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HyperCard: Waiting for a QuickTime Movie to Finish (3/93)

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TOPIC -----

The ability to play QuickTime movies in HyperCard is made possible using HyperCard's XCMD interface. XCMDs are basically little programs that can be executed using the HyperTalk language. Because they are separate programs, however, they can execute concurrently with other HyperCard scripts. A good example of this is the Movie XCMD provided in the QuickTime Tools stack. All commands in a handler following a Play command will execute while the movie is playing.

But what if I want to wait for the movie to finish before executing the rest of my handler?

DISCUSSION -----

The Movie XCMD allows you to set a callbackMsg property which will be automatically sent when the movie completes. You can use this command to execute another handler when the movie completes.

Button script example:

```
on mouseUp
    global TheMovieName
    put "Clariss Logo Movie" into TheMovieName
    put the number of me into myButton
    Movie TheMovieName, "Windoid", "Card", "Visible", "Floating"
    set the callbackMsg of window theMovieName to ~
    "send movieFinished to cd btn" && myButton
    send "Play" to window TheMovieName
end mouseUp
```

```
on movieFinished
    global TheMovieName
```

```
    answer "The movie is done!"  
    close window TheMovieName  
end movieFinished
```

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