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 the **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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