


# OnMouseLeave

## OnMouseLeave picture event

Declaration	<div>Global handler:</div> <div><pre>ENTRY   OnMouseLeave(IN INT _refId) ; script actions END   OnMouseLeave</pre></div> <div>Special handler:</div> <div><pre>ENTRY XXX_OnMouseLeave ; script actions END XXX_OnMouseLeave</pre></div>				
Parameters	<table><tr><td>_refId</td><td>Required input parameter of the <b>INT</b> type for global handler.</td></tr><tr><td>XXX</td><td>Name of the reference variable assigned to graphic object (without the character "_").</td></tr></table>	_refId	Required input parameter of the <b>INT</b> type for global handler.	XXX	Name of the reference variable assigned to graphic object (without the character "_").
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XXX	Name of the reference variable assigned to graphic object (without the character "_").				
Description	The picture event is being generated when the mouse cursor leaves the area of the graphic object with the given reference variable.				
Example	<div>Special picture event handler:</div> <div><pre>ENTRY List_OnMouseLeave  ; actions END List_OnMouseLeave</pre></div> <div>Global picture event handler:</div> <div><pre>ENTRY OnMouseLeave(IN INT _refId)  ; _refId - value of the reference local variable assigned to graphic object IF _refId = _List THEN  ; actions  ENDIF END OnMouseLeave</pre></div>				
Note	If both handlers are defined in the picture script, the global handler will never be called for _refId=_List, because a special handler is already defined.				

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