OnMouseUp

OnMouseUp picture event

Declaration

Global handler:

```
 ENTRY OnMouseUp(IN INT _refId, IN INT _btnNr, IN BOOL _shift, IN INT _X,
IN INT _Y)
 ; script actions
 END OnMouseUp
```

Special handler:

```
ENTRY XXX_OnMouseUp(IN INT _btnNr, IN BOOL _shift, IN INT _X, IN INT _Y)
```

```
;  script actions
 END XXX_OnMouseUp
```

Parameters

`_refId`	Parameter of **INT** type (required for global handler).
`XXX`	Name of Reference variable connected to graphic object (without the character "_").
`_btnNr`	Parameter of **BOOL** type, that determines the pressed mouse button.
`_shift`	Parameter of **BOOL** type.
`_Y`	Parameter of **INT** type.
`_Y`	Parameter of **INT** type.

Description

The picture event is being generated after releasing the mouse button (button down) above the picture. The parameter *_shift* determines whether the SHIFT key were pressed along with the mouse button. The parameters *_X* and *_Y* determines position of mouse pointer.
The parameter *_btnNr* identifies the pressed mouse button according to the following table:

_btnNr	**Mouse button**
1	Left
2	Middle
3	Right

The parameter *_refId* is used for graphic objects with defined Reference variable other than 0. So it is possible to use the special event handler. For the graphic object with no defined Reference variable, it is required to use the global event handler and the parameter _refId will be 0. Also when the user press the mouse button above the picture (not above graphic object).

Note:

If some item was selected by mouse (e.g. item of tree), this selection performs before the entry calling.

Example

Special picture event handler:

```
ENTRY TV_OnMouseUp(IN  INT _btnNr, IN  BOOL _bShift, IN  INT _xPos, IN
INT _yPos)
 END TV_OnMouseUp
```

Global picture event handler:

```
ENTRY OnMouseUp(IN  INT _refId, IN  INT _btnNr, IN  BOOL _bShift, IN  INT
_xPos,   IN   INT _yPos)
 END OnMouseUp
```

Related pages:

Picture event handler
Picture events