

External Linked Media

Because of security restrictions, Shockwave movies playing in a browser cannot read files from a local disk unless they are in a folder named "DSWmedia". If you are trying to preview a movie that uses linked media, put the movie and all of its linked media in a "DSWmedia" folder. The movie can open a file in a subfolder of "DSWmedia" provided it has the same relative path to the media as when it was originally linked. When you move the movie and its media to another server, preserve the same folder structure and all the linked media will continue to work. For details about security issues when playing a movie in a browser, see "Director and Internet Security," in the Director Developers Center at <http://www.macromedia.com/support/director/>.

Similarly, if you use any external linked media in your Director program, the media must either be "loose" in the same folder as the .dcr file (the Shockwave file), else reside in a folder called "DSWmedia" in the same folder as the .dcr file. Note that no sub-folders inside "DSWmedia" can be used – the files must be loose within that folder. Unfortunately, these restrictions somewhat defeat the media and folder organization principles that I've been advocating. However you decide to organize your external media, be sure your development environment has the same file/folder structure.

In addition, you must tweak the pathname specified in the linked cast member's "Options" window within the "Cast Member Properties" window. When you first import the file, the full pathname to it will appear in the pathname field of the Options window. You should change that to include only the filename (if the files are loose in the same folder as the .dir file), or "DSWmedia" and the filename if you choose to use that folder. All path delimiters (":" for the Mac, "\" for Windows) should be changed to forward slashes ("/"), and the whole thing preceded by an "@" sign.

Here are a couple of examples:

Path as shown after import:

Macintosh HD:myproject:audio1.swa

Macintosh HD:myproject:DSWmedia:audio1.swa

Adjust this to:

@/audio1.swa

@/DSWmedia/audio1.swa