



Lightworks v14.0

Installation and Activation Guide

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Introduction

This document includes what you need to know to prepare for Lightworks installation and to install the application. Before installing the software, please read the following instructions thoroughly and retain them for future reference.

See the following sections:

- ["System Requirements" on page 3](#)
- ["Installation" on page 4](#)
- ["Upgrading to Lightworks Pro" on page 8](#)
- ["License Activation without an Internet Connection" on page 10](#)
- ["Installing the Avid DNxHD Codec" on page 14](#)
- ["Additional Documentation" on page 15](#)
- ["Troubleshooting" on page 15](#)
- ["Technical Support Contracts" on page 15](#)

System Requirements

Operating Systems

All versions are designed to run on Intel and AMD chipsets and motherboards.

- Windows 7, Windows 8, Windows 8.1, and Windows 10
- Linux Supported Debian Distros:
 - Ubuntu / Lubuntu / Xubuntu 14.04 or higher
 - Mint 17 or higher
- Linux Supported RPM Distros:
 - Fedora 20 or higher
- Mac OS X 10.9 or higher

Recommended System Specifications

Recommended system specifications are as follows:

- Intel i7 chipset or faster, fast AMD chipset
- 4 GB RAM or higher
- Two high-resolution displays (1920 x1080) or above
- PCI Express graphics card (NVIDIA or ATI) with 1GB or higher
- DirectX 9 (Windows OS only)
- Compatible sound card. Make sure that you can hear audio from your system
- Separate media and system drives (these can be internal or external as long as the interface has sufficient speed)
- 200MB Disk space for Lightworks installation
- (Optional) a Lightworks Console
- (Optional) a Lightworks keyboard
- Internet connection required to install Lightworks and register licenses

Installation

You must have an active connection to the internet in order to install and activate your Lightworks software. See the following topics:

- ["Account Activation and Downloading" on page 4](#)
- ["Installing on Windows" on page 5](#)
- ["Installing on Debian-Based Linux Distributions" on page 6](#)
- ["Installing on RPM-Based Linux Distributions" on page 6](#)
- ["Installing on Mac OS X" on page 7](#)
- ["Activating Lightworks" on page 8](#)

Account Activation and Downloading

Before you can install Lightworks you need to register an account on the Lightworks web site. Registration is free. You must supply your email address, as this is used to activate your account.

TASK

1. Go to the Lightworks web site <http://www.lwks.com> and register.
 2. You will receive an email confirming your account has been created. On receipt of your email, click on the attached web link, or copy and paste it in to your browser.
 3. Your browser should display a page confirming your Lightworks account is active.
 4. Proceed to the Downloads page and download the version of Lightworks compatible with your system.
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Installing on Windows

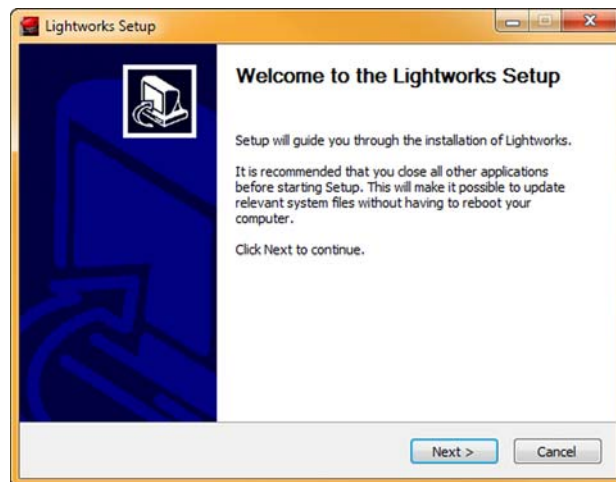
Before you start the installation, check the following:

- Virus-protection software, security software and Firewall(s) are turned off.
- Your graphics card driver is up to date.
- All other programs are closed down.
- You are logged into Windows with Administrator privileges (for Windows 7, 8 and 10).
- The 32-bit Windows version of Lightworks can use QuickTime to import and export, improving the amount of options available. Installation of QuickTime v7.7.2 or higher is required.

To install Lightworks on Windows, do the following:

TASK

1. Double-click on the `Lightworks_Setup_14.0xx.exe` file you downloaded. The installer opens.
2. When prompted, allow Lightworks to make changes to your computer. The installation wizard opens.



3. Click Next and follow the on-screen prompts. When you are asked for a machine number, do one of the following:
 - If you are running Lightworks on a standalone machine, assign any number between 1 and 2500.
 - If you are running Lightworks on more than one machine connected to a network, assign each machine a unique number.



Multiple-system setups are possible only if you purchase a license for the Lightworks Pro. To purchase a Lightworks Pro license, go to the online shop at <http://www.lwks.com>

4. When the installation has completed, reboot your system.
-

Installing on Debian-Based Linux Distributions

Before you start the installation, check the following:

- Virus-protection software, security software and Firewall(s) are turned off.
- Make sure you have the latest proprietary graphics card drivers for Linux installed. Instructions for installing these can be found on the download pages for the RPM and DEB distributions.
- All other programs are closed down.
- You are logged into the operating system with Administrator privileges.

To install Lightworks on Debian-based distributions, do the following:

TASK

1. Double click on the `lwks-14.0.x-amd64.deb` file you downloaded. The package installer opens.
 2. Select Install Package. The installation process starts, together with any required dependencies.
 3. When the installation has completed, it is recommended that you restart your system.
-

Installing on RPM-Based Linux Distributions

Before you start the installation, check the following:

- Virus-protection software, security software and Firewall(s) are turned off.
- Make sure you have the latest proprietary graphics card drivers for Linux installed. Instructions for installing these can be found on the download pages for the RPM and DEB distributions.
- All other programs are closed down.
- You are logged into the operating system with Administrator privileges.

Currently, Lightworks only supports Fedora 20 and higher. After installing Fedora, you must install and run the 'RPM Fusion' repositories, which can be found at:

<http://rpmfusion.org/Configuration>

You will need both the Free and Non-Free versions.

To install Lightworks on RPM-based distributions:

TASK

1. Before installing Lightworks, install the Fusion repositories. Do the following:
 - a) Navigate to the directory to where you downloaded the repositories.
 - b) Open a terminal and type: `su` (followed by the password).
 - c) Type: `yum install <file.rpm>`. Do this for both the Free and NonFree repositories.
 2. Download the Lightworks RPM file to a local drive.
 3. Navigate to the directory where you saved the Lightworks RPM file, and type:
`yum install lwks-14.0.x-amd64.rpm`
 4. The installation process starts.
 5. It is recommended that you restart your system after installation.
-

Installing on Mac OS X

To install Lightworks on Mac OS X, do the following:

TASK

1. Double-click on the `Lightworks_Mac_14.0xx.dmg` file you downloaded.
 2. The DMG file opens to display a file called `Lightworks.app` and the Applications folder.
 3. Drag and drop the `Lightworks.app` file over the Applications folder to install it.
 4. Navigate to the Applications folder and double-click `Lightworks.app` to start Lightworks.
 5. If an error message displays, and the `Lightworks.app` file fails to start:
 - a) Run the `Lightworks.app` directly from the DMG by double clicking the `Lightworks.app`.
 - b) If Lightworks starts correctly this time, close Lightworks and then drag and drop the `Lightworks.app` file over the applications folder again.
-

First Time Use

If you do not have a valid license for Lightworks, a renewable seven day license is issued to your system the first time you start Lightworks. You must have an active connection to the internet when you do this, otherwise the license will not be issued and you will be unable to use Lightworks until you do connect online.

When you start Lightworks, you will see a display in the Project Browser which counts down your free seven day trial period. Before the seven day period expires, you must register an account before you can continue using the free version of Lightworks.

Upgrading to Lightworks Pro

To enable all of Lightworks' features, including all the export options, you must purchase a Lightworks Pro license.

If you are unsure which version of Lightworks is suitable for you, we have provided a useful comparison chart on our web site at www.lwks.com/compareversions.

See the following topics:

- ["Upgrade Procedure" on page 8](#)
- ["Licensing Limitations" on page 9](#)

Upgrade Procedure

To upgrade to Lightworks Pro, do the following:

TASK

1. Navigate to www.lwks.com/shop and select the Lightworks Pro license you require:
 - Month License
 - Year License
 - Outright License

Ensure you also select the correct number of users you require.

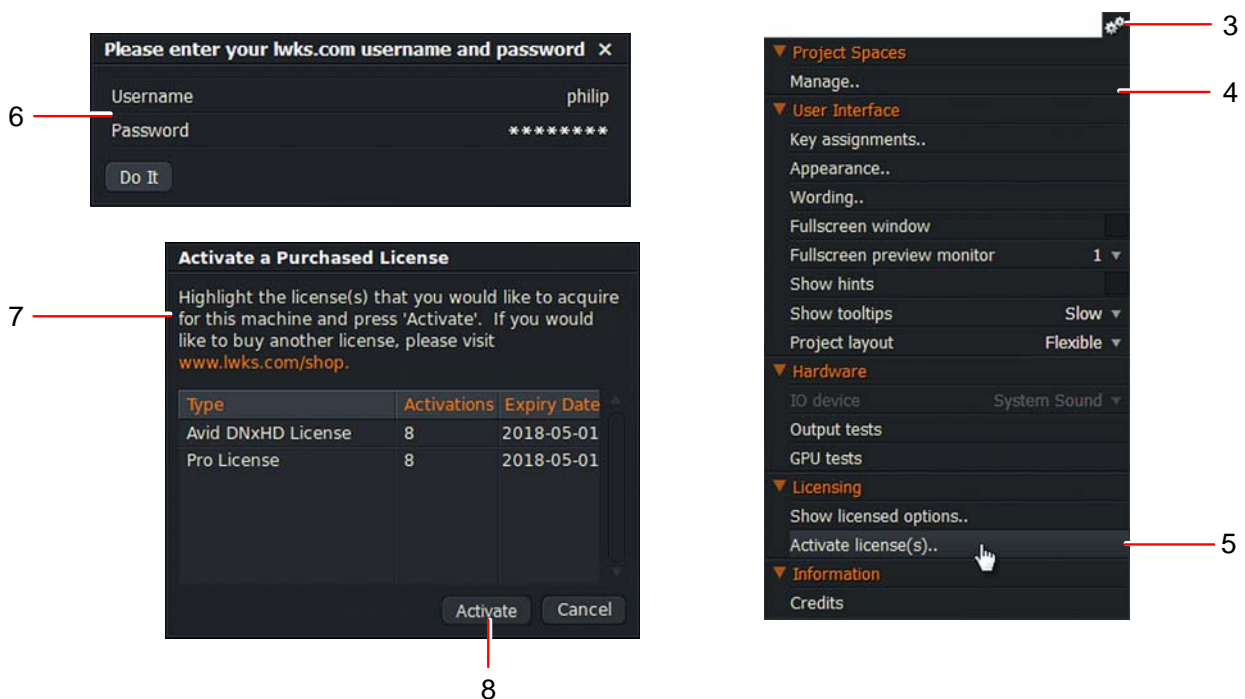


Lightworks Pro Outright licenses now come with Boris FX and Boris Graffiti Effects plug-ins absolutely free. Lightworks Pro Year licenses come with either Boris FX or Boris Graffiti Effects plug-ins absolutely free.

If you want to manage your licenses, for example, to see how many activations you have left or what licenses are available, visit the Lightworks web site at www.lwks.com/activations

2. Start Lightworks.
3. Click on the Cogs icon at the top right corner of the screen.
4. The System Settings menu opens.

- Click the Activate licenses option.



- The login screen opens. Type your Lightworks user name and password into the respective fields and then click Do It.
- The License Activation Code window opens, contacts the License server, and displays a list of available licenses for your account.
If you already have a license for the previous version of Lightworks, it is displayed here.
- Select the license you wish to use on your system and click Activate. You can select the Pro and Avid DNxHD licenses together by holding down the Shift or Ctrl key.
- An Activation Successful message displays. The version status updates from Free to Pro, and the Lightworks Shark graphic displays in red.
- Repeat steps 2 to 7 for each system you intend to upgrade.
- If your system already has Lightworks Pro activated, a message displays informing you that no unactivated licenses are available.

Licensing Limitations

There are some limitations to the use of Lightworks v14.0 Pro:

- You cannot detach a license from one system to another. However, any new licenses purchased (not existing) will be given two licenses that can be used on two different systems.
- There is no concurrent network licensing system in place.
- There is currently no method for canceling a license and moving it to another system.

License Activation without an Internet Connection



Offline activation is for Lightworks Free, Pro and Avid DNxHD.

If your Lightworks host system does not have a connection to the internet, you can activate your license by creating an activation file called `shark.c2e` which is then authenticated on a system with an internet connection. The second system is used to create a file called `shark.e2c` which can be used to activate the Lightworks license on the Lightworks host.

The procedure can be broken down into three simple stages:

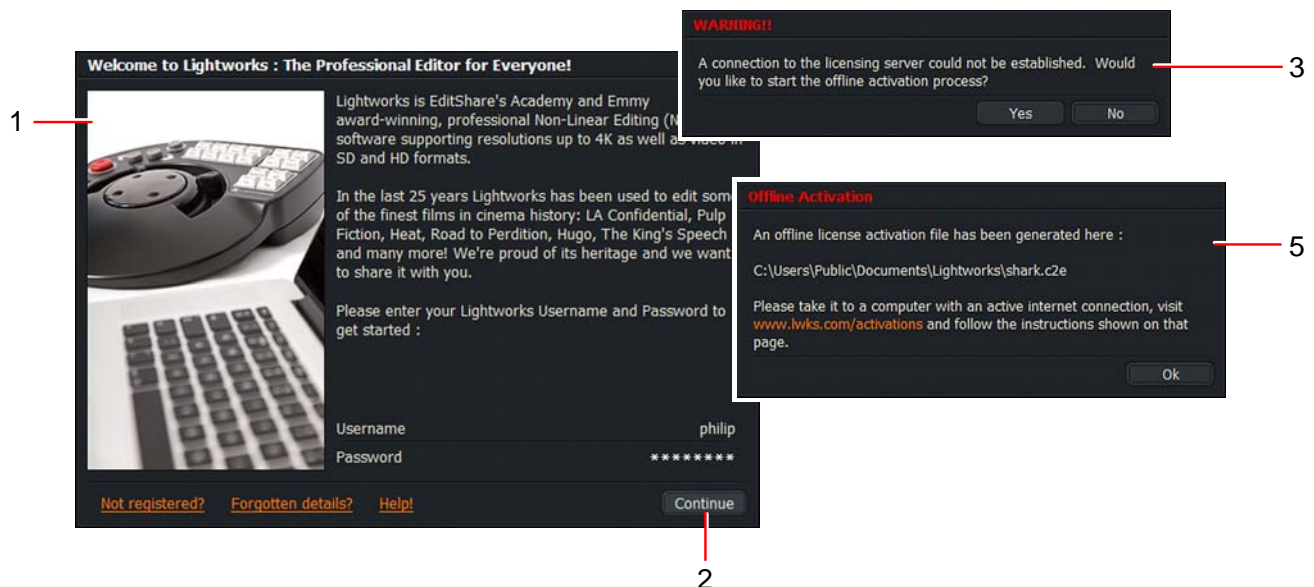
- "Creating the shark.c2e File" on page 10
- "Creating the shark.e2c File" on page 11
- "Activating Lightworks" on page 12

Creating the shark.c2e File

To create the `shark.c2e` activation file, do the following:

TASK

1. Start Lightworks. A welcome screen opens, prompting you to sign into your Lightworks account.



2. Type your User name and Password, and then click Continue.
3. If an internet connection is not detected, a message displays asking if you want to start the offline process. Click Yes.
4. The file `shark.c2e` is generated in the following folder:

Windows: C:\Users\Public\Documents\Lightworks
 Linux: /home/{user_account}/Lightworks
 Mac OS X: /users/{user_account}/Lightworks

5. A message displays, confirming the location where your `shark.c2e` file is saved. Click Ok.
6. Locate and copy the `shark.c2e` activation file to a removable drive, and transfer it to a system with an internet connection.

Creating the shark.e2c File

When you have created a `shark.c2e` activation file and copied it to a removable drive, attach the drive to an online (internet connected) system. At the online system, do the following:

TASK

1. Open a web browser and sign in to your account on <http://www.lwks.com>



You MUST sign in to the web site with the same credentials you used to create the `shark.c2e` file in Lightworks.

If you sign in with different credentials, you will be unable to generate a `shark.e2c` file.

2. Navigate to <http://www.lwks.com/activations>.
3. In the panel 'Add a machine', click the Browse button.

4. In the window that opens, navigate to, and select the `shark.c2e` on the removable drive, and then click Open.
5. The name of the selected file displays to the right of the Browse button.
6. Click the Upload C2E file button.

7. Your new system displays at the top of the list with an orange border.
8. Drag and drop your Lightworks Pro and / or Avid DNxHD licenses to your system. You do not have to drag and drop a Free license as one is applied to your system automatically.
 - a) When you select a license, the mouse cursor changes to a cross:
 - b) The license docking panel for your system changes to orange.



- c) When your license has been docked successfully to your system, the license dock changes to green, and a confirmation message briefly displays.



9. Click the Details down arrow.
 - a) The panel for your system expands.
 - b) Your license details display below the selected system.
10. Click Download. A `shark.e2c` file is generated. When prompted, save the file to the removable drive.

Activating Lightworks

Once you have downloaded the `shark.e2c` file, do the following:

TASK

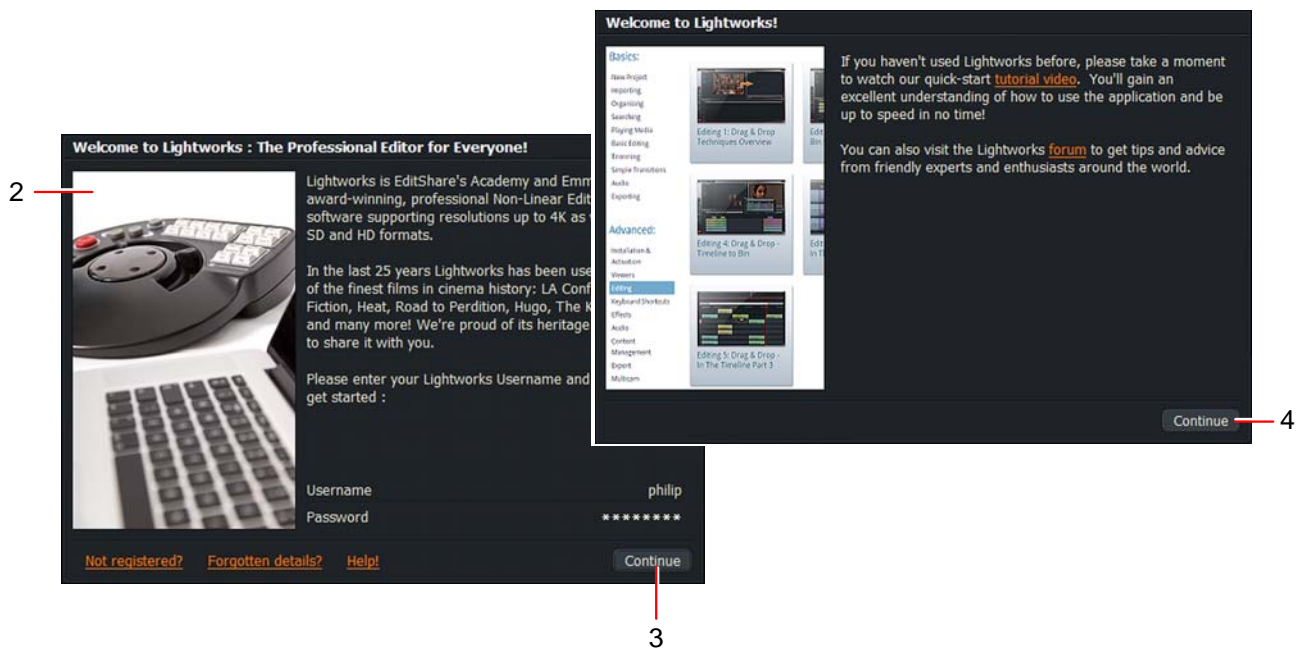
1. Using the removable drive, transfer the `shark.e2c` file to the system on which you want to activate your licenses, and copy it to the following folder:

Windows: `C:\Users\Public\Documents\Lightworks`

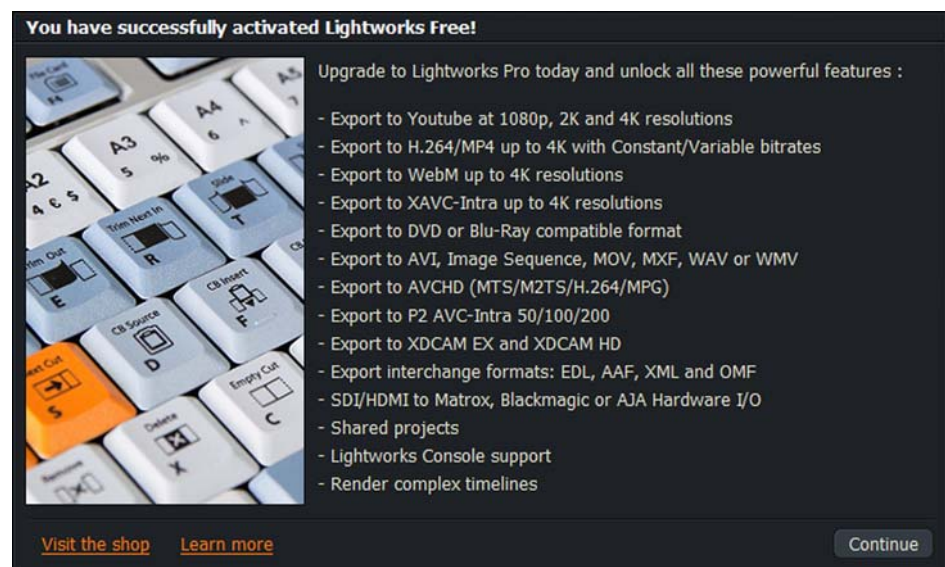
Linux: `/home/{user_account}/Lightworks`

Mac OS X: `/users/{user_account}/Lightworks`
2. Start Lightworks if it is not already open.

3. Type your User name and Password into the Lightworks Welcome screen, and then click Continue.



4. If you have not installed Lightworks before, a window opens which displays links to video tutorials and Lightworks forums. These links provide a wealth of information about using Lightworks. Click Continue to proceed with the installation.
5. If you are activating a Free license, a promotion window for Lightworks Pro opens. Click Continue to clear the window.



6. Your licenses are activated, and Lightworks opens.

Installing the Avid DNxHD Codec

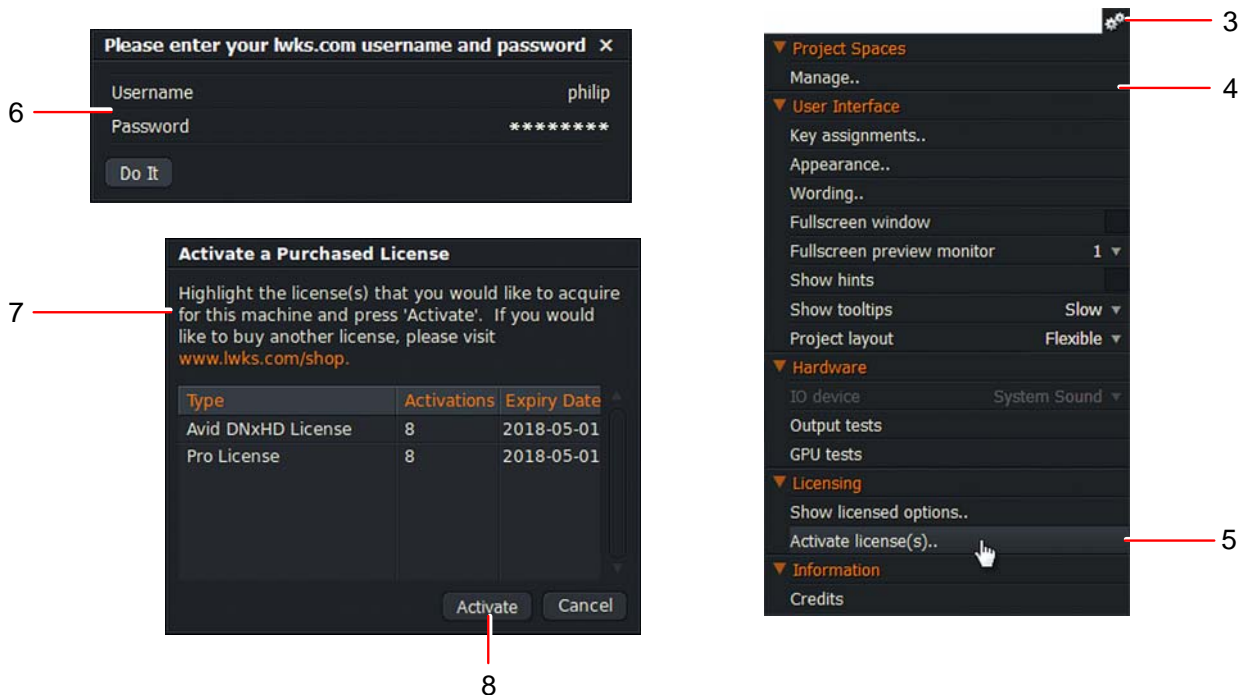
The Avid DNxHD codec allows you to import Avid DNxHD encoded files (MXF/MOV) into Lightworks. The codec also allows you to transcode other file-types to Avid DNxHD MXF on import - or to export Avid DNxHD MXF/MOV files using the export panel.

A separate license is required for each machine that is to run the codec. Activation is a one-time process, allowing the codec to be available for all future Lightworks installations and updates on that machine.

Do the following:

TASK

1. Navigate to www.lwks.com/shop and select Avid DNxHD - Activation. Ensure you also select the correct number of users you require.
2. Start Lightworks.
3. When the application has opened, click on the System Settings box in the top right corner of the screen.



4. The System Settings menu opens.
5. Click the Activate licenses option.
6. The login screen opens. Type your Lightworks user name and password into the respective fields and then click Do It.
7. Click the Manage licenses option. The License Activation Code window opens, contacts the License server, and displays a list of available licenses.
8. Select the license you wish to use on your system and click Activate.
The license for the Avid DNxHD codec displays in the Software Status window, indicating that the Codec is now enabled in Lightworks.
9. Repeat steps 2 to 5 for each system to be licensed.

Additional Documentation

The following document is also available from EditShare:

- *Lightworks 14.0 User's Guide*
- *Lightworks 14.0 Quick Start Guide*
- *What's New in Lightworks 12*
- *Lightworks 14.0 Release Notes*

You should also refer to the Lightworks ReadMe supplied with your version of Lightworks for features introduced after this Guide was published.

Troubleshooting

If you experience an issue with your Lightworks installation, or something is not working as expected, visit our FAQ page at <http://www.lwks.com/faq> where you can type in a question relating to the issue and view the search results. If you do not find an answer to your question, you can refer to the Lightworks forums at <http://www.lwks.com/forum>

Technical Support Contracts

For assistance beyond this document and that provided in your Lightworks documentation, you can purchase a Technical Support Contract for Lightworks from our online shop at <http://www.lwks.com/shop>. Technical Support is by Telephone and Email.

When you contact Technical Support, have the exact version number of your Lightworks implementation ready as well as your support agreement number.

