

Settings Display Unit

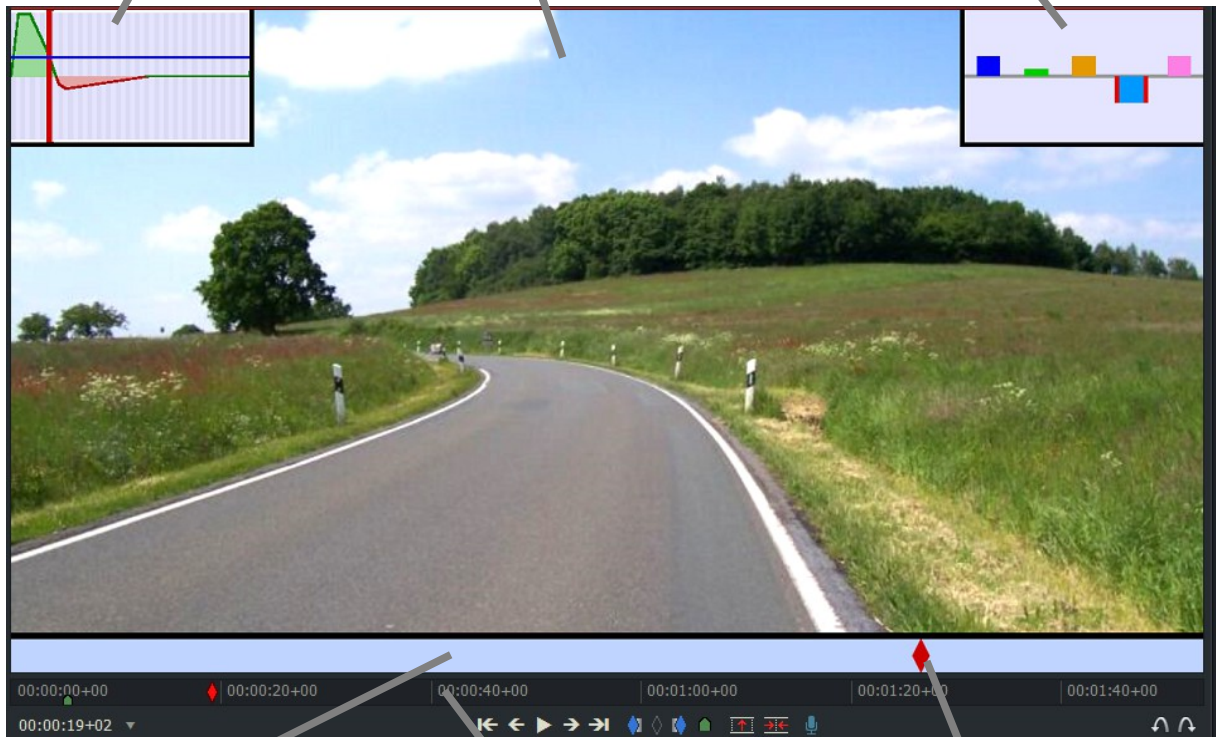
Analysis of the remote control input:

Chart of the cyclical
remote control
(example "RC 3001")

Video signal
from the
"Input" of
this effect

Analysis of the remote control input:

Bar chart of selected channels.



Analysis of the remote control input:

Progress bar, which extends over
the duration of the effect
(only visible if a cyclic remote control is analyzed).

Analysis of the remote control input:

Current position relative to the
duration of the effect.
(only visible if a cyclic remote control is analyzed).

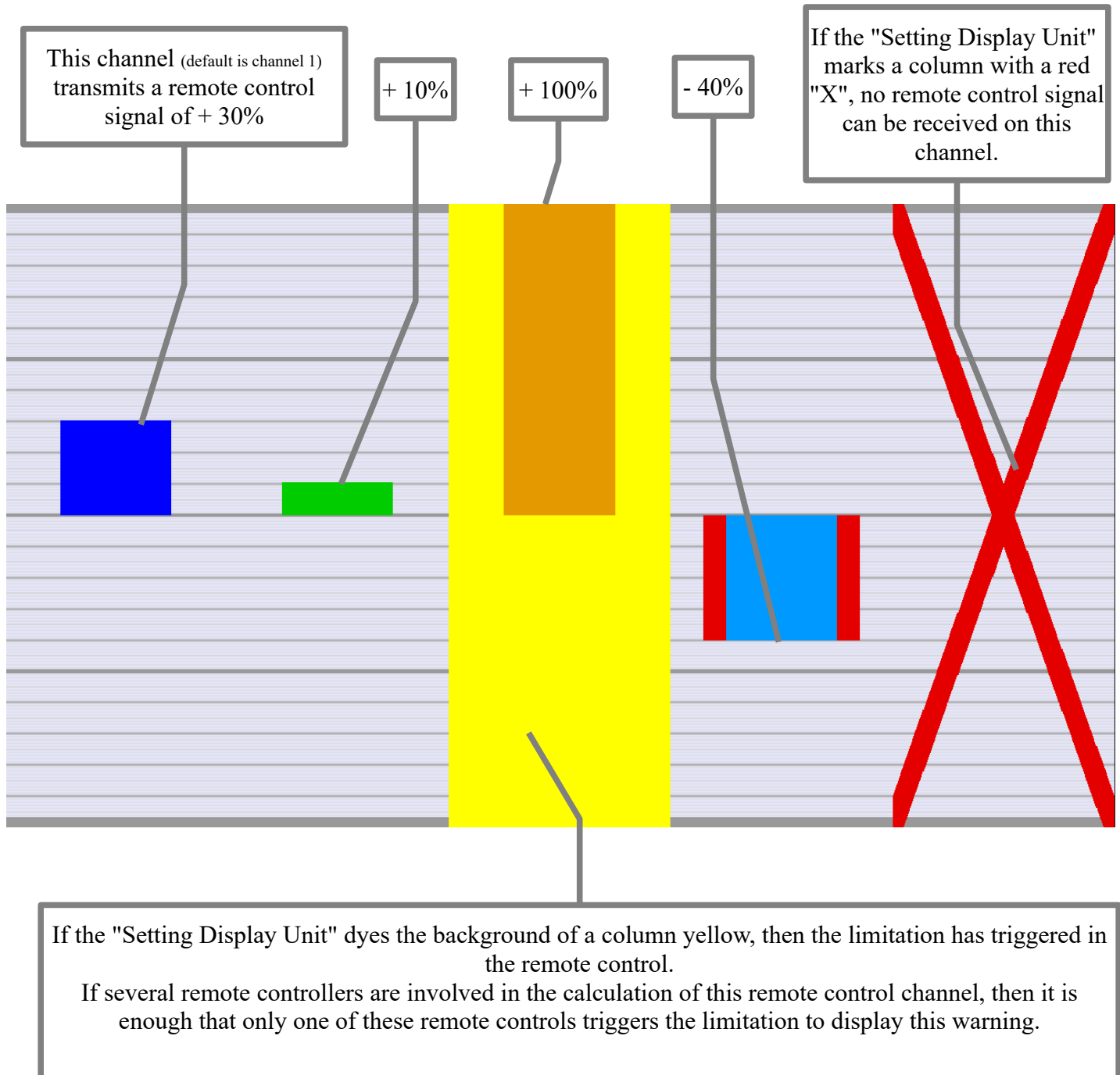
Lightworks progress bar, which extends
over the duration of the timeline.

Analysis of the remote control input

Bar Chart

The bar graph can be used to analyze the remote control channels generated by remote control effects connected to the remote control input.

Depending on the set size in the split screen, more or less details are displayed.



Analysis of the remote control input

Cyclical Linechart

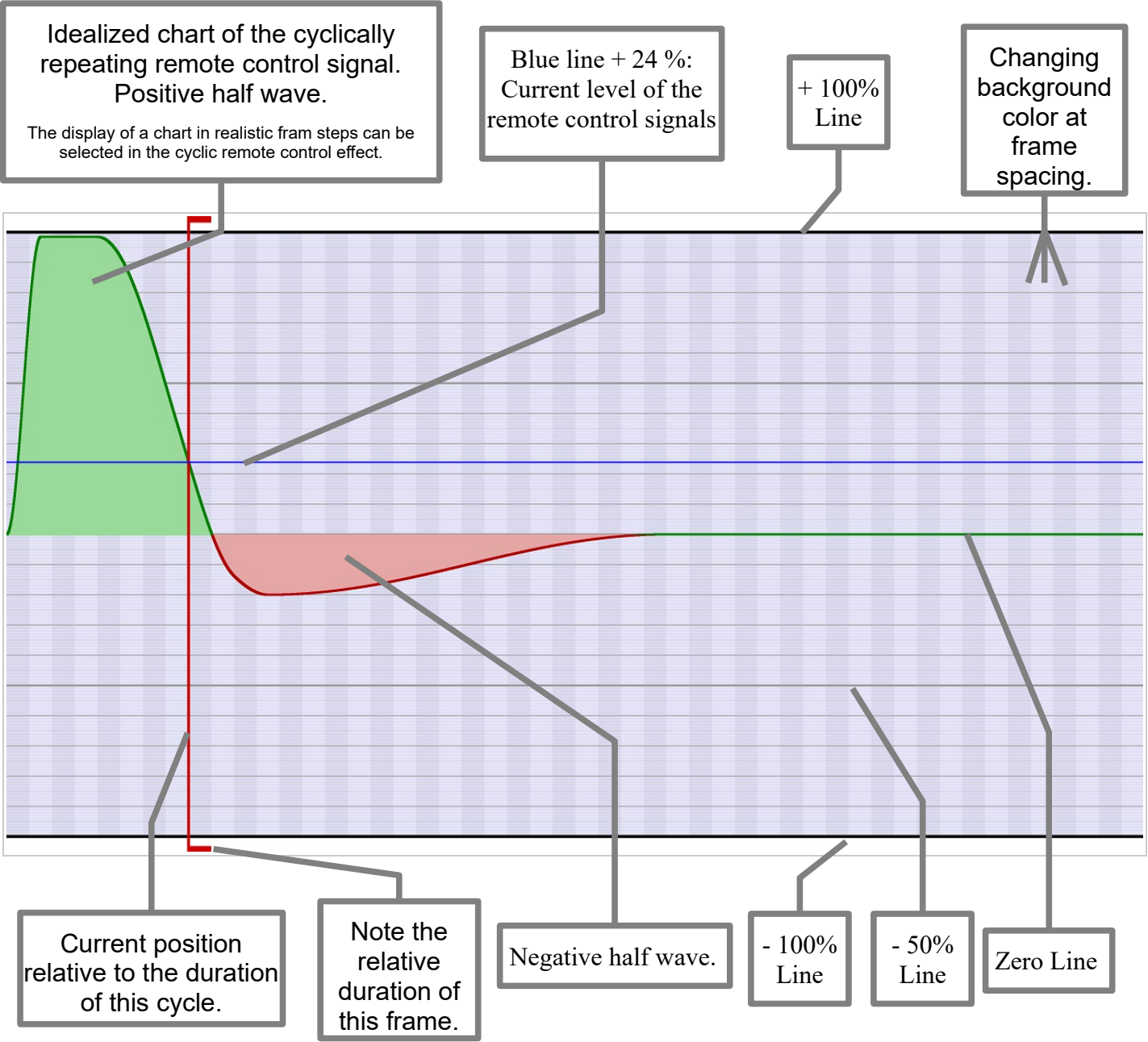
The Linechart can be used to analyze the remote control channels generated by cyclical remote control effects connected to the remote control input.

The following receive cyclic channels can be set:

3001	3011	3021	3031	3041
3051	3061	3071	3081	3091

Particularly in the beginnings of the development, only individual effects will be available, which send on the respective channels.

Depending on the set size in the split screen, more or less details are displayed.



Analysis of the remote control input

Effect Progress bar

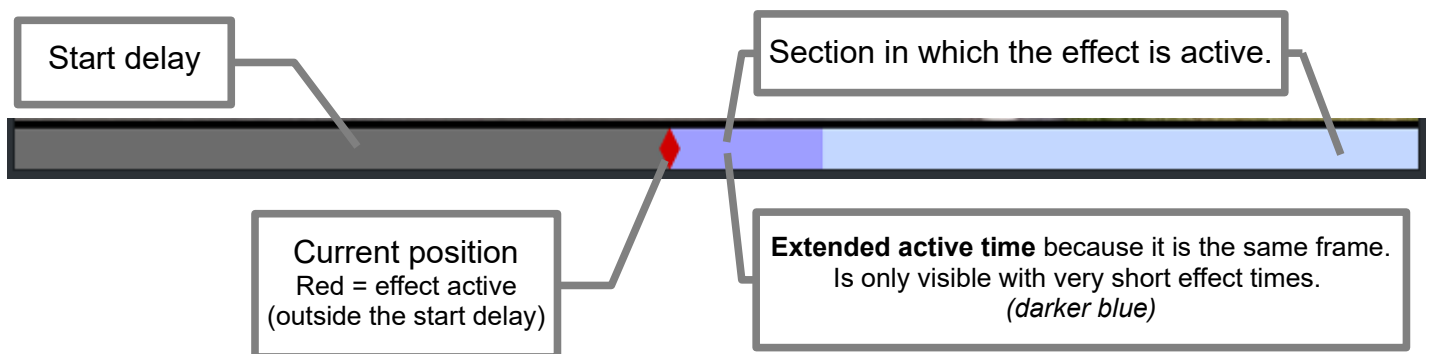
The progress bar graph (generated by the effect) shows the current position within the runtime of the cyclic effect.

This bar graph is only displayed if data from cyclic effects are received and evaluated.

The following receive cyclic channels can be set:

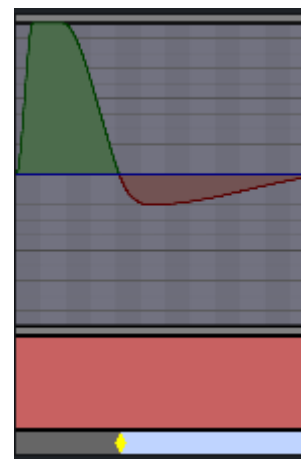
3001	3011	3021	3031	3041
3051	3061	3071	3081	3091

Particularly in the beginnings of the development, only individual effects will be available, which send on the respective channels.



Darkened cyclic graphics,
and a **yellow diamond playhead** in the effect progress bar:

The effect pauses because the effect progress is still in the start delay set by you.



Warning symbols

Cyclical Linechart

Red exclamation point, gray background:

Failed plausibility check.

The setting

"Effect progress: Do not alter in any way"
has been changed.

Three causes are known for this:

1. Editing) The effect was cut.

In this case, the basic functions of the effect probably still work correctly. However, the setting value "Total frames" now no longer matches the shortened effect length.

Therefore it is recommended not to cut this effect.

2. Editing) You have changed the setting by accident?

The effect is likely to be flawed or inaccurate.

Try to fix the error with the Undo function.

If this is not possible, please replace the effect with an undamaged version.

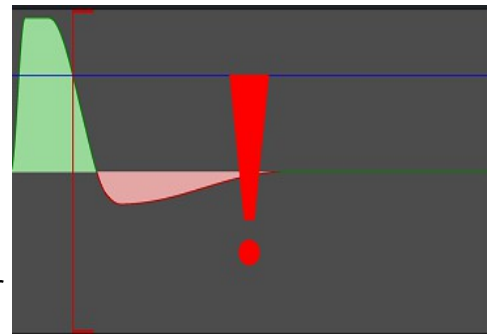
3. Export)

This can occur when you use the "Marked section" export option.

If this warning is displayed only during export, this is usually not a problem if you are using the latest Lightworks version (tested with LW 14).

Note: The graphical display is not intended for export

For export, deactivate the "Settings Display Unit" (Bypass, green LED off),
or select the split screen mode "Export" within the effect.



Yellow exclamation point, gray background:

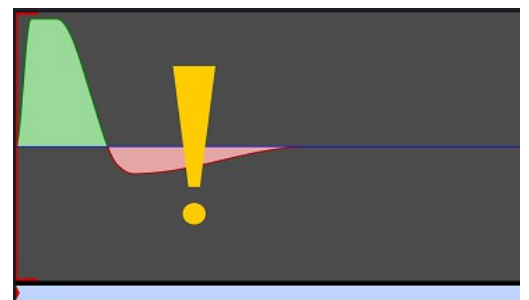
Failed plausibility check.

"Total frames" contains a fractional part.

This indicates an incorrect or inaccurate input.

Lightworks only knows integer frames.

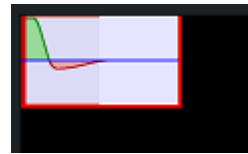
Please enter the correct length of the whole effect as an integer number using the keyboard.



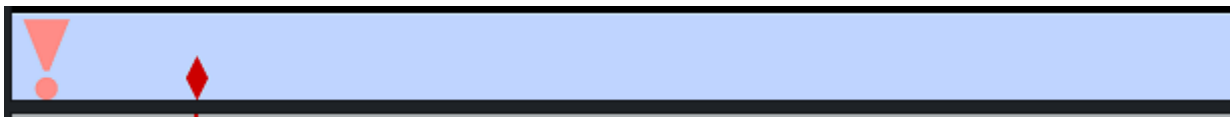
Warning symbols

Split Screen

Red border of the cyclic graphic, if a too short set interval length has been automatically corrected to 2.001 frames.



Pale red exclamation point in the effect progress bar:



The maximum allowed effect length has been exceeded.
Possibly remains the effect progress too long at a position.
In tests the critical limits are between 62488 and over 62503 frames in total.
Because this is mainly the first frame of an effect, it is not a serious problem (especially if you have a start delay set). For a precise adjustment of the effect, however, it is helpful to know this.