

wichtige Events und ihre Objekte des IE - Übersicht, Methode .fireEvent()

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Events bei DOM-Änderung

Wurden Events für window, document, body zugewiesen z.b. für oncontextmeru und werden danach DOM-Änderungen vollzogen, dann können die Events vom Brwoser während der DOM-Änderungen ignoriert werden, aber am Ende aller DOM-Änderungen wieder aktiv sein.

Grund könnte Ressourcen-Mangel des Browser sein, wenn viele DOM-Änderungen nacheinander folgen. Ausserdem ändert sich oft body.

Mausevents

Das Event onmouseover kann NUR durch die Bewegung der Maus per User ausgelöst werden.

Wenn das Objekt, das onmouseover hat, per Script anhand style.top und style.left verschoben wird und dabei UNTER den unbewegten Mauszeiger gelangt, wird KEIN onmouseover ausgelöst.

Das selbe Prinzip gilt für andere onmouse-Events



Event erzeugt wegen Sanduhr aufgrund Betriebssystemaktion

Wird die Sanduhr angezeigt, also das Betriebssystem wird aktiv,
dann kann Event erzeugt werden, da die Sanduhr ausserhalb des Dokumentes liegt und der Fokus sich ändert auf Sanduhr
z.B. mousemove bei IMG wenn cursor über IMG
mouseout für BODY

Eventhandler und returnValue

Funktion z.B. Eventhandler mit returnValue und mit folgenden Anweisungen im Funktionsrumpf:

Variante 1

```
return (eval-ausdruck mit return-Anweisung);

eval-ausdruck z.B. eval("return window.event.returnValue");

Es wird innere return-Anweisung von eval abgearbeitet
vom äusserem return entgegengenommen
```

Variante 2

```
eval-ausdruck mit return-Anweisung

eval-ausdruck z.B. eval("return window.event.returnValue");
Es wird innere return-Anweisung von eval abgearbeitet

Ist jetzt z.B. in einem Eventhandler eine äussere return-Anweisung
zwar notwendig zu kodieren,
aber nicht kodiert WORDEN,
dann kann eine Fehlermeldung, dass ein return ausserhalb der
Funktion liegt
```

Übersicht zu wichtigen Objekten und Events

Hinweis: bubbles entspricht durchreichen der Events nach oben entlang der DOM-Hiearchie
cancels entspricht unterbrechbar

.fireEvent()

Fires a specified event on the object.
kann nur innerhalb eines Eventhandlers aktiviert werden, da ansonsten wirkungslos

Syntax

```
bFired = object.fireEvent(sEvent [, oEventObject])
```

sEvent Required. String that specifies the name of the event to fire.
oEventObject Optional. Object that specifies the event object from which to obtain event object properties.

Return Value

Boolean. Returns one of the following values:
true Event fired successfully.
false Event was cancelled.

fireEvent() setzt automatisch window.event.cancelBubble auf false, also kein Hochreichen des Events in der DOM-Hierarchie

fireEvent() liefert
true, wenn
Event erfolgreich gefeuert
oder Event nicht feuerebar aber auch nicht cancelbar
false, wenn
Event nicht erfolgreich gefeuert
UND nicht gecancel wurde

Beispiel:

```
<HTML>
<HEAD>
<SCRIPT>
function fnFireEvents()
{
    oDiv.innerText = "The cursor has moved over me!";
    oButton.fireEvent("onclick");
}
}
```



```

</SCRIPT>
</HEAD>
<BODY>
<h1>Using the fireEvent method</h1>
By moving the cursor over the DIV below, the button is clicked.
<P>
<DIV ID="oDiv" onmouseover="fnFireEvents();">
Mouse over this!
</DIV>
<p>
<BUTTON ID="oButton" ONCLICK="this.innerText=I have been clicked!" >
Button</BUTTON>
</BODY>
</HTML>

```

Objekte mit der Methode sind

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, styleSheet, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

window-Events

onactivate Fires when the object is set as the active element.
onafterprint Fires on the object immediately after its associated document prints or previews for printing.
onbeforedeactivate Fires immediately before the activeElement is changed from the current object to another object in the parent document.
onbeforeprint Fires on the object before its associated document prints or previews for printing.
onbeforeunload Fires prior to a page being unloaded.
onblur Fires when the object loses the input focus.
oncontrolselect Fires when the user is about to make a control selection of the object.
ondeactivate Fires when the activeElement is changed from the current object to another object in the parent document.
onerror Fires when an error occurs during object loading.
onfocus Fires when the object receives focus.
onhelp Fires when the user presses the F1 key while the browser is the active window.
onload Fires immediately after the browser loads the object.
onmove Fires when the object moves.
onmoveend Fires when the object stops moving.
onmovestart Fires when the object starts to move.
onresize Fires when the size of the object is about to change.
onresizeend Fires when the user finishes changing the dimensions of the object in a control selection.
onresizestart Fires when the user begins to change the dimensions of the object in a control selection.
onscroll Fires when the user repositions the scroll box in the scroll bar on the object.
onunload Fires immediately before the object is unloaded.

document-Events

onactivate Fires when the object is set as the active element.
onbeforeactivate Fires immediately before the object is set as the active element.
onbeforecut Fires on the source object before the selection is deleted from the document.
onbeforedeactivate Fires immediately before the activeElement is changed from the current object to another object in the parent document.
onbeforeeditfocus Fires before an object contained in an editable element enters a UI-activated state or when an editable container object is control selected.
onbeforepaste Fires on the target object before the selection is pasted from the system clipboard to the document.
onclick Fires when the user clicks the left mouse button on the object.
oncontextmenu Fires when the user clicks the right mouse button in the client area, opening the context menu.
oncontrolselect Fires when the user is about to make a control selection of the object.
oncut Fires on the source element when the object or selection is removed from the document and added to the system clipboard.
ondblclick Fires when the user double-clicks the object.
ondeactivate Fires when the activeElement is changed from the current object to another object in the parent document.
ondrag Fires on the source object continuously during a drag operation.
ondragend Fires on the source object when the user releases the mouse at the close of a drag operation.
ondragenter Fires on the target element when the user drags the object to a valid drop target.
ondragleave Fires on the target object when the user moves the mouse out of a valid drop target during a drag operation.
ondragover Fires on the target element continuously while the user drags the object over a valid drop target.



ondragstart Fires on the source object when the user starts to drag a text selection or selected object.
 ondrop Fires on the target object when the mouse button is released during a drag-and-drop operation.
 onfocusin Fires for an element just prior to setting focus on that element.
 onfocusout Fires for the current element with focus immediately after moving focus to another element.
 onhelp Fires when the user presses the F1 key while the browser is the active window.
 onkeydown Fires when the user presses a key.
 onkeypress Fires when the user presses an alphanumeric key.
 onkeyup Fires when the user releases a key.
 onmousedown Fires when the user clicks the object with either mouse button.
 onmousemove Fires when the user moves the mouse over the object.
 onmouseout Fires when the user moves the mouse pointer outside the boundaries of the object.
 onmouseover Fires when the user moves the mouse pointer into the object.
 onmouseup Fires when the user releases a mouse button while the mouse is over the object.
 onmousewheel Fires when the wheel button is rotated.
 onmove Fires when the object moves.
 onmoveend Fires when the object stops moving.
 onmovestart Fires when the object starts to move.
 onpaste Fires on the target object when the user pastes data, transferring the data from the system clipboard to the document.
 onpropertychange Fires when a property changes on the object.
 onreadystatechange Fires when the state of the object has changed.
 onresizeend Fires when the user finishes changing the dimensions of the object in a control selection.
 onresizestart Fires when the user begins to change the dimensions of the object in a control selection.
 onselectionchange Fires when the selection state of a document changes.
 onstop Fires when the user clicks the Stop button or leaves the Web page.

body-Events

onactivate Fires when the object is set as the active element.
 onafterprint Fires on the object immediately after its associated document prints or previews for printing.
 onbeforeactivate Fires immediately before the object is set as the active element.
 onbeforecut Fires on the source object before the selection is deleted from the document.
 onbeforedeactivate Fires immediately before the activeElement is changed from the current object to another object in the parent document.
 onbeforeeditfocus Fires before an object contained in an editable element enters a UI-activated state or when an editable container object is control selected.
 onbeforepaste Fires on the target object before the selection is pasted from the system clipboard to the document.
 onbeforeprint Fires on the object before its associated document prints or previews for printing.
 onbeforeunload Fires prior to a page being unloaded.
 onclick Fires when the user clicks the left mouse button on the object.
 oncontextmenu Fires when the user clicks the right mouse button in the client area, opening the context menu.
 oncontrolselect Fires when the user is about to make a control selection of the object.
 oncut Fires on the source element when the object or selection is removed from the document and added to the system clipboard.
 ondblclick Fires when the user double-clicks the object.
 ondeactivate Fires when the activeElement is changed from the current object to another object in the parent document.
 ondrag Fires on the source object continuously during a drag operation.
 ondragend Fires on the source object when the user releases the mouse at the close of a drag operation.
 ondragenter Fires on the target element when the user drags the object to a valid drop target.
 ondragleave Fires on the target object when the user moves the mouse out of a valid drop target during a drag operation.
 ondragover Fires on the target element continuously while the user drags the object over a valid drop target.
 ondragstart Fires on the source object when the user starts to drag a text selection or selected object.
 ondrop Fires on the target object when the mouse button is released during a drag-and-drop operation.
 onfilterchange Fires when a visual filter changes state or completes a transition.
 onfocusin Fires for an element just prior to setting focus on that element.
 onfocusout Fires for the current element with focus immediately after moving focus to another element.
 onkeydown Fires when the user presses a key.
 onkeypress Fires when the user presses an alphanumeric key.
 onkeyup Fires when the user releases a key.
 onload Fires immediately after the browser loads the object.
 onlosecapture Fires when the object loses the mouse capture.
 onmousedown Fires when the user clicks the object with either mouse button.
 onmouseenter Fires when the user moves the mouse pointer into the object.
 onmouseleave Fires when the user moves the mouse pointer outside the boundaries of the object.
 onmousemove Fires when the user moves the mouse over the object.
 onmouseout Fires when the user moves the mouse pointer outside the boundaries of the object.
 onmouseover Fires when the user moves the mouse pointer into the object.
 onmouseup Fires when the user releases a mouse button while the mouse is over the object.
 onmousewheel Fires when the wheel button is rotated.
 onmove Fires when the object moves.
 onmoveend Fires when the object stops moving.
 onmovestart Fires when the object starts to move.
 onpaste Fires on the target object when the user pastes data, transferring the data from the system clipboard to the document.
 onpropertychange Fires when a property changes on the object.



onreadystatechange Fires when the state of the object has changed.
 onresizeend Fires when the user finishes changing the dimensions of the object in a control selection.
 onresizestart Fires when the user begins to change the dimensions of the object in a control selection.
 onscroll Fires when the user repositions the scroll box in the scroll bar on the object.
 onselect Fires when the current selection changes.
 onselectstart Fires when the object is being selected.
 onunload Fires immediately before the object is unloaded.

onabort

Fires when the user aborts the download of an image.
 Bubbles No
 Cancels Yes
 nur Objekt IMG

onactivate

Fires when the object is set as the active element.
 Bubbles Yes
 Cancels No
 Default action Change activation from the event.fromElement to the event.srcElement.
 A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onafterprint

Fires on the object immediately after its associated document prints or previews for printing.
 Bubbles No
 Cancels No
 window, BODY, FRAMESET

onafterupdate

Fires on a databound object after successfully updating the associated data in the data source object.
 Bubbles Yes
 Cancels No
 A, BDO, BUTTON, CUSTOM, DIV, FRAME, IFRAME, IMG, INPUT type=checkbox, INPUT type=hidden, INPUT type=password, INPUT type=radio, INPUT type=text, LABEL, LEGEND, MARQUEE, RT, RUBY, SELECT, SPAN, TEXTAREA

onbeforeactivate

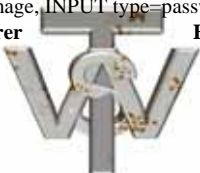
Fires immediately before the object is set as the active element.
 Bubbles Yes
 Cancels Yes
 A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=reset, INPUT type=password, INPUT type=radio, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onbeforecopy

Fires on the source object before the selection is copied to the system clipboard.
 Bubbles Yes
 Cancels Yes
 A, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, hn, I, IMG, LABEL, LEGEND, LI, LISTING, MENU, NOBR, OL, P, PLAINTEXT, PRE, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TD, TEXTAREA, TH, TR, TT, U, UL

onbeforecut

Fires on the source object before the selection is deleted from the document.
 Bubbles Yes
 Cancels Yes
 A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT



type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onbeforedeactivate

Fires immediately before the activeElement is changed from the current object to another object in the parent document.

Bubbles Yes

Cancels Yes

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onbeforeeditfocus

Fires before an object contained in an editable element enters a UI-activated state or when an editable container object is control selected.

Bubbles Yes

Cancels Yes

DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

onbeforepaste

Fires on the target object before the selection is pasted from the system clipboard to the document.

Bubbles Yes

Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onbeforeprint

Fires on the object before its associated document prints or previews for printing.

Bubbles No

Cancels No

window, BODY, FRAMESET

onbeforeunload

Fires prior to a page being unloaded.

Bubbles No

Cancels Yes

BODY, FRAMESET, window

onbeforeupdate

Fires on a databound object before updating the associated data in the data source object.

Bubbles Yes

Cancels Yes

A, BUTTON, DIV, FRAME, IFRAME, IMG, INPUT type=checkbox, INPUT type=hidden, INPUT type=password, INPUT type=radio, INPUT type=text, TEXTAREA, LABEL, LEGEND, MARQUEE, SELECT, SPAN, BDO, CUSTOM, RT, RUBY

onblur

Fires when the object loses the input focus.

Bubbles No

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE,



STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onbounce

Fires when the behavior property of the marquee object is set to "alternate" and the contents of the marquee reach one side of the window.

Bubbles No
Cancels Yes
MARQUEE

oncellchange

Fires when data changes in the data provider.

Bubbles Yes
Cancels No
APPLET, BDO, OBJECT

onchange

Fires when the contents of the object or selection have changed.

Bubbles No
Cancels Yes
INPUT type=text, SELECT, TEXTAREA

onclick

Fires when the user clicks the left mouse button on the object.

Bubbles Yes
Cancels Yes
A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

oncontextmenu

Fires when the user clicks the right mouse button in the client area, opening the context menu.

Bubbles Yes
Cancels Yes
A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

oncontrolselect

Fires when the user is about to make a control selection of the object.

Bubbles Yes
Cancels Yes
A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

oncopy

Fires on the source element when the user copies the object or selection, adding it to the system clipboard.

Bubbles Yes
Cancels Yes
A, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, hn, HR, I, IMG, LEGEND, LI, LISTING, MENU, NOBR, OL, P, PLAINTEXT, PRE, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TD, TH, TR, TT, U, UL

oncut

Fires on the source element when the object or selection is removed from the document and added to the system clipboard.



Bubbles Yes
Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

ondataavailable

Fires periodically as data arrives from data source objects that asynchronously transmit their data.

Bubbles Yes
Cancels No
APPLET, OBJECT, XML

ondatachanged

Fires when the data set exposed by a data source object changes.

Bubbles Yes
Cancels No
APPLET, OBJECT, XML

ondatacomplete

Fires to indicate that all data is available from the data source object.

Bubbles Yes
Cancels No
APPLET, OBJECT, XML

ondblclick

Fires when the user double-clicks the object.

Bubbles Yes
Cancels Yes
A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

ondeactivate

Fires when the activeElement is changed from the current object to another object in the parent document.

Bubbles Yes
Cancels No
A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

ondrag

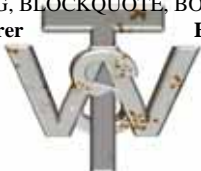
Fires on the source object continuously during a drag operation.

Bubbles Yes
Cancels Yes
A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

ondragend

Fires on the source object when the user releases the mouse at the close of a drag operation.

Bubbles Yes
Cancels Yes
A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, CAPTION, CENTER, CITE, CODE, CUSTOM,



DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

ondragenter

Fires on the target element when the user drags the object to a valid drop target.

Bubbles Yes

Cancel Yes

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

ondragleave

Fires on the target object when the user moves the mouse out of a valid drop target during a drag operation.

Bubbles Yes

Cancel Yes

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

ondragover

Fires on the target element continuously while the user drags the object over a valid drop target.

Bubbles Yes

Cancel Yes

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

ondragstart

Fires on the source object when the user starts to drag a text selection or selected object.

Bubbles Yes

Cancel Yes

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

ondrop

Fires on the target object when the mouse button is released during a drag-and-drop operation.

Bubbles Yes

Cancel Yes

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

onerror

Fires when an error occurs during object loading.

Bubbles No

Cancel Yes

IMG, OBJECT, STYLE, window



onerrorupdate

Fires on a databound object when an error occurs while updating the associated data in the data source object.

Bubbles Yes

Cancels No

A, BUTTON, DIV, FRAME, IFRAME, IMG, INPUT type=checkbox, INPUT type=hidden, INPUT type=password, INPUT type=radio, INPUT type=text, TEXTAREA, LABEL, LEGEND, MARQUEE, SELECT, SPAN, BDO, CUSTOM, RT, RUBY

onfilterchange

Fires when a visual filter changes state or completes a transition.

Bubbles No

Cancels No

BDO, BODY, BUTTON, CUSTOM, DIV, FIELDSET, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, nextID, RT, RUBY, SPAN, TABLE, TD, TEXTAREA, TH, TR

onfinish

Fires when marquee looping is complete.

Bubbles No

Cancels Yes

MARQUEE

onfocus

Fires when the object receives focus.

Bubbles No

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onfocusin

Fires for an element just prior to setting focus on that element.

Bubbles Yes

Cancels No

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=reset, INPUT type=password, INPUT type=radio, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onfocusout

Fires for the current element with focus immediately after moving focus to another element.

Bubbles Yes

Cancels No

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=reset, INPUT type=password, INPUT type=radio, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onhelp

Fires when the user presses the F1 key while the browser is the active window.

Bubbles Yes

Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP



onkeydown

Fires when the user presses a key.

Bubbles Yes

Cancels Yes

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onkeypress

Fires when the user presses an alphanumeric key.

Bubbles Yes

Cancels Yes

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, INPUT type=button, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onkeyup

Fires when the user releases a key.

Bubbles Yes

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, document, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onlayoutcomplete

Fires when the print or print preview layout process finishes filling the current LayoutRect object with content from the source document.

Bubbles Yes

Cancels Yes

BASE, BASEFONT, BGSOUND, BR, COL, DD, DIV, DL, DT, FONT, HEAD, HR, HTML, HTML Comment, LAYOUTRECT, LI, META, OL, OPTION, P, TITLE, UL

onload

Fires immediately after the browser loads the object.

Bubbles No

Cancels No

APPLET, BODY, EMBED, FRAME, FRAMESET, IFRAME, IMG, LINK, SCRIPT, window

onlosecapture

Fires when the object loses the mouse capture.

Bubbles No

Cancels No

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmousedown

Bubbles Yes

Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY,



TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmouseenter

Fires when the user moves the mouse pointer into the object.

Bubbles No

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmouseleave

Fires when the user moves the mouse pointer outside the boundaries of the object.

Bubbles No

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmousemove

Fires when the user moves the mouse over the object.

Bubbles Yes

Cancels No

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmouseout

Fires when the user moves the mouse pointer outside the boundaries of the object.

Bubbles Yes

Cancels No

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmouseover

Fires when the user moves the mouse pointer into the object.

Bubbles Yes

Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmouseup

Fires when the user releases a mouse button while the mouse is over the object.

Bubbles Yes

Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP



onmousewheel

Fires when the wheel button is rotated.

Bubbles Yes

Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=reset, INPUT type=password, INPUT type=radio, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onmove

Fires when the object moves.

Bubbles Yes

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onmoveend

Fires when the object stops moving.

Bubbles Yes

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onmovestart

Fires when the object starts to move.

Bubbles Yes

Cancels Yes

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onpaste

Fires on the target object when the user pastes data, transferring the data from the system clipboard to the document.

Bubbles Yes

Cancels Yes

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onpropertychange

Fires when a property changes on the object.

Bubbles No

Cancels No

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COMMENT, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN,



STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onreadystatechange

Fires when the state of the object has changed.

Bubbles No

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, HEAD, hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, namespace, nextID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XML, XMP

onreset

Fires when the user resets a form.

Bubbles No

Cancels Yes

FORM

onresize

Fires when the size of the object is about to change.

Bubbles No

Cancels No

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BUTTON, CENTER, CITE, CODE, CUSTOM, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, FRAME, hn, HR, I, IMG, INPUT type=button, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, window, XMP

onresizeend

Fires when the user finishes changing the dimensions of the object in a control selection.

Bubbles Yes

Cancels No

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onresizestart

Fires when the user begins to change the dimensions of the object in a control selection.

Bubbles Yes

Cancels Yes

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CUSTOM, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

onrowenter

Fires to indicate that the current row has changed in the data source and new data values are available on the object.

Bubbles Yes

Cancels No

APPLET, OBJECT, XML

onrowexit

Fires just before the data source control changes the current row in the object.

Bubbles No

Cancels Yes



APPLET, OBJECT, XML

onrowsdelete

Fires when rows are about to be deleted from the recordset.
Bubbles Yes
Cancels No
APPLET, OBJECT, XML

onrowsinserted

Fires just after new rows are inserted in the current recordset.
Bubbles Yes
Cancels No
APPLET, OBJECT, XML

onscroll

Fires when the user repositions the scroll box in the scroll bar on the object.
Bubbles No
Cancels No
APPLET, BDO, BODY, CUSTOM, DIV, EMBED, MAP, MARQUEE, OBJECT, TABLE, TEXTAREA, window

onselect

Fires when the current selection changes.
Bubbles No
Cancels Yes
BODY, INPUT type=text, TEXTAREA

onselectionchange

Fires when the selection state of a document changes.
Bubbles No
Cancels No
document

onselectstart

Fires when the object is being selected.
Bubbles Yes
Cancels Yes
A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, CUSTOM, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, nextID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

onstart

Fires at the beginning of every loop of the marquee object.
Bubbles No
Cancels No
MARQUEE

onstop

Fires when the user clicks the Stop button or leaves the Web page.
Bubbles No
Cancels No
document

onsubmit

Fires when a FORM is about to be submitted.
Bubbles No
Cancels Yes
FORM



ontimeerror

Fires whenever a time-specific error occurs, usually as a result of setting a property to an invalid value.

Bubbles No

Cancels No

A, ACRONYM, ADDRESS, AREA, B, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, DD, DEL, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LEGEND, LI, LISTING, MARQUEE, MENU, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, selection, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR,XMP

onunload

Fires immediately before the object is unloaded.

Bubbles No

Cancels No

BODY, FRAMESET, window



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document-Events 4
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onactivate 6
onafterprint 6
onafterupdate 6
onbeforeactivate 6
onbeforecopy 6
onbeforecut 6
onbeforedeactivate 7
onbeforeeditfocus 7
onbeforepaste 7
onbeforeprint 7
onbeforeunload 7
onbeforeupdate 7
onblur 7
onbounce 8
oncellchange 8
onchange 8
onclick 8
oncontextmenu 8
oncontrolselect 8
oncopy 8
oncut 8
ondataavailable 9
ondatasetchanged 9
ondatasetcomplete 9
ondblclick 9
ondeactivate 9
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ondragenter 10
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onload 12
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onmousedown 12
onmouseenter 13
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onreadystatechange 15
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