

## Welcome to the Version 12 Beta page.

Here you will be able to view the list of fixes/changes between Beta builds. Please pay particular attention to the "Limitations and Known problems" list, as this will change with each new build.

To submit feedback on issues you find in the Beta versions:

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Firstly identify whether your issue is happening repeatedly or not. If you continue to experience the same issue doing the same steps, please directly submit a ticket using the Redmine ticketing system: [dev.lwks.com](http://dev.lwks.com)

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If your issue is not repeatable or you are unsure about how the application should be working, please first discuss the issue in the relevant category on the Lightworks Beta Forum section: [www.lwks.com/macbetaforum](http://www.lwks.com/macbetaforum) [www.lwks.com/linuxbetaforum](http://www.lwks.com/linuxbetaforum) [www.lwks.com/windowsbetaforum](http://www.lwks.com/windowsbetaforum)

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If your thread in the Forum concludes as an issue within the Beta version, please summarise the thread and enter a ticket in the Redmine ticketing system: [dev.lwks.com](http://dev.lwks.com)

You will be able to sign in using your Lightworks Username and Password, if you are already signed in to the Lightworks Website you will be automatically signed in to Redmine. Detailed instructions on submitting useful information can be found on the Wiki page. Please make sure you have searched for the issue before submitting a ticket, this should help stop duplicate tickets being submitted. The more feedback we get, the faster we can resolve issues.

**IMPORTANT:** Any users running Blackmagic hardware will need to upgrade to the latest Blackmagic drivers 10.1 and higher, otherwise the Blackmagic Device will not be recognised.

## **Cross Platform Fixes and Features Since 12.0.3.b Beta:**

- Fixed potential crash marking and parking an effect and deleting it
- Fixed potential crash double clicking text in a text field of a bin and then dragging
- Fixed playhead jumping on multicam edits after pressing Stop
- Fixed inactive transport controls after clicking a tile into a viewer that has played to the end
- Fixed video wipe transitions in AAF exports to be recognised by Avid
- Fixed jump in displayed still on hardware output when play stops
- Fixed viewer/output sync with Blackmagic Decklink hardware
- Disabled the automatic full screen mode on new installations

## **Mac OS X Specific Fixes and Features Since 12.0.3.b Beta:**

- Ensured Console com port is closed regardless of whether com port thread is running (resource busy error?)

## **Windows Specific Fixes and Features Since 12.0.3.b Beta**

- N/A

## **Linux Specific Fixes and Features Since 12.0.3.b Beta:**

- N/A