Rendering Project seems to only use 1 core

Submitted by bazsound on Mon, 02/18/2013 - 11:43
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I noticed that kdenlive was taken alot longer to render project, but i just thought that was down to the render profile i was using (youtube optimised 720p) the video quality is way better than when i used openshot.

But i looked at my system processes and it seems that melt only seems to utilise 1 core as it sits at 104% cpu usage, and both my cores never stay at 99-100% as openshot did when it was rendering.

a 2 minute video (source files are quicktime movie format at 720p quality 60fps) a couple of title clips, there are quite a few source clips loaded but these are cut down to short clips, pretty much not really using any transitions except for the end where it fades out.

takes usually 25 minutes to render.

Is this normal? or is it possibly to configure melt run at full capacity of my system like openshot did.

with openshot, there was no way i could do anything else on my computer.

kdenlive i can watch a dvd while it renders or browse the web.

Source URL: http://kdenlive.org/forum/rendering-project-seems-only-use-1-core

Links:
[1] http://kdenlive.org/forum/users-forums/general-questions-and-announcements