On (dialog event)

The *on ... dialog events* properties set or return the Basic script function which is executed when the event occurs.

tags:
Properties

Applies to ...

The list below details which event is applicable on **dialogs**.
The last column indicates how the event is displayed in the dialog properties box when the dialog is being edited.

EVENT	DIALOG	Event as dispayed in the (english) Base user interface
OnFocusGained	X	When receiving focus
OnFocusLost	X	When losing focus
OnKeyPressed	X	Key pressed
OnKeyReleased	X	Key released
OnMouseDragged	X	Mouse moved while key pressed
OnMouseEntered	X	Mouse inside
OnMouseExited	X	Mouse outside
OnMouseMoved	X	Mouse moved
OnMousePressed	X	Mouse button pressed
OnMouseReleased	X	Mouse button released

Syntax

*dialog.*OnFocusGained
*dialog.*OnFocusGained=*value*
...etc...

Returned values / Arguments

String

Remarks

- The *value* argument or the returned value is a string pointing to a Basic (or other ...) subroutine: see the Scripting Framework URI Specification for more info.
  E.g.
     vnd.sun.star.script:Standard.myModule.myMacro?language=Basic&location=document
  designates the myMacro Function or Sub in the myModule module of the Basic Standard library belonging to the current document.
  Note that Access2Base does not check the validity of the provided argument.
- Use an empty string ("") to remove the current setting.
- The dialog must at least be **started** to change the script assigned to an event.
- The new dialog events settings will **NOT** be saved in the dialog library after its closure.

Error messages

Property 'On...' not applicable in this context
"Value '...' is invalid for property 'On...'

See also

On (control event)
On (database event)
On (form event)

Example

Change the behaviour of the dialog when the mouse is pressed anywhere in the perimeter of the dialog

```
Dim oDialog As Object
        Set oDialog = Application.AllDialogs("myDialog")
        oDialog.Start()
        '        Change event "OnMousePressed"
        '        The function might return True or False
        oDialog.OnMousePressed = "vnd.sun.star.script:Standard.myModule.myFunction?language
        '        Cancel the event "OnKey Pressed"
        oDialog.OnKeyPressed = ""
```

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