

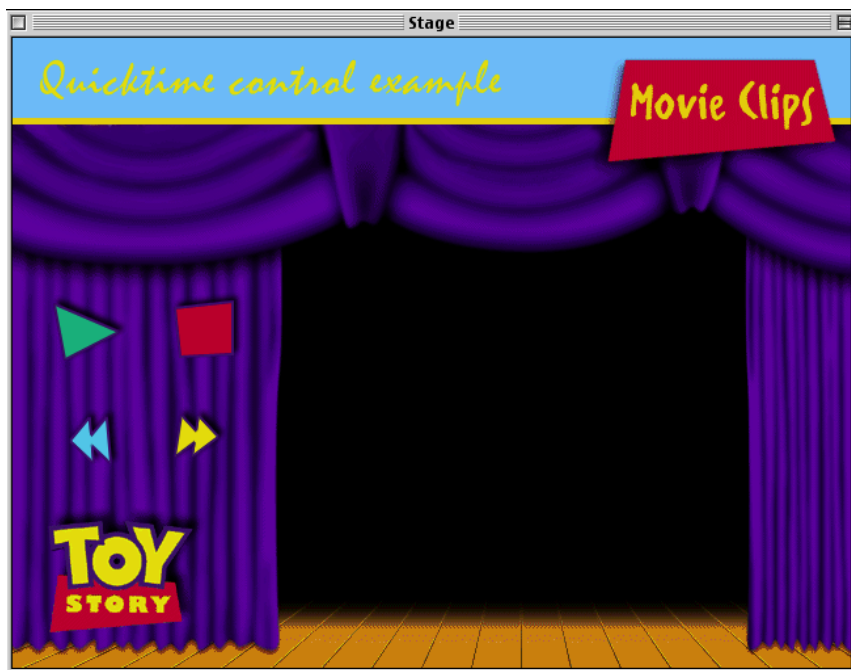


Controlling Quicktime Video

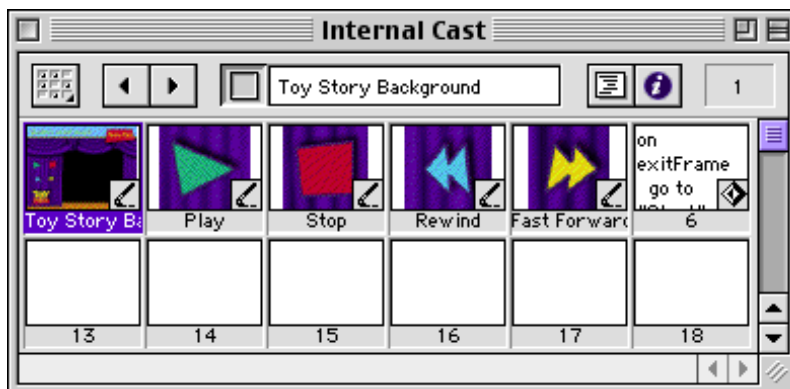


This handout is designed to give you the basics of importing and controlling video in Director. The type of video that we use is native to the Macintosh platform, but is also viewable on PC's making it an ideal cross platform video solution. The name of this video type is QuickTime.

When you first open the Director file "Quicktime control" your Stage should look like this...

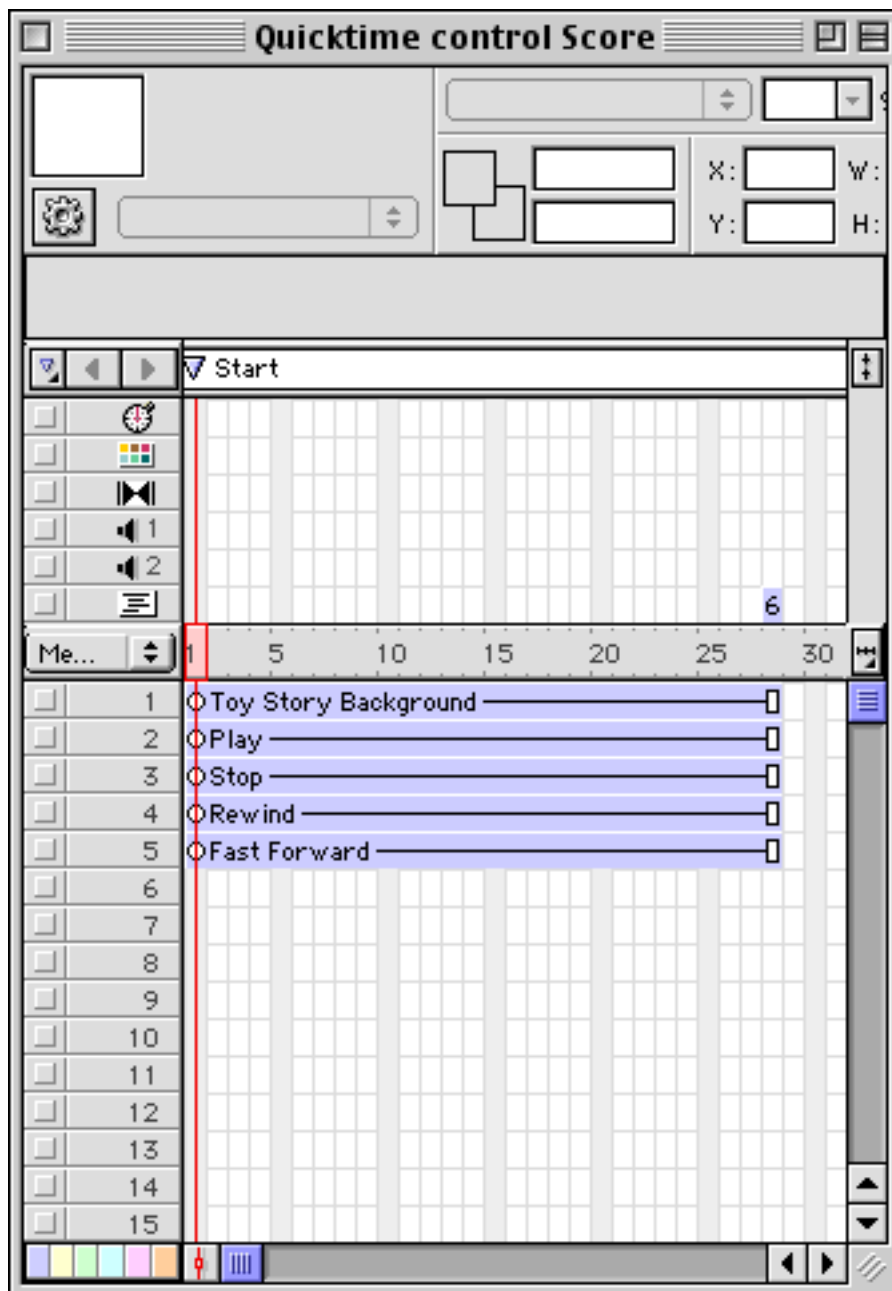


your cast window should look like this...



**please note the separate button pictures which we'll be using later*

and your score window should look like this...



As of yet we have no video loaded into the cast window.

We therefore need to **IMPORT** the quicktime video called "ToyStory2.mov" located in the same folder as the director lesson file.

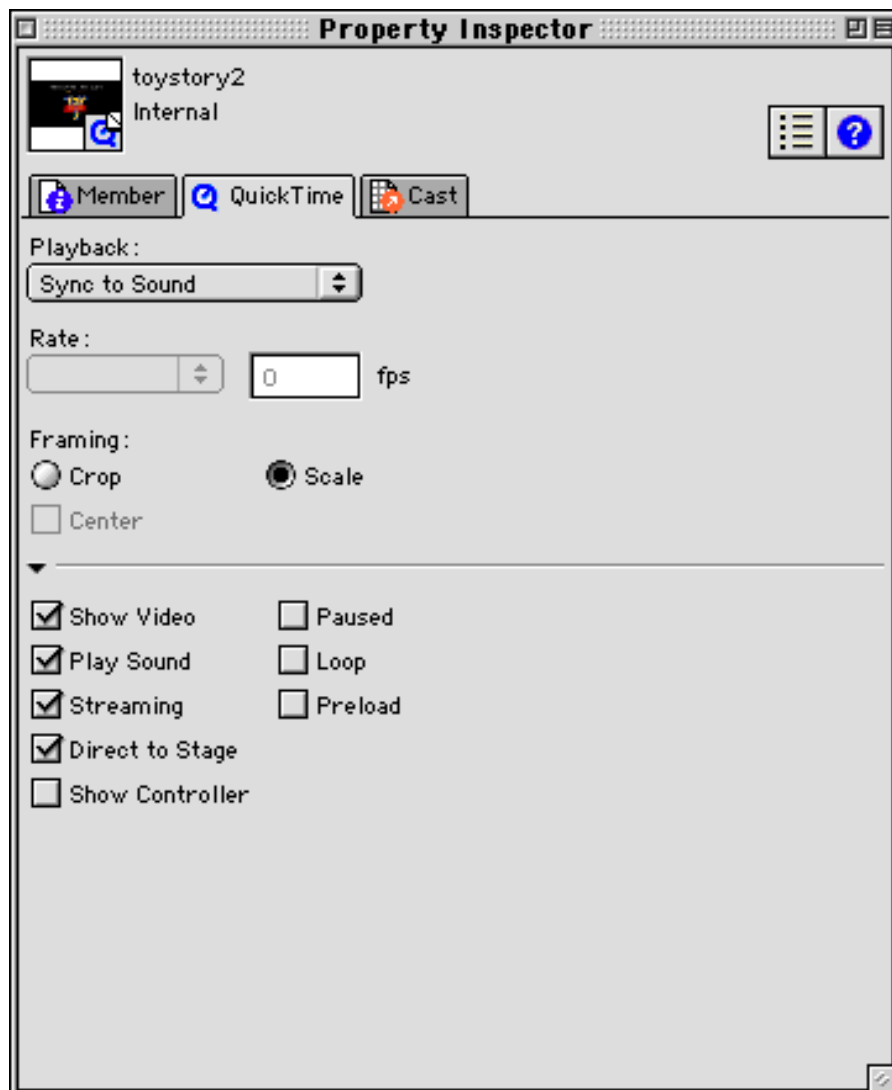
When you've imported it into the cast the new video cast member should have a little 'Q' in the bottom right hand side to denote that it is a QuickTime file .



You will also note that the square that the 'Q' sits in has its top right folded down; this indicates that it is a linked cast member, ie it doesn't copy the video into director but uses the original video file in the lesson folder to play the video.... **delete the original video file and you stop the video being played back in director!**

You can watch the movie by double clicking on the cast member and pressing the play button in the video window that appears.

If you press the little blue circular button with 'i' in it while you're in the video window you'll get the quicktime property window to appear...



OK, lets check that the playback head in the score is on frame 1 and then just drag the video clip from the cast window onto the Stage in the position that you want it to go (the black space in between the curtains I hope!).

If you look back at your score window you should have the video clip in **sprite channel 6** as this is the next available sprite channel. Remember the sprite channel number as we will need to know this for later when we want to control the video with Lingo.

You can now play your Director movie to see the video clip in the multimedia environment.

Attaching commands to the buttons

We are going to attach a Lingo script (a command) to the sprite on the stage that is the 'Play' button.

Select the 'Play' button and click on the script preview in the score.

The script window will appear and you'll see the words 'on mouseUp' a gap where you write the command and 'end'.

The command to tell the video clip to PLAY is.....

```
on mouseUp me  
  set the movieRate of sprite 6 = 1  
end
```

once entered you can close the window and repeat the last steps but this time for the 'Stop' button.

The command to tell the video clip to STOP is....

```
on mouseUp me  
  set the movieRate of sprite 6 = 0  
end
```

and again with the 'Rewind' and Fast Forward' buttons.

The command to tell the video clip to REWIND is....

```
on mouseUp me  
  set the movieRate of sprite 6 = -2  
end
```

**in fact any negative number below -1 will play the video backwards at that speed.*

The command to tell the video clip to FAST FORWARD is....

```
on mouseUp me  
set the movieRate of sprite 6 = 2  
end
```

**Again any number above 1 will play the video back at the speed forward*

Whenever you play your Director movie the video clip plays straight away. So, you remember the QuickTime Property window with all those boxes that allow you to set your preferences for the clip?. Well go back to it and select an option that prevents the video from playing at the start.

The option that was selected was **Paused** .

If you alternatively want to jump to a point in time in a video, say 10 seconds in, you can use the **movieTime** command. Remember that there are 60 ticks per second, and Director uses ticks to measure time in videos. Therefore if you want to jump 10 seconds into a video you need to tell Director to...

```
on mouseUp me  
set the movieTime of sprite 6 = 600  
end
```

Where **600 is the time in ticks (60 ticks X 10 Seconds)*

Congratulation you now have the basic skills to put video clips into your Director movies.