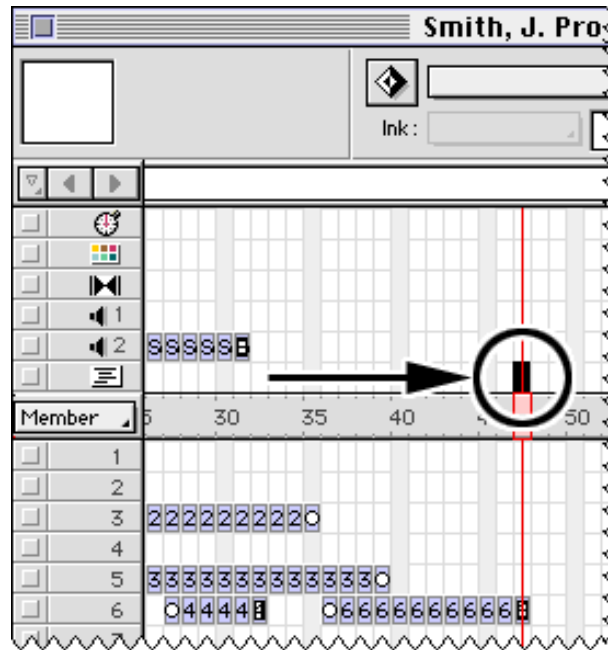


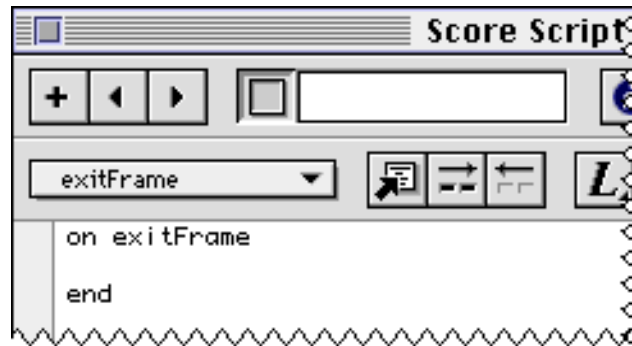
Looping On A Frame

“Looping on a frame” simply means telling Director’s playback head to repeatedly play one frame in the Score. Looping on a frame is used, for example, when waiting for the user to click a button or otherwise interact with the presentation. After the user interaction occurs, the playback head jumps out from the looping section to continue in the Score.

To implement a loop, first select the area of the score where the user is instructed to click on an item. Find an empty cell at the end of a segment in the script channel and double-click it.

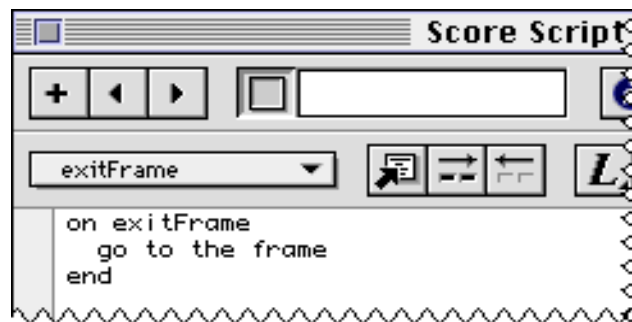


A Score script window will open. The script is “pre-loaded” with a skeletal script. The first line of the script says **on exitFrame** and the last line says **end**. This means the script will be executed right just as the playback head exits the current frame.

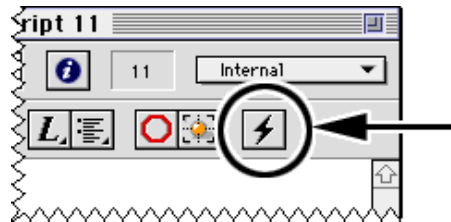


Between the two lines of text, type:

```
go to the frame
```

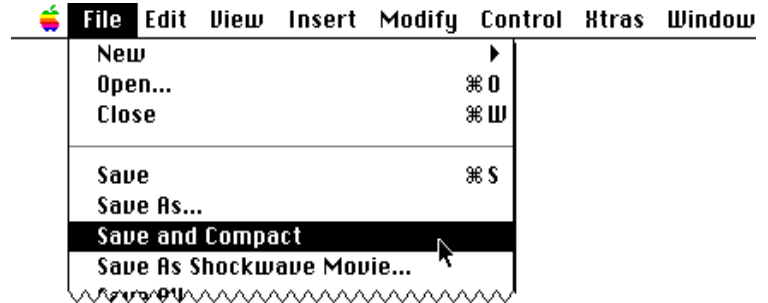


Whenever a new script is written, it is a good idea to “recompile” the script. Click the lightning bolt icon to recompile the new Lingo code.



Once the script has been recompiled, press the “Enter” key on the keyboard to close the Score script window.

Before testing the new script, “Save and Compact” the Director movie. (You should make it a habit to do save frequently as you work, and use “Save and Compact” after large changes.)



Now play the movie. Notice that the playback head will hold still on a single frame when it reaches the new script. It will look like the program has “frozen,” but it is actually playing this frame over and over again.

Other Looping Methods

Looping on a single frame is just one of the ways to loop in the Score. Below are a couple of other looping suggestions...

Looping over multiple frames...

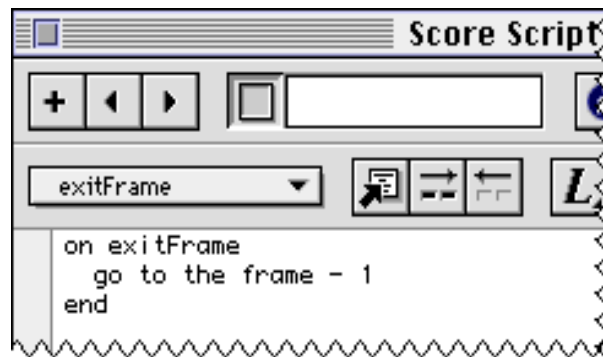
Instead of looping on a single frame, try looping between a pair of frames. Type

```
go to the frame - 1
```

instead of

```
go to the frame
```

This looping method is preferred in Shockwave presentations. Using this looping technique will allow other applications to use some computer processing power. Otherwise, the shocked movie will hog it all for itself.

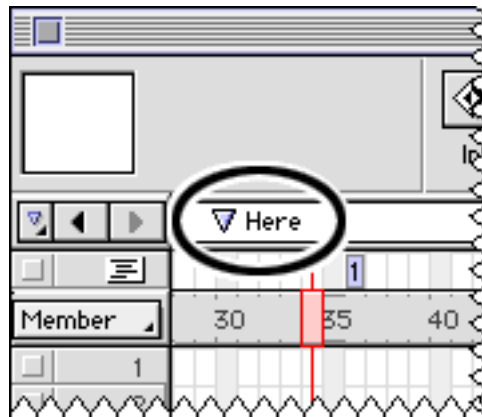


This looping method also allows for an animation sequence to continually play while waiting for a user response. Try looping with multiple frames as well. To do so, change the “- 1” to some other number.

Looping to a marker...

Looping lengths can also be defined by markers, rather than numbers. First, place a marker in the Score. Label it "Here".

(Refer to the handout "Using Markers" for more information.)



Then type

go to "Here"

instead of

go to the frame



Notice the playback head will now loop between several frames.

