Director scripts

If you would like to go further than the basics with Director, you need to learn something about scripts. Simple ones are not difficult, and as a matter or fact you might find it easier to write your own scripts than to use the pre-made scripts which are called behaviors. The scripting language Director uses is called Lingo, and as the name implies, it is pretty much like plain old English.

INTRODUCTION

Director can do anything Director can do with scripts. There are many more than outlined here in the help system (Lingo dictionary), but these should get you started and give you an idea of how they work.

FRAME SCRIPTS

Director runs through a movie from frame 1 to the end unless there is a frame script that tells it to do otherwise. To put these in, double click on the cell above the frame number where you want your script to be activated. To the resulting script window, add the following line(s) between the existing lines (On exitFrame me & end).

Go to the frame

This one makes the movie (playback head) stop at this frame and await further instructions (like from a button).

Go to the frame -1

This one makes the playback head go back one frame (and run up to the frame with the script in it). Useful if you want movement or flashing or whatever while the movie waits. You can change the '1' to whatever number you want if you have fancier movement. To make the movie jump ahead just leave off the '-' and put the number of frames you want it to jump.

Go to frame 800

This will make the playback head jump to frame 800. You can replace '800' with any frame number you want. This is the most straightforward navigation script, but can cause problems if you want to move things around in a movie, so you may want to use the marker system below.

MARKER NAVIGATION

Markers for different frames are put in by clicking in the blank bar above where you have your frame scripts in the score. You can move markers by sliding them, or delete one and make another with the same name. Frames never move, so navigating by markers instead of frames will make your movie much easier to edit later on.

Go to "PeopleEater"

This will make the playback head jump to the marker you named 'PeopleEater'. You can change this to whatever your marker is called, and remember to put in the quotes, even though there are no quotes in your marker name.

Go next

The playback head will jump to the next marker.

Go loop

The playback head will jump to the previous marker.

SPRITE SCRIPTS

These are things that happen when a person clicks on a sprite (a sprite is anything that you see in your movie - anything below the frame number line in the score or on the stage). To add or edit them click on the sprite in the score or stage and then go to Modify/Sprite/Script (yes there are easier ways to get to the scripts). Put the commands between the existing lines (on mouseUp me & end).

Try using some of the same scripts you used for the frames here. For instance, if you write *go loop* between the existing lines, the playback head will jump to the previous marker when you click on the sprite. Don't let the apparent simplicity of this confuse you - it really is pretty simple!

SOME HINTS

Option/double-click on a sprite in score window to split it into frames (for copy/paste,etc.) or back to a tween.

Import all graphics as 32 bit (it will ask you). Photoshop files save as PICT or PHOTOSHOP. Director doesn't need to save space, so you really have nothing to gain by using JPEGs.

Standard monitor size is 600x800. You can make the movie smaller. Don't make it bigger or some folks won't be able to see the whole thing.

When making a projector make sure you have the 'center' option checked.

ENOUGH ALREADY!

This is really enough to do many things in Director, so you can stop reading this thing right here and get to work.

BUT I WANT MORE!

Okay, there are a few other things that you can get fancy with. For one thing, you can also add scripts to cast members. Just highlight the cast member and go to Modify / Cast Member / Script. You might want to use this if you want a cast member to always do the same thing no matter where you put it in your movie.

MORE SCRIPTS

There are several ways to get more scripts and to get help with scripts. Go to Help / Lingo Dictionary, and you will find sample scripts with what they do. You can just copy and paste into your scripts some of these things.

An even easier way of doing this (without the learning component) is to go to the "L" pop-up menu at the top of every script window. While this lists every command available, you can also use the button to the right of it to see the lingo commands grouped by what they do. So, let's say you want something to happen on the mousedown instead of the mouseup (the default). You can find it here (in 'Mouse, Cursor' at the top), and it will even paste it into your script window automatically (although you need to move it unless you had the foresight to highlight 'mouseUp' before looking for it).

WHAT YOU CAN DO

You can do anything with scripts except tell what the user's sex is. You can change anything about your movie, from the speed at which it runs to the color of the background to the size of the window to the sounds it is making.

You can also test anything and add a specific result for it. Like where the cursor is, how fast it is moving, etcetera. You can make conditional if/then statements, add timers, make your movie do random things, answer questions, etcetera, etcetera. Remember to test your movie often.