

Advanced Director & Lingo

Duration: 2 Days

Aimed at delegates who are comfortable with the director interface and basic Lingo this course will establish a solid foundation in advanced programming concepts through practical experience.

The diverse and exciting challenges faced by lingo programmers will be explored through the development of applications for both web and cd-rom environments.

Course Content:

Managing Time with Lingo

- ticks
- milliseconds

Creating timeout objects

- timeoutList

Commands

- do

Conditional Logic

- case

Lists

- add
- append
- sort
- 2 Dimensional Arrays/ Nested Lists
- showGlobals
- clearGlobals

Imaging Lingo

- getPixel()
- setPixel()
- draw()
- fill()
- copyPixels()
- createMask()
- createMatte()
- depth

Events

- DoubleClick

Object Orient Programming

- Introducing the Concept of Object Oriented Design
- Parent script and child object basics
- Differences between child objects and behaviors
- Declaring property variables
- Creating the on new handler
- new()
- actorList
- on stepFrame
- ancestor
- Using scriptInstanceList

Practical Exercises

- Studying a Game: Space Invaders
- Exercise in 3d Lingo
- Imaging Lingo Study
- Emergent Behavior Study

Course Prerequisites:

Completion of the Director Course or equivalent knowledge,