

# OnTreeItemChange

## OnTreeItemChange event

### Declaration

Global picture event handler:

```
ENTRY OnTreeItemChange(IN INT _refId, IN INT _ItemHandle, IN TEXT
_NewText)
; actions
END OnTreeItemChange
```

Special picture event handler:

```
ENTRY XXX_OnTreeItemChange(IN INT _ItemHandle, IN TEXT _NewText)
; actions
END XXX_OnTreeItemChange
```

### Parameters

_refId	For global picture event handler - required input parameter of <b>Int</b> type.
<b>XXX</b>	Name of reference variable that is connected to the graphic object without the character "_" .
_ItemHandle	Handle to the item in a tree which will be changed.
_NewText	New name of the item in TreeView.

### Description

Event is generated after a user has changed the item (text) in TreeView.

### Example

Special picture event handler:

```
; event handler: A change of text in TreeView, to which the reference
variable _TREE is connected

ENTRY TREE_OnTreeItemChange(IN INT _LineNr, IN FLOAT _value, IN INT
_mouseBtn)
;actions
END
```

Global picture event handler:

```
; event handler: A change of text in TreeView without special event
handler

ENTRY OnTreeItemChange(IN INT _refId, IN INT _LineNr IN FLOAT _value, IN
INT _mouseBtn)
; _refId - a value of reference local variable of picture which is
connected to TreeView

IF _refId = _TREE THEN           ; a test to detect TreeView in which the
event has became
; actions
ENDIF
END
```

### Note

If both event handlers are defined in one script, the global one will not be initiated because there is a special one.



**Related pages:**

[Active picture events](#)

[ENTRY - picture event handler](#)

[%HI\\_EditTreeViewItem function](#)