

gr00by wrote:

Khaver, I'm interested in porting the tool to Linux. Would you consider sharing sources or do collaborative work?

This is great if you could get it working on Linux , thanks gr00by and Khaver 🍌

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