



LWKS

Lightworks 2025.1

Release Notes

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October, 2024

New Features and Fixes in Version 2025.1

This section summarizes the fixes, enhancements, and features that have been implemented in this release of Lightworks.

Cross Platform New Features and Fixes

This section describes the cross-platform new features and fixes contained in this release.

New Features:

- Reworked video play engine to improve the overall performance on all platforms
- Added “Beyond 4k” support (Lightworks Pro Only)
 - Added ability to create custom format resolutions up to UHD 8K (Lightworks Pro Only)
 - Added UltraHD 5k built in formats on the timeline and export (Apple ProRes, Cineform, AVID DNxHR, AV1, H.265 and Uncompressed)
 - Added UltraHD 6k built in formats on the timeline and export (Apple ProRes, Cineform, AVID DNxHR, AV1, H.265 and Uncompressed)
 - Added UltraHD 8k built in formats on the timeline and export (Apple ProRes, Cineform, AVID DNxHR, AV1, H.265 and Uncompressed)
- Added improvements for multiple masks
 - Click and drag to create a bounding box around multiple shapes
 - Can now add/remove selections from groups by shift clicking inside a shape
 - Can now move the selected shapes by clicking and dragging within the bounding box
 - Cancel multi-select mode by clicking outside the bounding box
 - Added CTRL/CMD+C, CRL/CMD+V to copy and paste the selected shapes (a box will appear under the mouse cursor for where the paste action will happen)
 - Added CTRL/CMD+X and CTRL/CMD+V to cut and paste the selected shapes
 - Added ability to Delete the selected shapes
- Added new 'Help' menu option to the project browser screen
 - Can now gain easy access to video tutorials including the quick start guide and short cuts
 - Can now gain easy access to the documentation, knowledge base and FAQ
 - Can now gain easy access to the forum, Comparison table and the report a problem form
- Added option to turn On/Off playback controls to clip tiles (The number of controls visible depends on the tile size set)
 - Added Play
 - Added Frame Forward/Back
 - Added Mark In/Out
 - Added Clear
 - Added Cue Marker
 - Added Replace
 - Added Insert
- Added an option to choose what the mouse-wheel does on the timeline settings panel (behaviour tab)
 - Choosing 'Nudge frame' or 'Next/Previous event'
 - Holding shift when using the mouse wheel temporarily switches to the other option
- Added 'Routing' subtab to the Media tab of the project card
 - Choose where individual media is created for: Imported clips, Rendered clips, Recorded clips and Proxies
 - Choose separate media destination locations for each media category independently
 - Removed the 'Destination' heading on the Import settings panel
- Added the ability to load clips and sequences into their respective viewers (Fixed layout only)
 - Multiple clips can now be dragged into an open source viewer on the ASSEMBLE tab
 - Multiple sequences can now be dragged into an open source viewer on the ASSEMBLE tab
 - Clips/Sequences can be removed from viewers by mousing over the name and clicking the X icon
- Added 'Create template from shader code' panel for creating new community user effects much easier
 - Load existing FX files or create entirely new ones

- Set the preview display render window to the format you require
- Added BITC improvements
 - Add the option of adding an indicator (e.g., V1, V2, A1, A2, A3, etc.) at the head of each track's BITC information - especially helpful if using BITC for multiple tracks at once.
 - Add numerical/graphic adjustment for font size of BITC for better standardization of multiple windows
- Added support for AVID DNxHR file support
- Added support for Y4M wrapped files
- Added ability to create AVID DNxHR MXF and MOV media files (Lightworks Pro Only)
- Added ability to export any custom resolution Apple ProRes MOV (Certified by Apple) (Lightworks Pro Only)
- Added ability to create Apple ProRes custom formats (Lightworks Pro Only)
- Added the ability to create a folder on the Import panel
- Added colour improvements to the location headers on the Import panel
- Added the ability to enable video scopes on fullscreen playback (Lightworks Pro Only)
- Added ability to set a bin to list view or tile view independent of other bins - not project based
- Added ability to set default Tool position based on a Room as opposed to being Project based (Flexible Layout only)
- Added option to turn On/Off fast room switching on Preferences tool (Flexible layout only)
- Added option to bin menu to turn On/Off 'Show timestrips' for tiles
- Added option to bin menu to turn On/Off 'Compact tiles' in bins
- Added ability to enable/disable 'Trim when playing' (Off by default unless a Console is attached)
- Added new 'Uncompressed' export options, including choice of pixel format and bit depth
- Added ability to export AV1/H.265 in a MOV container (Lightworks Pro Only)
- Added ability to choose audio handle length on embedded AAF exports (Lightworks Pro Only)
- Added the ability to import SVG files for masks
- Added default SVG images to use within the application for masks
- Added support for reading HEIC images
- Added minor tweaks on where to get community effects from 'Install community effects'
- Added more ways of searching
- Added new 'Framing effect' to the default effects
- Added license type to the error.log
- Added a setting that allows users to choose whether to use asset metadata colours on the timeline
- Added an easier way of switching between different layouts (Fixed layout)
- Added keyboard shortcut commands for changing asset colour
- Added additional template for creating multi-input filters with the shader-creation tool
- Added ability to choose 'Speed' for BITC display
- Added AV1 compression format to the Export Menu for Free/Create Users
- Added H.264 compression format to YouTube for Free/Create Users
- Added 'Pin' widgets to the Content Manager (Flexible layout)
- Added ability to import media directly to a Bin in Fixed layout
- Added improvements to play AVID DNxHR MOV exports in VLC and Quicktime
- Added prompt to the Export panel to update NVIDIA graphics drivers (if applicable)
- Added the license version number to the perpetual license when authenticating
- Added option to choose which track the track sync warning syncs to (previously config entry)
- Added the ability to use SHIFT+drag to save new default position for the Shark (Flexible layout)
- Added icons to help make it clear that clicking a media location will reveal it at the operating system level
- Added new config entry: *aaf_embed_relink_info 0* prevents cookie names appearing in the clip name on untraced AAF exports
- Added support for dots as valid characters in file name exports
- Added ability to include the actual Bin in Bin archives
- Added ability to read the transform = "scale x y" parameter for SVG
- Added ability to read the image orientation metadata (EXIF)
- Added popup information panel for the SVG importer
- Added ability to show thumbnail images on Google Photos libraries
- Added updates to the feature comparison table
- Added media location back to the Render panel
- Allowed browsing to locations that start with "\\\"

- Allowed slide-in-black behaviour for drag trims
- Restored 2023.2 behaviour of double-clicking a sequence on the Log tab opening it on the Edit tab
- Prevented black image showing when revealing the video tools panel via the viewer menu
- Improved the folder creation error message on the Import panel when creating a folder name that already exists
- Improved auto-generated code for Transition effects
- Improved the Export/Render panels to separate Format and Compression options
- Improved widget alignment when prompting for Nvidia graphics driver update if needed
- Improved how FXT files are loaded and used within the application
- Removed debug messages from error logs when exporting AAFs
- Removed the config.dat setting "*topmost_sync_track*"
- Reordered the list of available locations so 'Favourites' always appear at the top of the list
- Turn on Auto Effects by default and change the ordering that happens on the FX Settings panel
- Split out Effects into separate Video and Audio categories
- Renamed 'Auto effects' to 'Default effects'
- Disabled the 'Show minimised tracks' toggle as not supported in Fixed layouts
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Fixes:

- Fixed poor playback on 4K MXF XAVC samples
- Fixed incorrect colour when rendering 8-bit sequences to Apple ProRes in a project with 32-bit GPU processing set (which is 10-bit)
- Fixed incorrect wording appearing on some panels
- Fixed crash dragging and dropping an SRT file into the application
- Fixed inability to apply effects just on V2 when FX tracks are present
- Fixed crash when closing the application
- Fixed inability to set the default position of tools within rooms instead of being project based
- Fixed the "Current" tab of the "Recent" filter not always updating when moving to another shot within a sequence
- Fixed Rooms not being restored correctly (when there are overlapping items)
- Fixed multiple legacy layouts from appearing when quick switching between layouts
- Fixed crash browsing for images on the Image Key effect
- Fixed Apple ProRes YouTube uploads failing
- Fixed missing viewer ribbon icons
- Fixed crash making a project thumbnail when backing up the room
- Fixed updates when jumping from one segment to another (when there are only Auto/Default effects present)
- Fixed crash when jumping from a segment with the masked colour-correction to a black segment
- Fixed hang when jumping to a segment containing a Zoom effect
- Fixed bin Notes text not being positioned correctly
- Fixed Sound only files not showing any update whilst playing
- Fixed potential crash enabling full screen output
- Fixed inability to change the location for project backups
- Fixed viewer not updating correctly when using Blackmagic hardware I/O
- Fixed effect-template creation for effects with no inputs
- Fixed Render panel not offering 10/12-bit depth choice
- Fixed potential crash evaluating licensed options
- Fixed crash on exit after uploading dumps
- Fixed "Corrupt .fxt" file being created
- Fixed timeline not updating correctly when deleting a section of a sequence that includes an effect on the FX track
- Fixed bit depth for AVID DNxHD 10-bit formats in Render, bit depth is also displayed read only for AVID DNxHD (same as AVID DNxHR)

- Fixed rendered clip - metadata field for bit-depth showing 8-bit rather than the actual bit-depth encoded
- Fixed sequences created from 5312x2988 clips being assigned the wrong playback format
- Fixed crash closing the larger export preview window during export
- Fixed Media offline text not appearing correctly on tiles in List view bins
- Fixed inability to create a sequence copy from selected segments
- Fixed crash when audio track set to 'None' on H.265/AV1 exports
- Fixed crash exporting to AAF when media is offline
- Fixed default setting for Uncompressed rendering
- Fixed non even shape blur on non-square canvas eg, 720p
- Fixed the Export panel showing no options when opened in flexible layout
- Fixed potential crash adding Transform effect to a marked region
- Fixed the plus and Minus icons on the sequence timeline in Advanced mode not displaying correctly
- Fixed clip cues only moving in real time in trim mode, but not when simply moving segments when trim mode is inactive
- Fixed AAF exports failing due to invalid audio crossfade length
- Fixed curve renderer hang with certain curves
- Fixed crash with RGB alpha AVI being read using FFMPEG
- Fixed potential crash deleting sequence
- Fixed the shark's default/home location not being updated correctly
- Fixed clip cues disappearing when stepping forward from 2023.2 to 2024.1
- Fixed When 'fast room switching' is enabled, some rooms can be missing
- Fixed SVG import paths without 'Z' or 'z' at the end missing the last segment on import
- Fixed SVG import Quadratic S-Curve ('t' or 'T') importing with incorrect curvature
- Fixed SVG grouped rotated translated rectangles not appearing in the correct place
- Fixed SVG Import matrix scale is now applied (for rectangles and ellipses as they only have a master scale, if x and y scale differ these multiply the width and height or radii)
- Fixed SVG Import: matrix skew provides output message that it will not be applied (as we don't have a skew parameter)
- Fixed duplicating an inline effect causing the duplicate to appear on an Effect track if a mark/park was present
- Change SVG method so the scale ends up matching what shows in svgator (as near as possible)
- Fixed some legal filename characters from being typed into the export panel destination field
- Fixed Import panel showing format of '720p' for video clips which have not yet been analysed
- Fixed potential crash enabling a keyframe point on the Curves tab of the colour correction effect
- Fixed issues with audio always being stereo on exported files
- Fixed Chromakey colour-picking not working
- Fixed the timeline track-numbering option
- Fixed crash exporting video only H.264 MP4
- Fixed potential crash clicking the SVG button on effects masks
- Fixed the effects panel title not updating when loading new sequences (flexible layout)
- Fixed the video routing panel not updating when switching between sequences (fixed layout)
- Fixed potential crash clicking on the complex shape icon on the FX masks panel
- Fixed 'Copy local' setting being ignored when dragging and dropping a file from the OS level
- Fixed inability to open the Video Analysis panel on the VFX tab after resetting to default
- Fixed safe areas not disappearing immediately when switching from 'Always' to 'Never'
- Fixed viewers turning black for clips that have missing LUTs
- Fixed hang moving the mouse out of the content manager after searching for a LUT in a list view bin
- Fixed crash dragging an interchange file to a sequence viewer from an external browser (flexible layout)
- Fixed 'Favourite' locations not being saved correctly on the Import panel
- Fixed very occasional crash rendering Transform effect thumbnails
- Fixed Cut/Paste shortcut keys no longer working
- Fixed media not appearing in target bin when importing media from an ALE
- Fixed potential crash importing MXFs from an ALE
- Fixed MXF media not being analysed correctly on import (? on thumbnail image)
- Fixed potential crash trying to exit a project while a tile is playing
- Fixed Bin redraw issue when deleting a clip
- Fixed reading of timecodes from some MXF sample files

- Fixed deletion of multiple selection of non-mask shapes
- Fixed inability to delete a shape of less than a pixel in size
- Fixed potential hang during playback
- Fixed crash dragging and dropping an SRT file from Finder/Explorer to a sequence viewer
- Fixed copy and paste of 2D Shape pastes as if it is a mask shape (no colour params showing)
- Fixed Size/Rate option on the Export panel being hidden by long custom format names
- Fixed the right ALT key behaviour so it can be used interchangeably with the left ALT key
- Fixed crash dragging and dropping an AAF into a project more than once
- Fixed file browser panels not appearing until the mouse is moved
- Fixed flattening for assistant apps always failing
- Fixed crash rendering files from Fusion
- Fixed issue with not all Albums/Folders being shown on the Google Photos library
- Fixed export fields vanishing when changing the Size/Rate on the Export panel
- Fixed timeline rendering failing (default codec settings showing no compression)
- Fixed incorrect exports of AVID DNxHR MXF custom aspect ratio media
- Fixed only 100 files showing within Google Photos library
- Fixed background exports failing to resume after sequence playback
- Fixed viewers turning black when playing backwards from the end
- Fixed potential http2 failure uploading to YouTube
- Fixed downloads from Pexels media library
- Fixed crash clicking the Room dropdown arrow in Flexible layout
- Fixed exports failing if the destination folder was chosen via the treeview
- Fixed duplicated audio track choice "Stereo track (from LR Mix)" on the export panel
- Fixed incorrect Range and Bit depth combinations being allowed for Cineform exports
- Fixed no Compression option showing when opening the Render panel
- Fixed potential crash searching for Pond5 media
- Fixed inability to group tracks on a sequence
- Fixed crash pressing the down arrow key within a subtitle containing multiple lines
- Fixed In/Out markers turning a different colour randomly

Windows New Features and Fixes

This section describes the Windows new features and fixes contained in this release.

New Features:

- N/A

Fixes:

- Fixed missing application icon from the Windows titlebar

Linux New Features and Fixes

This section describes the Linux new features and fixes contained in this release.

New Features:

- Added Added Flatpak and Snap installers
- Added support for the AMD GPU encoder
- Added Packages for use on Arch Linux and Manjaro are also available here:
<https://aur.archlinux.org/packages/lightworks>
- Included Blackmagic support as described in <https://github.com/kekroudesu/lightworks-flatpak/tree/master>

Fixes:

- Fixed missing dependency libicuuc.so.50() (64bit) in Fedora40
- Fixed dependency issues on Ubuntu 20.04 with libgtk3-0 or libglib2-0
- Fixed application freeze when scaling title effect using size slider

macOS New Features and Fixes

This section describes the macOS new features and fixes contained in this release.

New Features:

- Reworked video play engine to overcome Apple Sonoma 14 performance issues

Fixes:

- Fixed potential crash closing the fullscreen output
- Fixed invalid image on MP4 AV1 (SVT encoder) exports at 10-bit

Limitations and Known Problems in Version 2025.1

This section describes the limitations and known problems contained in this release.

Cross Platform

- H.264 MP4 is still limited to exporting at a maximum resolution of 4k currently
- Some H.265 encoders do not support 10-bit and will encode only at 8bit
- OpenEXR export is limited to only rec709 and ACES colour spaces currently
- There may be UI issues when resizing borders to make them too small
- OpenEXR export option is missing some parameters currently
- Systems that do not support OpenCL will not experience the new Video Tools panel updates
- There is no Effects vendor categorisation in the Video/Audio Effects lists
- Depending on the amount of third party plugins installed on the system, the first startup may be slow
- H.264 Proxy files will fail to be created from high frame rate media
- Some proxy images may have incorrect black bars surrounding the image
- Prints containing multiple V tracks and DVEs used will not display correctly in a sequence
- H.264/MP4 exports at 23.98fps show the audio sync is half a frame out
- Freeze frames, in sequences exported to AAF, are ignored in Adobe Premiere (XML works).
- Proxy files are not created for files shorter than one second in length, when set to H.264.
- After removing a media space, with the import panel open, Media may appear offline.
- Some MTS files show pixelation on the start frames.
- The Audio Monitor Delay setting is not accounted for during export.
- AVID DNxHD 10bit encode is not possible.
- There is no support for importing .WMV files.
- Make sure all applications are closed before attempting to install Lightworks.
- Blu-ray VC1 export does not generate a valid file, instead it imports back as Sound only.
- Audio on exported AVCHD files cannot be played by Windows Media Player. The audio is muted.

Windows 64-bit

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

Linux 64-bit

- Debian Distros:
 - Ubuntu/Lubuntu/Xubuntu 20.04 and higher
 - Mint 17 and higher
- RPM Distros:
 - Fedora 34 and higher
- Fedora is only supported when enabling Xorg. There is no support for Wayland (default) currently.
- Some audio plugins cause a hang at startup (launching Lightworks using sudo is a temporary workaround)
- Custom plugin user interfaces are currently disabled
- Fedora installs fail if using Mesa drivers.
- There is no QuickTime Movie/MPEG4 export option.
- There is no .WMV import.
- ATI and Nvidia cards are supported. LWKS Software LTD recommends Nvidia for the best performance.
- 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. Make sure the Nvidia driver is loaded and that the system is restarted.

macOS X 10.14 and Higher

- Potential loss of output clicking the voice over icon on a sequence with AJA hardware enabled
- Any users running Macbook Pro systems MUST disable 'Automatic graphics switching' under 'Energy Saver' in 'System Preferences'.
- Lightworks supports Mac OS X 10.14 and higher, earlier versions are not tested
- There is no H.264 MOV export.
- There is no QuickTime/MPEG4 export option.
- There is no support for Matrox I/O hardware.
- Video overlay may change brightness on playback when running dual monitor setups.
- MTS Playback may be poor.

Matrox Hardware I/O

- If your system is not fast enough or does not have sufficient 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 Boris FX Continuum (Windows and Mac only)

- There is a crash opening Mocha Motion Tracker on some plugins
- The image background is missing when opening up BCC Mocha Pixel Chooser
- OpenFX transitions between segments of different dimensions are not correct
- Potential hang attempting to add an effect to a clip if the thumbnail image is grey

Limitations and Known Issues With NewBlue FX (Windows and Mac only)

- When opening the Titler Pro plugin there is a long delay waiting for the plugin to open and display the licensing panel (NewBlue issue)
- Uninstalling NewBlue may result in text not showing within Lightworks, please restart the system (NewBlue issue)

Blackmagic Hardware I/O

- Input or Output only devices cannot be used. Lightworks requires both an Input and an Output to be present on the device.
- USB 3.0 devices may not work correctly on a Mac running Windows Bootcamp.
- Audio monitor level control has no effect on Blackmagic recordings.
- You will not be able to view video from Boris Red via the Blackmagic Output when Lightworks is running.
- SDI Output does not playback smoothly if a title has been applied to the material.

AJA Hardware I/O

- Audio monitor level control has no effect on AJA recording.
- 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.
- AJA/BMD SDI Output does not playback smoothly if a title has been applied to the clip.
- On Kona 3G SDI 2 output must be used with Windows 64bit.

Troubleshooting

If you experience an issue with your Lightworks installation, or something is not working as expected, visit our FAQ page at <https://lwks.com/faqs/> where you can type in a question relating to the issue and view the search results. If you do not find an answer to your question, you can refer to the Lightworks forums at <https://forum.lwks.com/>