

A Guide to Lightworks Lingo (Terminology)

Posted by shaunthesheep - 07 May 2011 14:57

Updated to take account of changes in Lightworks v11.5.

NOTE - this thread refers to the pre V14 versions (with what is now the flexible layout), so bear in the mind possible differences. Briandrys

Lightworks has its own terminology (the slang word is "lingo") and some unique concepts and features. Below is a guide to some of them for new users.

Lobby. When Lightworks first launches, you arrive at the Lobby which contains the Project Browser (centre), a link to the System Settings (bottom left) and the Lightworks version and revision numbers (top left).

Project Browser. When Lightworks launches to the Lobby, you see in the centre the Project Browser which lists existing projects. Here you can select and double click on an existing project or create a new one. To create a new project, select the frame rate from the drop down menu and type in a project name. Then click the "Create" button at the bottom left of the Project Browser. Note, if you are not sure of the frame rate of your footage, use the free [Mediainfo](#) tool to analyse your file(s). See [this post](#) for more details.

System Settings. When Lightworks first launches to the Lobby, a link to the System Settings can be seen at the bottom left of the screen. Clicking on it brings up a range of settings such as the appearance of the user interface, the language used, keyboard shortcuts and a few other parameters.

Project Card - When a new project is created, the Import tool appears on the screen. The Project Card is located at the top left of the screen (indicated by the red box in the screen grab below). Here project settings can be selected.

Toolbar - the vertical strip on the left of the screen containing the main tools used in Lightworks. It can be made to disappear while not using it by "unpinning" it. Click on the "pin" icon at the top of the Toolbar which toggles between pin and unpin. When the Toolbar is unpinned, it only appears when the mouse moves over the space it normally occupies. This creates more space on the screen.

Pin/Unpin - To fix the location of an item (bin, viewer etc.) or unfix it so that it can be moved to a new location. The pin icon is at the top right of the item.

Import tool - Second icon from the top of the Toolbar. Click on it and navigate to the file you want to import using the *Places* drop down menu (top left) . The Import tool automatically analyses all video and audio files in the folder in which your file is located.

- Video files with the same format as your Project Card settings appear highlighted with white text indicating that they can be imported without transcoding. Audio files with the standard sample rate (48 kHz) are also highlighted with white text.
- Names of files with different formats to your Project Card settings are greyed out and their formats or frame rates will be displayed in red in the Format or Frame Rate columns indicating that they cannot be imported into your current project.
- Some formats with unsupported codecs (e.g. AVCHD/H.264 in the Lightworks Free version) may be highlighted with yellow text in the Format column to indicate that they cannot be imported as they are in their present format but they CAN be transcoded on import.

At the bottom left of the Import tool there is the Import mode drop down menu (indicated by the red box in the screen grab below) which has three options: *Create link*, *Transcode* and *Copy local*.

- *Create link* means that Lightworks uses the file in its existing location. If the file is subsequently moved from that location, Lightworks will display a "media offline" notice.
- *Copy local* makes a copy of the file on import and stores it in the MATERIAL and SOUND folders.
- If *Transcode* is selected, the transcode options must also be selected in the Import Tool cogs menu (top right) > click on Video Transcoding > select the File Type and Compression in their respective drop down menus.

If your files are not visible, it could be because you don't have the QuickTime codecs installed. Double click on your selected file and it will be automatically imported into your project. Note: There is a very useful diagram about importing on page 5 of the Lightworks v11 [Quick Start Guide](#) .

Console - This is the Lightworks hardware control surface that speeds up editing considerably. The term is also used for the on-screen software controls at the bottom of the screen in Lightworks. The on-screen console can be made to disappear to create more space on the screen. Go to the Editor Preferences icon at the bottom of the Toolbar and uncheck the on-screen console.

Editor Preferences - (the re-named Fingerprint icon in v10 Beta) - at the bottom of the Toolbar. When clicked, it reveals some Lightworks tools and settings such as switching off the Lightworks software console. This creates more space on the screen for those that prefer to use keyboard shortcuts. It also has a Keys section where keyboard assignments can be created or modified for a wide range of tasks and operations. Avid and FCP keyboard shortcuts can also [be imported](#) .

Record - Lightworks' term for capture from tape.

Tile - Lightworks' traditional name for a thumbnail image view of a clip.

Edit - A Lightworks term for a timeline sequence and its corresponding record viewer. To create a new Edit, click on the "Create a new edit" icon in the Toolbar.

Source Viewer - The viewer which appears when the viewer icon is clicked in a source clip tile. Its borders are blue.

Record Viewer - The viewer which appears when a new Edit is created. Its borders are red.

Record Button - The purpose of the viewer Record button is to allow you to write to a source clip or Edit. If you click the Record button on a source viewer, then there is a new Edit created if you record/insert anything to it. A source cannot become an Edit until you click on the Record Button. So if you have a source clip, turn Record on, and start to insert new footage into it and you have created a new Edit. It's a quick way to start to work. If you minimise an Edit's viewer, then that will take it out of Record mode so you can use what was an Edit a moment ago as a source that can be inserted into a new Edit. Everything in Lightworks can be used as a source, but only Record enabled source clips and Edits can be written to. See this [video tutorial](#) on this feature.

Timeline - Originally known simply as the "Strip", later changed to "Stripview", this was the Lightworks' name for the timeline until recently. It is now officially known as the "timeline". The term "Edit" is also a Lightworks term which means a timeline or more exactly a timeline sequence.

Mark and Park - This is the core of Lightworks editing and is best described with an example. Move the playhead to the desired "in" or "out" point location. Click the "In" or "Out" button on the Lightworks hardware or software Console. The playhead turns blue. Now place the playhead where you want the other end of your edit to be and do nothing--it is not necessary to click on either "in" or "out" button on the Console. Lightworks assumes that the place where you leave (park) the playhead is where you want the "out" point to be if you are after the mark. If you are before it, Lightworks assumes that it's where you want the "in" point to be. The playhead will now be red and the space between the red and blue marks changes from grey to white. After setting an "in" or "out" point, click on play (or reverse if you want to play the clip backwards)--you can sip your coffee while watching the clip play. And stop it where you want the "in" or "out" point to be. There is no need to set the "out" or "in" point where the clips stops playing--it is done automatically. You can set up a keyboard shortcut for reverse in Editors Preferences in the toolbar.

Bins - Originally termed "galleries" in earlier versions of Lightworks, bins are for storing collections of clips. To create a new bin, click on the "Create new bin" icon in the Toolbar. Drag clips into it. A unique feature of Lightworks bins is that they can be either "transient" or "permanent". Transient bins are deleted from the project when they are closed or if they are fed to the shark. Import bins are *transient* by default. So, to keep import bins indefinitely, make them *permanent*. Click on the cogs icon (top right of bin) and in the "Permanence" drop down menu change "transient" to "permanent". The bin title changes from blue (transient) to green (permanent).

Alternatively, re-name the import bin--this makes it permanent.

Racks/Groups - Note: In v12 of Lightworks racks have been re-named "groups". Groups of bins can be stored in racks Groups to reduce the amount of space they occupy on the screen. They can be created from the "create a new Rack Group" button on the Toolbar. Minimise groups of bins and drag them into a rack Group to store them together.

Rooms - All Lightworks projects can have as many different editing "rooms" as required to avoid clutter on the screen. Go to the Rooms drop down menu at the top left of the screen and click on "Create room". One room can be used for importing, another for cutting and trimming, another for audio editing etc. To access and open project bins in a new room, enter the new room, right

click on the Bins icon in the Toolbar and select "List permanent bin(s)". Alternatively, click on the Search tool in the Toolbar, select bins, and leave the search box empty which will display them all. Drag the required bins into the new room. Likewise, existing and previous project Edits can be accessed from the Projects card at the top left of the screen. Click on "Show bin of project contents menu" (top right of card) which reveals every Edit made in your project. Drag the required Edits into the new room.

Cogs Menu - Each source viewer, record viewer and timeline has a menu icon at the top right that looks like the cogs on a bicycle--indicated by the small red box in the screen grab below. Clicking on it brings up a menu of options. Right clicking on the timeline also brings up the cogs menu.

Shark - A fun tool for removing unwanted items (viewers, bins, or timelines) from the screen. It "eats" them then "swims" back to its start location! Right click and drag the shark to a no longer needed item on the screen and, while holding the right mouse button, left click on it to see what happens. The item (e.g. an unwanted Edit timeline/record viewer) disappears from the screen. You can get the Edit back on screen by going to the Project Card at the top right of the Card and (just to the left of the cross) and clicking on the "Show bin of project contents menu" (top right of card) which reveals every Edit made in your project. Drag the required edit out of the bin to an empty space. Permanent (but *not* transient) bins can also be restored by right clicking on the Bins icon in the Toolbar and selecting "List permanent bin(s)". Or use the Search tool in the Toolbar, select bins, and leave the search box empty which will display them all. Drag the required bin out to an empty space. You can put the shark wherever you want - simply right click and drag it to a new location then (quickly!) click 'set default tool position' on the Fingerprint preferences panel before the shark "swims" back to its previous location. It is best to have this panel open first before doing this!

Save - Lightworks doesn't require a manual save. It automatically saves every operation that you do to an edit. It also automatically keeps a backup of past changes, to a default depth of 10. This is an important difference with Lightworks, and is worth repeating. Unlike other edit systems, Lightworks only stores actual changes to the edit and not individual keystrokes. As a result, there is seldom any need to increase the number of backups stored.

Export Tool - This is the fourth icon from the bottom of the Toolbar. It is where the export settings are located. The default "Content" setting in the Lightworks export panel is "Export whole project". If you only want to export an Edit, make sure to select it in the Content drop down menu. Alternatively drag the Export tool icon on to an Edit/timeline and the Export tool preferences dialogue opens up.

Cancel Import/Export - To cancel an import or export, hit Escape on your keyboard.

Undo - Go to the Editor Preferences icon (second from the bottom of the Toolbar, click on "Change/view key assignments"). Scroll down the list of operations and find "Undo". Double click on it and assign a keyboard shortcut to it (e.g. Control + u).

Disk Manager tool - This tool is located in the Toolbar in the Project Card and is used to manage media files on hard disks. Large captured or imported video files are by default not stored on the system (C) drive and this drive is disabled for such storage. If there is only one hard disk on a system (e.g. laptops) the Disk Manager tool can be used to enable the C drive for video file storage purposes. It can also be used to move these files from one drive to another on multi-hard drive systems.

MATERIAL and SOUND folders - Lightworks creates these folders and stores the large media files there--video in the MATERIAL folder and audio in the AUDIO folder. Users can decide on which drive to have them located. Use the Disk Manager tool in the Toolbar to move the location of large project media files from one drive to another.

Lightworks folder - Lightworks creates this folder on the C drive. On Windows 7, its location is C:\Users\Public\Documents\Lightworks. On Windows XP it is at C:\Documents and Settings\All Users\Documents\Lightworks. In this folder are stored project folders, archive folders, error logs, effects templates, preference files--including the Avid, FCP and Lightworks keyboard preference files--and much else.

Project folders - These are located in the Lightworks folder. The project folder can be opened from within Lightworks: Project Card (top left of Lightworks screen) > Details tab > Location > Click on location path to open the project folder.

The following may be helpful for Avid and FCP users (thanks to mlevie):

What we would call a clip, Lightworks calls a tile.

What we call a sequence, Lightworks calls an edit. These are now called sequences

What we call an overwrite edit, Lightworks calls a replace edit.

What Avid calls a lift (and FCP calls a delete), Lightworks calls a remove.

Here is a PDF version of this post:

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by frandesouza - 08 May 2011 00:37

Good idea, Shaun ☺

You could put this on the wiki too.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by jwrl - 08 May 2011 00:55

Good post, shaun. This might address some of the "why doesn't Lightworks..." questions that pop up from time to time. I have two (small) issues, though. You discuss **Mark and Park** in the following terms.

shaunthesheep wrote:

Mark - Set an "in" point. Move the playhead to the desired "in" point location. Click the "In" button on the Lightworks hardware or software Console. The playhead turns blue.

Park - Set an out point. Place the playhead where you want the "out" point to be and do nothing--it is not necessary to click on the "Out" button on the Console. Lightworks assumes that the place where you leave (park) the playhead is where you want the "out" point to be. It creates it automatically and the playhead turns red. The space between the "in" and "out" points changes from grey to white.

I would have put that differently.

Mark and Park - This is the core of Lightworks editing and is best described with an example. Move the playhead to the desired "in" or "out" point location. Click the "In" or "Out" button on the Lightworks hardware or software Console. The playhead turns blue.

Now place the playhead where you want the other end of your edit to be and do nothing--it is not necessary to click on either mark button on the Console. Lightworks assumes that the place where you leave (park) the playhead is where you want the "out" point to be if you are after the mark. If you are before it, Lightworks assumes that it's where you want the "in" point to be. The playhead will now be red and the space between the red and blue marks changes from grey to white.

For those who go w-a-a-a-y back, bins were called galleries. I don't know when the change happened, but if you hear someone refer to a *gallery* in Lightworks, they mean a *bin*. Be gentle with them.

Similarly, what is now called the *timeline* was then called the *strip*. For how to treat people who use this term, see my note about "bins"; above.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by Greg_E - 08 May 2011 01:01

If you look at the change list, the strip and gallery have officially been changed to timeline and bin to conform to most of the rest of the world. There might have been a couple other naming changes if you look back through those documents.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by jwrl - 08 May 2011 01:05

Greg, I was being funny about those two terms. Hence my statement "Be gentle with them."

I didn't think that it was seriously important enough to research.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by Greg_E - 08 May 2011 02:06

I didn't actually research it, I was looking for things that had changed version to version and noticed it, so don't worry I didn't go out of my way to find that info.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by shaunthesheep - 08 May 2011 09:18

@frandesouza. Thanks. I will put it on the wiki and other forum users can add their own terms and explanations.

@jwrl. Thanks for the improved, clearer formulation and info about "strip" and "gallery". I will alter the wording accordingly.

@Greg_E. Yes, I had noticed the re-naming of stripview to timeline in one of the beta change lists too. I will change the wording and point this out.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by shaunthesheep - 08 May 2011 11:30

The Guide is now on the [unofficial wiki](#) where it can be edited and added to by anyone who registers with the wiki.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by mlevie - 10 Jul 2011 03:50

This was super helpful. Thank you! I've been reading the guide but there were a lot of things that I couldn't find there, such as where copied media went and the concept behind "Mark and Park" (very clever).

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by davidchecker - 24 Sep 2012 19:21

It's been over a year since the last reply and I just found this. Nice to have a review of all the relevant features. Really great software, very happy to be here.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by mdcleaver - 26 Nov 2012 14:50

I read:

Lightworks folder. Lightworks creates this folder on the C drive. On Windows 7, its location is C:\Users\Public\Documents\Lightworks. On Windows XP it is at C:\Documents and Settings\All Users\Documents\Lightworks.

But I would rather it didn't. I have an SSD C: drive for the OS only (Win7). How do I tell Lightworks to use e.g. Drive E? I can't find an option/preference.

Martin

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by Schloime - 26 Nov 2012 15:25

Not yet possible. But in the upcoming 11.1 it is in the "added features" list so it should be available soon.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by Cookiecutter - 29 Nov 2012 11:31

mdcleaver wrote:

I read:

Lightworks folder. Lightworks creates this folder on the C drive. On Windows 7, its location is C:\Users\Public\Documents\Lightworks. On Windows XP it is at C:\Documents and Settings\All Users\Documents\Lightworks.

But I would rather it didn't. I have an SSD C: drive for the OS only (Win7). How do I tell Lightworks to use e.g. Drive E? I can't find an option/preference.

Martin

Hi mdcleaver,

This feature is available in the next version of Lightworks 11.1 which is currently available as a Public Beta version. You will require a Lightworks Pro license in order to use this new feature in 11.1

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by shaunthesheep - 09 Jan 2013 17:02

Lightworks Lingo is now available in PDF format with some new screen grabs at the first post.

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Re: A Guide to Lightworks Lingo (Terminology)

Posted by jwrl - 10 Jan 2013 00:06

I don't know why I didn't pick this up sooner! The document has a description of the Lightworks Save mechanism that isn't valid.

Save - Lightworks automatically saves every operation and keystroke in the background. So there is no need to save manually.

That isn't actually what happens at all. A more accurate description follows.

Save - Lightworks doesn't require a manual save. It automatically saves every operation that you do to an edit. It also automatically keeps a backup of past changes, to a default depth of 10.

This is an important difference with Lightworks, and is worth repeating. Unlike other edit systems Lightworks only stores actual changes to the edit and **not** individual keystrokes. As a result, there is seldom any need to increase the number of backups stored.

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