

OnMouseDown

OnMouseDown picture event

Declaration	<div>Global handler:</div> <div><pre>ENTRY OnMouseDown(IN INT _refId, IN INT _btnNr, IN BOOL _shift, IN INT _X, IN INT _Y) ; script actions END OnMouseDown</pre></div> <div>Special handler:</div> <div><pre>ENTRY XXX_OnMouseDown(IN INT _btnNr, IN BOOL _shift, IN INT _X, IN INT _Y) ; script actions END XXX_OnMouseDown</pre></div>												
Parameters	<table><tr><td>_refId</td><td>Parameter of INT type (required for global handler).</td></tr><tr><td>XXX</td><td>Name of Reference variable connected to graphic object (without the character "_").</td></tr><tr><td>_btnNr</td><td>Parameter of BOOL type, that determines the pressed mouse button.</td></tr><tr><td>_shift</td><td>Parameter of BOOL type.</td></tr><tr><td>_X</td><td>Parameter of INT type.</td></tr><tr><td>_Y</td><td>Parameter of INT type.</td></tr></table>	_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.	_X	Parameter of INT type.	_Y	Parameter of INT type.
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Description	<p>The picture event is being generated after pressing the mouse button (button down) above the picture. The parameter <i>_shift</i> determines whether the SHIFT key were pressed along with the mouse button. The parameters <i>_X</i> and <i>_Y</i> determines position of mouse pointer. The parameter <i>_btnNr</i> identifies the pressed mouse button according to the following table:</p> <table><tr><th>_btnNr</th><th>Mouse button</th></tr><tr><td>1</td><td>Left</td></tr><tr><td>2</td><td>Middle</td></tr><tr><td>3</td><td>Right</td></tr></table> <p>The parameter <i>_refId</i> 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 <i>_refId</i> will be 0. Also when the user press the mouse button above the picture (not above graphic object).</p>	_btnNr	Mouse button	1	Left	2	Middle	3	Right				
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Note	<p>This entry mostly performs before selection some item. Only pressing the right-mouse button over the windows control of <i>Tree</i> type is exception. Then the selection of tree item will make before this entry which can refer to the new selection. The meaning of this exception is in compatibility in behaviour in old version which did not get the entry OnMouseDown after the right-mouse button had been released over the <i>Tree</i> windows control.</p>												
Example	<div>Special picture event handler:</div> <div><pre>ENTRY TV_OnMouseDown(IN INT _btnNr, IN BOOL _bShift, IN INT _xPos, IN INT _yPos) END TV_OnMouseDown</pre></div> <div>Global picture event handler:</div>												

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

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