

# OnTextChanged

## OnTextChanged picture event

<b>Declaration</b>	<div>Global handler:</div> <div><pre>ENTRY OnTextChanged(IN INT _refId) ; script actions END OnTextChanged</pre></div>				
	<div>Special handler:</div> <div><pre>ENTRY XXX_OnTextChanged ; script actions END XXX_OnTextChanged</pre></div>				
<b>Parameters</b>	<table><tr><td><b>_refId</b></td><td>Parameter of <b>INT</b> type (required for global handler).</td></tr><tr><td><b>XXX</b></td><td>Name of Reference variable connected to graphic object (without the character "_").</td></tr></table>	<b>_refId</b>	Parameter of <b>INT</b> type (required for global handler).	<b>XXX</b>	Name of Reference variable connected to graphic object (without the character "_").
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<b>XXX</b>	Name of Reference variable connected to graphic object (without the character "_").				
<b>Description</b>	<p>The picture event is being generated when given Windows control of <b>Text entry field</b> type is not active (loosing focus) and its text has been changed. Usually, when the user enters an text and goes to another Windows control.</p>				
<b>Example</b>	<div>Special picture event handler:</div> <div><pre>; picture event handler: Change of the text in the text entry field with ; reference variable _EField assigned</pre></div> <div><pre>ENTRY EField_OnTextChanged</pre></div> <div><pre>; script actions END EField_OnTextChanged</pre></div> <div>Global picture event handler:</div> <div><pre>; picture events handler: Change of a text in text entry fields,</pre></div> <div><pre>; which has no special handler defined</pre></div> <div><pre>ENTRY OnTextChanged(IN INT _refId)</pre></div> <div><pre>; _refId - value of reference local variable assigned graphic object IF _refId = _EField THEN ; test that determines the text entry field ; in which the user changed the text ; script actions</pre></div> <div><pre>ENDIF END OnTextChanged</pre></div>				

**Note**

If both the handlers are defined in picture script, the global handler will never be called for `_refId=_EField`, because a special handler is already defined.

**Related pages:**

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