Glossary

ActiveX A type of Internet Explorer control.

Aftershock A utility included with Director to create custom HTML documents that display Shockwave, Flash, and Java applets in a Web page.

AIFF (Audio Interchange File format) A sound-file format readable by both Windows and Macintosh. Using this sound format enables you to create cross-platform movies, without needing to substitute sound cast members. See also **WAV.**

Align To adjust the position of two sprites in relationship to each other. You can align sprites at the top, bottom, left, right, center, or at their registration points.

Ancestor An additional parent script whose handlers are available to a child object. A parent script makes another parent script its ancestor by assigning the script's name to the ancestor property.

Animation A sequence of frames generally containing movement of a sprite. Animations can contain sound or digital video.

anti-aliasing A method by which the jagged edges of a bitmap are reduced by the use of interpolated pixels.

ASCII (American Standard Code for Information Interchange) Text file format. Also known as "plain text."

Auto-Filter Applies selected filters incrementally to a series of cast members. This feature is part of Director's Xtras, and can be used to modify existing bitmap cast members or to generate new cast members.

AVI (Audio Video Interleave) Microsoft digital video format. This digital video format supports sound. See also *QuickTime.*

background color The secondary color that serves as the background for any graphic element or text in your movie.

behaviors Special cast members that define operations or procedures. Existing behaviors shipped with Director can offer scriptless authoring for novices.

bitmap A pixel-based image, generally created in a paint or image-editing program.

blend In Director, a blend specifies a percentage of opacity between 0% and 100%.

BMP Bitmapped graphics file native to Windows. This is Director's preferred file format for imported bitmap images on PC-compatible computers.

browser An application that enables you to view information on the World Wide Web.

brush A tool in the Paint window that enables you to apply color to objects.

button A scripted graphic element for user interaction. When clicked, a task is performed as specified by the associated script.

cast member A graphic, text, movie, script, or other element that is a component of a Director movie. See also *Score.*

cast position The location of a cast member within the Cast window, as indicated by a unique number assigned to every cast member.

Cast to Time Director command that places selected cast members from the Cast window onto the Stage in sequential frames of the Score.

Cast window The window that contains all cast members.

cell A specific location in the Score; for example, frame 1: channel 1.

channel The rows in the Score. Channels can contain sprites, scripts, sound, color palettes, tempo statements, and transitions.

child An instance created by a parent script; a child shares the handlers of a parent but can have its own values for its variables. See also *parent.*

chunk expression Any character, word, item, or line in any source of text.

client applications In OLE, the client application receives files from originating server applications. See also *OLE, server applications.*

Clipboard A location in memory that serves as a temporary holding mechanism in the Windows or Macintosh operating systems for holding information to be pasted into another location or document. See also *Scrapbook.*

CMYK (Cyan, Magenta, Yellow, and Black) A colorspace variation for use in full-color printed projects.

cookie A small text file stored on the user's computer, providing specific information to the Web server about the page(s) the user is viewing.

color chip A representation of the current active color in the Paint window, the floating Tool Palette, or any other color palette.

color cycling The rotation through a palette of colors, or through a selected portion of a palette.

color depth The number of colors that can be displayed at a given point in time or within a selected graphic image using a specific palette.

color palette A collection of colors in a single grouping. Director 8 supports several color palettes, such as the Macintosh and Windows System as well as the standard 216 color "Web-safe" palette.

comment A notation set off by two hyphens (--) placed within Lingo scripts for a programmer's reference.

Control Panel In Director, the Control Panel contains the command buttons for rewinding, playing, and other playback controls for your movie.

Copy To copy a selection to the Clipboard.

courseware Software or a movie that is designed to teach a given topic.

cross-platform Refers to files that are readable by multiple types of computer systems, or issues that address concerns regarding the exchange of files among platforms.

.cst Filename extension of Director's native file format for cast files. Cast files are external and shared between movies. Internal casts are stored within the actual Director (.dir) movie.

cue point A point in a digital video or audio file that triggers an event in a movie.

Cut To remove the selection from the movie and place it on the Clipboard.

destination color Used in gradient fills, switch inks, cycling colors, or blends to specify the secondary color for those uses.

device-dependent Describes images whose final resolution is dependent on the output device rather than the creating application; generally, vector images.

digital video Video animation files such as AVI or MOV files; may or may not include sound.

.dir Filename extension of Director 8 native file format for movies. DIR files are cross-platform. A DIR file created on the Macintosh can be read in Windows 95 and vice versa.

dither Mixing of colors to give the appearance of another color or transition between colors.

DLL (Dynamic Link Library) These files provide the links and handlers to access programs, share information, and perform operations within a program.

dot property notation Used in Lingo to express the functions or properties related to an object or to specify a chunk within a text object.

dot size The size of dots sprayed by the Airbrush tool.

drawing program Vector-based graphics program used primarily for illustration.

elements A piece of information, data, or a cast member contained in a movie.

Ellipse tool A drawing tool that creates curved closed objects, such as a circle.

EPS (Encapsulated PostScript) File format (filename extension .eps) supported by both Windows and Macintosh platforms. EPS files use a precision description language to send files to printers and other output devices.

event An activity, such as a mouse click or the start of a movie.

event handler A set of instructions that tells Director 8 what to do when an event occurs.

Extended display Enables enhanced display of cast member information in the Score. See also *Score.*

external cast Cast members stored in a separate file that can be shared between movies or used in libraries of cast elements. See also *internal cast.*

Eyedropper tool Tool for picking up a color from an object on the Stage or in the Paint window.

field cast member Text that is editable or that can be formatted by using Lingo.

film loop An animation sequence whose images are grouped together to create a single cast member.

FLC/FLI A Windows-specific multiple-image file format. See also *PICS*. FLC/FLI files are sequential images, much like digital video files, but can be edited as individual images.

flow rate Speed at which the Airbrush tool covers an area in the Paint window. See also *Paint window.*

fontmap A cross-platform font-conversion file that specifies the desired conversions between Windows and Macintosh fonts or vice versa.

foreground color The active primary color with which you paint, add text, or add any graphic element to your movie.

formatting Attributes assigned to text, such as font, font size, and font style.

fps (frames per second) The speed at which a movie plays. See also *tempo.*

frame counter Frame at which the playback head is currently located.

GIF (Graphics Interchange Format) Compressed bitmapped graphics file format (filename extension .gif) supported by both Windows and Macintosh. GIF files are also supported on the Internet and enabled for transparent backgrounds. See also *bitmap.*

global variables A variable that can be shared between multiple handlers and movies in a window. See also *variable.*

gradient A fill that is created by the transition between two colors.

handler A set of instructions that tell Director what to do when an event occurs. See also *event handler.*

hotspot The point on a button or in a QTVR movie that contains an action.

HTML (Hypertext Markup Language) HTML is the standard language, consisting of tags and other formatting commands, used to create Web pages.

hypermedia The concept of manipulating multimedia in a way that enables nonsequential access to media.

image-editing programs Pixel-based graphics program used primarily for editing photo images and bitmaps.

import To add cast members, casts, movies, or other assets to a movie.

ink effects Paint-like effects that can be applied in the Score or Paint window to graphic or text elements.

interactive Requiring user input. Interactive events include mouse clicks, typed entry of text, or other types of user input.

interface The front-end shell through which a user interacts with a movie or software application.

internal cast The default cast for a movie. You can have multiple internal and external casts. Internal casts are always linked, and are updated with the movie. See also *external cast.*

Internet Global network that supports, among other things, the World Wide Web.

interpolate A method of creating a median color, and placing it between adjacent pixels to reduce jagged edges on bitmaps. See also *bitmap, anti-aliasing.*

ISP (Internet Service Provider) A business that provides a variety of services, from basic Internet access to full-range maintenance of domain Web servers.

jaggies A graphical abnormality caused by using square pixels of color to create nonrectangular images. See also *anti-aliasing, interpolate.*

JAVA A programming language developed by Sun Microsystems to create platform-independent applications.

JPEG (Joint Photographic Experts Group) Format for compressing bitmapped graphics files, supported by both Windows and Macintosh platforms. JPEG is a popular format for presenting photographic images on the World Wide Web; it enables a broad palette but supports a high degree of compression. See also *bitmap.*

kerning The space between pairs of characters in a text string.

keyframe A point in an animation where the properties of a sprite change. See also *tween.*

kiosk A type of output or display for public locations. Kiosks are generally used for promotional or information presentations and may be interactive.

layers Objects placed in subsequent channels are layered; an object resides in the layer above or below another object, much like papers in a stack.

Library Palette A palette that contains Director's built-in behaviors. A Library Palette can also store custom cast libraries.

Lingo A powerful scripting language used with Director.

linked cast An internal or external cast containing the elements of a movie. See also *internal casts, external casts.*

linked files Files that are stored separately from a movie, but that are opened with the movie each time the movie is opened for editing or playback. See also *OLE, external casts.*

logical block A chunk of data — the smallest recordable unit on a disk such as a CD-ROM.

loop back Repeating of a selected animation sequence or movie.

lossless Describes a file format where the compression type, if any, does not result in a loss of information or reduced quality. See *also lossy.*

lossy Describes a file format that achieves compression by removing redundant information. Lossy file formats such as JPEG usually reduce image quality. See also *lossless.*

marker A navigational point in the Score window.

Marquee selection tool A tool that selects objects or portions of an image within the Paint window.

MCI (Media Control Interface) Provides the controls for media under the Windows 95/98/NT operating system.

media Data-storage methods that use particular devices and formats, such as CD-ROMs, floppy disks, or tape.

MIAW (Movie In A Window) A movie within a movie, playing concurrently with its host movie. The movies are interactive; they can exchange information and instructions.

MIDI (Musical Instrument Digital Interface) A digital audio recording. MIDI recordings are high-quality audio files; they have no direct support in Director. For use in Director, MIDI files require an Xtra or must be converted. See also *WAV, AIFF.*

Monoaural The left and right sound tracks of an audio file contain the same sound.

monochrome Black-and-white, 1-bit color. See also *color depth, color palettes.*

motion Motion is movement that can be perceived by the viewer. There are two types of motion that can be used in Director. Movement from one location on the Stage to another is called the Phi Phenomenon. Movement by playing a series of images in rapid succession is called Persistence of Vision.

movie A Director file.

MPEG (Motion Picture Experts Group) A digital video format that supports a high degree of compression. This file format requires an MCI Lingo handler in Director.

multimedia An application or project that contains graphics, text, sound, interactivity, and animation.

nodal A QuickTime VR file that contains several QTVR files that are linked together.

non-linked cast An external cast, generally used as a library for several movies. Contains cast members used for those movies.

NTSC (National Television Standards Committee) United States standard for frame size and color palette for use with video presentations and broadcast media.

Nudge To move a sprite one pixel at a time by using the arrow keys.

OLE (Object Linking and Embedding) A function of Windows that enables files to be linked between server and client applications.

onion-skinning Borrowed from traditional animation techniques, this feature enables the accurate placement and drawing of intermediate cast members by using the Paint window.

output The method by which a finished movie will be stored or displayed. Some choices are CD-ROM, videotape, diskette, screen, or online.

Paint Bucket tool A fill tool in the Paint and Vector windows that floods specified areas of an image with a solid, gradient, or pattern fill, using the selected active ink effects.

paint program A pixel-based graphics program for generating bitmapped graphics.

Paint window Editing window in Director for creating and editing bitmapped graphics.

palette A collection of colors or tools within Director movies.

Palette channel Contains color-palette information, including color transition effects used within a movie.

pan To move through the Score or to change the view of any window by using the scroll bars. Also, the process of scrolling horizontally within a QTVR movie by using the cursor and mouse button.

parent object The original object from whose attributes child objects are created.

parent script A script capable of creating and controlling child scripts.

Paste To paste a selection contained on the Clipboard to a specified location.

Paste Special An OLE function that links a pasted element to the application that created it; changes are updated automatically in the movie.

patterns Variable fills that can be edited, comprising the foreground and background colors in the Paint window.

PCD Photo CD files; static photo images supported by Windows and Macintosh platforms. Normally, these files are available through third-party vendors such as Kodak.

PCX PC Paintbrush bitmapped graphic images supported by both Windows and Macintosh platforms. PCX files use an 8-bit (256-color) palette to represent color in bitmapped images.

PICS A multiple-image format specific to the Macintosh that contains a sequence of PICT images embedded into a single file. This format was developed by Macromedia for Director.

PICT A Macintosh file format. This is Director's preferred file format for imported bitmap images on Macintosh computers. This format can either be a single static image or one of a set of sequential images in an animation. The PICT format most often is used for pixel images, but can also contain vector-based images. These are known as Draw PICTs. Director does not support the Draw PICT data, but will convert it to pixels upon import.

pixel A single dot of color or unit of measurement. This is the smallest unit of coherent data within an image.

playback head Indicates the frame location in a movie.

plug-ins Filters and other effects files that are used to enhance Director movies. Director supports Photoshop and MetaCreations plug-ins.

Polygon tool A tool for drawing irregularly shaped, multisided objects. See also *Paint window.*

pop-up menu Any menu that appears as a result of clicking an arrow or option box, or of Option+clicking (right-clicking) on an object.

ppi (pixels per inch) A measurement defining how many pixels are displayed per inch. See also *anti-aliasing*.

preload To load movie elements before they are required, to ensure the smoothness of an animation or movie.

projector A stand-alone version of a Director movie that does not require the end-user to have Director installed. Projectors are platform specific and can't be played on platforms other than the one on which they are authored.

Property Inspector A global tool that automatically changes context to display and set properties for elements in a Director movie.

puppet A sprite controlled by Lingo, not by the Score.

QTVR (QuickTime VR) A digital video format that contains 360-degreee panoramas or three-dimensional objects that can be viewed from any angle.

RAM (random-access memory) The physical, electronic memory that each computer possesses. Not to be confused with disk space. See also *virtual memory*.

real-time recording A type of animation that records the movement of an object moved by the mouse pointer, in real time, across the frames in the Score.

Rectangle tool A tool that draws a closed rectangular shape, such as a square.

Redistributable files Files stored separately from a program (often in the system folder) during the program's installation.

registration point An assignable location for a graphic element; used to align sprites.

resample Interpolate pixels to display a bitmap graphic at a new size.

rotation To turn an object around an axis.

RTF (Rich Text Format) A type of text file that retains its original formatting instructions. RTF format is often used when moving a text file between word processors or to other applications, such as Director, that will use the text file but want to retain the font and formatting.

Sampling Rate The rate in kilohertz at which an audio file is digitally recorded.

Score One view of all of the components of a movie. Graphic images as well as all cast members are represented here, by number and other attributes that have been assigned to them.

Scrapbook A holding mechanism on the Macintosh for holding information to be pasted into another location. The Scrapbook is an application that can hold all types of media, from text to sound to images to 3D models. It is designed to hold multiple pieces of information for extended periods of time. See also *Clipboard.*

screen resolution The resolution of the display — generally 72 or 75 dpi, depending on the relationship between the physical size of the monitor and the size of the operating system's desktop setting. At "normal" resolution settings, a Macintosh displays graphics at 72 dpi; Windows-based machines display graphics at 75 dpi. Most modern monitors are designed to be multi-sync and support higher than normal settings. Screen resolution is defined by pixels. See also *pixel.*

script A string of instructions written in Lingo for navigation or control of the elements of a movie.

script channel Contains script information associated with a specific frame in a movie. The script channel is part of the Effects channels accessed via the Score window.

seek time The amount of time it takes a computer to access information on a hard drive or other storage medium.

server application Enables you to create original files and share them with client applications. See also *OLE, client applications.*

shapes Geometric objects created by using the Tool Palette and Vector Shape window. These are vector images, as opposed to bitmapped images. See also *Tool Palette, Vector Shape window.*

Shockwave A player that enables the user to view Director movies on the World Wide Web or your desktop.

shuffle backward A Director command that moves selected sprites toward the back in the hierarchy of channels in the Score window.

shuffle forward A Director command that moves selected sprites toward the front in the hierarchy of channels in the Score window.

sort A Director command that sorts the cast members in a cast, according to the criteria you set. Also removes empty cast-member spaces at the end of a cast. See also *Cast window.*

Sound channels Contain the sound sprites associated with a movie. The sound channels are part of the Effects channels in the Score window.

Space to Time A Director command that enables you to move sequential sprites organized in multiple channels of a given frame to multiple sequential frames of the same channel.

spread In a gradient fill, the way the color is distributed between the foreground and destination colors.

sprite An instance of a cast member that is placed in the Score and on the Stage as an object.

Sprite channel Contains the individual sprites associated with a movie. The Score window supports up to 1,000 sprite channels in Director.

Stage The location in Director where all of the visible cast members of a movie are placed.

static objects Objects that do not animate or move on Stage.

step recording An animation technique that enables the user to "step through," creating a motion sequence one frame at a time.

storyboard A rough sketch of sequential frames for an animation sequence.

streaming A form of transmission that enables a file to start playing before it is fully downloaded over a network.

sunburst A radial gradient fill. See also *Paint window.*

SWA (Shockwave Audio) Shockwave Audio is a streaming Xtra. Streaming audio begins playing while it's still downloading; the end-user doesn't have to wait for the entire sound to download before it starts to play.

synchronize Causing the movie or animation to move at the pace of an associated sound file.

system message A message generated by the computer's operating system.

Tell A command to send messages between one or more movies playing concurrently on the Stage and as an MIAW. See also *MIAW.*

template A prototype movie created with cast members and placeholders for elements that will change from one movie to the next.

tempo The rate at which a movie plays — you can adjust the tempo, add delays, or insert wait states for interactivity.

Tempo channel Contains timing, delay, and wait statements associated with a movie. The Tempo channel is one of the Effects channels accessed through the Score window.

text field A type of on-Stage text object that can store editable text. See also *field cast member.*

thumbnail A small, bitmapped image of a cast member.

TIFF (Tagged Information File Format) A bitmapped graphics file format supported by both Windows and Macintosh platforms. This format can be either RGB (red, green, blue) for electronic use or CMYK (cyan, magenta, yellow, black) for printing. This bitmap format is capable of supporting up to 32-bit color.

tiles Patterns that are editable, created from bitmapped graphic images. Tile effects are available in the Paint window.

Tool Palette Also called the "floating Tool Palette," this is Director's collection of tools to draw on the Stage, create buttons and other interactive controls, add text, control colors of selected objects, and more.

toolbar Ribbon bar at the top of the main Director 8 screen, containing some of the most frequently used commands in the form of buttons.

trails An effect in the Score that enables images from previous frames to remain on-screen as images from subsequent frames appear. The effect, when combined with motion, creates a stepped appearance of images.

Transform Bitmap Director command that enables you to change the size, color depth, or palette of the selected cast member.

Transition channel Contains the transition cast members used to control the visual transition from one frame to the next in a movie. The Transition channel is part of the Effects channels found in the Score window. See also *transition.*

transition An effect between frames that enables a smooth transformation from one frame to the next.

Transparent ink An ink effect, accessed through the Score window, that turns the background color of the object transparent.

TrueType fonts A font type common to Windows and Macintosh. These non-PostScript fonts come in a variety of font families, including several novelty fonts. They are ideal for representing text on-screen.

Tweak window Adjusts the position of a sprite, either one pixel at a time or by a specified number of pixels you select.

Tween Creates a series of animation frames between each keyframe. See also *keyframe.*

TXT ASCII text file format (filename extension .txt) supported by both Windows and Macintosh platforms.

Type 1 A font type, generally called Adobe Type 1 fonts. These fonts are PostScript fonts and produce the highest quality of printable font.

URL (Uniform Resource Locator) A specific address used to identify a document or file on the World Wide Web.

variables A "container" used in expressions to change or use multiple values.

vector A type of mathematically precise, device-dependent graphic object created by a drawing package.

Vector Shape window Editing window in Director for creating and editing vector graphic shapes.

virtual memory Temporary memory created from hard disk space, generally used for the temporary storage of working files. Assigned by the computer or software, virtual memory is a working swap area. See also *RAM.*

WAV A sound file format common to Windows. Director provides direct support for WAV sound files within your movies. See also *AIFF.*

WMF (Windows Metafile Format) A graphics-file format (filename extension .wmf) supported by Windows. WMF files are vector format, which means they are object-based rather than bitmap images. Object-based images are device-dependent and can be output at any resolution without degrading their quality.

WWW (World Wide Web) A function of the Internet that enables integration and distribution of the information, images, sounds, and animation available on various servers.

x location Location of an object as determined by the number of pixels from the left-hand edge of the Stage to the edge of the object.

Xtras Prepared bodies of code used to extend the capabilities of Director movies.

y location Location of an object as determined by the number of pixels from the top edge of the Stage to the edge of the object.

Zero point The origin point of the rulers in the Paint window.

z location Location of an object as determined by layer order.

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