

Riot Events Handlers

Mouse

- onclick
- oncontextmenu
- ondblclick
- onmousedown
- onmouseenter
- onmouseleave
- onmousemove
- onmouseover
- onmouseout
- onmouseup

Keyboard

- onkeydown
- onkeypress
- onkeyup

Form

- onblur
- onchange
- onfocus
- onfocusin
- onfocusout
- oninput
- oninvalid
- onreset
- onsearch
- onselect
- onsubmit

Drag

- ondrag
- ondragend
- ondragenter
- ondragleave
- ondragover
- ondragstart
- ondrop

Clipboard

- oncopy
- oncut
- onpaste

Misc

- onmessage
- onmousewheel
- online
- offline
- onpopstate
- onshow
- onstorage
- ontoggle
- onwheel

Animation

- animationend
- animationiteration
- animationstart

Transition

- transitionend

Media

- onabort
- oncanplay
- oncanplaythrough
- ondurationchange
- onemptied
- onended
- onerror
- onloadeddata
- onloadedmetadata
- onloadstart
- onpause
- onplay
- onplaying
- onprogress
- onratechange
- onseeked
- onseeking
- onstalled
- onsuspend
- ontimeupdate
- onvolumechange
- onwaiting