

Dynamically controlled effects

Meaning of displayed warning symbols.

Cyclical graphics in split screen:

Yellow exclamation point, gray background:

Failed plausibility check.

The setting

"Effect progress: Do not alter in any way"

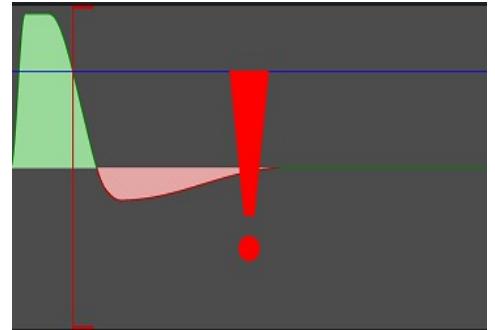
has been changed.

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)

If the warning is displayed only during export, you can ignore it.

Note: The graphical representation is not intended for export.

Please select the effect mode: "Export: Video_only"

Yellow exclamation point, gray background:

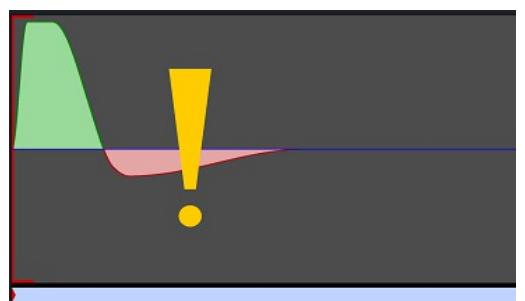
Failed plausibility check.

"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.

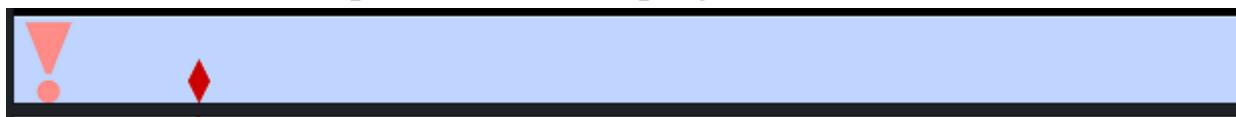


Split Screen:

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 en 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.

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.

