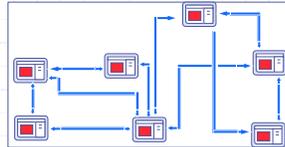
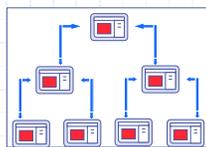
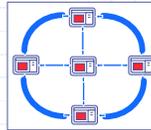


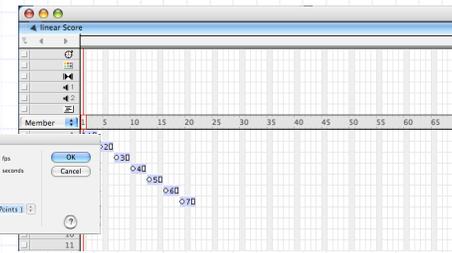
Navigation in Lingo

- ◆ To implement these structures in Director, we need to map them onto the Score
- ◆ We can use
 - go to and
 - markers



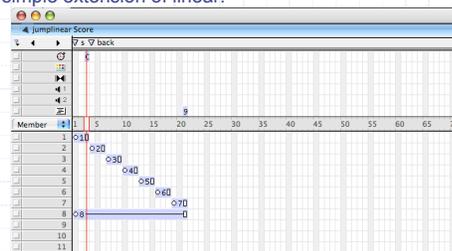
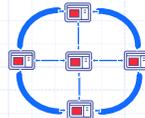
Linear structure

- ◆ You can control playback speed by adjusting
 - tempo
 - Wait time
 - wait for the Mouse click
 - wait for cue point
- ◆ Implementation: Very easy!



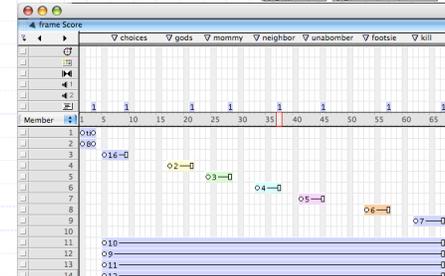
Wheel (jump-linear) structure

- ◆ Loops with "go to"
- ◆ At any point you can access the wheel center
- ◆ Wait for a click before resuming
- ◆ This one would resume at the beginning
 - How would you remember where you came from?
- ◆ Implementation: simple extension of linear!



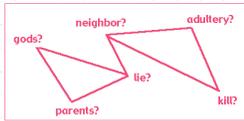
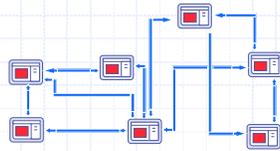
Framing structure

- ◆ Much simpler than you may think
- ◆ Complete network + framing items appearing throughout
- ◆ Implementation: simple extension of wheel!



Network structure

- Implementation of graph edges with buttons go to commands
- There is also dynamic implementation (when it is not decided in advance where you go)
- Careful naming of markers, cast members, helps!
- Implementation: extension of framing: Just reduce sprite segments!



network Score		V choices		V gods		V parents		V neighbor		V lie		V adultery		V kill	
1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Combination of Node structures

- Can be done within a .dir file, or interconnecting files

