# OnTypeTextChange

## OnTypeTextChange picture event

#### Declaration

#### Global handler:

ENTRY OnTypeTextChange(IN INT \_refId, IN TEXT \_Line, IN INT \_StartPos,
 \_CursorPos)
; script actions
END OnTypeTextChange

#### Special handler:

ENTRY XXX\_OnTypeTextChange(IN TEXT \_Line, IN INT \_StartPos, \_CursorPos); script actions
END XXX\_OnTypeTextChange

#### **Parameters**

_refld	Parameter of the INT type (required for global handler).
_Line	String that represents the content of current row on the cursor position.
_StartPos	Position of the first letter of the first word.
_CursorPos	Current position of cursor (position of the last letter in front of cursor + 1).
xxx	Name of Reference variable connected to graphic object (without the character "_").

## Description

This picture event is generated when entering text in the windows control *Entry field*.

If the entered character is "blank space" or "Enter", the event is not generated.

StartPos is the position of the first valid character after these characters: "blank space" " " " "

\_StartPos is the position of the first valid character after these characters: "blank space", ",", ";", "." and "Tab".

OnTypeTextChange event is destined when using AutoComplete List in *Entry field*. We recommend you to use ENTRYX.

### Example

Special picture event handler:

```
; picture event handler: Change of text in entry field
; with assigned reference variable _EField
```

ENTRY Efield\_OnTypeTextChange(IN TEXT \_Line, IN INT \_StartPos, IN INT \_CursorPos)

; actions

END

### Global picture event handler:

ENTRY OnTypeTextChange(IN INT \_refId, IN TEXT \_Line, IN INT \_StartPos, IN INT \_CursorPos)

; \_refId - value of Reference local variable assigned to the graphic object
 IF \_refId = \_EField THEN ; test that determines the entry field in
which the text was changed
; actions

Note

If both handlers are defined in picture script, the global handler will never be called for \_refld=\_EField, because a special handler is already defined.



## Related pages:

Picture event handler Picture events

ENDIF END