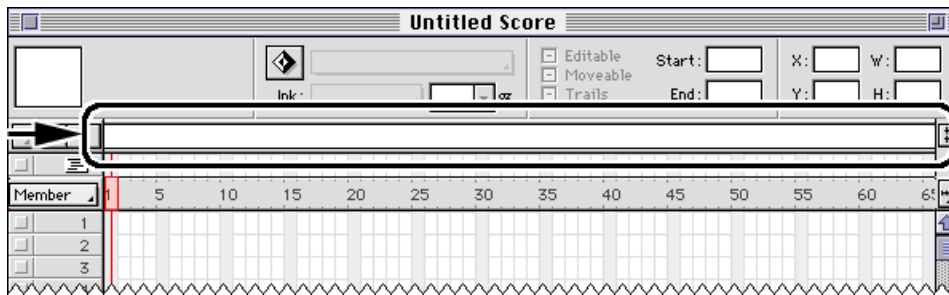


## Using Markers In Director

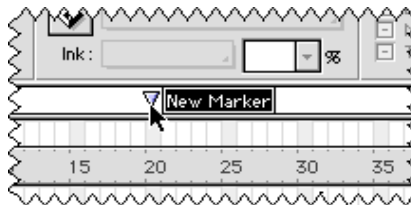
Markers are used to indicate a particular location in the Score. They can be referenced visually in the Score, with the "Markers" window, or with Lingo. Markers can be given a name, and this name is referred to as a "Label".

*To create a marker in the Score...*

Within the Score is a long white rectangular area called the *marker channel*:

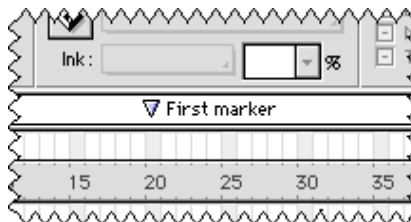


With the mouse, click once in this area of the Score. A new marker will appear with the label "New Marker" next to it.



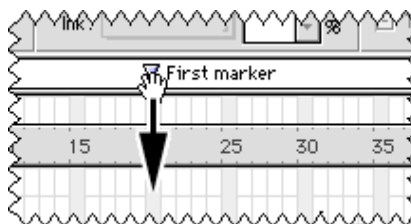
*Labeling a marker...*

The label "New Marker" will be highlighted. Press the Delete key from the keyboard to clear this text, then begin typing the new label name.



*Deleting a marker...*

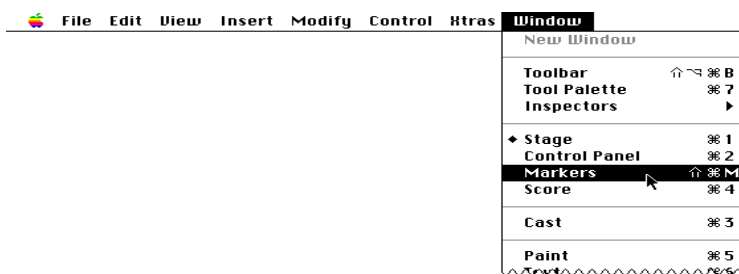
To delete a marker and any attached label, click on the marker's triangle icon with the mouse, and drag the mouse down off the horizontal strip where markers are kept.



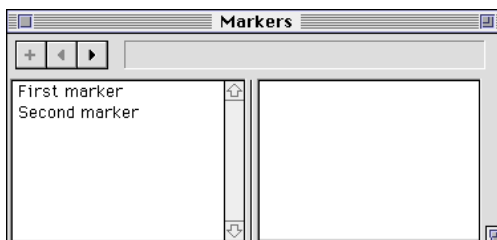
Viewing all markers in the score at a glance...

The markers window can be opened to view all markers used in the score.

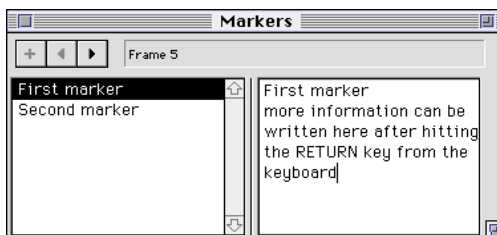
To open this window, select the "Marker" menu option found under the "Windows" pull down menu. (Command-Shift-M)



When the "Markers" window is open, it will display a list of all markers used in the score in the order they appear in the score window.

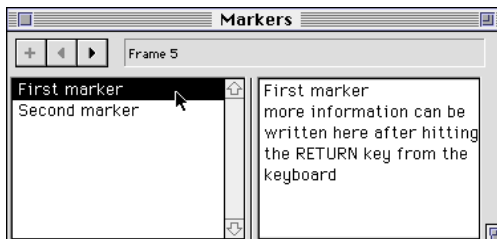


The text field on the right side of the window can hold notes that refer to a marker. To leave a note, select a marker label name in the list of markers on the left of the window, click the mouse in the right text field and begin writing notes after the name.

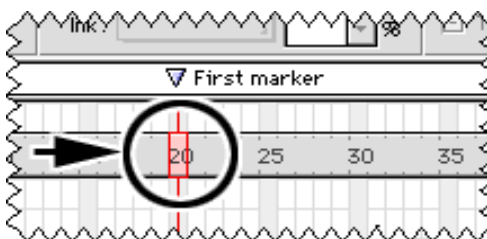


*NOTE: To make sure the original marker label name is not accidentally overwritten, click the mouse at the end of the marker label name in the right text field, press the Return key from the keyboard, then begin writing the note.*

The playback head in the score window can be quickly repositioned to a new location from the Markers window. To do so, double click on a marker label name, close the Markers window, then open the score window.



Notice that the playback head will have automatically moved to the marker selected in the previous window.



Lingo can use markers to cause the playback head to jump to specific locations in the Score. Lingo commands that are useful for moving the playback head to different marker or label locations include:

- the frameLabel** – reports the name of the marker on the current frame, or 0 if none
- label (whichLabel)** – reports the number of the frame with the specified marker name, or 0 if no such label exists
- the labelList** – reports a list of all marker names
- marker (whichMarker)** – reports the number of the frame with the marker relative to the current frame
- go next** – jump to the next marker
- go previous** – jump to the previous marker