

# Using qtExecuteSpriteEvent

## Definition

qtExecuteSpriteEvent allows you to trigger events of sprites that are contained in a QuickTime sprite track. A hierarchal representation of a QuickTime movie with a sprite track might look like this:

QuickTime Movie

    Text Track

    Sprite Track

        Sprite

            Event

    Video Track

This tutorial will show how to execute sprite events that were created with LiveStage Pro by Totally Hip <[www.totallyhip.com](http://www.totallyhip.com)>.

## Parameters

qtExecuteSpriteEvent requires four parameters:

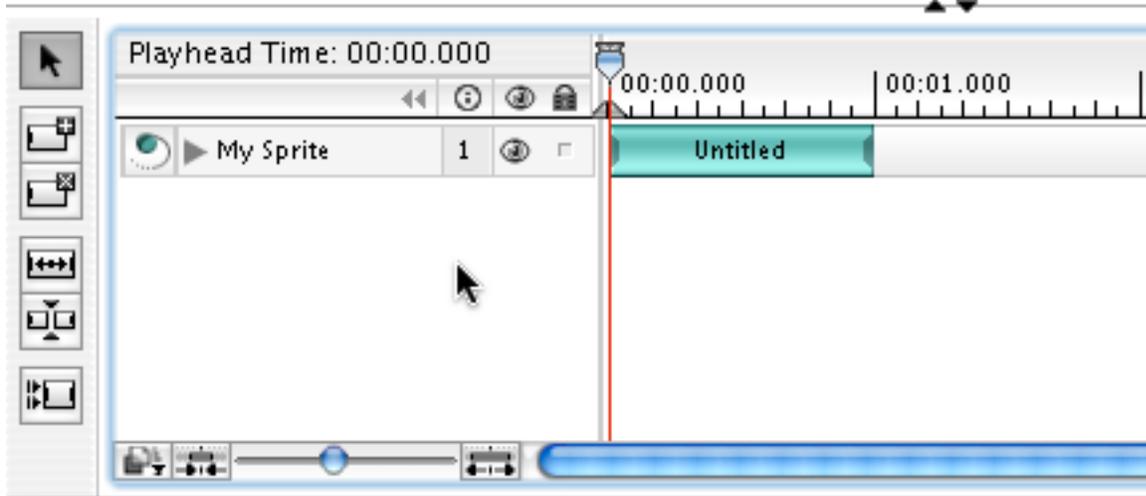
1. MovieControllerID
2. SpriteTrackName
3. SpriteID
4. EventType

### MovieControllerID

The movieControllerID parameter is the movieControllerID property of a player object in Revolution.

## SpriteTrackName

The name of the sprite track is assigned by you when you create a sprite track in LiveStage Pro. In the image below the name of the sprite track would be “My Sprite”.



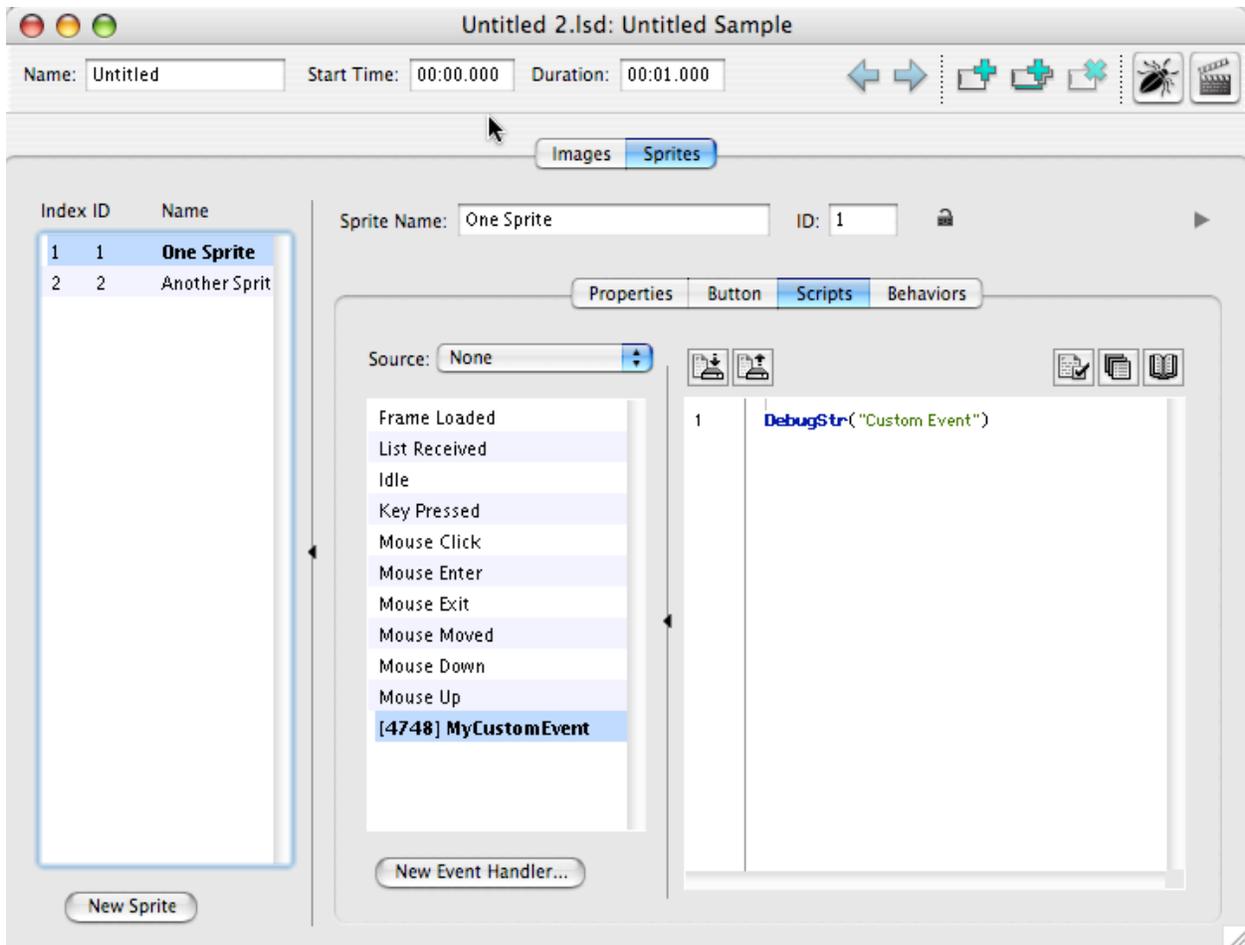
## SpriteID

The SpriteID is the id of the sprite that has the event you want to trigger. The index of a sprite can be determined by looking at the sprite editing window in LiveStage Pro. In the screen shot below the ID of “One Sprite” is 1.

## EventType

The EventType tells the external what event you would like to trigger in the sprite. There are a number of predefined sprite events. For these events you can pass a string for the parameter. The predefined events are: mouseUp, mouseDown, mouseClicked, mouseEnter, mouseExit, mouseMoved.

QuickTime also allows a developer to define a custom event. If you have created a custom event then you pass the ID of the custom event rather than a string. In the screen shot below there is a custom event with an id of 4748. The name in LiveStage Pro is MyCustomEvent. The text identifier given in LiveStage Pro is solely for the convenience of the developer. QuickTime stores this event by ID only.



## Putting It All Together

Based on the screen shots and examples we've used so far here are a couple of examples of how you might execute different events.

### mouseUp

```
qtExecuteSpriteEvent movieControllerID of player 1, "My Sprite", 1, "mouseUp"
```

This would execute the mouseUp event of "One Sprite" (ID of 1) sprite in the track named "My Sprite".

### Custom Event

```
qtExecuteSpriteEvent movieControllerID of player 1, "My Sprite", 1, 4748
```

This would execute the custom event "MyCustomEvent" (ID of 4748) in the "One Sprite" (ID of 1) sprite in the track named "My Sprite".