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 **Int** type.
XXX	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.

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