

Developing the Roadmap - Director Next Survey

Section 1: How do you use Director?

1. My primary use of Director is (select one only):

- Desktop Application Development
- Rich Internet Application (RIA) Development
- Kiosk Development
- CD-ROM/DVD-ROM Development
- E-Learning
- Rapid Prototyping
- Shockwave Games (non-3D)
- 3D Games (Shockwave or Desktop)
- Multimedia Presentations
- Digital Signage
- Education (Teaching Director) – Specify area
- Other - Specify

2. I use Director for any of the following purposes (select all that apply):

- Desktop Application Development
- Rich Internet Application (RIA) Development
- Kiosk Development
- CD-ROM/DVD-ROM Development
- E-Learning
- Rapid Prototyping
- Shockwave Games (non-3D)
- 3D Games (Shockwave or Desktop)
- Multimedia Presentations
- Digital Signage
- Education (Teaching Director) – Specify area
- Other - Specify

3. The version of Director that I use most is (select one only):

- 8.0 or earlier
- 8.5
- 9.x (Director MX)
- 10.x (Director MX 2004)
- 11

4. What is the approximate mix of online (Shockwave) and offline (Projector) work that you do? (select one that best suits)

- Shockwave only
- Mostly Shockwave / Occasional Projector
- 75% Shockwave / 25% Projector
- 50% Shockwave / 50% Projector
- 25% Shockwave / 75% Projector
- Occasional Shockwave / Mostly Projector
- Projector only

5. In relation to your Director projects, how 'programming-centric' is your work?

- I hardly ever write any code
- Mostly simple interactivity
- Some complex interactivity
- Very code dependent
- My projects are completely code-based

6. What language do you use to program in Director? (select one that best matches)

- Mostly Verbose Style (the count of foo)
- Mostly Dot Syntax (foo.count)
- Mixture of Verbose and Dot Syntax Lingo
- Mostly Javascript Syntax

7. Do you use commercial Xtras? Which ones?

- I don't use commercial Xtras at all
- 3DPI
- Alphamania Photocaster
- Arca/Valentina/Other Database Xtra
- Buddy API
- DirectFTP
- Enhancer Xtra
- Impressario
- Mpeg Advanced
- MediaPlayer Xtra
- OSControl
- Printomatic
- SecureNet
- TreeView
- vList
- Other (Specify)

8. What competitors to Director do you use to replace Director development? (select all that apply)

- None
- Flash
- Real Basic
- .NET
- Java
- Unity
- AIR
- Other (Specify)

Section 2: Director 11

1. Are you currently using Director 11 for production work?

- Yes, for all of my work
- Yes, for some of my work
- No, although I'm evaluating it
- No, I have evaluated it
- No, I have not evaluated it

2. If you are NOT using Director 11 currently, why not? (select all that apply)

- Problems with the text engine
- Problems with the script editor
- Problems with 3D
- Performance issues
- Earlier versions provide needed feature set
- Too buggy (please comment)
- Other (please specify)

3. If you are using Director 11, why? (select all that apply)

- Unicode Support
- New 3D Physics system
- Publishing Enhancements
- Mac Intel Authoring
- Mac Intel Shockwave support
- Bug Fixes (please list)

Section 3: What are your most important features / enhancements / fixes needed for D12?

This section rates features at a macro and micro level. It starts with ranking broad features in the order of importance to you. At the micro-level, you will see a breakdown of each feature category and you will be asked to give detailed example(s) of how you would use your highly rated features in real product(s).

In the online version, you would give a rank of 1 to represent the most important feature. The highest number rating listing in the question represents the least important. You are not required to rank every feature.

Look at questions 2 to 26 for a breakdown of the categories below to get a sense of what each cover.

1. Rank, in order of importance, these general categories of features:

- 3D Improvements
- Text Engine Improvements/Fixes ((includes all text features))
- Architecture Improvements (includes Director Movie Clip like Flash)
- Enhanced Media Support (includes Flash and AS3 support, Native UI controls)
- Audio Enhancements
- Creative Suite Products Integration and Workflow
- Authoring Tool Improvements (includes multiple undo)
- Player Improvements (includes printing, Shockwave plugin)
- Workflow Improvements
- Multiuser Improvements
- OS Support
- Improved Network Support
- Language Improvements
- Other (Specify)

Rank the sub-features below (indicated by each bullet point) in the order of importance to you.

2. 3D Improvements Ranking

- Engine update
Comprehensive Render Update to current technology levels (Opengl 2.0 or DX9 or above) including:
 - Pixel and vertex shaders using GLSL/HLSL/CG
 - Per Node Render state settings (depth buffer, alpha testing, fog)
 - Improved performance (vertex buffers, batching)
 - Support for dynamic shadows, transparency sorting, advanced particles
- Non-Physics support features
such as
 - collision detection and response
 - support functions like raycasting
- Physics based improvements
- 3D Usability / Ease of Use Enhancements
such as
 - World Editor
 - 3DPI
 - More 3D Behaviors
- Improvement to W3D creation
 - Adobe controlled W3D exporters for major modeling packages
 - Support for standard 3D formats like Collada / FBX (this feature is also covered in enhanced media support section)
- Other (Specify)

3. Please give real world example(s) that employ the most important of the above 3D features. You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

4. Text Engine Improvements / Fixes Ranking

- Unicode text enhancements (such as right to left text support)
- Higher quality text rendering
- Improved text kerning
- Subpixel rendering/placement of text
- Better font handling
- Improved rendering speed
- Other (Specify)

5. Please give real world example(s) that employ the most important of the above Text features. You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

6. Architecture Improvements Ranking

- Offload sprite rendering to the GPU (such as Core Image/Core Animation)
- Multicore/Multiprocessor Support
- Threads
- Director Movie Clip (similar to Flash)
- Encryption support
- Other (Specify)

7. Please give real world example(s) that employ the most important of the above Architecture features.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

8. Enhanced Media Support Ranking

- Enhanced capability vector members (e.g. multiple shapes per member)
- Ability to import AI / EPS as vector shapes
- Full Flash 9 and 10 support (including AS3)
- Playback of multiple Flash objects from a single instance of Flash Xtra
- HTML / CSS text and text with images
- Native FLV support
- Native .mp4 support
- Seamless Integration of PSDs
- PDF support (Impressario-type functionality)
- Native UI controls
- Support for standard 3d formats: (Collada / FBX)
- Other (Specify)

9. Please give real world example(s) that employ the most important of the above Enhanced Media Support features.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

10. Creative Suite Products Integration and Workflow with

- Photoshop
- Illustrator
- Flash
- Flex
- Soundbooth
- Premiere
- After Effects
- Other (Specify)

11. Please give real world example(s) that employ the most important of the above Creative Suite Products Integration and Workflow.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

12. Audio Enhancements Ranking

- 3D sound
- More audio channels
- Better sound control (e.g. pitch, speed, reverse)
- Non Lingo sound control settings (e.g. volume)
- Special effects
- Sound capture
- Surround Sound
- Other (Specify)

13. Please give real world example(s) that employ the most important of the above Audio features. You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

14. Authoring Tool Improvements Ranking

- Paint editor improvement
- Vector Shape editor improvement
- Grouping of sprites in the Score
- Nested Scores (Similar to Flash nested scenes)
- Script window updates
(e.g. something similar to intellitext, which has autocomplete, with contextual pop-ups showing an object's handlers/properties, or a function's parameters, as you type, collapsible scripts)
- Improved debugger
- Multiple undos
- Multiple simultaneous open files
- UI improvements
- Better multimedia asset management (Similar to, or integration with, Adobe Bridge)
- Documentation improvements
- External IDE (Flex-like)
- Other (Specify)

15. Please give real world example(s) that employ the most important of the above Authoring features.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

16. Player Improvements Ranking

- Printing capabilities
- Speed improvements
- Full screen support / resizing
- A universal player (similar to AIR)
- Just In Time (JIT) Compiler
- Machine-Code Compiler
- Support for Drag and Drop events
- AppleScript support in projectors
- Size reduction in Shockwave installer
- Other (Specify)

17. Please give real world example(s) that employ the most important of the above Player features. You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

18. Workflow Improvements Ranking

- Version Control (e.g. integration with CVS/Subversion)
- Improved support for external scripts
- Projector creation improvements
- Other (Specify)

19. Please give real world example(s) that employ the most important of the above Workflow Improvements.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

20. Multiuser Improvements Ranking

- Shockwave Multiuser Server updates
- Native support for the Flash Media Server
- Improved Peer to Peer functionality
- Other (Specify)

21. Please give real world example(s) that employ the most important of the above Multiuser features.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

22. Improved Network Support Ranking

- getNetText/postNetText Improvements/Bug Fixes
- Native HTTPS support
- Native FTP/SFTP support
- Native Ping/Traceroute capabilities
- Other (Specify)

23. Please give real world example(s) that employ the most important of the above Network features.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

24. Language Improvements Ranking

- Expand and update Lingo capabilities
(e.g. fill in 'missing' lingo dot syntax commands, such as "delete <chunkexpression> from ...", "put yyy after zzz")
- Add support for OpenGL bindings in Imaging Lingo syntax
- Full ActionScript 3 support in Flash assets
- ActionScript 3 as a language option in addition to Lingo and Javascript Syntax
- Processing as an additional language option
See <http://www.processing.org/>
- Open Java as an additional language option
See <http://www.sun.com/software/opensource/java/>
- Support for the JSON lightweight data-interchange format (similar to XML support)
See <http://www.json.org/>
- Other (Specify)

25. Please give real world example(s) that employ the most important of the above Language Improvements.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

26. OS Support Ranking

- Linux version
- Full Leopard support
- Shockwave for iPhone
- Other Mobile devices
- X-Box / PlayStation
- Other (Specify)

27. Please give real world example(s) that employ the most important of the above OS Support.

You can simply elaborate on why you have rated the features in the order, giving your argument about how they can improve outcomes in developing Director products.

28. If you could make just one improvement, or add just one feature, to Director, what would that be?

Section 4: About you

1. How long have you been using Director?

- Less than 1 year
- 1 – 5 years
- 5 – 10 years
- 10 – 15 years
- Over 15 years

2. What was the first version of Director that you used?

3. What is your primary development platform for Director projects?

- MacOS X (PPC)
- MacOS X (Intel)
- Windows XP
- Windows Vista
- Other

4. What is the size of your development team?

- Not applicable
- Single developer
- Small development team
- Large development team

5. What is the size of your organisation?

- Single developer
- Very small organisation (<10 people)
- Small organisation (<50 people)
- Medium organisation (< 250 people)
- Large organisation (> 250 people)

6. How many Director developers work on a single project?

- I don't do development with Director
- Single developer
- Small number (2 - 5 people)
- Medium (6 – 10 people)
- Large (> 10 people)

7. How many non-Director Developers work on a single project?

(such as art directors, graphic designers, animators, project managers, etc.)

- I don't do development with Director
- No other developers
- Small number (1 - 5 people)
- Medium (6 – 10 people)
- Large (> 10 people)

8. How often do you share code among multiple developers?

- I don't write/use code
- Never
- Occasionally
- Frequently
- Always

9. What are the main types of products your business / educational institution create with Director?

10. What types of products do you create with non-Director tools?

- Desktop Application Development
- Rich Internet Application (RIA) Development
- Kiosk Development
- CD-ROM/DVD-ROM Development
- DVD Video
- E-Learning
- Rapid Prototyping
- Web Games (non-3D)
- 3D Games (Web or Desktop)
- Multimedia presentations
- Digital Signage
- Web Sites
- Other - Specify

11. How long does a typical project take to implement?

- I don't do development with Director
- Less than a month
- 1-3 months
- 3-6 months
- More than 6 months

12. Additional Comments (General thoughts on Director and/or this survey)

Thanks for the time in doing this survey. If you're interested in being emailed when the results are ready or to receive additional survey/Director information, please give your email address. All emails will be treated confidentially and will not be supplied to any third party.