

OnMouseMove

OnMouseMove picture event

Declaration

Global handler:

```
ENTRY OnMouseMove(IN INT _refId, IN INT _X, IN INT _Y)
; script actions
END OnMouseMove
```

Special handler:

```
ENTRY XXX_OnMouseMove(IN INT _X, IN INT _Y)
```

```
; script actions
END XXX_OnMouseMove
```

Parameters

_refId	Parameter of INT type (required for global handler).
XXX	Name of Reference variable connected to graphic object (without the character "_").
_Y	Parameter of INT type.
_Y	Parameter of INT type.

Description

The picture event sends information about movement of mouse pointer in picture for script. When the mouse pointer moves over the graphic objects, windows controls and displayers [Alarm](#), [Browser](#), [Graph](#) and [Logging](#), x, y coordinates, when moving over the graphic objects, correspond to the place in the picture. Otherwise, they correspond to the position in the inserted window control.

The parameter *_refId* 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 *_refId* will be 0. Also when the user press the mouse button above the picture (not above graphic object).


Example

Global picture event handler:

```
ENTRY OnMouseMove(IN INT _refId, IN INT _xPos, IN INT _yPos)
END OnMouseMove
```

Special picture event handler:

```
ENTRY TV_OnMouseMove(IN INT _xPos, IN INT _yPos)
END TV_OnMouseMove
```

 **Related pages:**

[Picture event handler](#)
[Picture events](#)