



Version 1.3 Preliminary Feature List

December 2008

This is a preliminary document and subject to change prior to release of Version 1.3.

1.0 Version 1.3 software licence

Version 1.3 requires a software licence to operate correctly. Licences are obtained from Lightworks support and are only usable on the machine for which they are created. If you already have a license for 1.2 you WILL need a new license for 1.3. 1.2 licenses will not work in 1.3. The support for RED R3D and Prores422 files is an option which is controlled by the license issued.

1.1 Matrox Utilities

Version 1.3 requires Version 5 of the Matrox Utilities.

2.0 Detailed changes and features since v1.2

2.1 Autochop

New style autochop, which splits big shots up into smaller shots (instead of sync ghosts). This enables users to assign labels (keycodes, etc) to the smaller shots. Note that if the 'big shot' is audio or contains audio tracks, then it reverts to using sync ghosts.

2.2 Machine room licensing

Licence details (film, networking, expiry, etc) can be displayed by pressing 'List License Options' menu item in machine room.

2.3 1 KHZ tone

The 'Hardware Output Test' menu in the machine room now allows users to select 100HZ, 400HZ, 900HZ, 1KHZ, and 10KHZ frequency tones, in both sine and sweep waveforms.

2.4 Audio monitor delay offset (Machine Room)

Machine room menu item allows setting (in fields) of the amount of audio delay required to sync audio to the output monitor to allow for monitors with built in delay.

2.5 Consolidate

Consolidate to log database now has it's own handle size button

2.6 Audio level Nodes

Shot based rubber banding for Audio levels has been introduced

2.7 MDA live recording

When importing MDA material from a Gee Server, it is now possible to edit the material while it is being ingested.

2.8 Render/Export/Varispeed Display

The behaviour of varispeeded sections (both greater than and less than unity) is now selectable. Changing varispeed behaviour can now be done by changing the "frame/field processing" button on the project.

Where we are producing frame-progressive material from a field-interleaved origin, and the original material says that it is "not a frame-based origin" (i.e. it's saying that it comes from a video camera), we now get BOTH fields from the origin, interleaved to produce the output frame. We used to only get one of the fields (doubled). This gives us full-resolution rendering.

The 'shot' produced when rendering now has a revised set of attributes as regards "frame-origin", "pulldown" and "sequence". These are affected by the project edit-rate (e.g. whether it's 24 or not), and the "frame/field processing" button on the project. Creation of pulled-down exported material now works, and is selected by the "pulldown/straight" button on the export panel (which has been re-worded). This is not related to the project output-format.

A number of situations were occurring where repeated samples and missing samples occurred during render and export. Also, hanging could occur in such situations. This has been fixed.

2.9 HDV Deck Recordings

It is now possible to record 1080i material from an HDV DVCAM (HVR 1500) using firewire.

2.10 Fullscreen Video Playback

Clicking on the video output button (top right of viewers/edits) the user can select various outputs for the viewer/edit. One of these is 'Secondary Display' which, when selected, displays the viewer/edit full-size on the monitor. Clicking on another normal-sized viewer will return this viewer/edit to normal size. This feature only works with a 2 monitor system and Softworks systems with only one display monitor will not be able to access this feature.

2.11 DPX 10bit and 8bit Import and Export

Clicking the Render button on the stripview and selecting Image Sequence now offers the option of DPX export. The project card must be set accordingly to 8 or 10 bit respectively. Timecodes and keycodes will be present. The user can export the entire edit as a set of DPX sequences (clips consolidated selection on the render panel) The clips are consolidated with a selected handle size. It is also possible to mark/park to export a subset of the clips (marked clips consolidated selection on the render panel) The exported shot-clips are at a framerate equal to the project's edit framerate (i.e. NOT the project's 'output-video' framerate), and they are assigned a timecode equal to the original shot timecode at the project's edit-framerate. If the user is exporting a rendered (flattened) section of the edit as a DPX sequence, then the sequence receives a timecode equal to the EDIT's timecode at the project edit-framerate (i.e. NOT the source shot timecode). When exporting the consolidated-clips, the DPX images also receive the source film edgecode, if there is one. The exported DPX sequences receive a filename based on the original shot-name, with "(n)" attached where shot-clips have not been amalgamated in the consolidation.

2.12 MXF Import and Export

MXF P2 and XDCAM files can now be imported and exported from Lightworks HD and SD (Currently work is still needed on some of the formats). Where possible MXF files will be kept in this format/wrapper rather than converted to .avi

2.13 Geevs Export

When exporting as Geevs format an MDA is now created with the AVI and WAV files.

2.14 Refresh Button on Project card

When changing between formats on the Project card ie, from 1080psf to NTSC there used to be a long delay, while the system counted through all the cookies to display the correct audio information on the Project card. The change is now instant as the audio information is no longer displayed after the change. Instead in the database now shows REFRESH? (see project card) On the MISC tab of the project card there is a REFRESH button, clicking this will count through all the cookies to show the correct audio information in the database. (This may take some time depending on the size of the project)

2.15 Apple Quicktime Imports

Quicktime files will import with the audio and be kept as Quicktime. (This is still a work in progress)

2.16 RED Files

It is now possible to import RED files into Lightworks. This is available as a chargeable license option.

2.17 Apples Prores Imports

Quicktimes that are encoded with Apples ProRes codec can be imported into Lightworks. This is available as a chargeable license option together with RED files as above.

2.18 XDCAM EX

An import facility for XDCAM EX files is now available

2.19 Import Encoding Options

The "Video Encoding" option has now been moved to the main import panel. Clicking the drop down arrow under this column, allows the user to choose whether to bring the clip in natively, or transcode it to a compression and file format of their choice.

2.20 Movable Wipes

It is now possible to adjust the horizontal and vertical positions of the wipe effect.

Please note:

The moveable option is only available on the Clock and Iris categories.

Moveable wipes are not compatible with version 1.2. (Once moveable wipes have been applied to edits in 1.3 they will not be accessible in 1.2.)

3.0 Other changes and fixes in 1.3

A number of fixes and minor enhancements have been added in 1.3 in addition to the new features above. These will be covered in the Release notes.