Mpeg Advance Xtra Help

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MPEG ADVANCE XTRA HELP: INSTALLATION

The installation procedure is slightly different depending on the version of Director and platform used. Make sure you have administrative rights to create files in the directory where Director is installed on your system.

WINDOWS	MACINTOSH
Director 11	Director 11
Director MX 2004	Director MX 2004
Director MX	Director MX
Director 8.5	Director 8.5

MPEG ADVANCE XTRA HELP: INSTALLATION: WINDOWS - DIRECTOR 11

INSTALLING THE XTRA ON WINDOWS - Director 11

Decompress the installation .zip file. This will unpack the Xtra, documentation and sample files to a folder named "Mpeg Advance Xtra" on your machine. To install the Xtra, just copy the file Windows\MpegAdvance.x32 to the Director 11 XTRAS folder. If your copy of Director 11 is installed at the default location, the Windows Xtra file will be located at:

C:\Program Files\Adobe\Adobe Director 11\Configuration\Xtras\MpegAdvance.x32

Now you need to install the files necessary for creation of cross-platform projector for Mac OSX. Go back to the "Mpeg Advance Xtra" directory where the Xtra files were unpacked. Open the **Mac Universal** directory. Now copy the file "Mpeg Advance Xtra.cpio" to the "Configuration\Cross Platform Resources\Macintosh\Xtras" directory used by Director 11. In a default installation of Director this file will end up at the following location:

C:\Program Files\Adobe\Adobe Director 11\Configuration\Cross Platform Resources\Macintosh\Xtras\Mpeg Advance Xtra.cpio

Finally, you need to edit the xtrainfo.txt file to include information about Mpeg Advance Xtra. This information is used by the cross-platform publishing features in Director 11, to locate the files needed when assembling the Mac OSX version of your projector. The xtrainfo.txt file is located by default at:

C:\Program Files\Adobe\Adobe Director 11\Configuration\xtrainfo.txt

Double click the file to open it in notepad, or alternatively edit with any other text editor. You need to add the following line to the end of the file:

[#namePPC:"Mpeg Advance Xtra", #nameW32:"MpegAdvance.x32"]

Restart Director for the changes to take effect. The Xtra should be listed when you issue the command "put the xtralist" in the message window. The Xtra functions will also be listed when you click the message window Scripting Xtras button.

MPEG ADVANCE XTRA HELP: INSTALLATION: WINDOWS - DIRECTOR MX 2004

INSTALLING THE XTRA ON WINDOWS - Director MX 2004

If you have not done so, we recommend updating to Director MX 2004 version 10.1 before installing the Xtra. This will allow creation of projectors for Mac Classic and OSX (Director MX 2004 without the update can only create cross platform projectors for OSX.)

Decompress the installation .zip file. This will unpack the Xtra, documentation and sample files to a folder named "Mpeg Advance Xtra" on your machine. To install the Xtra, just copy the file Windows\MpegAdvance.x32 to the Director MX 2004 XTRAS folder. If your copy of Director MX 2004 is installed at the default location, the Windows Xtra file will be located at:

C:\Program Files\Macromedia\Director MX 2004\Configuration\Xtras\MpegAdvance.x32

Now you need to install the files necessary for creation of cross-platform projector for Mac OSX. Go back to the "Mpeg Advance Xtra" directory where the Xtra files were unpacked. Open the **Mac Carbon** directory. Now copy the files "Mpeg Advance Xtra.data" and "Mpeg Advance Xtra.rsrc" files to the "Configuration\Cross Platform Resources\Macintosh\Xtras" directory used by Director MX 2004. In a default installation of Director these files will end up at the following locations:

C:\Program Files\Macromedia\Director MX 2004\Configuration\Cross Platform Resources\Macintosh\Xtras\Mpeg Advance Xtra.data

C:\Program Files\Macromedia\Director MX 2004\Configuration\Cross Platform Resources\Macintosh\Xtras\Mpeg Advance Xtra.rsrc

If you are running Director MX 2004 10.1, you can also install the files necessary for creation of cross-platform projector for Mac Classic. Again, go back to the "Mpeg Advance Xtra" directory where the Xtra files were unpacked. Open the **Mac Classic** directory. Now copy the files "Mpeg Advance Xtra.data" and "Mpeg Advance Xtra.rsrc" files to the "Configuration\Cross Platform Resources\Classic\Xtras" directory used by Director MX 2004. In a default

installation of Director these files will end up at the following locations:

C:\Program Files\Macromedia\Director MX 2004\Configuration\Cross Platform Resources\Classic\Xtras\Mpeg Advance Xtra.data

C:\Program Files\Macromedia\Director MX 2004\Configuration\Cross Platform Resources\Classic\Xtras\Mpeg Advance Xtra.rsrc

Finally, you need to edit the xtrainfo.txt file to include information about Mpeg Advance Xtra. This information is used by the cross-platform publishing features in Director MX 2004, to locate the files needed when assembling the OSX and Classic versions of your projector. The xtrainfo.txt file is located by default at:

C:\Program Files\Macromedia\Director MX 2004\Configuration\xtrainfo.txt

Double click the file to open it in notepad, or alternatively edit with any other text editor. You need to add the following line to the end of the file:

[#namePPC:"Mpeg Advance Xtra", #nameW32:"MpegAdvance.x32"]

Restart Director for the changes to take effect. The Xtra should be listed when you issue the command "put the xtralist" in the message window. The Xtra functions will also be listed when you click the message window Scripting Xtras button.

MPEG ADVANCE XTRA HELP: INSTALLATION: WINDOWS - DIRECTOR MX AND 8.5

INSTALLING THE XTRA ON WINDOWS - Director MX and Director 8.5

Decompress the installation .zip file. This will unpack the Xtra, documentation and sample files to a folder named "Mpeg Advance Xtra" on your machine. To install the Xtra, just copy the file **Windows\MpegAdvance.x32** to the Director 8.5 or Director MX XTRAS folder. If you have previously installed an older copy of the Xtra make sure to remove or replace it.

These are the default locations of the Xtras folder for each application:

Director 8.5- C:\Program Files\Macromedia\Director 8.5\Xtras

Director MX- C:\Program Files\Macromedia\Director MX\Xtras

Finally, you need to edit the xtrainfo.txt file to include information about Mpeg Advance Xtra. The xtrainfo.txt file is located by default at:

Director 8.5 - C:\Program Files\Macromedia\Director 8.5\xtrainfo.txt

Director MX - C:\Program Files\Macromedia\Director MX\xtrainfo.txt

Double click the file to open it in notepad, or alternatively edit with any other text editor. You need to add the following line to the end of the file:

[#namePPC:"Mpeg Advance Xtra", #nameW32:"MpegAdvance.x32"]

Restart Director for the changes to take effect. The Xtra should be listed when you issue the command "put the xtralist" in the message window. The Xtra functions will also be listed when you click the message window Scripting Xtras button (Director MX).

MPEG ADVANCE XTRA HELP: INSTALLATION: MACINTOSH - DIRECTOR 11

INSTALLING THE XTRA ON MAC OSX - Director 11

Double-click the installation .dmg file. This will mount a disk named "Mpeg Advance Xtra" on your desktop.

The first step is to copy the Universal binary version of the Xtra, which will be used in the authoring environment and also when creating Mac OSX projectors, for both Intel and PPC machines. This file is located in the install disk image, at:

Mpeg Advance Xtra/Mac Universal/Mpeg Advance Xtra.xtra

This file needs to be copied to the Director 11 Xtras folder. The final pathname for the Xtra in a default installation of Director 11 will be:

OSX Volume Name/Applications/Adobe Director 11/Configuration/Xtras/Mpeg Advance Xtra.xtra

Windows projectors can also be created directly on Director 11 running on Mac OSX after installation of the Windows version of the Xtra. It is located on the install disk, at:

Mpeg Advance Xtra/Windows/MpegAdvance.x32

Copy this file to the Cross Platform resources directory in Director 11, so that it will be available at:

OSX Volume Name/Applications/Adobe Director 11/Configuration/Cross Platform Resources/Windows/Xtras/MpegAdvance.x32

Finally, you need to edit the xtrainfo.txt file to include information about Mpeg Advance Xtra. This information is used by the cross-platform publishing features in Director 11, to locate the files needed when assembling the Windows version of your projector. The xtrainfo.txt file is located by default at:

OSX Volume Name/Applications/Adobe Director 11/Configuration/xtrainfo.txt

Double click the file to open it in TextEdit, or alternatively edit with another text editor. Make sure to save the file in plain text format, though. You need to add the following line to the end of the file:

[#namePPC:"Mpeg Advance Xtra", #nameW32:"MpegAdvance.x32"]

Restart Director for the changes to take effect. The Xtra should be listed when you issue the command "put the xtralist" in the message window. The Xtra functions will also be listed when you click the message window Scripting Xtras button.

MPEG ADVANCE XTRA HELP: INSTALLATION: MACINTOSH - DIRECTOR MX 2004

INSTALLING THE XTRA ON MAC OSX - Director MX 2004

Double-click the installation .dmg file. This will mount a disk named "Mpeg Advance Xtra" on your desktop.

The first step is to copy the OSX version of the Xtra, which will be used in the authoring environment and also when creating OSX projectors. This file is located in the install disk image, at:

Mpeg Advance Xtra/Mac Carbon/Mpeg Advance Xtra

This file needs to be copied to the Director MX 2004 Xtras folder. The final pathname for the OSX Xtra in a default installation of Director MX will be:

OSX Volume Name/Applications/Macromedia Director MX 2004/Configuration/Xtras/Mpeg Advance Xtra

Director MX 2004 running on Mac OSX can also be used to create Classic projectors, for Mac OS versions 8 and 9. In order to enable this feature you need to copy the Classic version of Mpeg Advance Xtra to the correct location in your Director MX installation. First locate the Classic version of Mpeg Advance Xtra in the install disk:

Mpeg Advance Xtra/Mac Classic/Mpeg Advance Xtra

This file needs to be copied to the following location in the Director MX 2004 folder, to be used for cross-platform publishing. Copy it to:

OSX Volume Name/Applications/Macromedia Director MX 2004/Configuration/Cross Platform Resources/Classic MacOS/Xtras/Mpeg

Advance Xtra

Windows projectors can also be created directly on Director MX 2004 running on Mac OSX after installation of the Windows version of the Xtra. It is located on the install disk, at:

Mpeg Advance Xtra/Windows/MpegAdvance.x32

Copy this file to the Cross Platform resources directory in Director MX 2004, so that it will be available at:

OSX Volume Name/Applications/Macromedia Director MX 2004/Configuration/Cross Platform Resources/Windows/Xtras/MpegAdvance.x32

Finally, you need to edit the xtrainfo.txt file to include information about Mpeg Advance Xtra. This information is used by the cross-platform publishing features in Director MX 2004, to locate the files needed when assembling the Classic MacOS and Windows versions of your projector. The xtrainfo.txt file is located by default at:

OSX Volume Name/Applications/Macromedia Director MX 2004/Configuration/xtrainfo.txt

Double click the file to open it in TextEdit, or alternatively edit with another text editor. Make sure to save the file in plain text format, though. You need to add the following line to the end of the file:

[#namePPC:"Mpeg Advance Xtra", #nameW32:"MpegAdvance.x32"]

Restart Director for the changes to take effect. The Xtra should be listed when you issue the command "put the xtralist" in the message window. The Xtra functions will also be listed when you click the message window Scripting Xtras button.

MPEG ADVANCE XTRA HELP: <u>INSTALLATION:</u> MACINTOSH - DIRECTOR MX

INSTALLING THE XTRA ON MAC OSX - Director MX

Double-click the installation .dmg file. This will mount a disk named "Mpeg Advance Xtra" on your desktop.

The first step is to copy the OSX version of the Xtra, which will be used in the authoring environment and also when creating OSX projectors. This file is located in the install disk image, at:

Mpeg Advance Xtra/Mac Carbon/Mpeg Advance Xtra

This file needs to be copied to the Director MX Xtras folder. The final pathname for the OSX Xtra in a default installation of Director MX will be:

OSX Volume Name/Applications/Macromedia Director MX/Xtras/Mpeg Advance Xtra

Director MX running on Mac OSX can also be used to create Classic projectors, for Mac OS versions 8 and 9. In order to enable this feature you need to copy the Classic version of Mpeg Advance Xtra to the correct location in your Director MX installation. First locate the Classic version of Mpeg Advance Xtra in the install disk:

Mpeg Advance Xtra Folder/Mac Classic/Mpeg Advance Xtra

This file needs to be copied to the following location in the Director MX folder:

OSX Volume Name/Applications/Macromedia Director MX/Classic MacOS/Xtras/Mpeg Advance Xtra

Finally, you need to edit the xtrainfo.txt file to include information about Mpeg Advance Xtra. This information is used by the cross-platform publishing features in Director MX 2004, to locate the files needed when assembling the Classic MacOS version of your projector. The xtrainfo.txt file is located by default at:

OSX Volume Name/Applications/Macromedia Director MX/xtrainfo.txt

Double click the file to open it in TextEdit, or alternatively edit with another text editor. Make sure to save the file in plain text format, though. You need to add the following line to the end of the file:

[#namePPC:"Mpeg Advance Xtra", #nameW32:"MpegAdvance.x32"]

Restart Director for the changes to take effect. The Xtra should be listed when you issue the command "put the xtralist" in the message window. The Xtra functions will also be listed when you click the message window Scripting Xtras button.

MPEG ADVANCE XTRA HELP: INSTALLATION: MACINTOSH - DIRECTOR 8.5

INSTALLING THE XTRA ON MAC OS 8 AND 9 - Director 8.5

Running under OSX, double-click the installation .dmg file. This will mount a disk named "Mpeg Advance Xtra" on your desktop. To install the Xtra just copy the file "Mpeg Advance Xtra" from the Mac Classic folder to the Xtras folder of your Director 8.5 installation. The final pathname for the Xtra will be for example:

Macintosh HD:OS9 Applications:Macromedia Director 8.5:Xtras:Mpeg Advance Xtra

Finally, you need to edit the xtrainfo.txt file to include information about Mpeg Advance Xtra. The xtrainfo.txt file is located in the directory where Director 8.5 was installed, for example at:

Macintosh HD:OS9 Applications:Macromedia Director 8.5:xtrainfo.txt

Double click the file to open it in SimpleText, or another editor capable of saving plain text files. You need to add the following line to the end of the file:

[#namePPC:"Mpeg Advance Xtra", #nameW32:"MpegAdvance.x32"]

Restart Director for the changes to take effect. The Xtra should be listed when you issue the command "put the xtralist" in the message window.

 MPEG ADVANCE XTRA HELP: GETTING STARTED

Mpeg Advance Xtra is an Asset Xtra. Unlike scripting Xtras, Asset Xtras can be manipulated using the score and cast windows, and their properties can be adjusted through scripting, just like Director's built-in media types.

Before starting, it is a good idea to enable the "Animate in Background" option in Director. This can be done by selecting the FILE->PREFERENCES->GENERAL menu in Director, and checking the "Animate in Background" option.

There are two ways to create Mpeg Advance Xtra cast members. One is to simply use the IMPORT function in Director, and select some MPEG files to import. Director will prompt you to select the format of the import, and you will be presented with a dialog box asking if files should be imported as Mpeg Advance Xtra or Quicktime castmembers. Select the Mpeg Advance Xtra option. That's it. Castmembers will be directly imported to your cast window, ready to be placed on your movie.

A different way to create Mpeg Advance Xtra castmembers is also provided. You can use the INSERT menu in Director, and select the TABULEIRO XTRAS->Mpeg Advance Xtra entry. The standard Xtra Properties Dialog Box will appear. Select browse. Another Dialog Box will appear, prompting you to choose the video file associated with this cast member. Select an MPEG file with the correct type and extension. Click OK. You will return to the Properties Dialog Box. The file information should be displayed correctly, indicating the duration, height and width of the media file.

You can preview the file, mark cue points and set the playback options (toolbar, volume, rate, balance, among others).

Leave the Playback options as they are, for now. Finish by clicking OK.

A new cast member will appear in your Cast Window in Director. It has the Xtra icon, and the name of your linked video file. Click on it and drag the cast member to the score. A new sprite will be created on your score window, and you can adjust the position and the size of the video directly in the score.

You can use the "Wait for Cue Point" option in the tempo channel to wait for the end of the playback, or you can use a:

on exitframe

go the frame

end

script on the script channel to make Director loop on the frame while the video plays. That's it!

NOTE: the "Wait for cue point" option will not operate correctly if your Xtra sprite is in the last frame of the score. The same behavior is true for built-in digital video and audio sprites.

 MPEG ADVANCE XTRA HELP: CUE POINTS

Mpeg Advance Xtra supports creation of cuepoints in the Director authoring environment and dynamically at runtime. Cue points can be assigned in the Properties Dialog box that appears when you create or when you double-click an Xtra cast member. The number of cuepoints you can mark on each castmember is limited only by memory or performance. It is usually recommended to create at most 500 cuepoints, but your limits may be different depending on your applications. Cue points times are measured in milliseconds, and the name of the cue point can have up to 32 characters. To create a cue point you should first locate the time using the preview movie in the Properties Dialog window. Click the CUEPOINTS tab, and then select "ADD". A window will appear for you to define the name of the cue point. If you need to modify a cue point later you can double-click its name on the list of cue points and edit its name and time directly. You can use the "GOTO" button to check the location of a cue point, and the "REMOVE" button can be used to delete a cue point.

Mpeg Advance Xtra does not modify the video file in any way. The cue points are maintained by your Xtra cast members, so you do not need to leave Director or mark them again if the original video is recompressed.

CREATING CUE POINTS FROM LINGO

There are two functions that you can use in Director to create and remove cue points using Lingo or JavaScript syntax.

member(x).addcuepoint(cuepointtime, cuepointname)

member(x).removecuepoint(cuepointindex)

USING CUE POINTS

Mpeg Advance Xtra cue points can be used just like Director built-in media cue points. You can use the "Wait for cue point" option in the Tempo channel of the score for easy synchronization of media, as shown in our sample movies. For advanced scripting users, the following properties are supported:

sprite(x).isPastCuePoint(cuepointnumber)

sprite(x).mostRecentCuePoint

member(x).cuepointtimes

member(x).cuepointnames

The following callback handler is also available to Mpeg Advance Xtra sprites and cast members:

on cuePassed me, whichChannel, cuePointNumber, cuePointName

Please consult Director's documentation if you need additional information about the standard cuepoint properties and functions.

IMPORTANT: The "Wait for cue point" setting in the Tempo channel does not work correctly if an Xtra sprite is in the very last frame of the score. This is also true for SWA and Quicktime sprites. It is always a good idea to avoid using the very first and the very last frame of the score in Director, since they do not behave exactly like all the others.

MPEG ADVANCE XTRA HELP: MEMBER PROPERTIES

All properties of the Mpeg Advance Xtra cast member can be easily set in the Properties Dialog box, which is displayed when the cast member is created and also when you double-click the cast member icon in the cast window. These properties can also be set using Lingo, or JavaScript syntax in Director MX 2004 and Director 11.

Filename - the complete pathname of the linked media file.

Lingo example:

put member(1).filename

-- "C:\myfiles\myfile.mpg"

JavaScript syntax example:

trace member(1).filename

//"C:\myfiles\myfile.mpg

Duration - the duration of the linked Media file in milliseconds.

Lingo example:

put member(1).duration

-- 45200

Videowidth - the original encoded width of the linked Media file, in pixels. This is a read-only property.

Lingo example:

put member(1).videowidth

-- 320

Videoheight - the original encoded height of the linked Media file, in pixels. This is a read-only property.

Lingo example:

put member(1).videoheight

-- 240

Volume - The default audio volume to be used during playback of new Xtra sprites. Values range from 0 to 255, expressed linearly. The sprite volume property may be used when you want to modify the volume of a sprite that is already on the stage.

Lingo example:

put member(1).volume

-- -10

Balance - The default audio balance to be used during playback of new Xtra sprites. Values range from -100 to 100. The sprite balance property may be used when you want to modify the balance of audio of a sprite that is already on the stage. This property is only available on Windows.

Lingo example:

put member(1).balance

-- 0

Rate - The default playback rate to be used during playback. Values range from 0 to 2, expressed in percentage of the original playback rate. The sprite function rate may be used when you want to modify the rate of playback of a sprite that is already on the stage.

Lingo example:

member(1).rate = 0.5

Cpuboost - On Windows, Mpeg Advance Xtra can slow down Director to allow more CPU time for the DirectShow driver. This can be useful if you are experiencing poor or stuttering playback on older machines. Legal values are in the range of 0 to 95 percent, although values over 80 may result in problems with the performance of your Director animation and/or scripting event detection.

Lingo example:

member(1).cpuboost = 50

Toolbar - Indicates whether a toolbar is attached to the video window. Possible values are 0 (FALSE) or 1 (TRUE).

Lingo example:

member(1).toolbar = true

Loop - Indicates whether the linked Media file will loop automatically. Possible values are 0 (FALSE) or 1 (TRUE).

Lingo example:

member(1).loop = false

PlaySegment - Indicates whether only a segment of the Media file is to be played. Possible values are 0 (FALSE) and 1 (TRUE).

Lingo example:

member(1).playsegment = true

Starttime - Specifies the start time of the Media file to be played, in milliseconds. Only active if "the playsegment of the member" is TRUE.

Lingo example:

member(1).starttime = 10700

EndTime - Specifies the end time of the Media file to be played, in milliseconds. Only active if "the playsegment of the member" is TRUE.

Lingo example:

member(1).endtime = 45000

PausedAtStart - Indicates whether the Media file should be opened in "paused" state. Possible values are 0 (FALSE) and 1 (TRUE).

Lingo example:

member(1).pausedatstart= 0

DTS - Indicates whether the Media file will be played in direct-to-stage mode. Disabling DTS allows compositing of the sprite with other elements of the stage, including the possibility to distort the sprite using quads and skew, and enables Director inks to be used. The drawback is a severe performance penalty on older systems. The default value is for sprites to play with DTS enabled. Possible values are 0 (FALSE) and 1 (TRUE). Non dts playback is also not available on older Windows systems. Consult the canImageOffScreen() member function for more information on this topic.

Example:

member(1).dts= 0

CuePointTimes - Contains a list of the cue point times associated with this member.

Lingo example:

put member(1).cuepointtimes

-- [4500,12300,34650,67321]

CuePointNames - Contains a list of the cue point names associated with this member.

Lingo example:

put member(1).cuepointnames

-- ["Cue 1","NewCuePoint","Start Point","Second part"]

 MPEG ADVANCE XTRA HELP: SPRITE PROPERTIES

The Sprite properties are only accessible when a Mpeg Advance Xtra sprite is being displayed on the stage.

Image - Gets the current video frame as an image object, ready to be used with imaging Lingo functions. The image of sprite is only available on Windows if the canImageOffScreen() member function returns true and the sprite is playing in non-dts mode.

Example:

myimg = sprite(1).image

Currenttime - The current position of the Media file, in milliseconds.

Lingo example:

put sprite(1).currenttime

-- 22345

Rate - The playback rate Media file. The Xtra supports rates between 0 and 2 (reverse playback is not supported.) The movierate can also be used to play or pause the media, setting it to 1 or 0.

Lingo example:

put sprite(1).rate

-- 1

Movietime - The current position of the Media file, in milliseconds. This has the same value as the currenttime of sprite property.

Lingo example:

put sprite(1).movietime

-- 22345

Movierate - The playback rate Media file. This has the same value as the rate of sprite property.

Example:

sprite(1).movierate = 0.5

Mediabusy - Indicates whether the Media file is playing. Possible values are 0 (FALSE) and 1 (TRUE).

Lingo example:

put sprite(1).mediabusy

-- 1

MostRecentCuePoint - The index of the last cue point passed. Consult Director's documentation for additional info on this property.

Lingo example:

put the mostrecentcuepoint of sprite 1

-- 2

Duration - The duration of the Media file, in milliseconds. Can only be retrieved, not set.

Lingo example:

put sprite(1).duration

-- 100000

Volume - The current volume of the Media file, in a linear scale from 0 to 255. Can be tested and set.

Example:

sprite(1).volume = 128

Visible - Hides or shows the sprite window. Can be tested and set, and is useful to prevent black flashes at the beginning or end of media playback on Windows.

Example:

sprite(1).visible = false

 MPEG ADVANCE XTRA HELP: MEMBER FUNCTIONS

Mpeg Advance Xtra provides several functions that can be called from Lingo or JavaScript syntax scripts to retrieve information about the Media linked to the members.

member(x).addCuePoint(cuepointtime, cuepointname) - This function can be used to create a new cue point from scripting. Cue points are automatically sorted.

Example:

member("mpegfile").addcuepoint(10500, "NewCue")

member(x).removeCuePoint(cuepointindex) - This function can be used to remove a cue point. You should supply the index of the cue point to be removed.

Example:

member(x).removecuepoint(2)

member(x).canPlayVideo() - Returns 1 (TRUE) or 0 (FALSE). Can be used to determine if a given member can be played in the system, and it is useful to test for system capabilities if you are planning for example to play MPEG2 or MPEG4 content. IMPORTANT: on the Macintosh the function member(x).quicktimeversion() should be used to test for the capability to play MPEG4 videos. Attempting to play or query some MPEG4 files when Quicktime 5 is installed can produce a type 10 error.

Lingo example:

member(1).canPlayVideo()

if the result=0 then

alert("Member 1 can not be played")

else

--nothing

end if

member(x).canImageOffScreen() - Returns 1 (TRUE) or 0 (FALSE). Can be used to determine if non direct-to-stage playback and access to the image of sprite object is possible in the system. Older versions of the DirectShow engine (released before DirectX 7.1) can play MPEG1 files, but do not allow access to the data necessary for offscreen imaging. In this case the MPEG file will still play correctly in DTS mode, which is set automatically by the Xtra.

Lingo example:

member(1).canImageOffScreen()

if the result=0 then

alert("DTS playback is disabled for member 1")

else

--nothing

end if

member(x).quicktimeversion() - This function can be used to test for the presence of Quicktime 6 on the Macintosh, and enable playback of MPEG4 files. Possible return values are the version of Quicktime installed (3.01 or 6.02 for example) or FALSE (0). On Windows the return value is always 0.

Lingo example:

put member(2).quicktimeversion()

-- 6.00

member(x).scanFile() - This function can be used to extract the correct duration and dimensions of a video file when the linked media is changed via scripting. The file

is queried and the castmember properties are updated automatically. This function is usually not necessary for the typical operation of the Xtra.

Example:

member(2).scanfile()

member(x).register(registrationnumber) -This function can be used in Projectors to register the Xtra at runtime, and allow developers to save linked casts. It is not necessary for the normal operation of the Xtra.

Example:

member("mpegfile").register("SERIALNUMBERHERE")

MPEG ADVANCE XTRA HELP: SPRITE FUNCTIONS

The following sprite functions can be called from scripting to control playback of Mpeg Advance Xtra sprites. The sprite must be present in the score, and the function should be targeted at the sprite channel number.

sprite(x).play() - Used to start or resume playback of a Media file. Playback is usually started automatically when the sprite is loaded, unless the "Paused at Start" option is checked.

Example:

sprite(1).play()

sprite(x).pause() - Used to pause playback of a Media file.

Example:

sprite(1).pause()

sprite(x).seek(time) - Seeks the video to a different time in the Media file, and pauses the video. Time should be expressed in milliseconds.

Example:

sprite(1).seek(15000)

sprite(x).stepForward() - Moves the video playback position one frame forward.

Example:

sprite(1).stepForward()

sprite(x).stepBack() - Moves the video playback position one frame backward.

Example:

sprite(1).stepBack()

sprite(x).playsegment(starttime, endtime) - Plays a segment of the Media file. Please note that using this option actually limits access to the times of the stream that falls outside the playback segment boundaries. You should use another playSegment() command to seek to a different time on the stream.

Example:

sprite(2).playSegment(10000, 25000)

sprite(x).isPastCuePoint(cuepointindex) - Returns TRUE if the cue point indicated has already passed, FALSE otherwise. The Xtra only supports this function used with cuepoint indexes, not names.

Lingo example:

sprite(1).isPastCuePoint(2)

put the result

-- 1

 MPEG ADVANCE XTRA HELP: CREATING PROJECTORS

Mpeg Advance Xtra works with all operational systems and platforms supported by Director 8.5, Director MX and Director MX 2004. Please check our web site at xtras.tabuleiro.com for updated information about system requirements for different media types including MPEG2 and MPEG4.

CREATING A CROSS-PLATFORM OR STANDARD PROJECTOR

(Director 11 and MX 2004)

Director 11 and MX2004 include the ability to create Windows projectors when hosted on Mac OS X, and vice-versa. Director MX 2004 can create projectors for older versions of MacOS (8 and 9) as well. However, this only works correctly if Director is configured to locate and include the proper Xtra files for "the other" platform. Please make sure the appropriate files are installed in the Configuration\Cross platform resources Director folder according to the installation notes, and also make sure the Configuration\xtrainfo.txt file contains information about Mpeg Advance Xtra (this procedure is also covered in the installation instructions)

Assuming the cross-platform files are already installed and configured correctly you can invoke the FILE->PUBLISH SETTINGS menu item to configure the parameters for your projector. You can then configure what types of projectors will be created. You should disable the option to create a Shockwave file, as Mpeg Advance Xtra is not available for Shockwave.

Now, select the PROJECTOR tab. Please make sure ANIMATE IN BACKGROUND is checked, as this setting is necessary for proper operation of the Xtra. Finally in the FILES tab you can add additional Director movies to your projector. The Xtra will be automatically included if there is at least one Mpeg Advance Xtra castmember in the main director movie. To finalize just click the PUBLISH button. Director saves the publishing settings with your Director movie, and future projectors can be created simply by choosing the FILE->PUBLISH menu item.

CREATING A STANDARD WINDOWS OR MACOS PROJECTOR

(Director 8.5 and MX)

Director 8.5 and MX can only create native projectors. Windows projectors need to be created on a Windows machine, and Macintosh projectors need to be created on a Macintosh computer. However, Director movies (.dir files) containing Mpeg Advance Xtra members don't need any modification in order to work on both platforms. A developer can work primarily on the Mac and only transfer the final .dir file to Director for Windows in order to create a Windows projector, or vice-versa. The only requirement is to install and register the Xtra on both platforms. Instructions for installing the Xtra can be found in the download packages. Please notice that Mpeg Advance Xtra serial numbers are cross-platform: you can use the same serial number to register the software on both Mac and Windows.

After the Xtra is installed and registered, just select CREATE PROJECTOR from the FILE menu in Director, and choose a Director movie to be included in your projector. It is important to click the OPTIONS button and make sure the ANIMATE IN BACKGROUND option is checked: Mpeg Advance Xtra sprites may not play correctly on Windows if this setting is not enabled. Press the CREATE button to create your projector.

The Xtra is automatically included in the Projector if your first movie contains a Mpeg Advance Xtra cast member. If you are creating a "dummy" projector that will call your .dxr movie, you can include the Xtra in the Projector using the MODIFY->MOVIE->XTRAS menu, and adding the Xtra manually.

TIP: You can also deliver the Mpeg Advance Xtra file in a folder named XTRAS, located in the same directory of your Projector, if you do not want to embed the Xtra file into your projector. This is recommended for faster startup of your program.

LINKED MEDIA FILES

MPEG files are never imported into your projector, and remain externally linked for better performance and memory management. The Xtra will automatically locate all linked Media files that are located in the same directory of the Projector, or in a relative location that matches the one used when first importing the linked MPEG files. In this cases it is not necessary to include additional code or instructions for your movie to play correctly. More information is available at technote MA001 on our site.

However, if your projector needs to find external Media files that are located in other volumes or in a different folder structure, it is still possible to use Director's built-in capabilities to locate external media. Director will automatically search all directories listed in "the searchpaths" variable for missing Mpeg Advance Xtra linked files. The "searchpaths" variable may be set in a LINGO.INI file delivered with your projector, or in a script inside your movie that executes before any video sprite is played.

If you want to use a LINGO.INI file just copy the script below, and save it as a text file named LINGO.INI :

The final structure of files should look like:

Windows example:

Projector - C:\myproj\proj.exe

Lingo.ini - C:\myproj\lingo.ini

Mac example:

Projector - Macintosh HD:myproj:Projector

Lingo.ini - Macintosh HD:myproj:lingo.ini

You can now safely put your Media files in the "media" subdirectory (C:\myproj\media or Macintosh HD:myproj:media in the examples above) and the Xtra will automatically find them when the projector starts.

 MPEG ADVANCE XTRA HELP: HOW TO ORDER & REGISTER

The unregistered version of Mpeg Advance Xtra is fully-functional and may be used for evaluation, nonprofit and educational purposes only: commercial distribution is strictly prohibited. A registered version of the Xtra can be used in commercial products, and may be purchased online at xtras.tabuleiro.com, using a secure server. At our web site you can also consult our purchase policy, purchase instructions, payment, delivery and security methods.

If you decide to buy the Xtra you don't need to download a new copy of the software. After your order is processed you will receive an e-mail with a serial number to register the software you've already installed on your machine.

To register you should double-click a Mpeg Advance Xtra castmember and select the REGISTER tab in the Properties dialog box. If you are using the Xtra on more than one platform please make sure it is registered on both: you may use the same serial number for registration on Macintosh and Windows systems, as long as both machines are used by the same developer. Please keep your serial number archived. You will need it to register again if you reinstall Director or the Xtra.

MPEG ADVANCE XTRA HELP:
LICENSING & AVAILABILITY

Mpeg Advance Xtra is a commercial product. Current price and updated information can be found at xtras.tabuleiro.com. If your product provides printed documentation and package we ask you to kindly include the following copyright information:

Mpeg Advance Xtra(tm) (c) Tabuleiro Prod Ltda 2008

All Rights Reserved

No royalty-fees are required for distribution of the Xtra with your projectors.

MPEG ADVANCE XTRA HELP: TECHNICAL SUPPORT

Please use the Your Account section available at our web site xtras.tabuleiro.com to contact technical support. The site also contains Technotes and other resources that can help you identify and solve the most common problems quickly.