

## The Console

Posted by ArteD - 03 Apr 2014 11:39

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Lightworks MKII Console:

**This image is hidden for guests. Please log in or register to see it.**

Lightworks MKI Console:**This image is hidden for guests. Please log in or register to see it.**

Hi everybody!

The Console is such a huge part of Lightworks. It's basically the heart of the system and yet there seems to be so little real info about it floating around.

So I thought I would start a thread where Console users could share what model Console they use, their experiences, workflows, tips and other details concerning how they use the Console, while trying to give a deeper insight about the Console itself for users who never used one.

I have a MKII Console which I use in combination with a game pad. The game pad basically replaces my keyboard during editing, which is only used when I need to do normal OS operations or to enter text. This combination allows me to work even faster than with the Console and keyboard. I rarely need the mouse.

Besides your normal J,K,L playback functions, with the Console you can also step frame and nudge through your footage, navigate between clips in your bin, add clips from the bin to viewers, switch between viewer and timeline, insert, replace, "backtime" replace, mark and park your footage, "unmark", add and remove cue points, access the cue panel, navigate your timeline and jump from cut points to cut points, move clips in the timeline and execute every trim operation available within Lightworks. All without ever taking your hands off the Console or your eyes off the screen.

Apart from the built-in functions, you also have 8 customizable user keys which you can assign any function to, including macros.

My custom keys are set in the the following manner:

1. Replace from playhead
2. Trim head
3. Insert from clipboard
4. Preview cut point
5. Replace from clipboard
6. Trim tail
7. Fit to fill
8. Copy marked section

On top of all that you have the most important and fun part of the Console and the one feature which sets it apart from every other editing controller currently in production or attempted in the past\*. The Jog and Shuttle system.

With the jog wheel you can easily and smoothly step frame by frame, scrub for audio to get real analog scrub and minutely go through your footage.

The shuttle pads or levers are a precise way to grab and pull your footage. This is literally how it feels. Like you were grabbing a film strip and pulling through your viewer. It's that precise and responsive. It has presets for play forward, play backward and allows fast-forward and fast-rewind in sensitively increased speeds keeping sound sync up to 6x the normal playback speed. The levers are set up to allow both right and left hand operation so the Console can be used with either hand.

And although I have never had the need in this mainly tapeless world, you can control a VTR with the Console as well. I know it's easy to think tape is fully gone but there are a lot of TV stations and other business still using tape in some form.

Because you never need to take your eyes off the screen when using the Console and have all the functions you need within finger reach, editing with the Console is not only fast, efficient and productive, but also fun. The ergonomics of it, the way it's laid out, the round fitting shape and the sizes of the keys feel just right and makes for a very relaxed and comfortable experience.

All together the Console totally changes the Lightworks experience.

How many of you are using one of the Lightworks Consoles? Which version? How do you have your custom keys set up? Share your experiences.

Cheers!

**P.S. Let's please keep this thread focused on the Lightworks Console. Do not post about other controllers.**

*\*I have obviously not used every other controller ever made. I have used a few of the current ones and a couple of past models. But I wrote what I wrote also based on reports by well known editors who have used other controllers in the past and mentioned that they just weren't as good as the Lightworks Console.*

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## Re: The Console

Posted by hernanzoi - 19 Feb 2015 15:54

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You're right. I think that this key is pretty useless nowadays.

Perhaps it could be reconfigured to "Toggle select all tracks" for instance. Or convert it to "User 9/10" key

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## Re: The Console

Posted by ArteD - 22 Feb 2015 12:07

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**hernanzoi wrote:**

Perhaps it could be reconfigured to "Toggle select all tracks" for instance. Or convert it to "User 9/10" key

This is a great suggestion! Making it a "User 9/10" key.

Can you make it happen Matt? 😊

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## Re: The Console

Posted by briandrys - 04 Oct 2015 10:20

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There are now tutorials on using the Console.

[www.lwks.com/index.php?option=com\\_shop&view=static&task=interactiveConsole&clip=play-stop](http://www.lwks.com/index.php?option=com_shop&view=static&task=interactiveConsole&clip=play-stop)

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## Re: The Console

Posted by RWAV - 04 Oct 2015 23:10

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They are very good, but in my view more an atlas of what each button does than a how to use tutorial.

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## Re: The Console

Posted by briandrys - 04 Apr 2018 08:41

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This is a review of Lightworks, but it becomes more an introductory overview that includes the use of the console.

[www.streamingmedia.com/Producer/Articles/ReadArticle.aspx?ArticleID=119022&PageNum=1](http://www.streamingmedia.com/Producer/Articles/ReadArticle.aspx?ArticleID=119022&PageNum=1)

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## Re: The Console

Posted by THEpostWORKS - 04 Apr 2018 21:01

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As a former film editor I purchased Lightworks because of the console. Way back then I had limited computer experience and I used the Mk1 version on my Lightworks and Heavyworks systems for years. From 1993 -2003 from memory when I purchased Lwks Touch which came with a Mk2. I have been using a Mk2 console ever since. And yes I controlled many a VTR when digitising thousands of hours of tape footage, both manually and from a logging database. I use the console with the fingers of the left hand controlling the play/edit functions on the console with my right hand on the mouse. I have the User Keys set up as: 1 for display fx 2 for dissolves 3 for toggle all tracks and 4 swap tracks. The only other key I use is User 7 for removing redundant cuts (simplify in the old Lwks language.) I have tried using a keyboard but there is no comparison between the functionality of the keyboard compared to the console. The keyboard comes a long way second. To my mind Lightworks without the console is just not Lightworks. I recommend all who can afford one to get on board and use Lightworks with a console the way the NLE was devised to be used when back in the early 90s 3 former English film editors, luminaries really, banded together to get the system hardware and software set up and out into the market place.

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## Re: The Console

Posted by THEpostWORKS - 04 Apr 2018 21:06

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I'm still using a serial console with a different pin configuration on the cable to make it work.

User 1 FX panel

User 2 Dissolve

User 3 Toggle All Tracks

User 4 Swap Tracks

User 7 Remove redundant cuts

Don't use any others too far for my little fingers to stretch.

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## Re: The Console

Posted by Craig Marshall - 04 Apr 2018 23:28

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**THEpostWORKS wrote:**

... To my mind Lightworks without the console is just not Lightworks...

I'm sure you are 100% correct here and many who have never used a Console simply don't 'get' Lightworks. Fortunately, the recent review referred to in this thread actually used one. To be fair, I've never used one but I do have a X-Keys 68 Jog/Shuttle configured to run both Lightworks and Resolve with the exact same transport control mapping. For the money, it is a good solution. Not as ergonomic as the Console I'm sure but somewhat more powerful in certain areas, given it can map 'mouse clicks' to specific back-lit buttons.

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**Re: The Console**

Posted by ArteD - 19 Apr 2018 09:13

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**THEpostWORKS wrote:**

To my mind Lightworks without the console is just not Lightworks.

Absolutely! In many ways the Console is Lightworks.

Nice write up by the way. Thanks for reporting. Cheers!

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**Re: The Console**

Posted by briandrys - 24 Apr 2018 14:16

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Since the video tutorial on the Console seems to have gone AWOL from the website, this may be a good location.

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**Re: The Console**

Posted by ArteD - 26 Apr 2018 03:15

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**briandrys wrote:**

Since the video tutorial on the Console seems to have gone AWOL from the website, this may be a good location.

Yes. Great place to put it for sure. Thanks.

I didn't realize it had been removed from the website. Strange. I hope this is not some type of writing on the wall.

Lightworks without the Console will lose pretty much every single Hollywood editor who's been holding on since the 80's and any new ones. The Shuttle Pro just doesn't cut it in my view. It's a nice step up from keyboard and mouse. But the Console is light-years above.

The Hollywood editors hanging on to it is what gives Lightworks the most "legitimacy" in the eyes of outsiders and newcomers, as does the Console with its legendary best in the business reputation. Lightworks doesn't want to lose that. It actually can't afford to lose that.

Really strange, especially that the video is still hosted at the Editshare channel. Can anybody from Lightworks comment why the video has been removed from the website?

Hopefully is just because they have decided to update it to be a more in depth look at the use of the Console.

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## Re: The Console

Posted by hugly - 27 Apr 2018 03:36

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**hugly wrote:**

**ArteD wrote:**

But you are wrong. ☺

An asymmetrical device is never designed for use with both hands, or are going to tell me that this console

has been designed for left-handed access, ArteD?

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## Re: The Console

Posted by ArteD - 27 Apr 2018 09:37

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I have cleaned up this thread as it steered off track. The off topics discussions have been broken off into their own topics.

The intention of this topic is to have a thread where Console users can share their experiences, layouts and other things related to the Console (MKI and MKII) as well as information about the Console and its use.

But the thread had steered off track a few times now. As it was, people had to go through pages of off topic banter to distill any real information about the Console.

So I would like to ask to please keep it on topic. We have a whole forum for the Console. This thread is not it. ☹️

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## Re: The Console

Posted by briandrys - 30 Apr 2018 02:16

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Having a look around, I've discovered that the Console videos are now in the shop, so you have to be considering purchasing it and then click on the (easy missed) further information link at the bottom of the Console page in the shop.

[www.lwks.com/index.php?option=com\\_shop&view=static&task=interactiveConsole&clip=overview-console](http://www.lwks.com/index.php?option=com_shop&view=static&task=interactiveConsole&clip=overview-console)

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