2021.1 revision 125365

Written by
Wednesday, 21 October 2020 06:46 -

Welcome to the Version 2021.1 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 may change with each new build.

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

- Please start a Forum thread using the appropriate link below based on the operating system you are testing on. The Forum will allow you to submit issues you find or discuss how the application should be working:
  - www.lwks.com/windowsbetaforum,
  - www.lwks.com/linuxbetaforum
  - www.lwks.com/macbetaforum

Please make sure you have searched for the issue before creating a new thread, this should help stop duplicate threads being created. The more feedback we get, the faster we can resolve issues.

Cross Platform Features and Fixes Since 2021.1 Beta Revision 125226

- Added new user interface changes throughout the application (work in progress)
- Added some new icons throughout the application (work in progress)
- Added more configuration options for configuring the user interface within the "Appearance" panel
  - Global, Font, Panels, Flexible layout, Menus, Popups, Buttons and Tables

- Made the custom format height restriction less strict (divisible by 8 instead of 16)
- Fixed H.264/MP4 Free option not being available in the Free version
- Fixed only a single channel of audio playing in a sequence/clip that should have two
- Fixed missing hyperlink on the import panel for already imported media
- Fixed inability to enter a decimal point on the Project Card->Video Output->Letterbox Panel
- Fixed the sequence output-format list showing the wrong set of formats
- Fixed incorrect option 'WAV (PRO)' appearing to be enabled in the free version
- Fixed audio only clips incorrectly showing a 'Video format" and "Aspect ratio" within Bins

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- Fixed table-view bin columns from earlier versions of Lightworks not fully being respected
- Fixed auto-rotated images showing incorrectly after applying a title effect
- Fixed inability to manually position tiles in a Bin
- Fixed RED R3D clip decode settings not working correctly
- Fixed EDL exports having no shot timecode in them
- Fixed several Image Sequence file type format options failing immediately
- Fixed potential hang converting projects from earlier versions to new
- Syncs now inherit the 'Video Format' from the Video clip (not the audio)
- Removed the 'Consolidate sequence' option again (apologies)

Mac OS X Specific Features and Fixes 2021.1 Beta Revision 125226

- Fixed potential hang moving the mouse to the top of the screen when in fullscreen playback

Windows Specific Features and Fixes 2021.1 Beta Revision 125226

- N/A

Linux Specific Features and Fixes Since 2021.1 Beta Revision 125226

- Fixed icons not appearing if the UI scale is set to 2.0

Cross Platform Limitations and Known Issues

- Export/Render preview of a sequence set to 'Portrait' is incorrect
- H.264/MP4 exports at 23.98fps show the audio sync is half a frame out
- MXF exports show a freeze frame for the first minute or so of the completed file
- MXF exports import back in with over a minute of audio noise after the end of the actual sequence
- There is currently no ability to change an audio only files frame rate or set the pre-sync behaviour
- There are currently no custom format export options on the export panel other than Image Sequence
- Exporting an AAF with MXF media may report a failure opening the MXF files
- There may be black frames with H.265/HEVC media in bins and on the timeline
- Bin source thumbnails/viewers (video/audio) may not play out through the hardware I/O
- PAL/NTSC source files thumbnails/viewers may not play out on the hardware I/O
- Freeze frames in sequences exported to AAF will be ignored in Adobe Premiere (XML works)
- Proxy files will not be created for files shorter than one second in length when set to H.264
- Potential crash if attempting to export an image sequence from a sequence containing 16-bit DPX files
- Media can appear offline after removing a media space with the import panel open
- Some MTS files will show pixelation on the start frames.

- Video analysis tool appears through the FX configuration panel when configuring a colour correction effect
- Audio monitor delay setting will not be accounted for during export
- AVID DNxHD 10bit encode is not possible
- There is no support for importing .WMV files
- Make sure any other applications are closed before attempting to install Lightworks
- You will not be able to transcode 1080p 60fps files on import to AVID DNxHD
- Blu-ray VC1 export does not generate a valid file. It imports back as Sound only
- Audio on exported AVCHD files cannot be played by Windows Media Player it is just mute

Limitations and Known Problems on Mac 10.9 (Mavericks) and Higher

- Potential hang clicking the voice over icon on a sequence with AJA hardware enabled
- Modifying a clips timecode on the labels panel is currently problematic
- There is no ability to Import or Export .BMP image sequences
- Any users running Macbook Pros MUST disable "Automatic graphics switching" under "Energy Saver" in the "System Preferences"
- Lightworks supports all OSX versions from 10.9 (Mavericks) onwards
- There is no H.264 MOV export
- There is no Quicktime/MPEG4 export option
- There is no Apple ProRes 4444 export option
- There is no support for Matrox I/O hardware
- The shared project feature is not currently working
- Video overlay may change brightness on playback when running dual monitor setups
- MTS playback may be poor

Limitations and Known Problems (Windows 64bit)

- There is no QuickTime Movie/MPEG4 import/export via Apple SDK
- After Effects plugins are not supported

Limitations and Known Problems (Linux 64bit)

Please uninstall any previous Beta build before installing a new one

Tested distros (Other distributions may work, but have not been tested):

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Debian Distros:

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- Ubuntu/Lubuntu/Xbuntu 18.04
- Mint 17

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RPM Distros:

- Fedora 30 and higher

- There is no Quicktime Movie/MPEG4 export option
- ATI and Nvidia cards are supported. LWKS recommends Nvidia for the best performance
- There is no FX plugin support
- No audio imported from OMFs (that do have embedded audio)
- Relaunch button doesn't work after the application crashes
- Audio may not be present on some Uncompressed AVIs
- Do not use linux default GFX driver. If you experience the viewer playing at a reduced size then the Linux default graphics driver is installed. Please make sure the Nvidia driver is loaded an the system is restarted

Limitations and Known Issues With Matrox Hardware I/O (Windows only)

- If your system is not fast enough or does not have enough memory, the captures using MXO2 will stop with a "dropped-frame" message
- If the drives you are recording to are not fast enough the captures using MXO2 will stop with a "dropped-frame" message

Limitations and Known Issues With Blackmagic Hardware I/O (Windows, Linux and Mac OS X)

- Input or Output only devices cannot be used. Lightworks requires both an Input and an Output to be present on the device.
- The SDI output may flash when stopping playback if set to an interlaced output
- Audio monitor level control has no effect on Blackmagic recordings
- You will not be able to view video on the Blackmagic output if Precision is set to 10bit. Change to 8bit
- There will be no audio playback when the project card is set to 1080p59.94

Limitations and Known Issues With AJA Hardware I/O (Windows and Mac OS X)

- Audio monitor level control has no effect on AJA recording

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- There is no E-E when using the KONA LHi during recording
- If your system is not fast enough or does not have enough memory, the captures using AJA devices will stop with a "dropped-frame" message
- If the drives you are recording to are not fast enough the captures using AJA devices will stop with a "dropped-frame" message
- On Kona 3G SDI 1 output must be used with Windows 32bit and SDI 2 output must be used with Windows 64bit