



Event reference

DOM Events are sent to notify code of interesting things that have taken place. Each event is represented by an object which is based on the [Event](#) interface, and may have additional custom fields and/or functions used to get additional information about what happened. Events can represent everything from basic user interactions to automated notifications of things happening in the rendering model.

This article offers a list of events that can be sent; some are standard events defined in official specifications, while others are events used internally by specific browsers; for example, Mozilla-specific events are listed so that [add-ons](#) can use them to interact with the browser.

Most common categories

Resource events

Event Name	Fired When
error	A resource failed to load.
abort	The loading of a resource has been aborted.
load	A resource and its dependent resources have finished loading.
beforeunload	The window, the document and its resources are about to be unloaded.
unload	The document or a dependent resource is being unloaded.

Network events

Event Name	Fired When
<code>online</code>	The browser has gained access to the network.
<code>offline</code>	The browser has lost access to the network.

Focus events

Event Name	Fired When
<code>focus</code>	An element has received focus (does not bubble).
<code>blur</code>	An element has lost focus (does not bubble).
<code>focusin</code>	An element is about to receive focus (does bubble).
<code>focusout</code>	An element is about to lose focus (does bubble).

WebSocket events

Event Name	Fired When
<code>open</code>	A WebSocket connection has been established.
<code>message</code>	A message is received through a WebSocket.
<code>error</code>	A WebSocket connection has been closed with prejudice (some data couldn't be sent for example).
<code>close</code>	A WebSocket connection has been closed.

Session History events

Event Name	Fired When
<code>pagehide</code>	A session history entry is being traversed from.
<code>pageshow</code>	A session history entry is being traversed to.
<code>popstate</code>	A session history entry is being navigated to (in certain cases).

CSS Animation events

Event Name	Fired When
<code>animationstart</code>	A CSS animation has started.
<code>animationcancel</code>	A CSS animation has aborted.
<code>animationend</code>	A CSS animation has completed.
<code>animationiteration</code>	A CSS animation is repeated.

CSS Transition events

Event Name	Fired When
<code>transitionstart</code>	A CSS transition has actually started (fired after any delay).
<code>transitioncancel</code>	A CSS transition has been cancelled.
<code>transitionend</code>	A CSS transition has completed.
<code>transitionrun</code>	A CSS transition has begun running (fired before any delay starts).

Form events

Event Name	Fired When
<code>reset</code>	The reset button is pressed
<code>submit</code>	The submit button is pressed

Printing events

Event Name	Fired When
<code>beforeprint</code>	The print dialog is opened
<code>afterprint</code>	The print dialog is closed

Text Composition events

Event Name	Fired When
<code>compositionstart</code>	The composition of a passage of text is prepared (similar to <code>keydown</code> for a keyboard input, but works with other inputs such as speech recognition).
<code>compositionupdate</code>	A character is added to a passage of text being composed.
<code>compositionend</code>	The composition of a passage of text has been completed or canceled.

View events

Event Name	Fired When
<code>fullscreenchange</code>	An element was toggled to or from fullscreen mode.
<code>fullscreenerror</code>	It was impossible to switch to fullscreen mode for technical reasons or because the permission was denied.
<code>resize</code>	The document view has been resized.
<code>scroll</code>	The document view or an element has been scrolled.

Clipboard events

Event Name	Fired When
<code>cut</code>	The selection has been cut and copied to the clipboard
<code>copy</code>	The selection has been copied to the clipboard
<code>paste</code>	The item from the clipboard has been pasted

Keyboard events

Event Name	Fired When
<code>keydown</code>	ANY key is pressed
<code>keypress</code>	ANY key (except <code>Shift</code> , <code>Fn</code> , or <code>CapsLock</code>) is in pressed position. (Fired continuously.)

`keyup`

ANY key is released

Mouse events

Event Name	Fired When
<code>auxclick</code>	A pointing device button (ANY non-primary button) has been pressed and released on an element.
<code>click</code>	A pointing device button (ANY button; soon to be primary button only) has been pressed and released on an element.
<code>contextmenu</code>	The right button of the mouse is clicked (before the context menu is displayed).
<code>dblclick</code>	A pointing device button is clicked twice on an element.
<code>mousedown</code>	A pointing device button is pressed on an element.
<code>mouseenter</code>	A pointing device is moved onto the element that has the listener attached.
<code>mouseleave</code>	A pointing device is moved off the element that has the listener attached.
<code>mousemove</code>	A pointing device is moved over an element. (Fired continuously as the mouse moves.)
<code>mouseover</code>	A pointing device is moved onto the element that has the listener attached or onto one of its children.
<code>mouseout</code>	A pointing device is moved off the element that has the listener attached or off one of its children.
<code>mouseup</code>	A pointing device button is released over an element.
<code>pointerlockchange</code>	The pointer was locked or released.
<code>pointerlockerror</code>	It was impossible to lock the pointer for technical reasons or because the permission was denied.
<code>select</code>	Some text is being selected.
<code>wheel</code>	A wheel button of a pointing device is rotated in any direction.

Drag & Drop events

Event Name	Fired When
<code>drag</code>	An element or text selection is being dragged. (Fired continuously every 350ms)
<code>dragend</code>	A drag operation is being ended (by releasing a mouse button or hitting the escape key).
<code>dragenter</code>	A dragged element or text selection enters a valid drop target.
<code>dragstart</code>	The user starts dragging an element or text selection.
<code>dragleave</code>	A dragged element or text selection leaves a valid drop target.
<code>dragover</code>	An element or text selection is being dragged over a valid drop target. (Fired continuously every 350ms)
<code>drop</code>	An element is dropped on a valid drop target.

Media events

Event Name	Fired When
<code>audioprocess</code>	The input buffer of a <code>ScriptProcessorNode</code> is ready to be processed.
<code>canplay</code>	The browser can play the media, but estimates that not enough data has been loaded to play the media up to its end without having to stop for further buffering of content.
<code>canplaythrough</code>	The browser estimates it can play the media up to its end without stopping for content buffering.
<code>complete</code>	The rendering of an <code>OfflineAudioContext</code> is terminated.
<code>durationchange</code>	The <code>duration</code> attribute has been updated.
<code>emptied</code>	The media has become empty; for example, this event is sent if the media has already been loaded (or partially loaded), and the <code>load()</code> method is called to reload it.
<code>ended</code>	Playback has stopped because the end of the media was reached.
<code>loadeddata</code>	The first frame of the media has finished loading.

Event Name	Fired When
<code>loadedmetadata</code>	The metadata has been loaded.
<code>pause</code>	Playback has been paused.
<code>play</code>	Playback has begun.
<code>playing</code>	Playback is ready to start after having been paused or delayed due to lack of data.
<code>ratechange</code>	The playback rate has changed.
<code>seeked</code>	A seek operation completed.
<code>seeking</code>	A seek operation began.
<code>stalled</code>	The user agent is trying to fetch media data, but data is unexpectedly not forthcoming.
<code>suspend</code>	Media data loading has been suspended.
<code>timeupdate</code>	The time indicated by the <code>currentTime</code> attribute has been updated.
<code>volumechange</code>	The volume has changed.
<code>waiting</code>	Playback has stopped because of a temporary lack of data.

Progress events

Event Name	Fired When
<code>abort</code>	Progression has been terminated (not due to an error).
<code>error</code>	Progression has failed.
<code>load</code>	Progression has been successful.
<code>loadend</code>	Progress has stopped (after <code>"error"</code> , <code>"abort"</code> , or <code>"load"</code> have been dispatched).
<code>loadstart</code>	Progress has begun.
<code>progress</code>	In progress.
<code>timeout</code>	Progression is terminated due to preset time expiring.

Storage events

`change` (see [Non-standard events](#))

`storage`

Update events

`checking`

`downloading`

`error`

`noupdate`

`obsolete`

`updateready`

Value change events

`broadcast`

`CheckboxStateChange`

`hashchange`

`input`

`RadioStateChange`

`readystatechange`

`ValueChange`

Uncategorized events

`invalid`

`message`

`message`

`open`

`show`

Less common and non-standard events

Abortable Fetch events

Event name	Fired when
<code>abort</code>	A DOM request is aborted, i.e. using <code>AbortController.abort()</code> .

WebVR events

Event name	Fired when
<code>vrdisplayactivate</code>	When a VR display is able to be presented to, for example if an HMD has been moved to bring it out of standby, or woken up by being put on.
<code>vrdisplayblur</code>	when presentation to a <code>VRDisplay</code> has been paused for some reason by the browser, OS, or VR hardware — for example, while the user is interacting with a system menu or browser, to prevent tracking or loss of experience.
<code>vrdisplayconnect</code>	when a compatible <code>VRDisplay</code> is connected to the computer.
<code>vrdisplaydeactivate</code>	When a <code>VRDisplay</code> can no longer be presented to, for example if an HMD has gone into standby or sleep mode due to a period of inactivity.
<code>vrdisplaydisconnect</code>	When a compatible <code>VRDisplay</code> is disconnected from the computer.
<code>vrdisplayfocus</code>	When presentation to a <code>VRDisplay</code> has resumed after being blurred.
<code>vrdisplaypresentchange</code>	The presenting state of a <code>VRDisplay</code> changes — i.e. goes from presenting to not presenting, or vice versa.

SVG events

`SVGAabort``SVGError``SVGLoad``SVGResize``SVGScroll`

`SVGUnload``SVGZoom`

Database events

`abort``blocked``complete``error``success``upgradeneeded``versionchange`

Script events

`afterscriptexecute``beforescriptexecute`

Menu events

`DOMMenuItemActive``DOMMenuItemInactive`

Window events

`close`

Popup events

`popuphidden``popuphiding``popupshowing``popupshown`

Tab events

`visibilitychange`

Battery events

chargingchange

chargingtimechange

dischargingtimechange

levelchange

Call events

alerting

busy

callschanged

cfstatechange

connected

connecting

dialing

disconnected

disconnecting

error

held, holding

incoming

resuming

statechange

voicechange

Sensor events

compassneeds Calibration

devicemotion

deviceorientation

orientationchange

Smartcard events

icccardlockerror

iccinfolchange

smartcard-insert

smartcard-remove

stkcommand

`stksessionend``cardstatechange`

SMS and USSD events

`delivered``received``sent``ussdreceived`

Frame events

`mozbrowserclose``mozbrowsercontextmenu``mozbrowsererror``mozbrowsericonchange``mozbrowserlocationchange``mozbrowserloadend``mozbrowserloadstart``mozbrowseropenwindow``mozbrowsersecuritychange``mozbrowsershowmodalprompt``mozbrowsertitlechange`

DOM mutation events

`DOMAttributeNameChanged``DOMAttrModified``DOMCharacterDataModified``DOMContentLoaded``DOMElementNameChanged``DOMNodeInserted``DOMNodeInsertedIntoDocument``DOMNodeRemoved``DOMNodeRemovedFromDocument``DOMSubtreeModified`

Touch events



touchcancel
touchend
touchmove
touchstart








Pointer events

pointerover
pointerenter
pointerdown
pointermove
pointerup
pointercancel
pointerout
pointerleave
gotpointercapture
lostpointercapture














Standard events

These events are defined in official Web specifications, and should be common across browsers. Each event is listed along with the interface representing the object sent to recipients of the event (so you can find information about what data is provided with each event) as well as a link to the specification or specifications that define the event.





Event Name	Event Type	Specification
abort	UIEvent	DOM L3
abort	ProgressEvent	Progress and XMLHttpRequest
abort	Event	IndexedDB
afterprint	Event	HTML5
animationcancel	AnimationEvent 	CSS Animations
animationend	AnimationEvent 	CSS Animations



Event Name	Event Type	Specification
animationiteration	AnimationEvent 	CSS Animations
animationstart	AnimationEvent 	CSS Animations
appinstalled	Event	Web App Manifest
audioprocess	AudioProcessingEvent 	Web Audio API The definition of 'audioprocess' in that specification.
audioend 	Event	Web Speech API
audiostart 	Event	Web Speech API
beforeprint	Event	HTML5
beforeunload	BeforeUnloadEvent	HTML5
beginEvent	TimeEvent	SVG
blocked		IndexedDB
blur	FocusEvent 	DOM L3
boundary 	SpeechSynthesisEvent	Web Speech API
canplay	Event	HTML5 media
canplaythrough	Event	HTML5 media
change	Event	DOM L2, HTML5
chargingchange	Event	Battery status

Event Name	Event Type	Specification
<code>chargingtimechange</code>	<code>Event</code>	Battery status
<code>click</code>	<code>MouseEvent</code>	DOM L3
<code>close</code>	<code>Event</code>	WebSocket
<code>complete</code>		IndexedDB
<code>complete</code>	<code>OfflineAudioCompletionEvent</code> 🔊	Web Audio API The definition of 'OfflineAudioCompletionE in that specification.
<code>compositionend</code>	<code>CompositionEvent</code>	DOM L3
<code>compositionstart</code>	<code>CompositionEvent</code>	DOM L3
<code>compositionupdate</code>	<code>CompositionEvent</code>	DOM L3
<code>contextmenu</code>	<code>MouseEvent</code>	HTML5
<code>copy</code>	<code>ClipboardEvent</code> 🔬	Clipboard
<code>cut</code>	<code>ClipboardEvent</code> 🔬	Clipboard
<code>dblclick</code>	<code>MouseEvent</code>	DOM L3
<code>devicechange</code>	<code>Event</code>	Media Capture and Streams
<code>devicemotion</code>	<code>DeviceMotionEvent</code> 🔬	Device Orientation Ev
<code>deviceorientation</code>	<code>DeviceOrientationEvent</code> 🔬	Device Orientation Ev
<code>dischargingtimechange</code>	<code>Event</code>	Battery status
<code>DOMActivate</code> 🔊	<code>UIEvent</code>	DOM L3







Event Name	Event Type	Specification
<code>DOMAttributeNameChanged</code> 	<code>MutationNameEvent</code>	DOM L3 Removed
<code>DOMAttrModified</code> 	<code>MutationEvent</code>	DOM L3
<code>DOMCharacterDataModified</code> 	<code>MutationEvent</code>	DOM L3
<code>DOMContentLoaded</code>	<code>Event</code>	HTML5
<code>DOMElementNameChanged</code> 	<code>MutationNameEvent</code>	DOM L3 Removed
<code>DOMFocusIn</code> 	<code>FocusEvent</code> 	DOM L3
<code>DOMFocusOut</code> 	<code>FocusEvent</code> 	DOM L3
<code>DOMNodeInserted</code> 	<code>MutationEvent</code>	DOM L3
<code>DOMNodeInsertedIntoDocument</code> 	<code>MutationEvent</code>	DOM L3
<code>DOMNodeRemoved</code> 	<code>MutationEvent</code>	DOM L3
<code>DOMNodeRemovedFromDocument</code> 	<code>MutationEvent</code>	DOM L3
<code>DOMSubtreeModified</code> 	<code>MutationEvent</code>	DOM L3
<code>drag</code>	<code>DragEvent</code>	HTML5
<code>dragend</code>	<code>DragEvent</code>	HTML5
<code>dragenter</code>	<code>DragEvent</code>	HTML5

Event Name	Event Type	Specification
<code>dragleave</code>	<code>DragEvent</code>	HTML5
<code>dragover</code>	<code>DragEvent</code>	HTML5
<code>dragstart</code>	<code>DragEvent</code>	HTML5
<code>drop</code>	<code>DragEvent</code>	HTML5
<code>durationchange</code>	<code>Event</code>	HTML5 media
<code>emptied</code>	<code>Event</code>	HTML5 media
<code>end</code> 	<code>Event</code>	Web Speech API
<code>end</code> 	<code>SpeechSynthesisEvent</code>	Web Speech API
<code>ended</code>	<code>Event</code>	HTML5 media
<code>ended</code>	<code>Event</code>	Web Audio API
<code>endEvent</code>	<code>TimeEvent</code>	SVG
<code>error</code>	<code>UIEvent</code>	DOM L3
<code>error</code>	<code>ProgressEvent</code>	Progress and XMLHttpRequest
<code>error</code>	<code>Event</code>	WebSocket
<code>error</code>	<code>Event</code>	Server Sent Events
<code>error</code>	<code>Event</code>	IndexedDB
<code>error</code> 	<code>Event</code>	Web Speech API
<code>error</code>	<code>SpeechSynthesisErrorEvent</code>	Web Speech API
<code>focus</code>	<code>FocusEvent</code> 	DOM L3




Event Name	Event Type	Specification
<code>focusin</code>	<code>FocusEvent</code> 	DOM L3
<code>focusout</code>	<code>FocusEvent</code> 	DOM L3
<code>fullscreenchange</code>	<code>Event</code>	Full Screen
<code>fullscreenerror</code>	<code>Event</code>	Full Screen
<code>gamepadconnected</code>	<code>GamepadEvent</code> 	Gamepad
<code>gamepaddisconnected</code>	<code>GamepadEvent</code> 	Gamepad
<code>gotpointercapture</code>	<code>PointerEvent</code>	Pointer Events
<code>hashchange</code>	<code>HashChangeEvent</code>	HTML5
<code>lostpointercapture</code>	<code>PointerEvent</code>	Pointer Events
<code>input</code>	<code>Event</code>	HTML5
<code>invalid</code>	<code>Event</code>	HTML5
<code>keydown</code>	<code>KeyboardEvent</code>	DOM L3
<code>keypress</code> 	<code>KeyboardEvent</code>	DOM L3
<code>keyup</code>	<code>KeyboardEvent</code>	DOM L3
<code>languagechange</code> 	<code>Event</code>	HTML 5.1 The definition of 'NavigatorLanguage.lang' in that specification.
<code>levelchange</code>	<code>Event</code>	Battery status
<code>load</code>	<code>UIEvent</code>	DOM L3
<code>load</code>	<code>ProgressEvent</code>	Progress and XMLHttpRequest

Event Name	Event Type	Specification
loadeddata	Event	HTML5 media
loadedmetadata	Event	HTML5 media
loadend	ProgressEvent	Progress and XMLHttpRequest
loadstart	ProgressEvent	Progress and XMLHttpRequest
mark 	SpeechSynthesisEvent	Web Speech API
message	MessageEvent	WebSocket
message	MessageEvent	Web Workers
message	MessageEvent	Web Messaging
message	MessageEvent	Server Sent Events
messageerror	MessageEvent	MessagePort, Web Workers, Broadcast Channel, Window
message 	ServiceWorkerMessageEvent or ExtendableMessageEvent, depending on context.	Service Workers
mousedown	MouseEvent	DOM L3
mouseenter	MouseEvent	DOM L3
mouseleave	MouseEvent	DOM L3
mousemove	MouseEvent	DOM L3
mouseout	MouseEvent	DOM L3
mouseover	MouseEvent	DOM L3

Event Name	Event Type	Specification
<code>mouseup</code>	<code>MouseEvent</code>	DOM L3
<code>nomatch</code> 	<code>SpeechRecognitionEvent</code>	Web Speech API
<code>notificationclick</code>	<code>NotificationEvent</code> 	Notifications API The definition of 'onnotificationclick' in that specification.
<code>offline</code>	<code>Event</code>	HTML5 offline
<code>online</code>	<code>Event</code>	HTML5 offline
<code>open</code>	<code>Event</code>	WebSocket
<code>open</code>	<code>Event</code>	Server Sent Events
<code>orientationchange</code>	<code>Event</code>	Screen Orientation
<code>pagehide</code>	<code>PageTransitionEvent</code>	HTML5
<code>pageshow</code>	<code>PageTransitionEvent</code>	HTML5
<code>paste</code>	<code>ClipboardEvent</code> 	Clipboard
<code>pause</code>	<code>Event</code>	HTML5 media
<code>pause</code> 	<code>SpeechSynthesisEvent</code>	Web Speech API
<code>pointercancel</code>	<code>PointerEvent</code>	Pointer Events
<code>pointerdown</code>	<code>PointerEvent</code>	Pointer Events
<code>pointerenter</code>	<code>PointerEvent</code>	Pointer Events
<code>pointerleave</code>	<code>PointerEvent</code>	Pointer Events
<code>pointerlockchange</code>	<code>Event</code>	Pointer Lock
<code>pointerlockerror</code>	<code>Event</code>	Pointer Lock

Event Name	Event Type	Specification
<code>pointermove</code>	<code>PointerEvent</code>	Pointer Events
<code>pointerout</code>	<code>PointerEvent</code>	Pointer Events
<code>pointerover</code>	<code>PointerEvent</code>	Pointer Events
<code>pointerup</code>	<code>PointerEvent</code>	Pointer Events
<code>play</code>	<code>Event</code>	HTML5 media
<code>playing</code>	<code>Event</code>	HTML5 media
<code>popstate</code>	<code>PopStateEvent</code>	HTML5
<code>progress</code>	<code>ProgressEvent</code>	Progress and XMLHttpRequest
<code>push</code>	<code>PushEvent</code> 	Push API
<code>pushsubscriptionchange</code>	<code>PushEvent</code> 	Push API
<code>ratechange</code>	<code>Event</code>	HTML5 media
<code>readystatechange</code>	<code>Event</code>	HTML5 and XMLHttpRequest
<code>repeatEvent</code>	<code>TimeEvent</code>	SVG
<code>reset</code>	<code>Event</code>	DOM L2, HTML5
<code>resize</code>	<code>UIEvent</code>	DOM L3
<code>resourcetimingbufferfull</code>	<code>Performance</code>	Resource Timing
<code>result</code> 	<code>SpeechRecognitionEvent</code> 	Web Speech API
<code>resume</code> 	<code>SpeechSynthesisEvent</code> 	Web Speech API
<code>scroll</code>	<code>UIEvent</code>	DOM L3
<code>seeked</code>	<code>Event</code>	HTML5 media

Event Name	Event Type	Specification
<code>seeking</code>	<code>Event</code>	HTML5 media
<code>select</code>	<code>UIEvent</code>	DOM L3
<code>selectstart</code> 	<code>Event</code>	Selection API
<code>selectionchange</code> 	<code>Event</code>	Selection API
<code>show</code>	<code>MouseEvent</code>	HTML5
<code>slotchange</code>	<code>Event</code>	DOM
<code>soundend</code> 	<code>Event</code>	Web Speech API
<code>soundstart</code> 	<code>Event</code>	Web Speech API
<code>speechend</code> 	<code>Event</code>	Web Speech API
<code>speechstart</code> 	<code>Event</code>	Web Speech API
<code>stalled</code>	<code>Event</code>	HTML5 media
<code>start</code> 	<code>Event</code>	Web Speech API
<code>start</code>	<code>SpeechSynthesisEvent</code>	Web Speech API
<code>storage</code>	<code>StorageEvent</code>	Web Storage
<code>submit</code>	<code>Event</code>	DOM L2, HTML5
<code>success</code>	<code>Event</code>	IndexedDB
<code>suspend</code>	<code>Event</code>	HTML5 media
<code>SVGAbort</code>	<code>SVGEvent</code>	SVG







Event Name	Event Type	Specification
<code>SVGError</code>	<code>SVGEvent</code>	SVG
<code>SVGLoad</code>	<code>SVGEvent</code>	SVG
<code>SVGResize</code>	<code>SVGEvent</code>	SVG
<code>SVGScroll</code>	<code>SVGEvent</code>	SVG
<code>SVGUnload</code>	<code>SVGEvent</code>	SVG
<code>SVGZoom</code>	<code>SVGZoomEvent</code>	SVG
<code>timeout</code>	<code>ProgressEvent</code>	XMLHttpRequest
<code>timeupdate</code>	<code>Event</code>	HTML5 media
<code>touchcancel</code>	<code>TouchEvent</code>	Touch Events
<code>touchend</code>	<code>TouchEvent</code>	Touch Events
<code>touchmove</code>	<code>TouchEvent</code>	Touch Events
<code>touchstart</code>	<code>TouchEvent</code>	Touch Events
<code>transitionend</code>	<code>TransitionEvent</code> 	CSS Transitions
<code>unload</code>	<code>UIEvent</code>	DOM L3
<code>upgradeneeded</code>		IndexedDB
<code>userproximity</code>	<code>UserProximityEvent</code> 	Proximity Sensor
<code>voiceschanged</code> 	<code>Event</code>	Web Speech API
<code>versionchange</code>		IndexedDB

Event Name	Event Type	Specification
visibilitychange	Event	Page visibility
volumechange	Event	HTML5 media
waiting	Event	HTML5 media
wheel	WheelEvent	DOM L3






Non-standard events



Event Name	Event Type	Specification
afterscriptexecute	Event	Mozilla Specific
beforescriptexecute	Event	Mozilla Specific
beforeinstallprompt	Event	Chrome specific
cardstatechange		Firefox OS specific
change	DeviceStorageChangeEvent	Firefox OS specific
connectionInfoUpdate		Firefox OS specific
cfstatechange		Firefox OS specific
datachange		Firefox OS specific

Event Name	Event Type	Specification
<code>dataerror</code>		Firefox OS specific
<code>DOMMouseScroll</code> 		Mozilla specific
<code>dragdrop</code> 	<code>DragEvent</code>	Mozilla specific
<code>dragexit</code> 	<code>DragEvent</code>	Mozilla specific
<code>draggesture</code> 	<code>DragEvent</code>	Mozilla specific
<code>icccardlockerror</code>		Firefox OS specific
<code>iccinfolchange</code>		Firefox OS specific
<code>localized</code>		Mozilla Specific
<code>mousewheel</code> 		IE invented
<code>MozAudioAvailable</code>	<code>Event</code>	Mozilla specific
<code>MozBeforeResize</code> 		Mozilla specific
<code>mozbrowseractivitydone</code>		Firefox OS Browser API-specific
<code>mozbrowserasynscroll</code>		Firefox OS Browser API-specific



Event Name	Event Type	Specification
<code>mozbrowseraudioplaybackchange</code>		Firefox OS Browser API-specific
<code>mozbrowsercaretstatechanged</code>		Firefox OS Browser API-specific
<code>mozbrowserclose</code>		Firefox OS Browser API-specific
<code>mozbrowsercontextmenu</code>		Firefox OS Browser API-specific
<code>mozbrowserdocumentfirstpaint</code>		Firefox OS Browser API-specific
<code>mozbrowsererror</code>		Firefox OS Browser API-specific
<code>mozbrowserfindchange</code>		Firefox OS Browser API-specific
<code>mozbrowserfirstpaint</code>		Firefox OS Browser API-specific
<code>mozbrowsericonchange</code>		Firefox OS Browser API-specific
<code>mozbrowserlocationchange</code>		Firefox OS Browser API-specific
<code>mozbrowserloadend</code>		Firefox OS Browser API-specific

Event Name	Event Type	Specification
<code>mozbrowserloadstart</code>		Firefox OS Browser API-specific
<code>mozbrowsermanifestchange</code>		Firefox OS Browser API-specific
<code>mozbrowsermetachange</code>		Firefox OS Browser API-specific
<code>mozbrowseropensearch</code>		Firefox OS Browser API-specific
<code>mozbrowseropentab</code>		Firefox OS Browser API-specific
<code>mozbrowseropenwindow</code>		Firefox OS Browser API-specific
<code>mozbrowserresize</code>		Firefox OS Browser API-specific
<code>mozbrowserscroll</code>		Firefox OS Browser API-specific
<code>mozbrowserscrollareachanged</code>		Firefox OS Browser API-specific
<code>mozbrowserscrollviewchange</code>		Firefox OS Browser API-specific

Event Name	Event Type	Specification
<code>mozbrowsersecuritychange</code>		Firefox OS Browser API-specific
<code>mozbrowserselectionstatechanged</code> 		Firefox OS Browser API-specific
<code>mozbrowsershowmodalprompt</code>		Firefox OS Browser API-specific
<code>mozbrowsertitlechange</code>		Firefox OS Browser API-specific
<code>mozbrowserusernameandpasswordrequired</code>		Firefox OS Browser API-specific
<code>mozbrowservisibilitychange</code>		Firefox OS Browser API-specific
<code>MozGamepadButtonDown</code>		To be specified
<code>MozGamepadButtonUp</code>		To be specified
<code>MozMousePixelScroll</code> 		Mozilla specific
<code>MozOrientation</code> 		Mozilla specific
<code>MozScrolledAreaChanged</code>	UIEvent	Mozilla specific
<code>moztimechange</code>		Mozilla specific

Event Name	Event Type	Specification
MozTouchDown 		Mozilla specific
MozTouchMove 		Mozilla specific
MozTouchUp 		Mozilla specific
alerting	CallEvent	To be specified
busy	CallEvent	To be specified
callschanged	CallEvent	To be specified
onconnected connected	CallEvent	To be specified
connecting	CallEvent	To be specified
delivered	SMSEvent	To be specified
dialing	CallEvent	To be specified
disabled		Firefox OS specific
disconnected	CallEvent	To be specified
disconnecting	CallEvent	To be specified
enabled		Firefox OS specific
error	CallEvent	To be specified

Event Name	Event Type	Specification
held	CallEvent	To be specified
holding	CallEvent	To be specified
incoming	CallEvent	To be specified
received	SMSEvent	To be specified
resuming	CallEvent	To be specified
sent	SMSEvent	To be specified
statechange	CallEvent	To be specified
statuschange		Firefox OS specific
overflow	UIEvent	Mozilla specific
smartcard-insert		Mozilla specific
smartcard-remove		Mozilla specific
stkcommand		Firefox OS specific
stksessionend		Firefox OS specific
touchenter	TouchEvent	Touch Events Removed

Event Name	Event Type	Specification
<code>touchleave</code>	<code>TouchEvent</code>	Touch Events Removed
<code>underflow</code>	<code>UIEvent</code>	Mozilla specific
<code>uploadprogress</code> 	<code>ProgressEvent</code>	Mozilla Specific
<code>ussdreceived</code>		Firefox OS specific
<code>voicechange</code>		Firefox OS specific
<code>msContentZoom</code>		Microsoft specific
<code>MSManipulationStateChanged</code>		Microsoft specific
<code>MSPointerHover</code> 		Microsoft specific



Mozilla-specific events



Note: These events are never exposed to web content and can only be used in a XUL chrome content context.

XUL events

Event Name	Event Type	Specification	Fired when...
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Event Name	Event Type	Specification	Fired when...
<code>broadcast</code>		<i>XUL</i>	An <code>observer</code> noticed a change to the attributes of a watched broadcaster.
<code>CheckboxStateChange</code>		XUL	The state of a <code>checkbox</code> has been changed either by a user action or by a script (useful for accessibility).
<code>close</code>		XUL	The close button of the window has been clicked.
<code>command</code>		XUL	An element has been activated.
<code>commandupdate</code>		XUL	A command update occurred on a <code>commandset</code> element.
<code>DOMMenuItemActive</code>		XUL	A menu or menuitem has been hovered or highlighted.
<code>DOMMenuItemInactive</code>		<i>XUL</i>	A menu or menuitem is no longer hovered or highlighted.
<code>popuphidden</code>	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip has been hidden.
<code>popuphiding</code>	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip is about to be hidden.
<code>popupshowing</code>	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip is about to become visible.
<code>popupshown</code>	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip has become visible.
<code>RadioStateChange</code>		XUL	The state of a <code>radio</code> has been changed either by a user action or by a script (useful for accessibility).
<code>ValueChange</code>		XUL	The value of an element has changed (a progress bar, for example; useful for accessibility).

Add-on-specific events

Event Name	Event Type	Specification	Fired when...
MozSwipeGesture		<i>Addons specific</i>	A touch point is swiped across the touch surface.
MozMagnifyGestureStart		<i>Addons specific</i>	Two touch points start to move away from each other.
MozMagnifyGestureUpdate		<i>Addons specific</i>	Two touch points move away from each other (after a MozMagnifyGestureStart).
MozMagnifyGesture		<i>Addons specific</i>	Two touch points moved away from each other (after a sequence of MozMagnifyGestureUpdate).
MozRotateGestureStart		<i>Addons specific</i>	Two touch points start to rotate around a point.
MozRotateGestureUpdate		<i>Addons specific</i>	Two touch points rotate around a point (after a MozRotateGestureStart).
MozRotateGesture		<i>Addons specific</i>	Two touch points rotate around a point (after a sequence of MozRotateGestureUpdate).
MozTapGesture		<i>Addons specific</i>	Two touch points are tapped on the touch surface.
MozPressTapGesture		<i>Addons specific</i>	A "press-tap" gesture happened on the touch surface (first finger down, second finger down, second finger up, first finger up).
MozEdgeUIGesture		<i>Addons specific</i>	A touch point is swiped across the touch surface to invoke the Edge UI (Win8 only).
MozAfterPaint		<i>Addons specific</i>	Content has been repainted.
DOMPopupBlocked		<i>Addons specific</i>	A popup has been blocked.
DOMWindowCreated		<i>Addons specific</i>	A window has been created.

Event Name	Event Type	Specification	Fired when...
DOMWindowClose		<i>Addons specific</i>	A window is about to be closed.
DOMTitleChanged		<i>Addons specific</i>	The title of a window has changed.
DOMLinkAdded		<i>Addons specific</i>	A link has been added a document.
DOMLinkRemoved		<i>Addons specific</i>	A link has been removed inside from a document.
DOMMetaAdded		<i>Addons specific</i>	A meta element has been added to a document.
DOMMetaRemoved		<i>Addons specific</i>	A meta element has been removed from a document.
DOMWillOpenModalDialog		<i>Addons specific</i>	A modal dialog is about to open.
DOMModalDialogClosed		<i>Addons specific</i>	A modal dialog has been closed.
DOMAutoComplete		<i>Addons specific</i>	The content of an element has been auto-completed.
DOMFrameContentLoaded		<i>Addons specific</i>	The frame has finished loading (but not its dependent resources).
AlertActive		<i>Addons specific</i>	A notification element is shown.
AlertClose		<i>Addons specific</i>	A notification element is closed.
fullscreen		<i>Addons specific</i>	Browser fullscreen mode has been toggled.
sizemodechange		<i>Addons specific</i>	Window has entered/left fullscreen mode, or has been minimized/unminimized.
MozEnteredDomFullscreen		<i>Addons specific</i>	DOM fullscreen mode has been entered.

Event Name	Event Type	Specification	Fired when...
SSWindowClosing		<i>Addons specific</i>	The session store will stop tracking this window.
SSTabClosing		<i>Addons specific</i>	The session store will stop tracking this tab.
SSTabRestoring		<i>Addons specific</i>	A tab is about to be restored.
SSTabRestored		<i>Addons specific</i>	A tab has been restored.
SSWindowStateReady		<i>Addons specific</i>	A window state has switched to "ready".
SSWindowStateBusy		<i>Addons specific</i>	A window state has switched to "busy".
TabOpen		<i>Addons specific</i>	A tab has been opened.
TabClose		<i>Addons specific</i>	A tab has been closed.
TabSelect		<i>Addons specific</i>	A tab has been selected.
TabShow		<i>Addons specific</i>	A tab has been shown.
TabHide		<i>Addons specific</i>	A tab has been hidden.
TabPinned		<i>Addons specific</i>	A tab has been pinned.
TabUnpinned		<i>Addons specific</i>	A tab has been unpinned.

Developer tool-specific events

Event Name	Event Type	Specification	Fired when...
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Event Name	Event Type	Specification	Fired when...
CssRuleViewRefreshed		<i>devtools specific</i>	The "Rules" view of the style inspector has been updated.
CssRuleViewChanged		<i>devtools specific</i>	The "Rules" view of the style inspector has been changed.
CssRuleViewCSSLinkClicked		<i>devtools specific</i>	A link to a CSS file has been clicked in the "Rules" view of the style inspector.

See also

- [Event](#)
- [Event developer guide](#)

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