

# Events

## Accessible Using

1. Select the "Events..." push button in an attributes window; or
  2. "Dialog > Event Handlers" for dialog events; or
  3. CTRL+ALT+E or SHIFT+ENTER for dialog events; or
  4. "Control > Event Handlers" for a selected dialog element; or
  5. CTRL+SHIFT+E or SHIFT+ENTER for a selected dialog element.
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## Purpose

Enter Natural event handler code for those events that are provided for the dialog or dialog element; also allows you to enter event handler code for user-defined SEND EVENTS.

## Entries

<b>Entry</b>	<b>Function</b>
<b>Event Name</b>	This selection box lists the names of the system-provided events, such as the CLICK EVENT; it also lists the names of the user-written events that can be triggered by specifying SEND EVENT <i>user-written-event-name</i> . Please note that <i>user-written-event-names</i> are limited to 32 characters and that the option only applies to dialog events.
<b>Editor</b>	Invokes the program editor for the currently displayed event. Before using the program editor the dialog box must be closed using the 'OK' push button.
<b>Rename</b>	(Only applies to dialog events). This push button opens a dialog box where you can rename a user-written event.
<b>New</b>	(Only applies to dialog events). This push button opens a dialog box where you can enter the name of a new, user-written event.
<b>Clear</b>	(Only applies to dialog events). This push button opens a message box where you can specify whether you want to delete the code of a system-provided event or the code and the name of a user-written event.
<b>Use</b>	This push button opens a dialog box where you can select a subprogram or a subroutine by choosing an item from a list of objects or by entering the object name in the input field. Depending on whether it is a subprogram or a subroutine, you get a display of whether the CALLNAT or the PERFORM statement will be used. After having selected the subprogram or subroutine, you leave the dialog box by choosing OK. The subprogram or subroutine will be used by your current event handler code section. At the position where you left the event handler section, you will find the CALLNAT or PERFORM statement with the name of the object.
<b>Suppress</b>	Suppresses an event for which a corresponding SUPPRESS- <i>eventname</i> -EVENT attribute exists. The event is also suppressed if you leave the event handler section empty.
<b>Event Info...</b>	(Only applies to ActiveX control events): Provides information on the parameters of each event.
<b>(Edit area)</b>	Here you enter your Natural code that you want to be triggered when the event occurs.
<b>OK</b>	Saves the code (and name) of the event handler section and exits the dialog box.
<b>Cancel</b>	Exits the dialog box without saving the settings.
<b>Help</b>	Provides online help.