

Importing Media Assets into Director

There are many media types that you can import into Director. Select **Import** from the **File** menu, and this dialog box will appear.

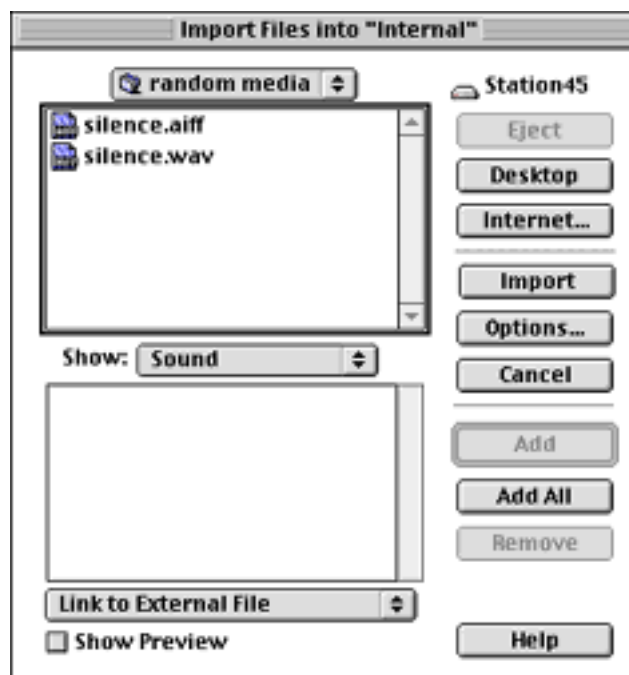
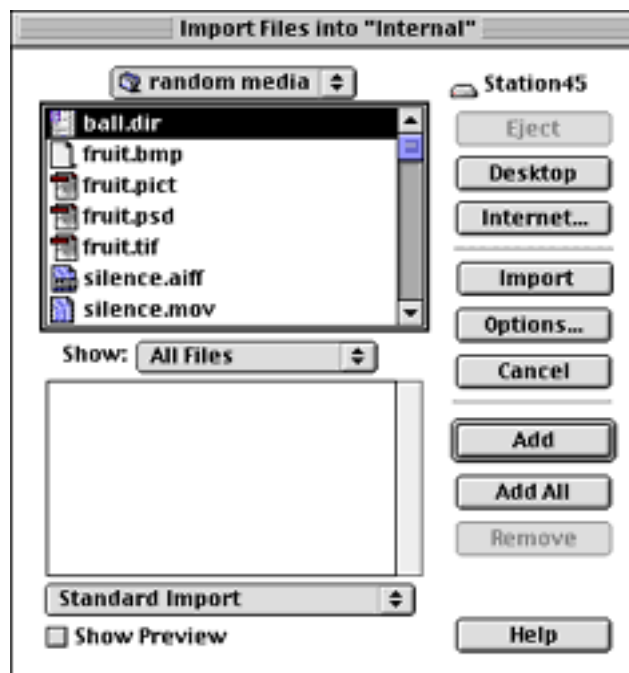
You can navigate among the folders on your hard drive to find the files that you would like to use in your Director movie.

In the upper portion of the window, highlight the media file that you would like to import, and click the **Add** button. The selected element will be added to the list in the lower window. When you click **Import**, all files listed in the bottom part of the dialog box will be imported into the Cast.

This dialog box has the "Standard Import" option selected near the bottom of the window. The dialog box below has the "Link to External File" option selected. More on this option below.

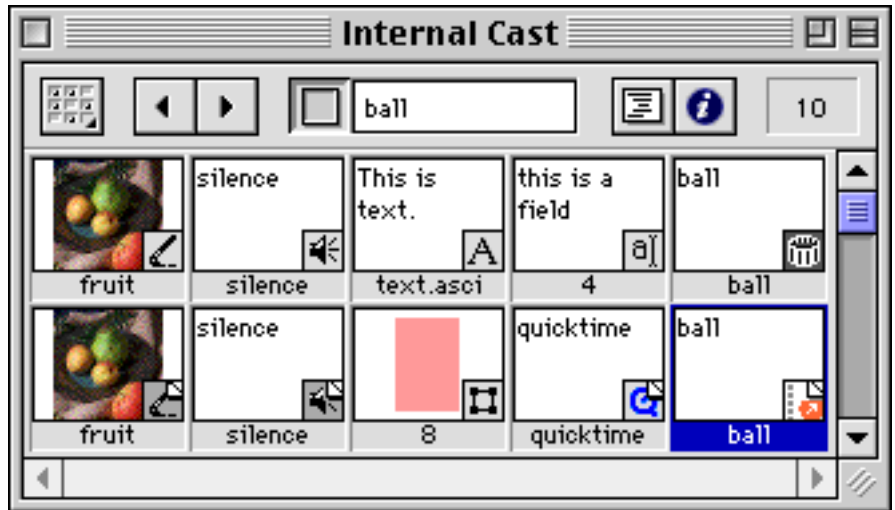
The "**Show:**" drop-down menu in the middle of the two sub-windows of the dialog box allows you to view "All Files" (the default), or only a certain type, such as "Sound" files as shown in this example. It's a way of filtering the types of files displayed in the upper window.

Selecting "Link to External File" in the menu near the bottom of the dialog box means that your files will not be fully imported (embedded) into the Cast. Instead, a reference to those files will be added to the Cast. Such linked files will function very similarly to embedded media, except that the external media files must accompany the Director movie in order for it to reference those files at run-time. This does have some potential impact on performance, and requires that you be extra careful about how and where the external media files are stored.



















When you click **Import**, your media elements will be imported into the Cast Window. The icons next to each Cast Member let you know the type of member it is.

You can tell that a file is linked by the icon that appears in that Cast member's cell in the Cast Window.









These icons are for embedded media. That means that the media information is stored within the Director movie, so no external media file is needed at run-time. Some of these media types are created within Director, others are usually created by importing external files.

-  embedded bitmap graphic (usually from PICT or BMP file)
-  embedded QuickDraw image (created within Director)
-  embedded sound file (usually from an AIFF or WAV file)
-  rich (RTF) text
-  editable text field
-  film loop or embedded Director movie
-  embedded animated GIF
-  behavior
-  cast member script
-  embedded Flash movie
-  font
-  movie script
-  color palette
-  parent script
-  embedded Shockwave audio
-  cast Xtra

These icons are for linked media elements. The external files for these elements must accompany your Director movie to assure that it will play properly.

Note: Digital video (Quicktime) files are always linked; they can never be embedded due to their large size.

-  linked bitmap file (usually PICT, JPEG, GIF or BMP)
-  linked Quicktime Movie or other digital video
-  linked sound file (AIFF or WAV format)
-  linked animated GIF
-  linked Director movie file
-  linked Flash movie file