

# List of Activator Sprites

## 1. General Event Controllers

- [Class=020] [Sprite=101] Event Controller
- [Class=087] [Sprite=155] Special exit controller (warp entrance)
- [Class=137] [Sprite=164] Event Controller AND
- [Class=138] [Sprite=165] Event Controller OR
- [Class=139] [Sprite=166] Event Controller Random
- [Class=140] [Sprite=167] Event Controller Buffer
- [Class=141] [Sprite=168] Event Controller Zone
- [Class=142] [Sprite=286] Event Controller Sequencer
- [Class=255] [Sprite=169] Spin Block (unused Actor 255)

## 2. Switches and Other Event Controllers

- [Class=067] [Sprite=235] Star Coin
- [Class=086] [Sprite=152] Event trigger block
- [Class=151] [Sprite=034] Red Coin Ring
- [Class=242] [Sprite=107] ? Switch
- [Class=243] [Sprite=291] Brick Block containing ? Switch
- [Class=244] [Sprite=066] P Switch
- [Class=245] [Sprite=088] Brick Block containing P Switch
- [Class=246] [Sprite=108] ! Switch
- [Class=247] [Sprite=110] Brick Block containing ! Switch (unused actor)
- [Class=265] [Sprite=041] Bowser bridge switch (skull switch)

## 3. Triggerable Sprites

- [Class=067] [Sprite=235] Star Coin
- [Class=079] [Sprite=103] Dorrie
- [Class=080] [Sprite=106] Red Coin
- [Class=092] [Sprite=192] Coin Spawner (unused actor)
- [Class=161] [Sprite=068] Lift moving up and down
- [Class=162] [Sprite=069] Lift moving left and right
- [Class=174] [Sprite=078] Lift moving one way once stood on
- [Class=183] [Sprite=099] Four platform rickshaw lift
- [Class=206] [Sprite=197] Tile Creator/Destroyer (Tile God)
- [Class=242] [Sprite=107] ? Switch
- [Class=243] [Sprite=291] Brick Block containing ? Switch
- [Class=244] [Sprite=066] P Switch
- [Class=245] [Sprite=088] Brick Block containing P Switch

- [Class=246] [Sprite=108] ! Switch
  - [Class=247] [Sprite=110] Brick Block containing ! Switch (unused actor)
  - [Class=263] [Sprite=292] Event Activated Door
  - [Class=265] [Sprite=041] Bowser bridge switch (skull switch)
  - [Class=276] [Sprite=218] Auto-scrolling controller
  - [Class=278] [Sprite=231] Water
  - [Class=279] [Sprite=234] Lava
  - [Class=281] [Sprite=259] Poisoned Water
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