

# OnSpin

## OnSpin picture event

Declaration	Global handler:				
	<pre>ENTRY OnSpin(IN INT _refId) ; script actions END OnSpin</pre>				
	Special handler:				
	<pre>ENTRY XXX_OnSpin ; script actions END XXX_OnSpin</pre>				
Parameters	<table><tr><td>_refId</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>	_refId	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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Description	The picture event is being generated when the user clicks on the Windows control of <a href="#">Spin button</a> type.				
Example	<p>Special picture event handler:</p> <pre>; picture event handler: Clicking the spin button ; with reference _Spin assigned</pre> <pre>ENTRY Spin_OnSpin</pre> <pre>; script actions END Spin_OnSpin</pre> <p>Global picture event handler:</p> <pre>; picture events handler: Clicking a spin button</pre> <pre>; with no special handler defined</pre> <pre>ENTRY OnSpin(IN INT _refId)</pre> <pre>; _refId - value of reference local variable assigned to graphic object IF _refId = _Spin THEN ; test that determines the spin button ; the user clicked on ; script actions</pre> <pre>ENDIF END OnSpin</pre>				

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

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