

English ▼

## 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
<code>error</code>	A resource failed to load.
<code>abort</code>	The loading of a resource has been aborted.
<code>load</code>	A resource and its dependent resources have finished loading.
<code>beforeunload</code>	The window, the document and its resources are about to be unloaded.
<code>unload</code>	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.

Event Name	Fired When
<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
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Event Name	Fired When
<code>compositionstart</code>	The composition of a passage of text is prepared (similar to keydown 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 a pressed position (fired continuously).

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

## Progress events

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

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## 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

`SVGAbsort`  
`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

compassneedscalibration  
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  
mozrowsershowmodalprompt  
mozbrowserstitlechange

## 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

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## 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 'audioproc 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
chargingtimechange	Event	Battery status
click	MouseEvent	DOM L3
close	Event	WebSocket
complete		IndexedDB
complete	OfflineAudioCompletionEvent	Web Audio API The definition of 'OfflineAudioCompletionE in that specification.
compositionend	CompositionEvent	DOM L3
compositionstart	CompositionEvent	DOM L3
compositionupdate	CompositionEvent	DOM L3
contextmenu	MouseEvent	HTML5
copy	ClipboardEvent	Clipboard
cut	ClipboardEvent	Clipboard
dblclick	MouseEvent	DOM L3
devicechange	Event	Media Capture and Streams
devicemotion	DeviceMotionEvent	Device Orientation Events
deviceorientation	DeviceOrientationEvent	Device Orientation Events
dischargingtimechange	Event	Battery status
DOMActivate	UIEvent	DOM L3

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



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

Event Name	Event Type	Specification
focusin	FocusEvent	DOM L3
focusout	FocusEvent	DOM L3
fullscreenchange	Event	Full Screen
fullscreenerror	Event	Full Screen
gamepadconnected	GamepadEvent	Gamepad
gamepaddisconnected	GamepadEvent	Gamepad
gotpointercapture	PointerEvent	Pointer Events
hashchange	HashChangeEvent	HTML5
lostpointercapture	PointerEvent	Pointer Events
input	Event	HTML5
invalid	Event	HTML5
keydown	KeyboardEvent	DOM L3
keypress	KeyboardEvent	DOM L3
keyup	KeyboardEvent	DOM L3
languagechange	Event	HTML 5.1 The definition of 'NavigatorLanguage.language' in that specification.
levelchange	Event	Battery status
load	UIEvent	DOM L3
load	ProgressEvent	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
mouseup	MouseEvent	DOM L3
nomatch	SpeechRecognitionEvent	Web Speech API
notificationclick	NotificationEvent	Notifications API The definition of 'onnotificationclick' in that specification.
offline	Event	HTML5 offline
online	Event	HTML5 offline
open	Event	WebSocket
open	Event	Server Sent Events
orientationchange	Event	Screen Orientation
pagehide	PageTransitionEvent	HTML5
pageshow	PageTransitionEvent	HTML5
paste	ClipboardEvent	Clipboard
pause	Event	HTML5 media
pause	SpeechSynthesisEvent	Web Speech API
pointercancel	PointerEvent	Pointer Events
pointerdown	PointerEvent	Pointer Events
pointerenter	PointerEvent	Pointer Events
pointerleave	PointerEvent	Pointer Events
pointerlockchange	Event	Pointer Lock
pointerlockerror	Event	Pointer Lock

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

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

Event Name	Event Type	Specification
SVGError	SVGEvent	SVG
SVGLoad	SVGEvent	SVG
SVGResize	SVGEvent	SVG
SVGScroll	SVGEvent	SVG
SVGUnload	SVGEvent	SVG
SVGZoom	SVGZoomEvent	SVG
timeout	ProgressEvent	XMLHttpRequest
timeupdate	Event	HTML5 media
touchcancel	TouchEvent	Touch Events
touchend	TouchEvent	Touch Events
touchmove	TouchEvent	Touch Events
touchstart	TouchEvent	Touch Events
transitionend	TransitionEvent	CSS Transitions
unload	UIEvent	DOM L3
upgradeneeded		IndexedDB
userproximity	UserProximityEvent	Proximity Sensor
voiceschanged	Event	Web Speech API
versionchange		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	<i>Mozilla Specific</i>
beforescriptexecute	Event	<i>Mozilla Specific</i>
beforeinstallprompt	Event	<i>Chrome specific</i>
cardstatechange		<i>Firefox OS specific</i>
change	DeviceStorageChangeEvent	<i>Firefox OS specific</i>
connectionInfoUpdate		<i>Firefox OS specific</i>
cfstatechange		<i>Firefox OS specific</i>
datachange		<i>Firefox OS specific</i>



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

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

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

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

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

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
touchleave	TouchEvent	Touch Events Removed
underflow	UIEvent	<i>Mozilla specific</i>
uploadprogress	ProgressEvent	<i>Mozilla Specific</i>
ussdreceived		<i>Firefox OS specific</i>
voicechange		<i>Firefox OS specific</i>
msContentZoom		<i>Microsoft specific</i>
MSManipulationStateChanged		<i>Microsoft specific</i>
MSPointerHover		<i>Microsoft specific</i>

## 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...
broadcast		XUL	An observer noticed a change to the attributes of a watched broadcaster.
CheckboxStateChange		XUL	The state of a checkbox has been changed either by a user action or by a script (useful for accessibility).
close		XUL	The close button of the window has been clicked.
command		XUL	An element has been activated.
commandupdate		XUL	A command update occurred on a commandset element.
DOMMenuItemActive		XUL	A menu or menuitem has been hovered or highlighted.
DOMMenuItemInactive		<i>XUL</i>	A menu or menuitem is no longer hovered or highlighted.
popuphidden	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip has been hidden.
popuphiding	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip is about to be hidden.
popupshowing	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip is about to become visible.
popupshown	PopupEvent	<i>XUL</i>	A menupopup, panel, or tooltip has become visible.
RadioStateChange		XUL	The state of a radio has been changed either by a user action or by a script (useful for accessibility).
ValueChange		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 <a href="#">notification</a> element is shown.
AlertClose		<i>Addons specific</i>	A <a href="#">notification</a> 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.

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## See also

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

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