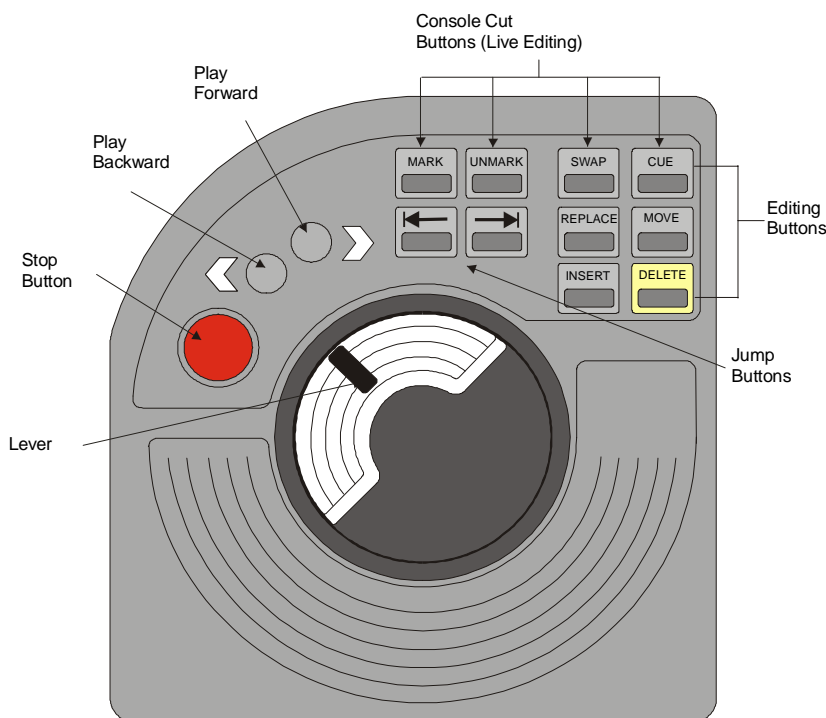


Before You Start**The Lightworks Console****Play and Stop Buttons**

The two grey buttons are for playing material forward or backwards at normal play speed. The large red button allows you to stop playback instantly.

You can use the buttons in combination. If you hold the **Stop** button down, then press either of the **Play** buttons, the shot will be nudged one frame forward or backward. If you keep holding the buttons down, the shot will continue to nudge along slowly.

Console Lever

The Console lever has the same effect as similar controls on film or video machines: It allows you to play the shot forward or backward at any speed. Sync sound is maintained from 0 to 2.5 times play speed. Above this speed the sound is muted. There are notches at play speed forward and backward, but if accurate timing is required you should play using the buttons, which are locked to play speed electronically rather than mechanically.

Jump Buttons

These buttons move the current frame from event to event, forwards or backwards. An event is one of a cut, dissolve or wipe; a cue-point; the blue mark; or the first or last frame of an edit or shot. Most commonly, you will jump from cut to cut. The **Jump** button always sets the current frame to

the first frame after the cut. The **Jump** buttons jump to events on all selected channels. If you want a channel to be ignored by the **Jump** buttons, deselect it using the **Channel Selector** buttons on the Viewer or Stripview.

Console Editing Buttons

All basic editing — assembly, cutaways, inserts, etc. — is performed using the **Console** buttons and one or more Viewers on the screen.

Mark

The **Mark** button marks the current frame. Mark a shot or edit in order to **Insert**, **Replace**, **Move** or **Delete** the part between the mark and the current frame. The marked frame of a shot or edit is represented by a blue marker on the Viewer Indicator Strip and Stripview. The **Vanish** button for a Tile is blue if the shot or edit has a mark frame and white if not. (For Tiles in Galleries, the **Vanish** button will only be blue if a Tile is active.)

Heavyworks

When live editing, the **Mark** button cuts to source 1.

Unmark

The **Unmark** button removes the mark.

Heavyworks

When live editing, the **Unmark** button cuts to source 2.

Swap

The **Swap** button swaps the positions of the current frame (red diamond) and the marked frame (blue diamond).

Heavyworks

When live editing, the **Swap** button cuts to source 3.

Cue

The **Cue** button creates a cue point at the current frame. This cue point is permanent until deleted (use **Stop+Cue** to delete a cue). You can jump to cues with the **Jump** buttons.

Heavyworks

When live editing, the **Cue** button cuts to source 4.

Before You Start**Replace**

The **Replace** button is used when editing to control overlay operations and to assemble or replace shots.

Move

The reverse of Replace, it lifts the selected part of the edit, leaving black behind.

Insert

Inserts all or part of a shot into the edit, without replacing or overwriting.

Delete

The reverse of Insert, it cuts out the selected part of the edit and closes up the gap.

Console Button Combinations

Some Console button combinations can be used for additional operations. To perform a combination, first hold down the **Stop** button and then press the other button, as specified below.

Stop+Delete

Performs an undo on the currently highlighted edit.

Stop+Move

Performs a redo on the currently highlighted edit.

Stop+Play Forward

Nudges forward one frame.

Stop+Play Backward

Nudges backward one frame.

Stop+Jump Back

Goes to start of edit.

Stop+Jump Forward

Goes to end of edit.

Stop+Replace

Replaces backwards (for making backtimed edits).
See **Backtiming – Replacing Backwards** on page 62.

Stop+Insert

Performs an insert and leaves the current-frame red marker at the end of the inserted shot.

Stop+Mark

Performs a preview trim. The Console will replay the edit automatically, starting just before the parked position. It is not necessary for a trim to be closed to preview a section of edit.

Stop+Unmark

Same as the **Join/Unjoin** button on the Stripview. Joins and unjoins cuts for trimming.

Stop+Cue

Deletes a cue. Park on the cue frame before pressing **Stop+Cue**.

Stop+Swap

Swaps between the Record Viewer and the current source being active.

Console Cut Buttons

When using the live editing feature, the **Mark**, **Unmark**, **Swap** and **Cue** buttons act as cut buttons to select a source in an edit.

The Mouse

The mouse is used to control objects on the graphics screen. Moving the mouse changes the position of the mouse cursor (white arrow) on the screen. The two buttons on the mouse are used to control the position and behaviour of screen objects. When the system is processing, the mouse cursor turns orange. While the mouse cursor is orange it can still be moved but will not register any clicks made. When the system has finished processing, the mouse cursor turns white and you can carry on working.

Mouse Clicks**The Left-Click**

The left-click is used to activate something:

- 1) Place the mouse cursor over the object, button or command to be activated.
- 2) Click and release the left mouse button.

The Right-Click and Drag

The right-click is used to move an object:

- 1) Place the mouse cursor over the object.
- 2) Hold down the right mouse button.
- 3) Move the mouse to drag the object into the desired position.
- 4) Release the right mouse button.

Right-clicking and dragging is also used to change the shape and size of certain objects. The Door Generator, Magnifier tool, VTR monitor panel, Stripview, Gallery, Sync Group and Databases can all be resized in this way.

- 1) Position the mouse cursor on the border of the object.
- 2) Hold down the right mouse button.

Before You Start

- 3) Move the mouse to resize the object.
- 4) Release the right mouse button.

The Right+Left-Click

Also known as the chord-click, the right+left-click can be used to pop Viewers, Stripviews and Galleries to the front of the screen if they are partially obscured by other objects.

- 1) Place the mouse cursor over the Viewer, Stripview or Gallery.
- 2) Hold down the right mouse button and click with the left button.

In the case of objects which have their own red diamond current frame marker (e.g., Viewer, Stripview), the right+left-click is also used to jump the red diamond to a new position.

- 1) Point the mouse cursor at the desired new position on the Indicator Strip.
- 2) Hold down the right mouse button and click with the left button. The red diamond will jump to the new position.

The Left+Right-Click

If you find it more convenient, the left+right-click can also be used to jump the red diamond on a Viewer or Stripview to a new position.

Left-Click on Sliders

If you left-click on a slider (for example, shot sound sliders), it will reset to its default position.