



2-19-2000

# DayOfWeek 1.0

Event id's: 200008

*By Matthew Peterson*

matthew@pinoko.berkeley.edu

## Introduction

This behavior is very simple, it contains 1 custom event that updates two global variables to the day of the week (Sunday through Monday) for the local and GMT time zones:

**UpdateWeekDay** -- Execute this event once during the course of the movie to make the Global Variables: LocalWeekDay, and GMTweekDay available.

To use this behavior, simply place this behavior on a single sprite in your sprite track and execute the \$UpdateWeekDay event. This will update the above two Global variables which are then accessible from any sprite in the sprite track.

## Purpose

Currently Quicktime offers properties for local and GMT date and time but lacks a property to know what day of the week it is. This is often useful for wired movies to show something different on different days of the week. For instance a company might want a banner movie to remind viewers of their web site that they are closed on Sunday. Why not let the wired movie do this for you?

## Quick Reference

- **UpdateWeekDay**: Updates the following output Global Variables:  
[Output variables]  
1) LocalWeekDay  
2) GMTweekDay

The possible values for these variables are:

- 1: Sunday
- 2: Monday

3: Tuesday  
4: Wednesday  
5: Thursday  
6: Friday  
7: Saturday

0: The variables should not equal zero unless the event has not yet executed.

NOTE: Because the frame loaded event gets executed as one event for all sprites, it is difficult to know which section of frame loaded Qscript will be called first. I therefore suggest that if the Local and GMT weekday variables are used in the frame loaded event, I suggest making all reference to them in the same sprite (The same sprite that calls the UpdateWeekDay event). This way you are sure that the event gets called before you use the variables. You can also check to make sure the variable don't equal zero, and if they do, then call the UpdateWeekDay event).

NOTE2: If your movie is intended to play for several days, you might want to call the UpdateWeekDay on multiple occasions if you think the day might have changed already, and it is important to reflect that. But for the most part, it is only necessary to execute this event once, like in the frame loaded event.

EXAMPLE 1: (Set the image index of sprite 2 to 19 if today is Monday)

**GlobalVars** localweekday GMTweekday

```
spriteofid(1).executeevent($UpdateWeekDay) //really only needs to be called once in the movie.
```

```
//This assumes that this behavior is in spriteofid(1).
```

```
IF (localweekday = 2) //today is Monday
```

```
    SpriteOfID(2).SetImageIndexTo(19)
```

```
ENDIF
```

EXAMPLE 2: (See if it's the weekend.)

**GlobalVars** localweekday GMTweekday

```
spriteofid(1).executeevent($UpdateWeekDay) //really only needs to be called once in the movie.
```

```
//This assumes that this behavior is in spriteofid(1).
```

```
IF (localweekday = 1 or localweekday = 7 ) //Its the weekend!
```

```
    //Do some cool weekend thing.
```

```
ENDIF
```

## **Reserved Variable Names for this Behavior:**

GlobalVariables: localWeekDay, GMTweekDay

Note: Internal variables all start with “MP\_” and thus should not overlap with other variables.

## **Technical Notes:**

This function uses the year 2000 as a reference point, so if someone has set their clocks back to pre-2000, the week day might not line up with what it was at that time. This is easy to correct for, but since this function is intended to be used for indicating day of week for current dates, I didn't feel the need to worry about past dates. If you own a time machine, you probably don't have much use for the current version of QuickTime anyway.

## **Revision History:**

2-19-2000 Version 1.0 first written.