

## Lightworks user Fx archive, May 26, 2018.

The effects in this ZIP file were created by Lightworks users – thank you to all who have contributed, especially khaver, who started things off. Previous users of the library will of course have noticed that this library is no longer sorted by simple alphabetical order. Details of the library contents can be found at the following on-line locations. The first is sorted by order of posting and the second thread is sorted by category as is this library, and is rather more detailed.

[https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=9259&Itemid=81#ftop](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=9259&Itemid=81#ftop)

[https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=135923&Itemid=81#ftop](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#ftop)

First, a warning: you shouldn't import effects files that you're unlikely to need. If you do Lightworks startup times can become very slow. This is a **library** and should be treated as such – you don't take home all the books in your local library at once either.

In this library where alternative versions of the effects exist they are separately listed and the entry includes the path that they are in. Where necessary a Read Me file may also be included in the folder with those versions. This version of the library also includes a new category, Lower thirds. The title says it all, but the category includes toolkits to make your own lower thirds and animated versions.

Use of these effects is simple.

1. Copy the FX file(s) that you need to your computer. Anywhere will do as long as you know where to find them.
2. Launch Lightworks, open a project, then open the Effects panel or select the VFX tab.
3. You should see a window with "+", "Settings", "Graphs" and "Routing" at the top.
4. Left click then right click on the "+" symbol and in the drop down menu that appears click on "Create template from .FX file..".
5. In the top left of the window that appears click on "Places" and navigate to the folder in which you stored the FX file.
6. Select the FX file and then click OK.
7. The effect will be copied, compiled and a further window will appear giving details.

**NOTE:** Every attempt has been made to ensure that these effects will compile and run on any version of Lightworks on any supported operating system. If you have trouble installing them, please make a note of any error message that Lightworks gives you. Post the complete details at [https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=9259&Itemid=81](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=9259&Itemid=81). It will be followed up.

There is no checking in this zip file for effects with duplicate functionality. These are all included largely as supplied by the original creator. Some of the earlier effects may have been superseded by Editshare-supplied equivalents. It's up to you to check that any given effect does what you want, and does it better/faster/simpler than any alternative.

Lightworks does not overwrite existing effects but simply adds new ones to the list, *even if they have the same name and category as a currently installed effect*. If you want to replace an effect you need to destroy the existing version first. In the effects panel right-click on the effect you wish to change, and from the menu that appears, select "Destroy current effect". Then install your new version in the usual way. Note that you cannot delete effects supplied with Lightworks this way.

If you need to use two effects that have the same name, simply open one of them with any plain text editor (definitely **not** a word processor) and look for the line up near the top of the file that says something like `'string Description = "Effect name";'`. Type in your new name in place of the existing effect name inside the quotes and save the file. When you load that version it will now have the name that you gave it.

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One alternative approach is to change the category the effect is stored under. Look for a line that says something like `'string Category = "stylize";'`. Type in a new category name and save the file. The effect will be added to the category that you gave it, even if that category hasn't previously existed. The other alternative for version 14 users and up is to change the subcategory assigned to the effect. Look for a line near the start of the effect that is similar to `'string SubCategory = "vignette";'`. Type in the new subcategory you wish to use. If the effect has no subcategory line you can add one after the category, but it must be spelled exactly as shown, i.e., SubCategory.

Alpha transitions are a special kind of effect, and require slightly different setting up to other transitions. The setup instructions for them can be found at the following link.

[https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=135923&Itemid=81#135925](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#135925)

A newer group of composite wipe transitions have also been developed. They are also a special kind of effect. The very simple technique for using them can be found at the following link.

[https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=135923&Itemid=81#135945](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#135945)

Finally, there is a special category of remote control effects, the brain child of user schrauber. The way that they work is unique, and the special setup and control instructions for them can be found in the thread at the following link.

[https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=127918&Itemid=81#127918](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=127918&Itemid=81#127918)

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### CATEGORY FOLDER: Alpha and blends

| EFFECT                 | FILE NAME          |
|------------------------|--------------------|
| Adjustable blend       | AdjBlend.fx        |
| Alpha adjust           | alphaAdjust.fx     |
| Alpha Feather          | AlphaFeather.fx    |
| Border                 | Border.fx          |
| Drop shadow and border | DropShadow.fx      |
| Drop shadow plus       | DropShadowPlus.fx  |
| Extrusion Matte        | Extrusion_Matte.fx |
| Flexi-blend            | FlexiBlend.fx      |
| Floating images        | FloatImage.fx      |
| Glitter edge           | GlitterEdge.fx     |
| Light ray keys         | light_ray_keys.fx  |
| Magic edges            | MagicEdges.fx      |
| Matte key              | mattekey.fx        |
| Unpremultiply          | Unpremultiply.fx   |

### CATEGORY FOLDER: Alpha transitions

| EFFECT                                  | FILE NAME           |
|---|---------------------|
| Alpha bar transition <sup>1</sup>       | Adx_Bars.fx         |
| Alpha block dissolve <sup>1</sup>       | Adx_Blocks.fx       |
| Alpha blur dissolve <sup>1</sup>        | Adx_Blur.fx         |
| Alpha border transition <sup>1</sup>    | Adx_Borders.fx      |
| Alpha corner split <sup>1</sup>         | Adx_Corners.fx      |
| Alpha corner squeeze <sup>1</sup>       | Adx_CnrSqueeze.fx   |
| Alpha dissolve thru colour <sup>1</sup> | Adx_Colour.fx       |
| Alpha fractal dissolve <sup>1</sup>     | Adx_Fractals.fx     |
| Alpha granular dissolve <sup>1</sup>    | Adx_Granular.fx     |
| Alpha kaleido mix <sup>1</sup>          | Adx_Kaleido.fx      |
| Alpha optical transition <sup>1</sup>   | Adx_Optical.fx      |
| Alpha pinch <sup>1</sup>                | Adx_Pinch.fx        |
| Alpha push <sup>1</sup>                 | Adx_Push.fx         |
| Alpha radial pinch <sup>1</sup>         | Adx_PinchR.fx       |
| Alpha ripple dissolve <sup>1</sup>      | Adx_Ripples.fx      |
| Alpha rotate <sup>1</sup>               | Adx_Rotate.fx       |
| Alpha S dissolve <sup>1</sup>           | Adx_Scurve.fx       |
| Alpha sine mix <sup>1</sup>             | Adx_Sine.fx         |
| Alpha spin dissolve <sup>1</sup>        | Adx_Spin.fx         |
| Alpha split <sup>1</sup>                | Adx_Split.fx        |
| Alpha split squeeze <sup>1</sup>        | Adx_SplitSqueeze.fx |
| Alpha squeeze <sup>1</sup>              | Adx_Squeeze.fx      |
| Alpha stretch dissolve <sup>1</sup>     | Adx_Stretch.fx      |
| Alpha strips <sup>1</sup>               | Adx_Strips.fx       |
| Alpha tile transition <sup>1</sup>      | Adx_Tiles.fx        |
| Alpha transmogrify <sup>1</sup>         | Adx_Transmogrify.fx |
| Alpha twister <sup>1</sup>              | Adx_Twister.fx      |
| Alpha warp dissolve <sup>1</sup>        | Adx_Warp.fx         |
| Alpha wave collapse <sup>1</sup>        | Adx_Wave.fx         |
| Alpha X-pinch <sup>1</sup>              | Adx_PinchX.fx       |
| Alpha zoom dissolve <sup>1</sup>        | Adx_Zoom.fx         |

<sup>1</sup> See [https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=135923&Itemid=81#135925](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#135925) for instructions on how to install and use alpha dissolves and transitions.

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### CATEGORY FOLDER: Art effects

| EFFECT                 | FILE NAME                                       |
|------------------------|---|
| Colour mask            | ColourMask.fx                                   |
| Edge                   | Edge.fx   |
| Edge glow              | EdgeGlow.fx                                     |
| Four Tone              | fourtone.fx                                     |
| Five Tone              | fivetone.fx                                     |
| Pencil Sketch          | /PencilSketch/PencilSketch.fx                   |
| Windows legacy version | /PencilSketch/Legacy Windows/PencilSketchWin.fx |
| Sketch                 | Sketch.fx                                       |
| Tiles                  | Tiles.fx  |
| Toon                   | Toon.fx   |

### CATEGORY FOLDER: Blurs and sharpens

| EFFECT                 | FILE NAME                                 |
|------------------------|---|
| Big Blur               | BigBlur.fx                                |
| bilateral blur         | bilateral_blur.fx                         |
| Bokeh                  | Bokeh.fx                                  |
| Focal Blur             | FocalBlur.fx                              |
| FxSpinBlur             | FxSpinBlur.fx                             |
| FxTiltShift            | FxTiltShift.fx                            |
| Ghost blur             | GhostBlur.fx                              |
| Iris Bokeh             | /IrisBokeh/IrisBokeh.fx                   |
| Windows legacy version | /IrisBokeh/Legacy Windows/IrisBokehWin.fx |
| Masked Blur            | MaskBlur.fx                               |
| Masked Motion Blur     | MaskedMotionBlur.fx                       |
| Motion Blur            | motionblur.fx                             |
| Soft foggy blur        | SoftFoggyBlur.fx                          |
| Soft motion blur       | SoftMotionBlur.fx                         |
| Soft spin blur         | SoftSpinBlur.fx                           |
| Soft zoom blur         | SoftZoomBlur.fx                           |
| Super blur             | SuperBlur.fx                              |
| Unsharp Mask           | UnsharpMask.fx                            |
| Zoom Blur              | ZoomBlur.fx                               |

### CATEGORY FOLDER: Broadcast tools

| EFFECT                   | FILE NAME                        |
|--------------------------|----------------------------------|
| Antialias                | AntiAlias.fx                     |
| Channels                 | Channels.fx                      |
| Clamp to 16-235          | /Maintain_16_235/Clamp16_235.fx  |
| Color Bars               | ColorBars.fx                     |
| Colour swizzler          | Swizzler.fx                      |
| De-interlace             | De-interlace.fx                  |
| Expand 16-235 to 0-255   | /Maintain_16_235/Expand16_235.fx |
| Exposure Leveler         | ExpoLeveler.fx                   |
| JH Show Hi/Lo            | jh_analysis_show_hilo.fx         |
| OutputSelect             | OutputSelect.fx                  |
| Quick video levels       | QuickLevels.fx                   |
| Safe area and crosshatch | Crosshatch.fx                    |
| Shrink 0-255 to 16-235   | /Maintain_16_235/Shrink16_235.fx |
| Tenderizer               | Tenderizer.fx                    |
| Test greyscale           | Test_greyscale.fx                |
| Two-axis vector balance  | TwoAxisVector.fx                 |
| Zebra pattern            | ZebraStripes.fx                  |

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### **CATEGORY FOLDER: Cleanup and repair**

| <b>EFFECT</b>              | <b>FILE NAME</b>       |
|----------------------------|------------------------|
| Chromatic Aberration Fixer | CAFixer.fx             |
| Clone Stamp                | CloneStamp_03.fx       |
| Cubic lens distortion      | CubicLensDistortion.fx |
| Pixel Fixer                | PixFix.fx              |

### **CATEGORY FOLDER: Colour grading**

| <b>EFFECT</b>             | <b>FILE NAME</b>     |
|---------------------------|----------------------|
| 3 Axis Colour Temperature | 3AxisColTemp.fx      |
| ALE_SMOOTH_CHROMA         | ALE_Smooth_Chroma.fx |
| CC Helper                 | CCHelper2.fx         |
| CC_RGBCMY                 | CC_RGBCMY.fx         |
| Film exposure             | FilmExp.fx           |
| HSV Wheel                 | HSVWheel.fx          |
| Hue rotate                | HueRotate.fx         |
| Peak desaturate           | PeakDesat.fx         |
| PolyGrad                  | PolyGrad.fx          |
| S-Curve                   | SCurve.fx            |
| S-curve adjustment        | RGBsCurve.fx         |
| Two-axis colour balance   | TwoAxis.fx           |

### **CATEGORY FOLDER: Distortions**

| <b>EFFECT</b>                 | <b>FILE NAME</b>               |
|-------------------------------|--------------------------------|
| Bulge                         | bulge.fx                       |
| Glass Tiles                   | GlassTiles.fx                  |
| Magnifying glass              | magnifying_glass.fx            |
| Regional zoom                 | Regional zoom.fx               |
| Ripples (automatic expansion) | Ripples_automatic_expansion.fx |
| Ripples (manual expansion)    | Ripples_manual_expansion.fx    |
| WarpedStretch                 | Warped Stretch.fx              |
| Whirl                         | whirl20171106.fx               |

### **CATEGORY FOLDER: DVE reposition and crop**

| <b>EFFECT</b> | <b>FILE NAME</b>      |
|---------------|-----------------------|
| Bordered crop | BorderCrop.fx         |
| Deco DVE      | Deco_DVE.fx           |
| Flip/flop     | Flip_Flop.fx          |
| Format fixer  | FormatFixer.fx        |
| FxPerspective | FxPerspective.fx      |
| Perspective   | Perspective.fx        |
| Simple crop   | SimpleCrop.fx         |
| Simple matte  | SimpleMatte.fx        |
| Spin Zoom     | Spin_Zoom_20171022.fx |
| Triple DVE    | Triple_DVE.fx         |
| VisualCrop    | vicrop.fx             |
| zoom-out-in   | zoom-out-in.fx        |

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### **CATEGORY FOLDER: Filmstock effects**

| <b>EFFECT</b>      | <b>FILE NAME</b>  |
|--------------------|-------------------|
| Bleach Bypass      | bleachbypass.fx   |
| Colour film ageing | ColourFilmAge.fx  |
| Duotone            | Duotone.fx        |
| Film negative      | FilmNeg.fx        |
| FilmFx             | FilmFx.fx         |
| Filmic look        | FilmicLook2018.fx |
| Old Time Movie     | OldTime.fx        |
| Technicolor        | Technicolor.fx    |
| Vintage Look       | vintagelook.fx    |

### **CATEGORY FOLDER: Filters**

| <b>EFFECT</b>            | <b>FILE NAME</b> |
|--------------------------|------------------|
| Anamorphic Lens Flare    | AnaFlare.fx      |
| Flare                    | Flare.fx         |
| Glint                    | Glint.fx         |
| Graduated ND Filter      | GradNDFilter.fx  |
| JB's Chromatic Aberation | ChromAb.fx       |
| Rays                     | Rays.fx          |
| SkinSmooth               | SkinSmooth.fx    |
| The dark side            | TheDarkSide.fx   |

### **CATEGORY FOLDER: Keying**

| <b>EFFECT</b>      | <b>FILE NAME</b> |
|--------------------|------------------|
| Ale_ChromaKey      | ALE_ChromaKey.fx |
| ChromaKey with DVE | ChromaKeyDVE.fx  |
| ChromaKey plus     | ChromaKeyPlus.fx |
| DeltaMask          | DeltaMask.fx     |
| INK                | INK.fx           |
| KeyDespill         | KeyDespill.fx    |
| LumaKey with DVE   | LumaKeyDVE.fx    |
| Simple chromaKey   | SimpleCkey.fx    |

### **CATEGORY FOLDER: Lower thirds**

| <b>EFFECT</b>       | <b>FILE NAME</b> |
|---------------------|------------------|
| Lower 3rd toolkit A | Lower3dTkA.fx    |
| Lower 3rd toolkit B | Lower3dTkB.fx    |
| Lower third A       | Lower3rd_A.fx    |
| Lower third B       | Lower3rd_B.fx    |
| Lower third C       | Lower3rd_C.fx    |
| Lower third D       | Lower3rd_D.fx    |
| Lower third E       | Lower3rd_E.fx    |
| Lower third F       | Lower3rd_F.fx    |
| Lower third G       | Lower3rd_G.fx    |

## Lightworks user Fx archive, May 26, 2018 (contd.)

### CATEGORY FOLDER: Masks and vignettes

| EFFECT                 | FILE NAME                                   |
|------------------------|---|
| DVE with vignette      | DVE_vignette.fx                             |
| JH Vignette            | jh_stylize_vignette.fx                      |
| Letterbox              | Letterbox.fx                                |
| Octagonal vignette     | Octagonal_Vignette.fx                       |
| Poly03                 | /Poly Masks/PolyMask03.fx                   |
| Poly04                 | /Poly Masks/PolyMask04.fx                   |
| Poly05                 | /Poly Masks/PolyMask05.fx                   |
| Poly06                 | /Poly Masks/PolyMask06.fx                   |
| Poly07                 | /Poly Masks/PolyMask07.fx                   |
| Poly08                 | /Poly Masks/PolyMask08.fx                   |
| Poly10                 | /Poly Masks/PolyMask10.fx                   |
| Poly12                 | /Poly Masks/PolyMask12.fx                   |
| Poly14                 | /Poly Masks/PolyMask14.fx                   |
| Windows legacy version | /Poly Masks/Legacy Windows/PolyMask14Win.fx |
| Poly16                 | /Poly Masks/PolyMask16.fx                   |
| Windows legacy version | /Poly Masks/Legacy Windows/PolyMask16Win.fx |
| Spotlight effect       | SpotlightEffect.fx                          |

### CATEGORY FOLDER: Motion

| EFFECT             | FILE NAME             |
|--------------------|-----------------------|
| Camera Shake       | CameraShake.fx        |
| New strobe         | NewStrobe.fx          |
| Rhythmic pulsation | Rhythmic_pulsation.fx |
| Strobe             | Strobe.fx             |

### CATEGORY FOLDER: Noise and grain

| EFFECT              | FILE NAME        |
|---------------------|------------------|
| Film Grain          | FilmGrain.fx     |
| FxNoise             | FxNoise.fx       |
| Grain               | Grain.fx         |
| Grain(Variable)     | VariGrain.fx     |
| Variable Film Grain | VariFilmGrain.fx |

### CATEGORY FOLDER: Pattern and bgd genes

| EFFECT                 | FILE NAME                                    |
|------------------------|--|
| Fractal magic 1        | FractalMagic1.fx                             |
| Fractal magic 2        | FractalMagic2.fx                             |
| Fractal magic 3        | FractalMagic3.fx                             |
| FxTile                 | FxTile.fx                                    |
| Kaleido                | Kaleido.fx                                   |
| Kaleidoscope           | Kaleidoscope.fx                              |
| Lissajou stars         | /Lissajou/Lissajou.fx                        |
| Windows legacy version | /Lissajou/Windows Legacy/LissajouWin.fx      |
| Multigradient          | Multigrad.fx                                 |
| SineLight              | /Sine lights/SineLights.fx                   |
| Windows legacy version | /Sine lights/Windows Legacy/SineLightsWin.fx |

## Lightworks user Fx archive, May 26, 2018 (contd.)

### **CATEGORY FOLDER:      Simulation**

#### **EFFECT**

Camera distortions  
CRT TV screen  
JH Old Monitor  
Low-res camera  
Night vision 2018  
VHS v2  
Water

#### **FILE NAME**

CameraDistortions.fx  
CRTscreen.fx  
jh\_stylize\_oldmonitor.fx  
Low\_res\_cam.fx  
NightVision\_20180523.fx  
VHSv2.fx  
Water.fx

### **CATEGORY FOLDER:      Special Fx**

#### **EFFECT**

Lens Flare #1  
Sea Scape  
Transporter

#### **FILE NAME**

LensFlare\_1.fx  
SeaScape.fx  
Transporter.fx

### **CATEGORY FOLDER:      Texturisers**

#### **EFFECT**

70s Psychedelia  
Acidulate  
FxColorHalftone2  
FxDotScreen  
FxHalftone2  
FxMangaShader  
FxRefraction  
Texturizer

#### **FILE NAME**

70s\_psych.fx  
Acidulate.fx  
FxColorHalftone2.fx  
FxDotScreen.fx  
FxHalftone2.fx  
FxManga.fx  
FxRefraction.fx  
Texturizer.fx

### **CATEGORY FOLDER:      Transitions A**

#### **EFFECT**

Block dissolve  
Blur dissolve  
Chinagraph pencil  
Colour sizzler  
Coloured tiles  
Dissolve through Colour  
DissolveX  
Dream sequence  
Erosion  
Fade to or from black  
FlareTran  
Fly away  
Folded neg dissolve  
Folded pos dissolve  
Fractal dissolve  
Granular dissolve  
Kaleido turbine mixer  
Mosaic transfer  
Non-add dissolve ultra  
Non-additive mixer  
Optical dissolve  
RGB drifter

#### **FILE NAME**

Dx\_Blocks.fx  
Dx\_Blurs.fx  
Dx\_Chinagraph.fx  
Dx\_Sizzler.fx  
Dx\_ColourTile.fx  
Dx\_Colour.fx  
dissolveX.fx  
Dx\_Dreams.fx  
Dx\_Erosion.fx  
Dx\_FadeOutIn.fx  
FlareTran.fx  
Fly away.fx  
Dx\_FoldNeg.fx  
Dx\_FoldPos.fx  
Dx\_Fractals.fx  
Dx\_Granular.fx  
Kaleido turbine mixer.fx  
Dx\_Mosaic.fx  
Dx\_NonAddUltra.fx  
Dx\_NonAdd.fx  
Dx\_Optical.fx  
Dx\_RGBdrift.fx



## Lightworks user Fx archive, May 26, 2018 (contd.)

### CATEGORY FOLDER: Transitions A (contd.)

| EFFECT               | FILE NAME             |
|----------------------|-----------------------|
| S dissolve           | Dx_Scurve.fx          |
| Sinusoidal mix       | Dx_Sine.fx            |
| Slice transition     | Dx_Slice.fx           |
| Spin dissolve        | Dx_Spin.fx            |
| Stretch dissolve     | Dx_Stretch.fx         |
| Subtractive dissolve | Dx_Subtract.fx        |
| Swirl mix            | Swirl_mix_20171113.fx |
| Transmogrify         | Dx_Transmogrify.fx    |
| Warp dissolve        | Dx_Warp.fx            |
| Zoom dissolve        | Dx_Zoom.fx            |

### CATEGORY FOLDER: Transitions B

| EFFECT                                | FILE NAME          |
|---------------------------------------|--------------------|
| Barn door split                       | Wx_Split.fx        |
| Barn door squeeze                     | Wx_SplitSqueeze.fx |
| Composite corner split <sup>2</sup>   | Cx_Corners.fx      |
| Composite corner squeeze <sup>2</sup> | Cx_CnrSqueeze.fx   |
| Composite pinch <sup>2</sup>          | Cx_Pinch.fx        |
| Composite push <sup>2</sup>           | Cx_Push.fx         |
| Composite radial pinch <sup>2</sup>   | Cx_rPinch.fx       |
| Composite split <sup>2</sup>          | Cx_Split.fx        |
| Composite split squeeze <sup>2</sup>  | Cx_SplitSqueeze.fx |
| Composite squeeze <sup>2</sup>        | Cx_Squeeze.fx      |
| Composite twister <sup>2</sup>        | Cx_Twister.fx      |
| Composite X-pinch <sup>2</sup>        | Cx_xPinch.fx       |
| Corner split                          | Wx_Corners.fx      |
| Corner squeeze                        | Wx_CnrSqueeze.fx   |
| Pinch transition                      | Wx_Pinch.fx        |
| Radial pinch                          | Wx_rPinch.fx       |
| The twister                           | Wx_Twister.fx      |
| X-pinch                               | Wx_xPinch.fx       |

<sup>2</sup> See [https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=135923&limit=15&limitstart=15&Itemid=81#135945](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&limit=15&limitstart=15&Itemid=81#135945) for the simple instructions on how to use these composite transitions.

## Lightworks user Fx archive, May 26, 2018 (contd.)

### SPECIAL REMOTE CONTROL CATEGORY FOLDER: Z\_RC <sup>3</sup>

| EFFECT                       | FILE NAME                    |
|------------------------------|------------------------------|
| RC 1, Five channel remote    | RC1_Remote_control.fx        |
| RC 3001, cyclic User control | RC3001_Cyclic_Remote.fx      |
| Settings Display Unit        | Setting_Display_Unit.fx      |
| RC-all Zoom                  | RC-all_Zoom.fx               |
| RC Gain                      | RC_Gain.fx                   |
| RC RGB-Gain                  | RC_Gain_RGB.fx               |
| RC Gamma                     | RC_Gamma.fx                  |
| RC RGB-Gamma                 | RC_Gamma_RGB.fx              |
| RC_Lift                      | RC_Lift_20180418.fx          |
| RC RGB_Lift                  | RC_Lift_RGB_20180421.fx      |
| RC Zoom                      | RC_Zoom_Regional_20180506.fx |
| Spin Zoom, RC                | Spin_Zoom_RC_180516.fx       |

<sup>3</sup> See [https://www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=127918&Itemid=81#127918](https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=127918&Itemid=81#127918) for instructions on how to install and use these rather complex effects. Since they are in very active development by schrauber that thread is also a good place to go to ensure that you have the most up-to-date versions.