



LWKS

Lightworks v2025.2

Release Notes

November 2025

We're really happy to announce the release of Lightworks v2025.2 for Windows, MacOS and Linux.

We have made a number of improvements and updates, primarily aimed at helping new users start their Lightworks editing journey, including all new and intuitive Layouts and Keyboard Shortcuts. We'll be posting a new Quick Start Guide video along with this release so if you're new to Lightworks, make sure you check that out!

On top of UI/UX improvements, we have spent some time reworking the playback and transcoding (export) engine to be able to build a better, faster and more flexible system going forward. For example, H.264 encoding can now be hardware accelerated if you have a compatible GPU. Whilst we make some foundational improvements, we have removed some export formats such as DVD for the time being.

As always, we're keen to hear feedback and learn how Lightworks is being used. As a small team, we want to focus on things that matter and so we have introduced a 'User Insights' feature to Lightworks. It's an opt-in feature that shares with us some anonymous usage information - such as what codecs are used or what effects are used - things that will help us direct our efforts going forward. If you don't want to share that, no problem... you can simply say no during installation. For those who do want to share, we value the insight and we want to be clear that the data is completely anonymised.

There are also many other smaller updates and improvements in addition to the ones listed below.

If you have any feedback or suggestions – please send it to feedback@lwks.com. We also actively monitor the Lightworks forum as well, so remember to connect with us and the wider community and keep a look out for some exciting future announcements!

So on to the updates...

User Interface Improvements

- New Layouts - Edit, Effects, Audio and Export - for more intuitive workflows. Previous Layouts still available in the drop down layout selector
- New "Unified" Viewer - in the new Edit layout (and any custom layouts that have Source and Sequence viewers stacked) the viewer will auto switch between source (double-click) and sequence (clicking on the timeline)
- New Keyboard Shortcuts icon now available inside a project
- New Keyboard Shortcuts augmenting the previous defaults
- New Command and Category filters and improved search results for Keyboard Shortcut panel
- New Keyboard Shortcut Report now creates and improved report based on your current view in the Keyboard Shortcuts panel
- Filters have been renamed 'Collections' and re-ordered
- New Tags feature (available in Collections) which can be added and removed in List View 'Tags' column
- New Sequences open automatically after pressing Enter or clicking 'Create'
- New Bin name is automatically highlighted for renaming instantly after creation
- New default effects and order
- Projects now open immediately after naming and pressing Enter
- Re-enter previous project setting available for when Lightworks starts up
- The application now remembers the UI being spread over multiple monitors
- The full screen window setting is now correctly restored when restarting the app on Windows
- The main app window can now be moved properly on Mac
- Various other window sizing issues on Mac have also been addressed
- All column headers are now visible the import file browser
- Modification date is now visible for folders on the import panel
- Bins in List View now update correctly when rows are removed
- Offline media now appears correctly

Effects & Video Tools

- Effects Settings panel now retains other effects when resized with the Zoom effect enabled
- Effect sliders now work immediately after adding an effect and in other cases
- On screen effect controls no longer appear on the viewer when there are no effects
- Keyframes now appear immediately when enabling keyframing for a default effect
- Video tools panel now expands on the previous VFX layout
- 2D Shape copy and paste now appears correctly as mask shape with colour parameters

Export & Media Handling

- New Playback and Transcoding engine with improved performance and GPU acceleration
- Size/Rate options on the Export panel now show regardless of name length
- Added support for dots as valid characters in file name exports
- Consecutive dots no longer appear in exported filenames
- MP4 AV1 (SVT encoder) exported at 10-bit encoding now gives valid images on Mac
- H264 encoding choice menu sort order corrected on Intel GPU laptops
- Added EXIF support to respect image orientation metadata
- OpAtom MXF files no longer show question mark icon before scrubbing
- J2K RGB clips now display correctly
- Audio no longer missing when opening SD MXF, XDCAM, IMX, and DV files

Timeline & Editing

- Waveforms no longer disappear after trimming audio next to a crossfade
- Timeline mark indicators are now the correct colour
- Markers for events now remain when zooming on the timeline
- Added setting for disabling the new trim behaviour

Audio

- Audio levels now correctly persist when using undo / redo
- Stopping playback when there's an EQ effect present no longer causes a hang

Additional Improvements

- Alt key assignments no longer require left-Alt only
- Improved avatar handling throughout the application
- Better handling of new assets
- Improved comment handling for files without timecodes
- Various performance optimizations and stability improvements

Stability Fixes

- Fixed jumping between keyframes
- Fixed pressing the down arrow key within subtitle text fields
- Fixed browsing media on M2 Mac
- Fixed clicking the Room dropdown arrow in Flexible layout
- Fixed dragging and dropping SRT files from Finder / Explorer into a sequence viewer
- Fixed exiting a project while a tile is playing
- Fixed playing a tile and then scrolling it off the view
- Fixed full screen display on Mac with scopes enabled
- Fixed exit on systems with Intel graphics cards when full screen preview has been visible