

OnMouseEnter

OnMouseEnter picture event

Declaration	Global handler:					
	<pre>ENTRY OnMouseEnter(IN INT _refId) ; script actions END OnMouseEnter</pre>					
	Special handler:					
	<pre>ENTRY XXX_OnMouseEnter ; script actions END XXX_OnMouseEnter</pre>					
Parameters	<table><tr><td>_refId</td><td>Required input parameter of INT 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 INT type for global handler.	XXX	Name of the reference variable assigned to graphic object (without the character "_").
_refId	Required input parameter of INT type for global handler.					
XXX	Name of the reference variable assigned to graphic object (without the character "_").					
Description	The picture event is being generated when the mouse cursor is pointed to the graphic object with the given reference variable.					
Example	Special picture event handler:					
	<pre>; picture event handler: Pointing the mouse cursor to the graphic object with ; the reference variable _List assigned</pre>					
	<pre>ENTRY List_OnMouseEnter</pre>					
	<pre>; actions END List_OnMouseEnter</pre>					
	Global picture event handler:					
	<pre>; picture events handler: Pointing the mouse cursor to</pre>					
	<pre>; graphic object with reference variable assigned</pre>					
	<pre>ENTRY OnMouseEnter(IN INT _refId)</pre>					
	<pre>; _refId - value of reference variable assigned to graphic object IF _refId = _List THEN ; test that determines the graphic object</pre>					
	<pre>; script actions ; the mouse cursor pointed to</pre>					

```
ENDIF  
END OnMouseEnter
```

Note

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

**Related pages:**

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