

MACROMIND

the multimedia company

GETTING STARTED



MACROMIND

DIRECTOR

VERSION 3.0

GETTING STARTED

MACROMIND DIRECTOR 3.0

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Before You Begin

Welcome to MacroMind Director™ 3.0. Whether you are an experienced MacroMind Director user or just starting out, this is the first document you should read. It includes important information about:

- ◆ Hardware and software requirements
- ◆ Package contents
- ◆ Registering your copy of the program
- ◆ Installing MacroMind Director 3.0
- ◆ Learning how to use MacroMind Director 3.0
- ◆ What's new in Director 3.0

Hardware and Memory Requirements

To use MacroMind Director, you must have an Apple® Macintosh® Plus, Classic, SE, Portable, LC, or any model Macintosh II. In addition, you need a hard disk and at least 2 megabytes of RAM, although 4 megabytes are recommended. If you will be working in color, 4 or more megabytes are recommended.

Complementary hardware

MacroMind Director is compatible with a variety of audio and video products, scanners, monitors, videodisc players, accelerators, RAM expansion cards, touch screens, and remote control devices. Refer to the *MacroMind Complementary Products Guide* for a complete list of compatible hardware.

System Software Requirements

MacroMind Director requires Macintosh System software version 6.0.5 or higher. If you are using an earlier version of the System, install version 6.0.5 or later before running MacroMind Director. MacroMind Director also fully supports System 7.0. See your dealer for a System upgrade. Be sure to follow the procedure Apple recommends for installing a new version of the system software.

To take advantage of MacroMind Director's two sound channels, you must be using a Macintosh capable of stereo sound, and be running under System 6.0.7 or later. If not, the second Sound channel appears dimmed in the Score window.

Package Contents

Your MacroMind Director package includes 14 disks, four manuals, and a registration card. Take a minute to fill out the registration card and return it to MacroMind. You must register your copy of MacroMind Director so that you can receive technical support and product updates.

The disks included in your package are:

- Program*
Contains the MacroMind Director program.
- Help & Utilities*
Contains the Help file and several useful utility programs.
- Examples-1, Examples-2, Examples-3, Examples-4, Examples-5*
Contains black and white animation examples and color animation and art examples that demonstrate typical program usage. Also contains examples which demonstrate specific program features, including examples of Director 3.0's new features.
- Clip Media*
Contains an extensive collection of clip animation, art, palettes, scrapbooks, and sounds that you can use in your own presentations.

- Sounds-1, Sounds-2*

Contain the Sounds file, which provides many useful sounds that you can use in your own presentations.
- Interactivity-1, Interactivity-2*

Contain an interactive application called The Apartment, which illustrates important features of Lingo™, the HyperTalk®-like interactive scripting language included with MacroMind Director. Contains XObjects which are used to control various types of external devices. Also contains examples of applications that use MacroMind Director to control external devices.
- Tutorials*

Contains files for the tutorials used in the Overview, Studio, and Interactivity manuals. Also contains the Guided Tour, a self-running demonstration of MacroMind Director.
- Player*

Contains the MacroMind Player, that lets you play movies without the MacroMind Director application.

The contents of each disk are provided in compressed form. You must follow the installation procedure, described later in this book, to install the contents of each disk onto your hard disk.

The manuals included in your package are:

- Getting Started Manual*
- Overview Manual*
- Studio Manual*
- Interactivity Manual*

Refer to “Learning MacroMind Director” later in this book for more information about the manuals.

Registering Your Copy of MacroMind Director

Before you install MacroMind Director, take a minute to complete and mail the registration card, which you’ll find inside the package.

As a licensed user, you'll be notified of enhancements to the application. MacroMind provides technical support to registered users, who also receive early notification of new MacroMind products and services.

Technical support is available only if you register the application. So take a minute to fill out the registration card. It will be worth it!

Making Backup Copies

Making backup copies of your original program disks ensures that you will always be able to recover the original program if something happens to disrupt your hard disk and the original disks.

Remember, however, that the license agreement specifically states that the disks cannot be copied for distribution to other users.

Protect your original disks by making sure that each disk's write-protect tab is in the Read-Only position. Push the tab toward the top edge of the disk so that you can see through the hole. Locking your disks will prevent a virus program from infecting them. If you should have to restore infected programs, your original disks will be available.

Note To make copies of the original disks, drag the original disk icon over the icon for the disk onto which you are copying. This is necessary because the original disks contain invisible files that can only be copied if you follow this procedure.

MacroMind Director is not copy-protected. Please remember that the creators of MacroMind Director are relying on you to not give away copies of the program to others. We depend on income from sales of this program for our livelihood. MacroMind Director is the result of a lot of time, effort, and money. The only way we can continue to provide software of high quality is if you respect the copyright laws.

Installing MacroMind Director

The MacroMind Director application and supporting files comes compressed on 14 disks. You decompress the program onto your hard disk by running the installation program.

To install the contents of all 14 disks, you must have at least 16 megabytes of disk space available. At a minimum, you should install the *Program*, *Help & Utilities*, *Sounds-1*, and *Sounds-2* disks, which require 5 megabytes of disk space. If you have additional disk space, you should also install the contents of following disks: *Tutorials*, *Examples-1*, *Examples-2*, *Examples-3*, *Examples-4*, *Examples-5*, *Interactivity-1*, and *Interactivity-2*. If you find that you do not need some of the files on these disks, you can always delete them from your hard disk.

1. **Create a new folder on your hard disk and name it *MMDirector 3.0*.**
2. **Insert the MacroMind Director *Program* disk into a disk drive.**

The disk icon appears on your desktop, and the contents of the disk are displayed.



Fig. 1.1 The contents of the *Program* disk

3. **Double-click the *Program Installer* icon to decompress the program onto your hard disk.**
4. **Click Continue in the Program Installer dialog box.**
5. **When the dialog box appears asking you where you want to install the software, locate the *MMDirector 3.0* folder in the dialog box, open it, and click Install.**
6. **When a dialog box appears informing you that installation is complete, click Quit to return to the desktop.**
7. **Eject the disk.**
8. **Repeat steps 2-7 to install the contents of each disk into the *MMDirector 3.0* folder.**

To install the contents of the *Examples-1*, *Examples-2*, *Examples-3*, *Examples-4*, and *Examples-5* disks, begin with the *Examples-1* disk. To install the contents of the *Interactivity-1* and *Interactivity-2* disks, begin with the *Interactivity-1* disk. To install the contents of the *Sounds-1* and *Sounds-2* disks, begin with the *Sounds-1* disk. After the

contents of the first disk are installed, the installer program will prompt you to insert subsequent disks.

For your convenience, when you install the contents of the *Help & Utilities* disk, the *MM Director 3.0 Help* file is automatically stored in the same folder as the MacroMind Director application. Similarly, when you install the contents of the *Sounds-1* and *Sounds-2* disks, the *Sounds* file is automatically stored in the same folder as the MacroMind Director application.

Note The *Sounds* file requires 2 megabytes of disk space. If you find that you don't need all the sounds it contains, you can delete sounds from the *Sounds* file using the Sounds Utility. Refer to the *MacroMind Director Studio Manual* for information on using the Sounds Utility.

When your Macintosh has finished copying all files and folders,

9. Store the original disks in a safe place.

Keep all the original MacroMind Director disks in a safe place. In case of accidental damage to your hard disk, you can restore the program using the original disks.

10. Move the following files from the *Help & Utilities* folder to your System folder: all files in the *Apple CD-ROM* folder, all files in the *TrueType* folder, all files in the *MIDI Manager 2.0* folder, MacinTalk, VideoSync™, and Basel Font.

To put the files in your System folder, select them and drag them over the System folder icon. You will need the files in the *Apple CD-ROM* folder if you plan to connect an Apple CD-ROM player to your Macintosh. You will need the files in the *MIDI Manager 2.0* folder if you plan to play MIDI sequences from a MacroMind Director movie. You can use the VideoSync utility if you plan to videotape the Macintosh screen with a video camera, without the distracting vertical roll that would normally appear. MacinTalk allows you to create synthesized speech. The Basel font is one which you may find useful in your presentations. If you do not need one or more of these files, you can delete them.

Note The versions of the utility files included with MacroMind Director have been tested for their compatibility with the program. You may already have different versions of these utilities in your System folder. To ensure compatibility, MacroMind recommends that you use the versions of the utilities supplied with the program.

11. Restart your Macintosh by choosing Restart from the Special Menu.

Starting MacroMind Director

To start MacroMind Director,

1. **Locate the *MMDirector 3.0* folder on your hard disk and open it.**
2. **Double-click the MacroMind Director application icon.**

The first time you start the program, a dialog box appears for you to type in your name, organization, and the program's serial number.

3. **Type your name, press the Tab key, then type the name of your organization.**
4. **Press the Tab key, then type the program's serial number.**

Look for the serial number on the registration card included in your MacroMind Director package, on the License Agreement envelope, on the original Program disk label, or on the bottom of the Director slip case box.

Be sure to check the screen carefully to make sure the information is correct. Your name, organization, and serial number will appear on the MacroMind Director title screen exactly as you enter it here. Once you click Done, there is no way to change this information.

5. **When you are sure your name, organization, and serial number are correct, click Done.**

MacroMind Director starts and displays the title screen.

MacroMind Director consists of two parts — Overview and Studio. The first time MacroMind Director starts, it displays the Overview window. Subsequently, the program starts in whichever part of the program you were last using. To move between Overview and Studio, choose To Studio or To Overview from the File menu.

Distributing MacroMind Director Documents

If you would like to distribute your MacroMind Director movies (either for non-profit or profit), there are several options available to you:

- ◆ You can freely distribute MacroMind Director movie documents. This requires, however, that the recipients of the movies own their own copies of MacroMind Director. You cannot distribute the MacroMind Director program, as stated in the Licensing Agreement.
- ◆ The Play Movie XCMD (included with Director) lets you play movies within, on top of, and even outside of HyperCard stacks (in color too!).
- ◆ The MacroMind Player (included with Director) is a run-time player for movies that lets you also add interactivity to them. Contact MacroMind for licensing information.

Learning MacroMind Director

To get a good feel for the entire program, there is really no better way than to start with the *Guided Tour*. The *Guided Tour* is an animated, interactive introduction to MacroMind Director.

After the guided tour you can work your way through the tutorials at the beginning of each manual. They have been designed to cover all the essential features of the program. In addition, the most important terms are first introduced in the tutorials. The tutorials provide an essential introduction to the rest of the manuals. After going through the tutorials, feel free to experiment with the program. MacroMind Director is a program of great depth. It repays experimentation.

Taking a tour of MacroMind Director

The MacroMind Director *Guided Tour* gives you a good perspective of the program. It shows you a general picture of what it contains and how the parts are related.

The *Guided Tour* is a simulation of the real MacroMind Director program that was actually created with MacroMind Director. It offers you the chance to work with the program guided by an organized presentation. You can select the portions of the program you want to see, and you can stop at any time.

To run the *Guided Tour*,

1. **Start your Macintosh.**
2. **Locate the Guided Tour folder inside the *MMDirector 3.0* folder on your hard disk.**
3. **Double-click the Guided Tour folder to open it.**
4. **Double-click the Main Menu icon.**

The *Guided Tour* movie opens.

5. **Hold down the Shift key while you click Play in the Control Panel to start the *Guided Tour*.**

The *Guided Tour* displays its first screen. Following the instructions on the screen, you can move through as much of the *Guided Tour* as you like. To stop at any time, press Command-W.

About the Manuals

Your MacroMind Director package includes four manuals. The *MacroMind Director Getting Started Manual* is the manual you are reading now. It provides all the information you need to install the program and begin using it. For experienced MacroMind Director users, this book also provides information on the new features in Director 3.0.

The *MacroMind Director Overview Manual* provides a complete introduction to Overview, showing you how to create, manage, and control presentations. This book contains tutorials that take you step-by-step through the basic skills you need to use the Overview. This book also includes a user guide and reference for all features of the Overview portion of MacroMind Director.

The *MacroMind Director Studio Manual* provides a complete tutorial introduction to the skills you need to create animated movies. This book also has a user guide and reference for all features of the Studio portion of MacroMind Director.

The *MacroMind Director Interactivity Manual* introduces you to Lingo™, Director's interactive scripting language, through a series of tutorials and examples. This book also includes a comprehensive user guide and reference for all Lingo features.

The manuals assume that you are familiar with using a Macintosh computer and that you know terms such as select, choose, click, drag, and press. You should already know how to choose from a regular menu, a pop-up menu, or a hierarchical menu, and from different kinds of dialog boxes. If you are new to the Macintosh, refer to the materials that came with your computer for more information.

If you are a new user

If you are a new MacroMind Director user, begin with the tutorials in the *Overview Manual*. The tutorials introduce you to the Overview portion of MacroMind Director, which you use to assemble and control presentations. Next, work through the tutorials in the *Studio Manual*. These tutorials introduce you to the Studio portion of MacroMind Director, which you use to create animated movies. Studio also provides support for interactivity, while Overview does not.

Once you are familiar with the Studio, work through the interactive tutorials in the *Interactivity Manual*. These tutorials teach you how to create Lingo scripts to control interactive presentations.

Since the tutorials build on each other, it's best to start with the first one in each manual and work your way through them in order.

After working through the tutorials, take a look at the Apartment in *The Apartment* folder. *The Apartment* is both an example of using Lingo to create an interactive application, and a collection of examples that illustrate important Lingo features. Working with *The Apartment* is an essential way to learn about how to use MacroMind Director to create interactive movies. Refer to Chapter 4 in the *Interactivity Manual* for information on working with *The Apartment*.

If you are an experienced user

If you are an experienced MacroMind Director user, you can learn about the new features in Director 3.0 by reading *What's New in Director 3.0*, later in this book. If you want specific information about new Lingo features, refer to the *Interactivity Manual*.

Use the product on your own. To get help, use the online Help system. For a quick look at some of Director 3.0's new features, study the examples in the movie called *Feature Examples* in the *Feature Examples* folder.

Getting Help

MacroMind Director contains an Object Sensitive™ Help system that you can use whenever you have a question about a menu command, dialog box, window, tool, or control.

Using object sensitive help

There are two ways to use Object Sensitive Help:

1. **Choose Help from the Apple menu,**

or,

2. **Press Option-Shift and click the item you want information about.**

Choosing Help from the Apple menu displays the first screen of the Help system. You can move through the information screen by screen. Choose the type of help you want using the pop-up menu at the bottom left corner of the Help window.

When you press the Option and Shift keys at the same time, the pointer changes to a question mark. You can then use the question mark pointer to choose the menu command or click the item you want help with. The Help window appears with the appropriate screen displayed.

What's New in Director 3.0

Director 3.0 includes major enhancements to MacroMind Director. If you have used previous versions of MacroMind Director, read this section for a description of new features.

You can open and use files created with Director 2.0 in Director 3.0. Director 2.0 files are automatically saved as Director 3.0 format files when you save them.

Overview

- ◆ **Auto Animate:** Director automatically assigns the title you specify for an Auto Animate as its name. An Auto Animate created in a previous version of Director retains its original name in Director 3.0 unless you open its Auto Animate dialog box.
- ◆ **Stage:** You can select and move graphics and movies directly on the Stage. Click a graphic to select it; drag it to move it. To select a movie, click any of the movie's castmembers on the stage. Director automatically selects all castmembers on the Stage that belong to that movie. You can then drag them to reposition the movie. Note that this does not apply for Auto Animates.
- ◆ **PICT, Paint, and Glue documents** can be placed above the background.
- ◆ **New Matte ink checkbox** in the Get Info dialog box for PICT, Paint, and Glue documents, to enhance foreground pictures.

Sound

- ◆ **Second sound channel** in the Score window allows you to add voice-overs, music, and create stereo effects. Movies created

using a previous version of MacroMind Director will have their sound information placed into Sound channel 1 when you open them in Director 3.0.

- ◆ Wait For Sound Done feature improves synchronization of sound and animation on slower computers.
- ◆ Control over sound fade in and fade out using new Lingo commands.
- ◆ Automatic playing of sound while next movie is loading. This helps maintain your audience's interest when switching to the next segment of a presentation.
- ◆ Example movies provide easy control of external sound files and devices such as audio compact discs, video discs, video tape recorders, video-in-a-window cards and more.
- ◆ Compatibility with Apple MIDI Manager 2.0. This enables access to some MIDI sequencers without the need for a second computer.
- ◆ Play AIFF sounds from disk. This allows you to play very long sounds without increasing the size of your movie files.

Cast Management

- ◆ New "cast on demand" memory management allows playback of movies larger than the available RAM.
- ◆ Selective importing of PICS file frames and full-frame exporting of PICS images.
- ◆ Batch importing of movies, sounds, and PICT files.
- ◆ Ability to create a film loop that contains several channels of animation.
- ◆ Film loops behave like other castmembers, and can be dragged onto the Stage and real-time recorded.
- ◆ New Cast Info... dialog boxes for different castmember data types.

- ◆ QuickDraw shapes are stored as castmembers and can be controlled using Lingo commands. QuickDraw shapes in movies created in previous versions of Director remain non-castmembers when opened in Director 3.0.
 - ◆ Ability to change font, size, style, or color of text castmembers.
 - ◆ Scrolling, fixed, or adjustable-size text fields.
 - ◆ Full text chunking, which allows you to manipulate chunks of text by field, line, word, or character.
-

Paint Window

- ◆ The Paint Window scrolls automatically when drawing, or when you drag an object beyond the window's edge. This makes it much easier to create images which are as big as or larger than your current screen size.
 - ◆ Full 32-bit color support provided by all Paint tools.
 - ◆ 32-bit tiles.
-

Display

- ◆ Anti-aliased text and graphics.
- ◆ Blend control of bitmap castmembers, so castmembers can fade in and out as they are animating.
- ◆ Drop shadows for bitmap text.
- ◆ New 4-bit VGA palette aids in creating images for use on other computer platforms.
- ◆ Castmember dithering, scaling, and palette remapping.
- ◆ Auto-remap of palette during playback.

General Lingo Enhancements

- ◆ Scripts can be attached to castmembers, movies, and sprites in the Script channel.
- ◆ Programming conventions have been streamlined to use cast scripts with handlers instead of sprite scripts, and movie scripts instead of the Text window.
- ◆ Enhanced Script entry area and new Script menu commands.
- ◆ Multi-line scripts.
- ◆ Text search and replace in Lingo scripts.
- ◆ New commands for controlling file sounds and castmember sounds (including fade in and out).
- ◆ Improved HyperTalk syntax compatibility.
- ◆ Support for HyperCard 2.0v2 and later.
- ◆ Printing option that allows you to print all scripts.

New Lingo Language Elements

- ◆ **Functions:** `date`, `object`, `factory`, `item`, `line`, `floatP`, `integer`, `soundBusy`, `labelList`, `multiSound`, `time`, `word`, `xfactoryList`
- ◆ **Event handlers:** `idle`, `mouseDown`, `mouseUp`, `startMovie`, `stepMovie`, `stopMovie`
- ◆ **Commands:** `setCallBack`, `sound fadein`, `sound fadeout`, `sound playFile`, `sound stop`
- ◆ **Mouse and cursor control:** `mouseCast`, `mouseChar`, `mouseLine`, `mouseWord`, `mouseItem`
- ◆ **Text operator:** `&&`
- ◆ **Playing movies:** `labelList`, `preLoad`, `preLoadCast`, `preLoad to Frame`

- ◆ **Text:** delete *chunkExpression*, field *castName*, hilite *chunkExpression*, the number of {chars|words|items|lines} in *x*, put before, put after, put into
 - ◆ **Time:** the date, framesToHMS, HMStoFrames, the time
 - ◆ **Properties:** cast hilite, cast name, cast number, cast picture, cast text, field, field textAlign, field textFont, field textHeight, field textSize, field textStyle, maxInteger, menu checkMark, menu enabled, menu name, menu script, sound volume, StageColor, text selStart, text selEnd
 - ◆ **System properties:** the floatPrecision, version
-

Supporting Materials

- ◆ Support for XObjects that increases the list of external devices controllable by MacroMind Director: Apple CD, Pioneer LaserDisc, Sony LaserDisc, LANC devices, RasterOps 364, VideoLogic DVA-4000, Mass Micro ColorSpace II series, TrueVision NuVista+, ARTI ARNET, and Diaquest DQ-ANIMAQ.
 - ◆ Generic front-ends to external devices which can be used to control new XObjects as they are made available.
 - ◆ Revised black and white and color examples.
 - ◆ Revised playMovie and playAccel XCMDs.
 - ◆ Revised Apartment interactive example.
 - ◆ Revised documentation set.
-

System 7.0 Compatibility

MacroMind Director supports the following System 7.0 features:

- ◆ 32-bit memory addressing.
- ◆ Open, Close, Print, and Quit AppleEvents.

- ◆ TrueType™ fonts
- ◆ MacroMind Director automatically stores its preferences file in the System 7.0 Prefs folder.
- ◆ System 7.0 icon types for full-color icons in the Finder.

Director 3.0 is compatible with System 7.0's virtual memory facility. If you encounter performance problems when using Director with virtual memory turned on, MacroMind recommends that you turn off virtual memory when using Director. Director provides its own virtual castmember facility that lets you play back movies larger than available RAM when using System 6.0.5 or later.

Using MacroMind Director with Other MacroMind Products

MacroMind Director is part of a growing MacroMind product family. Each product can help you improve the quality and the impact of presentations you create in MacroMind Director. For example, you can

- ◆ use Accelerator to increase the playback speed of Director animations.
- ◆ use Three-D to create three-dimensional animations for Director.
- ◆ use MacroMind Player to provide a wider distribution of Director movies and applications.

In addition, you can use Director to enhance the impact of your MediaMaker productions by adding titles, credits screens, and animated logos. You can also use existing MacroMind Director movies to add animation to MediaMaker videos.

