

DOWNLOAD PDF INSIDE MACROMEDIA DIRECTOR 8 AND LINGO (INSIDE MACROMEDIA)

Chapter 1 : Macromedia Introduces Director MX - EContent Magazine

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Lingo is the programming language used in Director movies. Unless you stick to bare bones, PowerPoint-like presentations or linear animations, you need to learn Lingo to use Director to its full capabilities. Lingo code is stored in cast members called scripts. There are three different types of script members: In addition, other cast members, such as bitmaps, can have scripts embedded inside them. These are usually referred to as cast scripts. The difference between script types is not in what they look like or how they behave, but in when they act. Here is a summary: Cannot be assigned to specific sprites or frames. Controls the sprite or frame that it is assigned to. Only affects that one cast member, but affects every sprite instance of the cast member. A movie script is a global presence in a movie. If a movie script produces a system beep whenever the mouse is clicked, this script sounds the beep whenever the mouse is clicked anywhere in the movie. Thus the name movie script: It acts on the entire movie. A behavior script does nothing until it is placed on a sprite or in a frame script channel. When a behavior script is placed on a sprite, the Lingo commands inside the script are active only as far as the sprite is concerned. If you have a behavior that plays a beep when the mouse is clicked, for example, and you apply that behavior to a sprite, the beep sounds only when users click that sprite. Behavior scripts are sometimes called sprite or Score scripts for this reason. They act only on a sprite in the Score to which they are assigned. Behavior scripts can also be assigned to the frame script channel of the Score. When they are, they act like movie scripts, but only for the frame or frames to which they are assigned. Behaviors used this way are sometimes called frame scripts. Parent scripts are a different type of script. You would use parent scripts if you like object-oriented programming. This means that the code and the data exist in special objects that can be duplicated and modified. Cast scripts, on the other hand, are easy to use. You can create one by selecting a member, such as a bitmap, and clicking the Script button at the top of the Cast panel. This opens the Script panel and enables you to add a script to that particular member. Cast scripts act only on that one cast member. If you place a script with a cast member that makes the system beep when users click the mouse, that action affects only that one cast member when it is on the Stage. If you use that cast member more than once in the Score, the script that is a part of that cast member is active in all those places. Behaviors can accomplish the same tasks and are much more flexible. However, they do come in useful when you want to create some quick buttons without crowding a Cast with both the button members and the scripts that are assigned to them.

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Chapter 2 : Inside Macromedia Director 6 with Lingo EXE Files - EXE Troubleshooting Directory

INSIDE Macromedia Director 8 & Lingo, the first book in the INSIDE Macromedia Series, features examples and exercises based on multimedia tasks and functions typical of Corporate, Marketing and Educational applications.

Director has been around for a long time and actually has several layers: It is a 2-D multimedia animation program that allows you to create or import images and sounds and orchestrate their movement over time. This is accomplished by creating image, text, and audio cast members and placing them on a timeline based score that controls their motion and appearance. Director allows you to divide the score up into sections indicated by markers. It allows you to create buttons, hypertext, and hot images that control the navigation among areas of the score. It has built in behaviors that allow you to link user actions such as rolling over an image or clicking a mouse button to movement to particular sections. Director incorporates a programming language which gives you many of the capabilities available in full languages such as C, Pascal, or BASIC. The language is fully integrated with the multimedia capabilities such as digital video so that you can create much more complex possibilities than are available with the simple navigation behaviors. Lingo is unique to Director. Javascript is the standard language used to control interactive web pages. To use either, however, you must learn the fundamentals of the language. Director as control center: Director is extensible via special added software capabilities called Xtras. For example with appropriate Xtras and in some cases hardware , Director can be used to control speech synthesis and recognition, sensors and robotic devices, 3-D animations, and MIDI synthesizers. Most recently extensive Internet capabilities have been added so that Director can control web browsers or incorporate information fetched from the Web. Saving interactive Director movies in Shockwave format allows them to be sent out over the Web and appear within Web pages. Basic Components of Director Every media element you use - shapes, text, sounds, digital movies, vector images, scripts become cast members. The screen display is called the stage. The flow of events is orchestrated in a time line called the score which is composed of frames. You bring cast members to the score to appear during specified ranges of frames. The same cast member can be reused throughout the movie in different sections. How Do Lingo and Javascript Work? Everything created in Director - for example, images, sounds, text are called objects. For example, user actions send messages to objects such as the mousebutton has been pushed down when the pointer was sitting over an image. Director can also send messages to itself - for example, a timer can cause actions to happen after a certain amount of time has passed. These languages and Director have enormous possibilities but not everything is possible. Computer languages require absolute precision of expression. One word misspelled or an extra comma will cause errors and stop your program cold. This inflexibility is one thing that throws many artists in learning the language. You can manipulate sound, image, and text. Your challenge is within the limited world of a computer system, how can you create events that are conceptually and expressively rich. How do you take the things the system can read and do and link them in interesting ways? What Kind of Events do the languages understand? What kind of events does they understand? What user actions can be used to set up events? What self induced, non user actions can it work with? The first prerequisite for working with a language artistically is knowing what possibilities exist - what actions can it respond to and what are possibilities for what it can do with image, sound, text, and digital video. Many detailed tutorial examples are offered after the list. User Action Movement of the mouse pointer - entering, staying within, and leaving the boundaries of an image sprite.

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Chapter 3 : MACROMEDIA DIRECTOR MX-USING DIRECTOR MX USING MANUAL Pdf Download.

From the Publisher: Based on the real-world experience of successful developers in the multimedia industry, INSIDE Macromedia Director & Lingo introduces readers to the software functionality and capabilities that are needed most when building applications.

History[edit] Lingo was invented by John H. Thompson at MacroMind in , and first released with Director 2. Jeff Tanner developed and tested Lingo for Director 2. Dave Shields tested and documented Object-based Lingo for Director 3. Lingo was quickly adopted by burgeoning multimedia community during the s and the already popular Director product. The Journeyman Project is a prominent example of this. Features[edit] Lingo is embedded into Adobe Director, and can be added as scripts on objects or on the timeline. Lingo is an object-oriented programming OOP language, and supports Smalltalk -like verbose syntax, OO dot syntax, and inheritance. Verbose syntax[edit] When Lingo was created, a verbose syntax was designed to mimic spoken language, so it would be easy for new users. Users could write HyperTalk -like sentences such as: The equivalent in new scripting style would be: The syntax in prior versions would be like: Each type of script may be added to certain types of compatible objects. Cast scripts work only with their member, not all events can be used with them. Behavior scripts are attached to a sprite or inserted into a frame. Frame behaviors can be used to create a pause or delay within a certain frame in the score. Behaviors make it easy to program in an object-oriented way, as you can directly see the relationship between the programming and the item they are attached to. They can also control or interact with other sprites, making them a true object. Movie scripts are not attached to sprites nor can they be instantiated as Objects. They are available throughout the program movie and are especially useful for holding global handlers and initializing global variables at the start or end of the movie. Parent scripts are used to birth create instances of an object into a variable using the new command. These objects can control sprites and other media remotely, without being attached to any one sprite, may be used to control data or other non-displayed items, and are useful for recursion routines such as pathfinding. A Parent script can be used to create or destroy an object at any time, freeing them from the confines of the score that a Behavior is limited to. Behavior and parent scripts encourage good object-oriented programming. Movie scripts are not as OOP-oriented. However, they can still be used to make black-box handlers, where other objects can input raw data and receive answers back, without knowing the inner workings of the box. Inheritance[edit] Lingo supports object inheritance by a slightly idiosyncratic system: Properties and methods of the ancestor are inherited by the parent. Behavior scripts are also a kind of ancestor of the sprites to which they are attached, since properties and methods of the behavior can be accessed by reference to the sprite itself. In this case, it is a kind of multiple inheritance, as one sprite may have several behaviors. XObjects[edit] Lingo 3. XObject API was openly available to developers and media device producers, which added to the popularity and versatility of Lingo. Macromind was very active in positioning the XObject API as standard for external media devices to collaborate through Lingo; and its interest as a standard achieved a lot of involvement from prominent and burgeoning media product companies through an ad hoc group called the Multimedia Association. The standardization with COM helped attract developers to creating a market for such plug-ins. Imaging Lingo[edit] Imaging Lingo was introduced with Director 8. There are some similarities to functions of image applications like Photoshop , that make it easy to create dynamic, code-based visual effects. Image manipulation was also added into ActionScript 3. As this included more sophisticated commands, Director was also updated to allow conversion between the BitmapData object and its own Image objects. Lingo was updated substantially to support the new 3D objects and now includes a full-featured set of 3D commands. Other languages[edit] These other languages are perhaps not as well known as the Macromedia language. A language called Lingo was released for software development under Windows. This version was designed as a compilable high level programming language. This language was named Lingo [7] and is significant because its makers successfully obtained a trademark in the UK. This

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language is still in production.

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Chapter 4 : Inside Macromedia Director 6 with Lingo HLP Files - HLP Troubleshooting Directory

Inside Macromedia Director 6 with Lingo is a comprehensive look at using Director and creating professional multimedia products. The reader is led beyond the documentation set to explore Director's full potential through intermediate and advanced tutorials.

Extracts the blue property from an rgb color object. Using blendConstant will affect only the first layer. This can be used with either the keyframesPlayer or the bonesPlayer objects. The blendFunctionList defines what type of blending to use on each of these texture layers. Possible values are multiply, add, replace, and blend. The blendSourceList defines whether any of these texture use the alpha channel information to further define the blend. The possible values for each item in this list are alpha or constant. If constant, then the blendConstantList is used to define a uniform blend over the entire texture. You cannot create a bonesPlayer modifier in Lingo. It must be added by a third-party 3D program. Corresponds to the bottom of the rect of a sprite. Also a property of rect objects. Also works with negative values. Can also be used with the toon modifier. This will give you an idea of how much space an object takes up and what other objects it may touch. You can also use it with groups. Values from 0 to Possible values are adjust, fi XEd, scroll, and limit. It works only when the sound playing has loopStartTime and loopEndTime set and the loop is in the process of occurring. As a function, enables you to get the name of the default browser. In an alternate form, enables you to decide whether the browser launches automatically with the gotoNetPage command. Setting it higher results in slower loading, but might improve performance. To create a mesh model resource, you must first determine the vertex list, the color list, and the faces. Then, you must determine the normals of each face. Then you can use the build command to assemble the mesh. Setting this to 1 means that on mouseUp handlers will not be called when the user clicked down on another space and then clicked up on the button. Values can be pushButton, checkBox, or radioButton. Can use a single instance or a list of instances. In the second case, no error message is sent when the handler does not exist. You can also send parameters. You can even use a variable as a reference to the handler. It is similar to the Flash 4 call command.

Chapter 5 : Macromedia Director MX and Lingo: Training from the Source - Phil Gross - Google Books

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Chapter 6 : Inside Macromedia Director 6 with Lingo - Google Books

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Chapter 7 : Writing Lingo Scripts for Macromedia Director MX | What Is Lingo? | InformIT

Inside Macromedia Director 6 with Lingo is an outstanding all-around guide to the Windows and Macintosh versions of Director 6, the multimedia authoring tool. Unlike other Director books, the instruction includes both basic and advanced features, and it delves deeply into the intricacies of Lingo, Director's scripting language.

Chapter 8 : Lingo (programming language) - Wikipedia

Using Lingo you can control a Flash cast member's behavior inside Director. Director allows you to control some of the new capabilities of Flash 5 movies and print specific frames of a Flash 5 movie.

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Chapter 9 : Director Lingo Reference | Appendix I: Lingo Reference | InformIT

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