

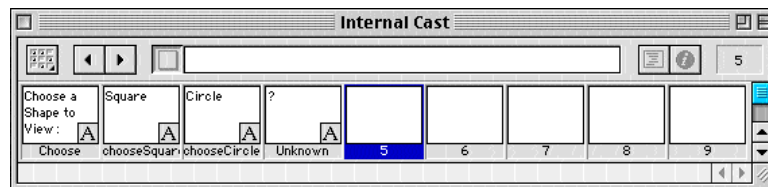
Step-by-Step Using Lingo With Director

This activity assumes that you have completed the Step-by-Step Cards, “Creating a Web Animation With Director” and “Animating Sprites With Director,” and that you understand how to create vector shapes and text cast members.

This Step-by-Step Card introduces you to the use of Lingo to add functionality to your Director movie. If you have programmed using an object-oriented language such as C++ or Java, you will find many similarities in the structure of the language as you expand your knowledge of Lingo. This Step-by-Step Card does not require any previous programming knowledge.

- 1 Open the Director Academic application.
- 2 Create a new Director movie. Choose Movie from the Modify menu, then choose Properties from the submenu. Set the size of the Stage to 464 by 200 and the Default Palette to System – Mac. Click OK.
- 3 Create a Text cast member with the statement “Choose a shape to view:” and select Helvetica 14 point bold for the text. Name it “Choose.”
- 4 Create another Text cast member with the word “Square” in Helvetica 14 point bold. Name it “chooseSquare.”
- 5 Create another Text cast member with the word “Circle” in Helvetica 14 point bold. Name it “chooseCircle.”
- 6 Create one more Text cast member with the character “?” in Helvetica 72 point bold. Name it “Unknown.”

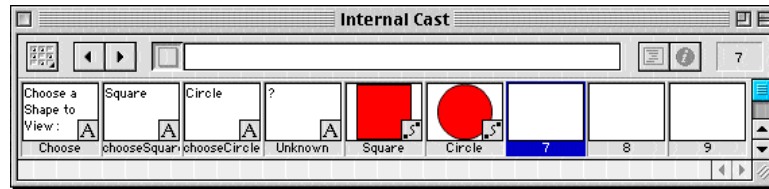
Your Cast window should now look like this:



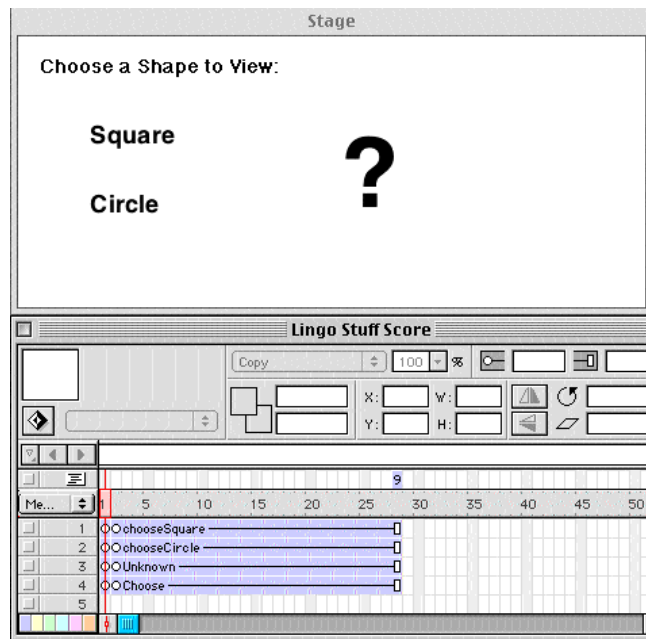
- 7 Create a vector shape of a red square. Call it “Square.”

- 8 Create a vector shape of a red circle. Call it "Circle."

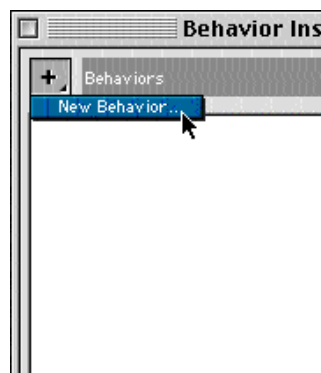
Your Cast window should now look like this:



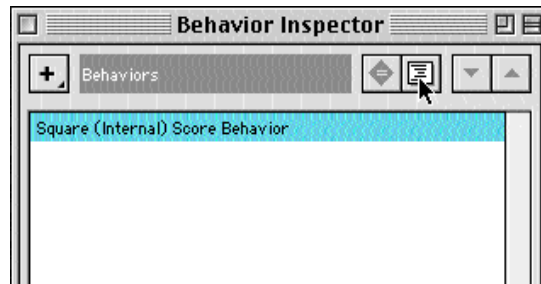
- 9 Place your cast members on the Stage.



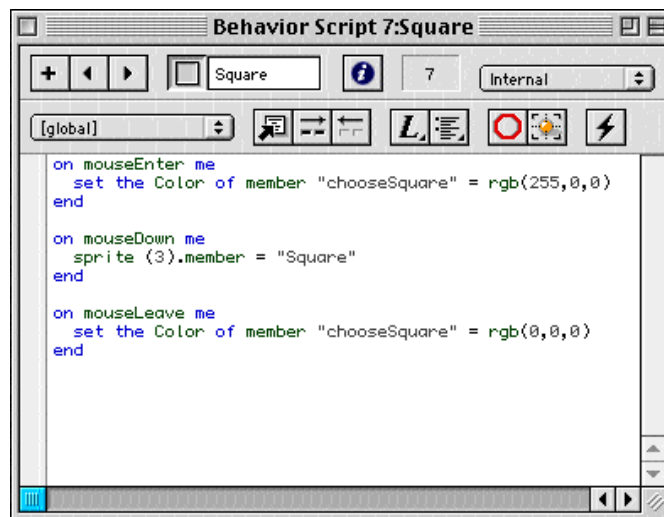
You are now ready to create some Lingo scripts.



- 10 Choose Inspectors from the Window menu; then choose Behaviors from the submenu. The Behaviors Inspector window appears. Choose New Behavior from the pop-up menu at the upper left of the Behavior Inspector window. Name this “Square.” Click OK.



- 11 Select the new Behavior Square in the list; then click the script button at the top right.
- 12 Enter the following script into the space provided:

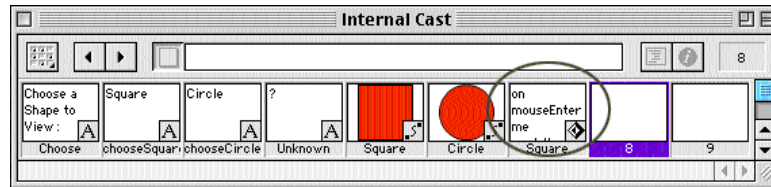


Here is a brief explanation of the above commands.

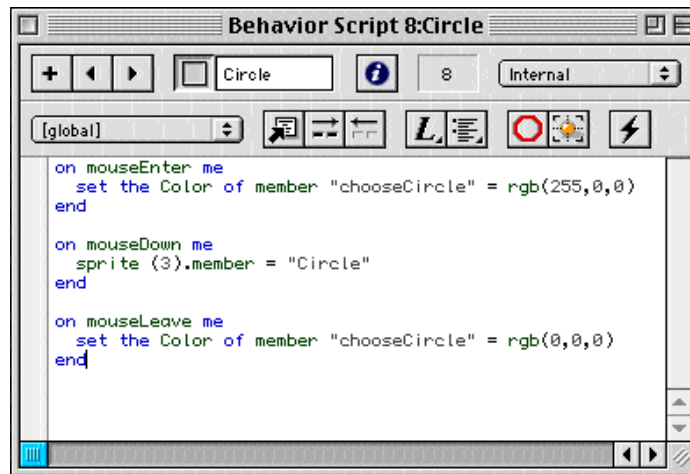
- *on mouseEnter me*: When the mouse passes over the sprite set the Color . . . , change the color of cast member chooseSquare to Red (RGB).
- *on mouseDown me*: When the mouse is clicked over the sprite sprite (3).member . . . , change sprite 3 to cast member “Square.”
- *on mouseLeave me*: When the mouse leaves the sprite set the Color . . . , change the color of cast member chooseSquare to Black (RGB).

For more information, download the Lingo Dictionary from <http://www.macromedia.com>.

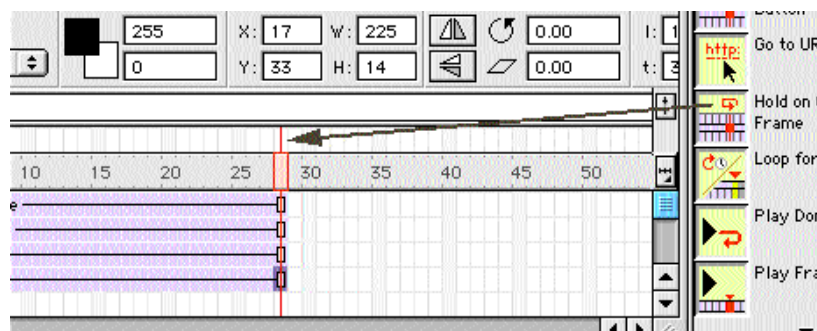
- 13 When you are finished, close the script window and the Behavior Inspector. Notice that your new behavior now appears in the Cast window.



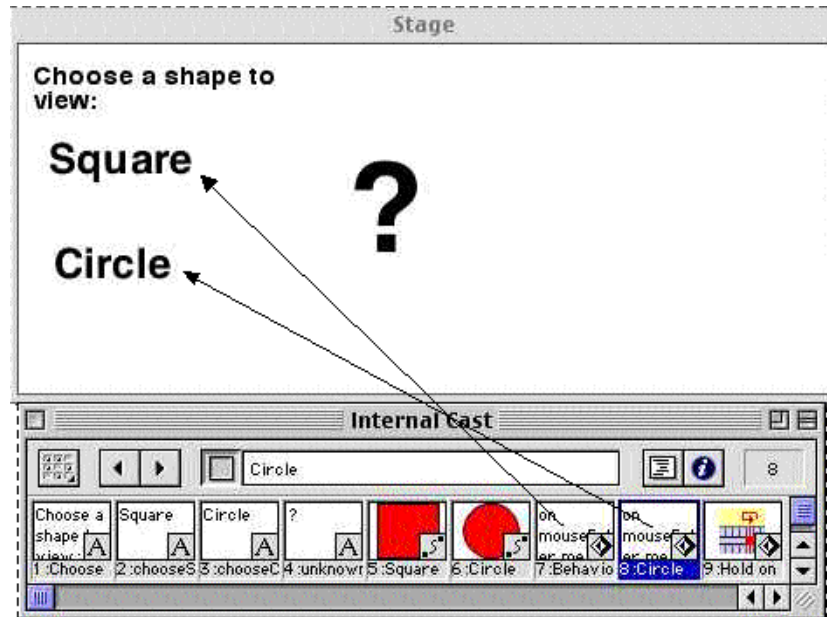
- 14 Repeating the previous steps, create the following script titled "Circle."



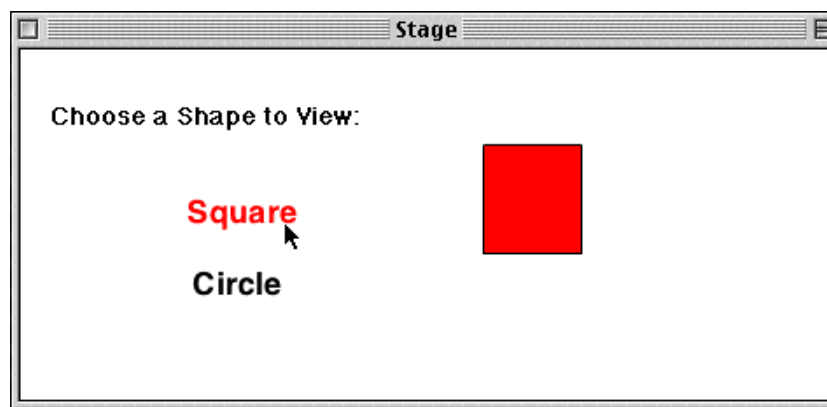
- 15 In the Library Palette window, drag "Hold on Current Frame" behavior to the 28th frame of the behaviors channel in the Score. If you do not have the Library palette available to you right now, you may have to go to the Window menu and choose Library Palette. Make sure that the pop-up menu on the Library palette is set to Navigation.



- 16** The last thing that you need to do is assign the behaviors that you created to the sprites on the Stage. To do this, drag the appropriate behavior to the matching sprite. Square should go to “chooseSquare” and Circle to “chooseCircle.”



- 17** Using the control panel, click Rewind and then Play. Move the pointer over the Square and Circle buttons and see what happens when you click.



- 18** Save your document. Export it as a Shockwave movie and view it in a browser!