

HTML5 Events Handler List

Window Event Attributes

Window Events triggered for a window object and apply in <body> tag

Attributes	Value	Description	In HTML5?
onafterprint	<i>js_script</i>	Script is run after the document is printed	NEW
onbeforeprint	<i>js_script</i>	Script is run before the document is printed	NEW
onbeforeunload	<i>js_script</i>	Script is run before the document is unloaded	NEW
onerror	<i>js_script</i>	Script is run when any error occur	NEW
onhaschange	<i>js_script</i>	Script is run when document has changed	NEW
onload	<i>js_script</i>	Event fires after the page loading finished	
onmessage	<i>js_script</i>	Script is run when document goes in offline	NEW

onoffline	<i>js_script</i>	Script is run when document comes in online	NEW
onpagehide	<i>js_script</i>	Script is run when document window is hidden	NEW
onpageshow	<i>js_script</i>	Script is run when document window become visible	NEW
onpopstate	<i>js_script</i>	Script is run when document window history changes	NEW
onredo	<i>js_script</i>	Script is run when document perform redo	NEW
onresize	<i>js_script</i>	Event fires when browser window is resized	NEW
onstorage	<i>js_script</i>	Script is run when web storage area is updated	NEW
onundo	<i>js_script</i>	Script is run when document performs undo	NEW
onunload	<i>js_script</i>	Event fires when browser window has been closed	

Form Events

Form Events triggered by perform some action inside HTML form elements.

Attributes	Value	Description	In HTML5?
onblur	<i>js_script</i>	Event fire when element loses focus	
onchange	<i>js_script</i>	Event fire when element value is changed	
oncontextmenu	<i>js_script</i>	Event fire when context menu is triggered	NEW
onfocus	<i>js_script</i>	Event fire when element gets focus	
onformchange	<i>js_script</i>	Event fire when form changes	NEW
onforminput	<i>js_script</i>	Event fire when form get input field	
oninput	<i>js_script</i>	Event fire when element get input field	NEW
oninvalid	<i>js_script</i>	Event fire when element is invalid	NEW

onreset	<i>js_script</i>	Event fire when clicked on form reset button	REMOVE
onselect	<i>js_script</i>	Event fire after allow to select text in an element	
onsubmit	<i>js_script</i>	Event fire when form is submitted	

Keyboard Events

Attributes	Value	Description	In HTML5?
onkeydown	<i>js_script</i>	Event fire when pressing a key	
onkeypress	<i>js_script</i>	Event fire when press a key	
onkeyup	<i>js_script</i>	Event fire when releases a key	

Mouse Events

Mouse Events triggered by mouse action.

Attributes	Value	Description	In HTML5?
onclick	<i>js_script</i>	Event fire when mouse click on element	
ondblclick	<i>js_script</i>	Event fire when mouse double click on element	
ondrag	<i>js_script</i>	Script is run when element is dragged	NEW
ondragend	<i>js_script</i>	Script is run at end of drag operation	NEW
ondragenter	<i>js_script</i>	Script is run when element has dragged to a valid drop target	NEW
ondragleave	<i>js_script</i>	Script is run when element leaves valid drop target	NEW
ondragover	<i>js_script</i>	Script is run when element is dragged over on valid drop target	NEW
ondragstart	<i>js_script</i>	Script is run at start of drag operation	NEW

ondrop	<i>js_script</i>	Script is run when dragged element is dropped	NEW
onmousedown	<i>js_script</i>	Event fire when mouse button is pressed down on element	
onmousemove	<i>js_script</i>	Event fire when mouse pointer moves over an element	
onmouseout	<i>js_script</i>	Event fire when mouse pointer moves out an element	
onmouseover	<i>js_script</i>	Event fire when mouse pointer moves over on element	
onmouseup	<i>js_script</i>	Event fire when mouse button is released over an element	
onmousewheel	<i>js_script</i>	Event fire when mouse wheel being rotated	NEW
onscroll	<i>js_script</i>	Event fire when element scrollbar being scrolled	NEW

Media Events

Media Events triggered by common media elements like , <audio>, <embed>, <object>, and <video>.

Attributes	Value	Description	In HTML5?
onabort	<i>js_script</i>	Script is run when element is abort	
oncanplay	<i>js_script</i>	Script is run when file is ready for start playing	NEW
oncanplaythrough	<i>js_script</i>	Script is run when file is played all way without pausing for buffering	NEW
ondurationchange	<i>js_script</i>	Script is run when media length changes	NEW
onemptied	<i>js_script</i>	Script is run when something unavailable/disconnects	NEW
onended	<i>js_script</i>	Script is run when media has reach to end position	NEW
onerror	<i>js_script</i>	Script is run when error occurs file loaded time	NEW
onloadeddata	<i>js_script</i>	Script is run when media is loaded	NEW

onloadedmetadata	<i>js_script</i>	Script is run when meta data are loaded	NEW
onloadstart	<i>js_script</i>	Script is run when file being loaded	NEW
onpause	<i>js_script</i>	Script is run when media is paused	NEW
onplay	<i>js_script</i>	Script is run when media is ready to start playing	NEW
onplaying	<i>js_script</i>	Script is run when media is actually start for playing	NEW
onprogress	<i>js_script</i>	Script is run when browser is process of getting media data	NEW
onratechange	<i>js_script</i>	Script is run when playback rate changes	NEW
onreadystatechange	<i>js_script</i>	Script is run when ready state changes for each time	NEW
onseeked	<i>js_script</i>	Script is run when seeking attribute value set to false, that indicate seeking has ended	NEW
onseeking	<i>js_script</i>	Script is run when seeking attribute value set to true, that indicate seeking has active	NEW

onstalled	<i>js_script</i>	Script is run when browser is unable to fetch media data for any reason	NEW
onsuspend	<i>js_script</i>	Script is run when fetching media data is stopped before it is completely loaded for any reason	NEW
ontimeupdate	<i>js_script</i>	Script is run when playing position has changed	NEW
onvolumechange	<i>js_script</i>	Script is run each time volume is changed	NEW
onwaiting	<i>js_script</i>	Script is run when media has paused(for buffer more data)	NEW