Lightworks user Fx archive, December 21, 2017.

WARNING: Most Lightworks users should download the current library zip file or the individual effects zips from either of the two user effects threads (use the links below to get to them). Once version 14.1 is released this archive version of the library will be solely for Windows users of version 14.0 and earlier. It will be locked off at the state that the library was in on December 21 2017, and is highly unlikely to be updated.

If you are a Windows user of one of those earlier versions of Lightworks and need any effect that isn't here try it from the standard library first. Most will compile without issue. The effects that are most impacted by the update are DVE effects and similar.

If the effect you want doesn't compile you should directly contact the author of that effect. You could alternatively edit the effect code in a text editor (**not** a word processor) and search for "ClampToEdge" and replace it with "Clamp" anywhere it appears. It should then work, but if it doesn't you could be on your own I'm afraid.

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=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.

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.
3. In the top left of the window that appears click on "Places" and navigate to the folder in which you stored the FX file.
4. Select the FX file and then click OK.
5. 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. 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.

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

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

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

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

[1] *See 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.*

Lightworks user Fx archive, December 21, 2017 (contd.)

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
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
Iris Bokeh	Iris bokeh/[OS_VERSION]/IrisBokeh.fx
Ghost blur	GhostBlur.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
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

CATEGORY FOLDER: **Cleanup and repair**

EFFECT	FILE NAME
Chromatic Aberration Fixer	CAFixer.fx
Clone Stamp	CloneStamp_03.fx
Cubic lens distortion	CubicLensDistortion.fx
Pixel Fixer	PixFix.fx

CATEGORY FOLDER: **Colour grading**

EFFECT	FILE NAME
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**

EFFECT	FILE NAME
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**

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

CATEGORY FOLDER: Filmstock effects

EFFECT	FILE NAME
Bleach Bypass	bleachbypass.fx
Colour film ageing	ColourFilmAge.fx
Duotone	Duotone.fx
Film negative	FilmNeg.fx
FilmFx	FilmFx.fx
Filmic look	FilmicLookV2.fx
Old Time Movie	OldTime.fx
Technicolor	Technicolor.fx
Vintage Look	vintagelook.fx

CATEGORY FOLDER: Filters

EFFECT	FILE NAME
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

EFFECT	FILE NAME
Ale_ChromaKey	ALE_ChromaKey.fx
Chromakey plus	ChromakeyPlus.fx
DeltaMask	DeltaMask.fx
INK	INK.fx
KeyDespill	KeyDespill.fx
Lumakey with crop	LumakeyCrop.fx

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/[OS_VERSION]/PolyMask03.fx
Poly04	/Poly Masks/[OS_VERSION]/PolyMask04.fx
Poly05	/Poly Masks/[OS_VERSION]/PolyMask05.fx
Poly06	/Poly Masks/[OS_VERSION]/PolyMask06.fx
Poly07	/Poly Masks/[OS_VERSION]/PolyMask07.fx
Poly08	/Poly Masks/[OS_VERSION]/PolyMask08.fx
Poly10	/Poly Masks/[OS_VERSION]/PolyMask10.fx
Poly12	/Poly Masks/[OS_VERSION]/PolyMask12.fx
Poly14	/Poly Masks/[OS_VERSION]/PolyMask14.fx
Poly16	/Poly Masks/[OS_VERSION]/PolyMask16.fx

CATEGORY FOLDER: **Motion**

EFFECT	FILE NAME
Camera Shake	CameraShake.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/[OS_VERSION]/Lissajou.fx
Multigradient	Multigrad.fx
SineLight	/Sine lights/[OS_VERSION]/SineLights.fx

CATEGORY FOLDER: **Simulation**

EFFECT	FILE NAME
Camera distortions	CameraDistortions.fx
CRT TV screen	CRTscreen.fx
JH Old Monitor	jh_stylize_oldmonitor.fx
Low-res camera	Low_res_cam.fx
Night vision	NightVision.fx
VHS v2	VHSv2.fx
Water	Water.fx

CATEGORY FOLDER: **Textures**

EFFECT	FILE NAME
70s Psychedelia	70s_psych.fx
Acidulate	Acidulate.fx
FxColorHalftone2	FxColorHalftone2.fx
FxDotScreen	FxDotScreen.fx
FxHalftone2	FxHalftone2.fx
FxMangaShader	FxManga.fx
FxRefraction	FxRefraction.fx
Texturizer	Texturizer.fx

CATEGORY FOLDER: Transitions A

EFFECT	FILE NAME
Block dissolve	Dx_Blocks.fx
Blur dissolve	Dx_Blurs.fx
Chinagraph pencil	Dx_Chinagraph.fx
Colour sizzler	Dx_Sizzler.fx
Dissolve through Colour	Dx_Colour.fx
DissolveX	dissolveX.fx
Dream sequence	Dx_Dreams.fx
FlareTran	FlareTran.fx
Fly away	Fly away.fx
Fractal dissolve	Dx_Fractals.fx
Granular dissolve	Dx_Granular.fx
Kaleido turbine mixer	Kaleido turbine mixer.fx
Non-add dissolve ultra	Dx_NonAddUltra.fx
Non-additive mixer	Dx_NonAdd.fx
Optical dissolve	Dx_Optical.fx
S dissolve	Dx_Scurve.fx
Sinusoidal mix	Dx_Sine.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 [2]	Cx_Corners.fx
Composite corner squeeze [2]	Cx_CnrSqueeze.fx
Composite pinch [2]	Cx_Pinch.fx
Composite push [2]	Cx_Push.fx
Composite radial pinch [2]	Cx_rPinch.fx
Composite split [2]	Cx_Split.fx
Composite split squeeze [2]	Cx_SplitSqueeze.fx
Composite squeeze [2]	Cx_Squeeze.fx
Composite twister [2]	Cx_Twister.fx
Composite X-pinch [2]	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

---

[2] *See 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.*

SPECIAL REMOTE CONTROL CATEGORY FOLDER: Z_RC [3]

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 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.fx
RC RGB-Lift	RC_Lift_RGB.fx
RC regional zoom	RC_Zoom_Regional.fx
RC regional zoom plus	RC_Zoom_Regional_Plus.fx
Spin Zoom, RC	Spin_Zoom_20171220_RC.fx

[3] *See 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.*