

List of Activator Actors

1. General Event Controllers

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

2. Switches and Other Event Controllers

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

3. Triggerable Actors

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

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