

## 12. The Loader

### 12.1 Introduction

The loader is a module that allows for quick access to directories and files within the Jaleo environment. Files can be selected and then loaded into other Jaleo applications using drag&drop. Although file loading using drag&drop can also be performed using the SGI desktop (try dragging a clip file from a normal desktop directory window into the Jaleo reel window), the loader provides instant “one button” access to the different directories (and the associated filetypes) inside of the current Jaleo project. Furthermore, clip files can be previewed using a built-in flipbook monitor.

The following file types may be selected with the Loader:

- Image Clips. Digitized clip images in their different formats
- Sound clips. Digitized sound files (aiff and aifc formats)
- Group clips (see “Group Clips, or Groups (Light Green), Timewarps” on page 49)
- Effects clips (see “Effects Clip: Fx (Red-Orange)” on page 50)
- Reels (Saved environments, containing the complete reel content)
- Galleries (see “The Gallery” on page 131)

Once a file is selected, the loader also allows you to:

- Preview the contents of image clips in a monitor
- Load a file to other applications by using drag&drop operations (see “Drag&Drop with the Loader” on page 47 for more information).

The loader always operates inside of the current Jaleo project, as defined in the project manager and based on the system setup.

### 12.2 Loader Start Up

You can start up the Loader:

- From the Tool Chest
- By double clicking on its desktop icon
- By selecting the menu option File>Load in other Jaleo applications
- By typing `Loader` in any UNIX shell

## 12.3 The Application Window

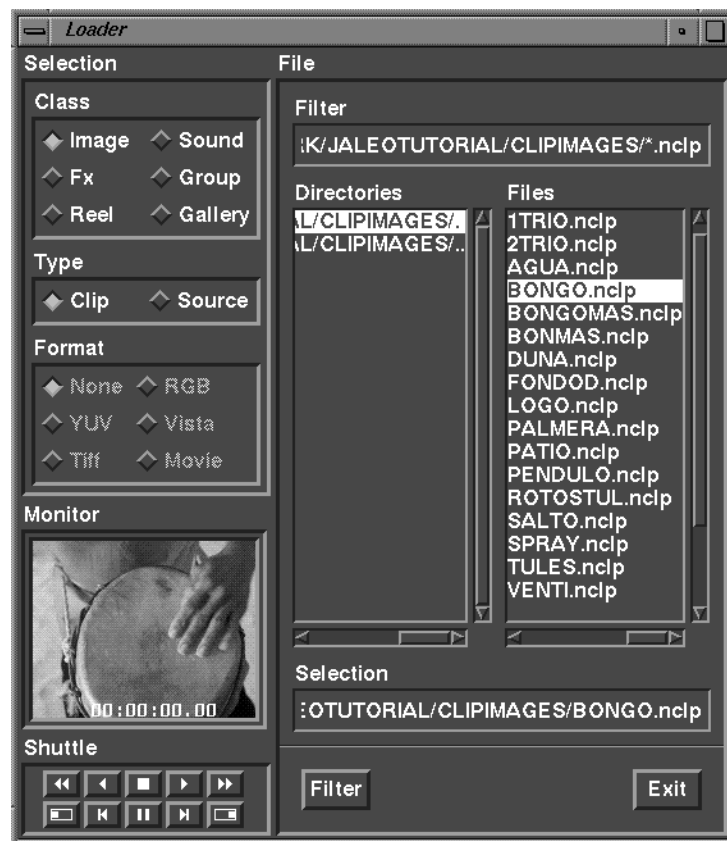


FIGURE 41. The Loader

The Loader window can be divided into three areas:

- Selection, including: class, type and format. Certain options within the type and format fields may be greyed out, depending on current selections.
- A file and directory list area
- Preview area, containing a monitor and the shuttle controls

### 12.3.1 Class > Image

#### Class > Image > Clip

Shows the content of the current projects CLIPIMAGES directory in the file list area of the Loader. The CLIPIMAGES directory can contain

- Clip Files: the list of image clips (with a clip “nclp” extension) within the current project.
- Directories: Image clips may be organized in subdirectories

The format field of the selection area is meaningless for image clips, as all image clips have the same file format. This field cannot be selected.

### **Class > Image > Source**

Shows the content of the current projects .IMAGESRC directory in the file list area. The list will typically contain a subdirectory for each clip created from the raw images. This subdirectory will have the same name as the clip. You can open any of the directories with a double click to access the actual list of image files. Image files may have different file extensions, depending on their format.

### **Class > Image > Source > Format**

Determines the extension of image files to be displayed in the file area

- None: Lists all files contained within the directory (“.\*” extension)
- RGB: Lists all RGB type files (Silicon Graphics format with “.rgb” extension)
- YUV: Lists all YUV type files (“.yuv” extension)
- Vista: Lists all Vista type 2 and 10 files (“.vst” extension)
- Tiff: Lists all TIFF type files (“.tif” extension)
- Movie: Lists all Silicon Graphics Movie files (“.mv” extension)

### **Class > Sound > Clip**

Shows the content of the current projects CLIPSOUND directory in the file list area of the Loader. The CLIPSOUND directory can contain

- Clip Files: The list of sound clips (with a clip “sclp” extension) within the current project.
- Directories: Image clips may be organized in subdirectories, to be opened with a double click. The format field of the selection area is meaningless for sound clips, as all sound clips have the same file format. It thus can not be selected.

### **Sound > Source**

Shows the content of the current projects .SOUNDSRC directory in the file list area. The list will typically contain a subdirectory for each sound clip created from the raw sound files. This subdirectory will have the same name as the clip. You can open any of the directories with a double click to access the actual list of sound files. The format field of the selection area is meaningless for sound files, as all sound clips will either have the extension .aiff or .aifc. It thus can not be selected.

### **Class > Fx**

Shows all effect clip instances (or effect templates) saved in the current project in the file area. The list may contain subdirectories that can be opened with a double click. Effect clip files have the extension .fx. The Type and Format fields are meaningless for effect clips and can thus not be selected.

### **Class > Group**

Shows all groups saved in the current project in the file area. The list may contain subdirectories that can be opened with a double click. Group files have the extension .grp. The Type and Format fields are meaningless for effect clips and can thus not be selected.

### **Class > Reel**

Shows all environment files (containing a complete work session) saved in the current project in the file area. The list may contain subdirectories that can be opened with a double click. Environment files have the extension .env. The Type and Format fields are meaningless for effect clips and can thus not be selected.

### **Class > Gallery**

Shows all gallery setup files saved in the current project in the file area. The list may contain subdirectories that can be opened with a double click. Effect clip files have the extension .gal. The Type and Format fields are meaningless for effect clips and can thus not be selected.

## **12.3.2 File and filter zone.**

There are different sections within this area:

### **Filter box**

Determines the filter pattern for the files being displayed. This pattern is made up of a directory path followed by a standard UNIX wildcard pattern. Typically, this pattern is made up from a “wildcard” character (\*) followed by a file extension (for example \*.env). This pattern would match all files in the current directory (as determined by the directory path section of the filter pattern) that have the extension .env. Of course, the extension could also be wildcarded (\*.\*), matching all files that have any extension.

You can enter a new search pattern directly into the pattern field by using the normal text editing capabilities. Just click in the field and use the cursor and backspace/delete keys to navigate and modify text. After a new pattern is entered, one has to click the “Filter” button to refresh the file list according to the new pattern.

Note that selecting a new type of content in the selection area will automatically set the filter pattern to an appropriate value.

### **Directories**

Shows all sub directories that exist in our present location. Double click on a directory name to display a list of files contained in the directory in the “Files” area. There always is a special entry in the list just consisting of two dots (.). Double clicking this entry will return you to the parent directory of the current directory, i.e. it will move you up one level in the directory tree.

### **Files**

Shows the file list of the current directory, filtered according to the filter pattern: only files that match the filter pattern will be shown. Here, files can be selected with a single click on their names. In case the selected file is an image clip, it is shown in the preview area and can be played back using the shuttle controls. You can use drag&drop (middle mouse button) to load the selected file into any Jaleo application.

**Selection**

Shows the full path and file name of the file currently selected in the File area. You can use drag&drop (middle mouse button) to load the selected file into any Jaleo application.

**Filter**

Use this button to update the file list area after changing a filter pattern.

**Exit**

Closes the loader window.

**12.3.3 Preview Area****Monitor**

The Loader has a low resolution monitor that allows you to view the contents of an image clip file selected from the file list. (Preview is only available for image clips.) A time code display will be superimposed onto the preview images, giving you information on the clip length. If no image clip is currently selected, a test image is displayed in the monitor window.

**Shuttle**

Allows you to control the playback of the clip currently displayed in the preview monitor.

- Start: Positions the clip at the first frame.
- Fast Rewind: Rewinds the clip.
- Frame Backward: Backs up one frame.
- Play Backward: Reverse Playback.
- Play Forward: Normal Playback.
- Stop: Stops Playback.
- Pause: Momentarily stops the image: press again to continue viewing.
- Frame Forward: Advances one frame.
- Fast Forward: Fast-forwards the clip.
- End: Positions the clip at the last frame.

