

Português (do Brasil) ▾

Event reference

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Eventos Dom (Dom Events) são utilizados para notificar o código de novidades durante a navegação do usuário. Cada evento é representado por um objeto que é baseado na interface [Event](#), e pode ter campos customizados adicionados e/ou funções usadas para obter informações adicionais sobre o que aconteceu. Eventos podem representar desde interações básicas do usuário (cliques, rolagem da página...) até notificações automáticas de novidades no DOM.

Esse artigo apresenta uma lista de eventos que podem ser enviados; alguns são padrões definidos em especificações oficiais, enquanto outros são eventos utilizados internamente por navegadores específicos; por exemplo, eventos específicos da Mozilla são organizados de modo que plugins e complementos podem usá-los para interagir com o navegador.

Categorias comuns

Recursos

Nome do evento	Momento do disparo
cached	Os recursos listados no manifesto foram baixados, e a aplicação já está armazenada em cache.
error	Falha no carregamento do recurso.
abort	O carregamento do recurso foi abortado
load	O recurso e suas dependências foram carregadas
beforeunload	Os recursos da página que estavam sendo baixados estão prestes a ser cancelados.
unload	O documento ou suas dependências estão sendo canceladas.

Rede

Nome do evento	Momento do disparo
online	O navegador está conectado à rede.
offline	O navegador perdeu acesso à rede

Foco

Nome do evento	Momento do disparo
focus	O elemento recebeu o foco (<code>False</code> para Bubbles)
blur	O elemento perdeu o foco (<code>False</code> para Bubbles)

WebSocket

Nome do evento	Momento do disparo
open	Conexão WebSocket estabelecida
message	Mensagem recebida através do WebSocket

Nome do evento	Momento do disparo
<code>error</code>	A conexão WebSocket foi encerrada, com erro na transmissão / recepção de dados
<code>close</code>	Conexão encerrada

Histórico de sessão

Nome do evento	Momento do disparo
<code>pagehide</code>	Quando o documento está para ser fechado e guardado no cache
<code>pageshow</code>	Quando o documento é carregado pela primeira vez
<code>popstate</code>	Quando o navegador carrega uma nova página ou restaura um estado salvo com History.

Animações CSS

Nome do evento	Momento do disparo
<code>animationstart</code>	A animação começou
<code>animationend</code>	A animação acabou
<code>animationiteration</code>	A animação se repete

Transição CSS

Nome do evento	Momento do disparo
<code>transitionstart</code>	A transição CSS começou (depois de algum delay)
<code>transitioncancel</code>	A transição CSS foi cancelada
<code>transitionend</code>	A transição CSS acabou
<code>transitionrun</code>	A transição CSS começou (antes de qualquer delay).

Formulários

Nome do evento	Momento do disparo
<code>reset</code>	Botão de reset pressionado
<code>submit</code>	Botão de submit pressionado

Impressão

Nome do evento	Momento do disparo
<code>beforeprint</code>	Caixa de diálogo de impressão está aberta
<code>afterprint</code>	Caixa de diálogo de impressão está fechada

Composição de texto

Nome do evento	Momento do disparo
<code>compositionstart</code>	A composição de texto está preparada (semelhante ao keydown para uma entrada de teclado, mas funciona com outras entradas, como reconhecimento de fala).
<code>compositionupdate</code>	Um caractere foi adicionado à trecho de texto que está sendo escrito
<code>compositionend</code>	A composição de texto foi finalizada, ou cancelada.

Tela

Nome do evento	Momento do disparo
<code>fullscreenchange</code>	Um elemento alternou o modo de visualização para fullscreen ou normal
<code>fullscreenerror</code>	Não foi possível alternar para o modo fullscreen por problemas técnicos ou falta de permissão
<code>resize</code>	A tela foi redimensionada
<code>scroll</code>	A tela foi rolada (movimento de scroll)

Área de transferência

Nome do evento	Momento do disparo
<code>cut</code>	A seleção foi recortada e copiada para a área de transferência
<code>copy</code>	A seleção foi copiada para a área de transferência
<code>paste</code>	O item que estava na área de transferência foi colado

Teclado

Nome do evento	Momento do disparo
<code>keydown</code>	Qualquer tecla foi pressionada
<code>keypress</code>	Qualquer tecla, com exceção de Shift, Fn e Caps Lock está pressionada (segurada)
<code>keyup</code>	A tecla foi solta

Mouse

Nome do evento	Momento do disparo
<code>auxclick</code>	Um botão, ou dispositivo apontador (não primário) do dispositivo foi clicado e solto de um elemento.
<code>click</code>	Um botão, ou dispositivo apontador (QUALQUER, mas em breve será apenas primário) foi clicado e solto.
<code>contextmenu</code>	O botão direito do mouse foi clicado (antes do menu de contexto aparecer)
<code>dblclick</code>	Um elemento foi clicado duas vezes em um intervalo de tempo curto
<code>mousedown</code>	O mouse, ou dispositivo apontador está pressionando um elemento
<code>mouseenter</code>	O mouse, ou dispositivo apontador está acima de um elemento que tem um listener ativo
<code>mouseleave</code>	O mouse, ou dispositivo apontador foi removido do elemento com um listener
<code>mousemove</code>	O mouse está se movendo enquanto está acima de um elemento com listener
<code>mouseover</code>	O mouse foi movido para um elemento com um listener, ou em um de seus filhos
<code>mouseout</code>	O mouse foi removido do elemento, ou de algum filho contendo um listener
<code>mouseup</code>	O botão do mouse ou dispositivo foi solto
<code>pointerlockchange</code>	O botão foi bloqueado ou liberado
<code>pointerlockerror</code>	Não foi possível bloquear o dispositivo por motivo técnico ou de permissão
<code>select</code>	Algum texto está sendo selecionado
<code>wheel</code>	Foi detectada rotação no scroll do mouse

Arrastar e soltar

Nome do evento	Momento do disparo
<code>drag</code>	Um elemento ou uma seleção de texto está sendo arrastado.
<code>dragend</code>	Uma operação de arrastar foi abortada (Por soltar o botão do mouse, ou apertando o Esc).
<code>dragenter</code>	Um elemento ou texto selecionado foi arrastado para um local de destino válido

Nome do evento	Momento do disparo
<code>dragstart</code>	Uma operação de arrastar foi iniciada
<code>dragleave</code>	Um elemento ou texto selecionado foi arrastado para fora de um local de destino válido
<code>dragover</code>	Um elemento ou uma seleção de texto está sendo arrastado em uma área de destino válida.
<code>drop</code>	Um elemento ou uma seleção de texto foi solto em um destino válido.

Mídia

Nome do evento	Momento do disparo
<code>audioprocess</code>	A entrada do buffer de <code>ScriptProcessorNode</code> está pronta para ser processada
<code>canplay</code>	O navegador pode reproduzir o arquivo, mas estima que não haverá dados suficientes para reproduzir o arquivo sem interrupções para recarregar o buffer.
<code>canplaythrough</code>	O navegador estima que poderá reproduzir o arquivo sem interrupções até o final.
<code>complete</code>	A renderização de <code>OfflineAudioContext</code> foi finalizada.
<code>durationchange</code>	O atributo <code>duration</code> foi atualizado.
<code>emptied</code>	Ausência de conteúdo. Por exemplo, este evento é enviado se a mídia foi carregada (ou parcialmente) e o método <code>load()</code> foi chamado para recarregar o conteúdo.
<code>ended</code>	A reprodução foi finalizada devido ao fim do conteúdo
<code>loadeddata</code>	O primeiro frame de mídia foi carregado.
<code>loadedmetadata</code>	Os metadados foram carregados.
<code>pause</code>	A reprodução foi pausada.
<code>play</code>	A reprodução foi iniciada.
<code>playing</code>	A reprodução está pronta para iniciar depois de ser pausada, ou atrasada devido a falta de dados.
<code>ratechange</code>	A taxa de reprodução foi alterada.
<code>seeked</code>	Operação de busca finalizada.
<code>seeking</code>	Operação de busca iniciada.
<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.

Progresso

Nome do evento	Momento do disparo
<code>abort</code>	O progresso terminou (com sucesso).
<code>error</code>	Erro no progresso.
<code>load</code>	O progresso foi bem sucedido.
<code>loadend</code>	O progresso foi interrompido (devido a 'error', 'abort' ou load)
<code>loadstart</code>	O progresso iniciou
<code>progress</code>	Em progresso
<code>timeout</code>	O progresso foi finalizado pois o tempo pré determinado foi expirado.

Armazenamento

`change` (see Non-standard events)
`storage`

Atualização

```
checking  
downloading  
error  
noupdate  
obsolete  
updateready
```

Mudança de valores

```
broadcast  
CheckboxStateChange  
hashchange  
input  
RadioStateChange  
readystatechange  
ValueChange
```

Sem categoria

```
invalid  
localized  
message  
message  
message  
open  
show
```

Eventos pouco comuns e não padronizados

Eventos de busca abortáveis

Nome do evento	Momento do disparo
abort	Uma requisição ao DOM foi cancelada, utilizando <code>AbortController.abort()</code> .

Eventos padrão

Esses eventos estão definidos nas especificações oficiais da Web, e são comum à todos os browsers. Cada evento é listado junto com a interface que representa o objeto enviado aos destinatários do evento (para que você possa encontrar informações sobre quais dados são fornecidos com cada evento), bem como um link para a especificação ou especificações que definem o evento.

Nome do Evento	Tipo do Evento	Specification	Fired when...
abort	UIEvent	DOM L3	The loading of a resource has been aborted.
abort	ProgressEvent	Progress and XMLHttpRequest	Progression has been terminated (not due to an error).
abort	Event	IndexedDB	A transaction has been aborted.
afterprint	Event	HTML5	The associated

			document has started printing or the print preview has been closed.
animationend	AnimationEvent	CSS Animations	A CSS animation has completed.
animationiteration	AnimationEvent	CSS Animations	A CSS animation is repeated.
animationstart	AnimationEvent	CSS Animations	A CSS animation has started.
audioprocess	AudioProcessingEvent	Web Audio API The definition of 'audioprocess' in that specification.	The input buffer of a <code>ScriptProcessorNode</code> is ready to be processed.
beforeprint	Event	HTML5	The associated document is about to be printed or previewed for printing.
beforeunload	BeforeUnloadEvent	HTML5	
beginEvent	TimeEvent	SVG	A SMIL animation element begins.
blocked		IndexedDB	An open connection to a database is blocking a <code>versionchange</code> transaction on the same database.
blur	FocusEvent	DOM L3	An element has lost focus (does not bubble).
cached	Event	Offline	The resources listed in the manifest have been downloaded, and the application is now cached.
canplay	Event	HTML5 media	The user agent 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.
canplaythrough	Event	HTML5 media	The user agent can play the media, and estimates that enough data has been loaded to play the media up to its end without having to stop for further buffering of content.
change	Event	DOM L2, HTML5	An element loses focus and its value changed since gaining focus.
chargingchange	Event	Battery status	The battery begins or stops charging.
chargingtimechange	Event	Battery status	The <code>chargingTime</code> attribute has been updated.

<code>checking</code>	<code>Event</code>	Offline	The user agent is checking for an update, or attempting to download the cache manifest for the first time.
<code>click</code>	<code>MouseEvent</code>	DOM L3	A pointing device button has been pressed and released on an element.
<code>close</code>	<code>Event</code>	WebSocket	A WebSocket connection has been closed.
<code>compassneeds calibration</code>	<code>SensorEvent</code>	Orientation	The compass used to obtain orientation data is in need of calibration.
<code>complete</code>		IndexedDB	
<code>complete</code>	<code>OfflineAudioCompletionEvent</code>	Web Audio API <small>The definition of 'OfflineAudioCompletionEvent' in that specification.</small>	The rendering of an <code>OfflineAudioContext</code> is terminated.
<code>compositionend</code>	<code>CompositionEvent</code>	DOM L3	The composition of a passage of text has been completed or canceled.
<code>compositionstart</code>	<code>CompositionEvent</code>	DOM L3	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>	<code>CompositionEvent</code>	DOM L3	A character is added to a passage of text being composed.
<code>contextmenu</code>	<code>MouseEvent</code>	HTML5	The right button of the mouse is clicked (before the context menu is displayed).
<code>copy</code>	<code>ClipboardEvent</code>	Clipboard	The text selection has been added to the clipboard.
<code>cut</code>	<code>ClipboardEvent</code>	Clipboard	The text selection has been removed from the document and added to the clipboard.
<code>dblclick</code>	<code>MouseEvent</code>	DOM L3	A pointing device button is clicked twice on an element.
<code>devicelight</code>	<code>DeviceLightEvent</code>	Ambient Light Events	Fresh data is available from a light sensor.
<code>devicemotion</code>	<code>DeviceMotionEvent</code>	Device Orientation Events	Fresh data is available from a motion sensor.
<code>deviceorientation</code>	<code>DeviceOrientationEvent</code>	Device Orientation Events	Fresh data is available from an orientation sensor.
<code>deviceproximity</code>	<code>DeviceProximityEvent</code>	Proximity Events	Fresh data is available from a proximity sensor (indicates an approximated distance

			between the device and a nearby object).
<code>dischargingtimechange</code>	<code>Event</code>	Battery status	The <code>dischargingTime</code> attribute has been updated.
<code>DOMActivate</code>	<code>UIEvent</code>	DOM L3	A button, link or state changing element is activated (use <code>click</code> instead).
<code>DOMAttributeNameChanged</code>	<code>MutationNameEvent</code>	DOM L3 Removed	The name of an attribute changed (use <code>mutation observers</code> instead).
<code>DOMAttrModified</code>	<code>MutationEvent</code>	DOM L3	The value of an attribute has been modified (use <code>mutation observers</code> instead).
<code>DOMCharacterDataModified</code>	<code>MutationEvent</code>	DOM L3	A text or another <code>CharacterData</code> has changed (use <code>mutation observers</code> instead).
<code>DOMContentLoaded</code>	<code>Event</code>	HTML5	The document has finished loading (but not its dependent resources).
<code>DOMElementNameChanged</code>	<code>MutationNameEvent</code>	DOM L3 Removed	The name of an element changed (use <code>mutation observers</code> instead).
<code>DOMFocusIn</code>	<code>FocusEvent</code>	DOM L3	An element has received focus (use <code>focus</code> or <code>focusin</code> instead).
<code>DOMFocusOut</code>	<code>FocusEvent</code>	DOM L3	An element has lost focus (use <code>blur</code> or <code>focusout</code> instead).
<code>DOMNodeInserted</code>	<code>MutationEvent</code>	DOM L3	A node has been added as a child of another node (use <code>mutation observers</code> instead).
<code>DOMNodeInsertedIntoDocument</code>	<code>MutationEvent</code>	DOM L3	A node has been inserted into the document (use <code>mutation observers</code> instead).
<code>DOMNodeRemoved</code>	<code>MutationEvent</code>	DOM L3	A node has been removed from its parent node (use <code>mutation observers</code> instead).
<code>DOMNodeRemovedFromDocument</code>	<code>MutationEvent</code>	DOM L3	A node has been removed from the document (use <code>mutation observers</code> instead).
<code>DOMSubtreeModified</code>	<code>MutationEvent</code>	DOM L3	A change happened in the document (use <code>mutation observers</code> instead).
<code>downloading</code>	<code>Event</code>	Offline	The user agent has found an update and is

			fetching it, or is downloading the resources listed by the cache manifest for the first time.
drag	DragEvent	HTML5	An element or text selection is being dragged (every 350ms).
dragend	DragEvent	HTML5	A drag operation is being ended (by releasing a mouse button or hitting the escape key).
dragenter	DragEvent	HTML5	A dragged element or text selection enters a valid drop target.
dragleave	DragEvent	HTML5	A dragged element or text selection leaves a valid drop target.
dragover	DragEvent	HTML5	An element or text selection is being dragged over a valid drop target (every 350ms).
dragstart	DragEvent	HTML5	The user starts dragging an element or text selection.
drop	DragEvent	HTML5	An element is dropped on a valid drop target.
durationchange	Event	HTML5 media	The <code>duration</code> attribute has been updated.
emptied	Event	HTML5 media	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.
ended	Event	HTML5 media	Playback has stopped because the end of the media was reached.
ended	Event	Web Audio API	
endEvent	TimeEvent	SVG	A SMIL animation element ends.
error	UIEvent	DOM L3	A resource failed to load.
error	ProgressEvent	Progress and XMLHttpRequest	Progression has failed.
error	Event	Offline	An error occurred while downloading the cache manifest or updating the content of the application.
error	Event	WebSocket	A WebSocket connection has been closed with prejudice (some data couldn't be sent for example).

<code>error</code>	<code>Event</code>	Server Sent Events	An event source connection has been failed.
<code>error</code>	<code>Event</code>	IndexedDB	A request caused an error and failed.
<code>focus</code>	<code>FocusEvent</code>	DOM L3	An element has received focus (does not bubble).
<code>focusin</code>	<code>FocusEvent</code>	DOM L3	An element is about to receive focus (bubbles).
<code>focusout</code>	<code>FocusEvent</code>	DOM L3	An element is about to lose focus (bubbles).
<code>fullscreenchange</code>	<code>Event</code>	Full Screen	An element was turned to fullscreen mode or back to normal mode.
<code>fullscreenerror</code>	<code>Event</code>	Full Screen	It was impossible to switch to fullscreen mode for technical reasons or because the permission was denied.
<code>gamepadconnected</code>	<code>GamepadEvent</code>	Gamepad	A gamepad has been connected.
<code>gamepaddisconnected</code>	<code>GamepadEvent</code>	Gamepad	A gamepad has been disconnected.
<code>hashchange</code>	<code>HashChangeEvent</code>	HTML5	The fragment identifier of the URL has changed (the part of the URL after the #).
<code>input</code>	<code>Event</code>	HTML5	The value of an element changes or the content of an element with the attribute <code>contenteditable</code> is modified.
<code>invalid</code>	<code>Event</code>	HTML5	A submittable element has been checked and doesn't satisfy its constraints.
<code>keydown</code>	<code>KeyboardEvent</code>	DOM L3	A key is pressed down.
<code>keypress</code>	<code>KeyboardEvent</code>	DOM L3	A key is pressed down and that key normally produces a character value (use <code>input</code> instead).
<code>keyup</code>	<code>KeyboardEvent</code>	DOM L3	A key is released.
<code>languagechange</code>	<code>Event</code>	HTML 5.1 The definition of 'NavigatorLanguage.languages' in that specification.	
<code>levelchange</code>	<code>Event</code>	Battery status	The <code>level</code> attribute has been updated.
<code>load</code>	<code>UIEvent</code>	DOM L3	A resource and its dependent resources have finished loading.
<code>load</code>	<code>ProgressEvent</code>	Progress and XMLHttpRequest	Progression has been successful.
<code>loadeddata</code>	<code>Event</code>	HTML5 media	The first frame of the media has finished

			loading.
loadedmetadata	Event	HTML5 media	The metadata has been loaded.
loadend	ProgressEvent	Progress and XMLHttpRequest	Progress has stopped (after "error", "abort" or "load" have been dispatched).
loadstart	ProgressEvent	Progress and XMLHttpRequest	Progress has begun.
message	MessageEvent	WebSocket	A message is received through a WebSocket.
message	MessageEvent	Web Workers	A message is received from a Web Worker.
message	MessageEvent	Web Messaging	A message is received from a child (i)frame or a parent window.
message	MessageEvent	Server Sent Events	A message is received through an event source.
mousedown	MouseEvent	DOM L3	A pointing device button (usually a mouse) is pressed on an element.
mouseenter	MouseEvent	DOM L3	A pointing device is moved onto the element that has the listener attached.
mouseleave	MouseEvent	DOM L3	A pointing device is moved off the element that has the listener attached.
mousemove	MouseEvent	DOM L3	A pointing device is moved over an element.
mouseout	MouseEvent	DOM L3	A pointing device is moved off the element that has the listener attached or off one of its children.
mouseover	MouseEvent	DOM L3	A pointing device is moved onto the element that has the listener attached or onto one of its children.
mouseup	MouseEvent	DOM L3	A pointing device button is released over an element.
noupdate	Event	Offline	The manifest hadn't changed.
obsolete	Event	Offline	The manifest was found to have become a 404 or 410 page, so the application cache is being deleted.
offline	Event	HTML5 offline	The browser has lost access to the network.
online	Event	HTML5 offline	The browser has gained access to the network

			(but particular websites might be unreachable).
open	Event	WebSocket	A WebSocket connection has been established.
open	Event	Server Sent Events	An event source connection has been established.
orientationchange	Event	Screen Orientation	The orientation of the device (portrait/landscape) has changed
pagehide	PageTransitionEvent	HTML5	A session history entry is being traversed from.
pageshow	PageTransitionEvent	HTML5	A session history entry is being traversed to.
paste	ClipboardEvent	Clipboard	Data has been transferred from the system clipboard to the document.
pause	Event	HTML5 media	Playback has been paused.
pointerlockchange	Event	Pointer Lock	The pointer was locked or released.
pointerlockerror	Event	Pointer Lock	It was impossible to lock the pointer for technical reasons or because the permission was denied.
play	Event	HTML5 media	Playback has begun.
playing	Event	HTML5 media	Playback is ready to start after having been paused or delayed due to lack of data.
popstate	PopStateEvent	HTML5	A session history entry is being navigated to (in certain cases).
progress	ProgressEvent	Progress and XMLHttpRequest	In progress.
progress	ProgressEvent	Offline	The user agent is downloading resources listed by the manifest.
ratechange	Event	HTML5 media	The playback rate has changed.
readystatechange	Event	HTML5 and XMLHttpRequest	The readyState attribute of a document has changed.
repeatEvent	TimeEvent	SVG	A SMIL animation element is repeated.
reset	Event	DOM L2, HTML5	A form is reset.
resize	UIEvent	DOM L3	The document view has been resized.
scroll	UIEvent	DOM L3	The document view or an element has been scrolled.
seeked	Event	HTML5 media	A seek operation

			completed.
seeking	Event	HTML5 media	A seek operation began.
select	UIEvent	DOM L3	Some text is being selected.
show	MouseEvent	HTML5	A contextmenu event was fired on/bubbled to an element that has a <code>contextmenu</code> attribute
stalled	Event	HTML5 media	The user agent is trying to fetch media data, but data is unexpectedly not forthcoming.
storage	StorageEvent	Web Storage	A storage area (<code>localStorage</code> or <code>sessionStorage</code>) has changed.
submit	Event	DOM L2, HTML5	A form is submitted.
success	Event	IndexedDB	A request successfully completed.
suspend	Event	HTML5 media	Media data loading has been suspended.
SVGAbsort	SVGEvent	SVG	Page loading has been stopped before the SVG was loaded.
SVGError	SVGEvent	SVG	An error has occurred before the SVG was loaded.
SVGLoad	SVGEvent	SVG	An SVG document has been loaded and parsed.
SVGResize	SVGEvent	SVG	An SVG document is being resized.
SVGScroll	SVGEvent	SVG	An SVG document is being scrolled.
SVGUnload	SVGEvent	SVG	An SVG document has been removed from a window or frame.
SVGZoom	SVGZoomEvent	SVG	An SVG document is being zoomed.
timeout	ProgressEvent	XMLHttpRequest	
timeupdate	Event	HTML5 media	The time indicated by the <code>currentTime</code> attribute has been updated.
touchcancel	TouchEvent	Touch Events	A touch point has been disrupted in an implementation-specific manners (too many touch points for example).
touchend	TouchEvent	Touch Events	A touch point is removed from the touch surface.
touchenter	TouchEvent	Touch Events Removed	A touch point is moved

			onto the interactive area of an element.
<code>touchleave</code>	<code>TouchEvent</code>	Touch Events Removed	A touch point is moved off the interactive area of an element.
<code>touchmove</code>	<code>TouchEvent</code>	Touch Events	A touch point is moved along the touch surface.
<code>touchstart</code>	<code>TouchEvent</code>	Touch Events	A touch point is placed on the touch surface.
<code>transitionend</code>	<code>TransitionEvent</code>	CSS Transitions	A CSS transition has completed.
<code>unload</code>	<code>UIEvent</code>	DOM L3	The document or a dependent resource is being unloaded.
<code>updateready</code>	<code>Event</code>	Offline	The resources listed in the manifest have been newly redownloaded, and the script can use <code>swapCache()</code> to switch to the new cache.
<code>upgradeneeded</code>		IndexedDB	An attempt was made to open a database with a version number higher than its current version. A <code>versionchange</code> transaction has been created.
<code>userproximity</code>	<code>SensorEvent</code>	Sensor	Fresh data is available from a proximity sensor (indicates whether the nearby object is <code>near</code> the device or not).
<code>versionchange</code>		IndexedDB	A <code>versionchange</code> transaction completed.
<code>visibilitychange</code>	<code>Event</code>	Page visibility	The content of a tab has become visible or has been hidden.
<code>volumechange</code>	<code>Event</code>	HTML5 media	The volume has changed.
<code>waiting</code>	<code>Event</code>	HTML5 media	Playback has stopped because of a temporary lack of data.
<code>wheel</code>	<code>WheelEvent</code>	DOM L3	A wheel button of a pointing device is rotated in any direction.

Eventos não padronizados

Nome do Evento	Tipo do Evento	Specification	Fired when...
<code>afterscriptexecute</code>	<code>Event</code>	Mozilla Specific	A script has been executed.
<code>beforescriptexecute</code>	<code>Event</code>	Mozilla Specific	A script is about to be executed.

<code>beforeinstallprompt</code>	<code>Event</code>	<code>Chrome specific</code>	A user is prompted to save a web site to a home screen on mobile.
<code>cardstatechange</code>		<code>Firefox OS specific</code>	The <code>MozMobileConnection.cardState</code> property changes value.
<code>change</code>	<code>DeviceStorageChangeEvent</code>	<code>Firefox OS specific</code>	This event is triggered each time a file is created, modified or deleted on a given storage area.
<code>connectionInfoUpdate</code>		<code>Firefox OS specific</code>	The informations about the signal strength and the link speed have been updated.
<code>cfstatechange</code>		<code>Firefox OS specific</code>	The call forwarding state changes.
<code>datachange</code>		<code>Firefox OS specific</code>	The <code>MozMobileConnection.data</code> object changes values.
<code>dataerror</code>		<code>Firefox OS specific</code>	The <code>MozMobileConnection.data</code> object receive an error from the <code>RIL</code> .
<code>DOMMouseScroll</code> 		<code>Mozilla specific</code>	The wheel button of a pointing device is rotated (detail attribute is a number of lines). (use <code>wheel</code> instead)
<code>dragdrop</code> 	<code>DragEvent</code>	<code>Mozilla specific</code>	An element is dropped (use <code>drop</code> instead).
<code>dragexit</code> 	<code>DragEvent</code>	<code>Mozilla specific</code>	A drag operation is being ended (use <code>dragend</code> instead).
<code>draggesture</code> 	<code>DragEvent</code>	<code>Mozilla specific</code>	The user starts dragging an element or text selection (use <code>dragstart</code> instead).
<code>icccardlockerror</code>		<code>Firefox OS specific</code>	the <code>MozMobileConnection.unlockCardLock()</code> or <code>MozMobileConnection.setCardLock()</code> methods fails.
<code>iccinfochange</code>		<code>Firefox OS specific</code>	The <code>MozMobileConnection.iccInfo</code> object changes.
<code>localized</code>		<code>Mozilla Specific</code>	The page has been localized using data-l10n-* attributes.
<code>mousewheel</code> 		<code>IE invented</code>	The wheel button of a pointing device is rotated.
<code>MozAudioAvailable</code>	<code>Event</code>	<code>Mozilla specific</code>	The audio buffer is full and the corresponding raw samples are available.
<code>MozBeforeResize</code> 		<code>Mozilla specific</code>	A window is about to be resized.
<code>mozbrowserclose</code>		<code>Firefox OS specific</code>	Sent when <code>window.close()</code> is called within a browser iframe.
<code>mozbrowsercontextmenu</code>		<code>Firefox OS specific</code>	Sent when a browser <code><iframe></code> try to open a context menu.
<code>mozbrowsererror</code>		<code>Firefox OS specific</code>	Sent when an error occured while trying to load a content within a browser iframe
<code>mozbrowsericonchange</code>		<code>Firefox OS specific</code>	Sent when the favicon of a browser iframe changes.
<code>mozbrowserlocationchange</code>		<code>Firefox OS specific</code>	Sent when an browser iframe's location changes.
<code>mozbrowserloadend</code>		<code>Firefox OS specific</code>	Sent when the browser iframe has finished loading all its assets.
<code>mozbrowserloadstart</code>		<code>Firefox OS specific</code>	Sent when the browser iframe starts to load a new page.
<code>mozbrowseropenwindow</code>		<code>Firefox OS specific</code>	Sent when <code>window.open()</code> is called within a browser iframe.
<code>mozbrowsersecuritychange</code>		<code>Firefox OS specific</code>	Sent when the SSL state changes within a browser iframe.
<code>mozbrowsershowmodalprompt</code>		<code>Firefox OS</code>	Sent when <code>alert()</code> , <code>confirm()</code> or <code>prompt()</code> are called within a

		<i>specific</i>	browser iframe
<code>mozbrowsertitlechange</code>		<i>Firefox OS specific</i>	Sent when the document.title changes within a browser iframe.
<code>MozGamepadButtonDown</code>		<i>To be specified</i>	A gamepad button is pressed down.
<code>MozGamepadButtonUp</code>		<i>To be specified</i>	A gamepad button is released.
<code>MozMousePixelScroll</code> 		<i>Mozilla specific</i>	The wheel button of a pointing device is rotated (detail attribute is a number of pixels). (use wheel instead)
<code>MozOrientation</code> 		<i>Mozilla specific</i>	Fresh data is available from an orientation sensor (see deviceorientation).
<code>MozScrolledAreaChanged</code>	<code>UIEvent</code>	<i>Mozilla specific</i>	The document view has been scrolled or resized.
<code>moztimchange</code>		<i>Mozilla specific</i>	The time of the device has been changed.
<code>MozTouchDown</code> 		<i>Mozilla specific</i>	A touch point is placed on the touch surface (use touchstart instead).
<code>MozTouchMove</code> 		<i>Mozilla specific</i>	A touch point is moved along the touch surface (use touchmove instead).
<code>MozTouchUp</code> 		<i>Mozilla specific</i>	A touch point is removed from the touch surface (use touchend instead).
<code>alerting</code>	<code>CallEvent</code>	<i>To be specified</i>	The correspondent is being alerted (his/her phone is ringing).
<code>busy</code>	<code>CallEvent</code>	<i>To be specified</i>	The line of the correspondent is busy.
<code>callschanged</code>	<code>CallEvent</code>	<i>To be specified</i>	A call has been added or removed from the list of current calls.
<code>onconnected connected</code>	<code>CallEvent</code>	<i>To be specified</i>	A call has been connected.
<code>connecting</code>	<code>CallEvent</code>	<i>To be specified</i>	A call is about to connect.
<code>delivered</code>	<code>SMSEvent</code>	<i>To be specified</i>	An SMS has been successfully delivered.
<code>dialing</code>	<code>CallEvent</code>	<i>To be specified</i>	The number of a correspondent has been dialed.
<code>disabled</code>		<i>Firefox OS specific</i>	Wifi has been disabled on the device.
<code>disconnected</code>	<code>CallEvent</code>	<i>To be specified</i>	A call has been disconnected.
<code>disconnecting</code>	<code>CallEvent</code>	<i>To be specified</i>	A call is about to disconnect.
<code>enabled</code>		<i>Firefox OS specific</i>	Wifi has been enabled on the device.
<code>error</code>	<code>CallEvent</code>	<i>To be specified</i>	An error occurred.
<code>held</code>	<code>CallEvent</code>	<i>To be specified</i>	A call has been held.
<code>holding</code>	<code>CallEvent</code>	<i>To be specified</i>	A call is about to be held.
<code>incoming</code>	<code>CallEvent</code>	<i>To be specified</i>	A call is being received.
<code>received</code>	<code>SMSEvent</code>	<i>To be</i>	An SMS has been received.

		<i>specified</i>	
<code>resuming</code>	<code>CallEvent</code>	<i>To be specified</i>	A call is about to resume.
<code>sent</code>	<code>SMSEvent</code>	<i>To be specified</i>	An SMS has been sent.
<code>statechange</code>	<code>CallEvent</code>	<i>To be specified</i>	The state of a call has changed.
<code>statuschange</code>		<i>Firefox OS specific</i>	The status of the Wifi connection changed.
<code>overflow</code>	<code>UIEvent</code>	<i>Mozilla specific</i>	An element has been overflowed by its content or has been rendered for the first time in this state (only works for elements styled with <code>overflow != visible</code>).
<code>smartcard-insert</code>		<i>Mozilla specific</i>	A <code>smartcard</code> has been inserted.
<code>smartcard-remove</code>		<i>Mozilla specific</i>	A <code>smartcard</code> has been removed.
<code>stkcommand</code>		<i>Firefox OS specific</i>	The <code>STK</code> Proactive Command is issued from JCC.
<code>stksessionend</code>		<i>Firefox OS specific</i>	The <code>STK</code> Session is terminated by JCC.
<code>text</code>		<i>Mozilla Specific</i>	A generic composition event occurred.
<code>underflow</code>	<code>UIEvent</code>	<i>Mozilla specific</i>	An element is no longer overflowed by its content (only works for elements styled with <code>overflow != visible</code>).
<code>uploadprogress</code> 📈	<code>ProgressEvent</code>	<i>Mozilla Specific</i>	Upload is in progress (see <code>progress</code>).
<code>ussdreceived</code>		<i>Firefox OS specific</i>	A new USSD message is received
<code>voicechange</code>		<i>Firefox OS specific</i>	The <code>MozMobileConnection.voice</code> object changes values.

Eventos específicos Mozilla

💡 Observação: esses eventos nunca são expostos no conteúdo da web e apenas podem ser usados no contexto do conteúdo do chrome.

Eventos XUL

Nome do Evento	Tipo do Evento	Especificação	Disparado quando...
<code>broadcast</code>		XUL	An observer 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>		XUL	A menu or menuitem is no longer hovered or highlighted.
<code>popuphidden</code>	<code>PopupEvent</code>	XUL	A menupopup, panel or tooltip has been hidden.

<code>popuphiding</code>	PopupEvent	XUL	A menupopup, panel or tooltip is about to be hidden.
<code>popupshowing</code>	PopupEvent	XUL	A menupopup, panel or tooltip is about to become visible.
<code>popupshown</code>	PopupEvent	XUL	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		Addons specific	A touch point is swiped across the touch surface
MozMagnifyGestureStart		Addons specific	Two touch points start to move away from each other.
MozMagnifyGestureUpdate		Addons specific	Two touch points move away from each other (after a MozMagnifyGestureStart).
MozMagnifyGesture		Addons specific	Two touch points moved away from each other (after a sequence of MozMagnifyGestureUpdate).
MozRotateGestureStart		Addons specific	Two touch points start to rotate around a point.
MozRotateGestureUpdate		Addons specific	Two touch points rotate around a point (after a MozRotateGestureStart).
MozRotateGesture		Addons specific	Two touch points rotate around a point (after a sequence of MozRotateGestureUpdate).
MozTapGesture		Addons specific	Two touch points are tapped on the touch surface.
MozPressTapGesture		Addons specific	A "press-tap" gesture happened on the touch surface (first finger down, second finger down, second finger up, first finger up).
MozEdgeUIGesture		Addons specific	A touch point is swiped across the touch surface to invoke the edge UI (Win8 only).
MozAfterPaint		Addons specific	Content has been repainted.
DOMPopupBlocked		Addons specific	A popup has been blocked
DOMWindowCreated		Addons specific	A window has been created.
DOMWindowClose		Addons specific	A window is about to be closed.
DOMTitleChanged		Addons specific	The title of a window has changed.
DOMLinkAdded		Addons specific	A link has been added a document.
DOMLinkRemoved		Addons specific	A link has been removed inside from a document.
DOMMetaAdded		Addons specific	A <code>meta</code> element has been added to a document.
DOMMetaRemoved		Addons specific	A <code>meta</code> element has been removed from a document.
DOMWillOpenModalDialog		Addons specific	A modal dialog is about to open.

DOMModalDialogClosed		Addons specific	A modal dialog has been closed.
DOMAutoComplete		Addons specific	The content of an element has been auto-completed.
DOMFrameContentLoaded		Addons specific	The frame has finished loading (but not its dependent resources).
AlertActive		Addons specific	A notification element is shown.
AlertClose		Addons specific	A notification element is closed.
fullscreen		Addons specific	Browser fullscreen mode has been entered or left.
sizemodechange		Addons specific	Window has entered/left fullscreen mode, or has been minimized/unminimized.
MozEnteredDomFullscreen		Addons specific	DOM fullscreen mode has been entered.
SSWindowClosing		Addons specific	The session store will stop tracking this window.
SSTabClosing		Addons specific	The session store will stop tracking this tab.
SSTabRestoring		Addons specific	A tab is about to be restored.
SSTabRestored		Addons specific	A tab has been restored.
SSWindowStateReady		Addons specific	A window state has switched to "ready".
SSWindowStateBusy		Addons specific	A window state has switched to "busy".
tabviewsearchenabled		Addons specific	The search feature of Panorama has been activated
tabviewsearchdisabled		Addons specific	The search feature of Panorama has been deactivated
tabviewframeinitialized		Addons specific	The frame container of Panorama has been initialized
tabviewshown		Addons specific	The Panorama tab has been shown
tabviewhidden		Addons specific	The Panorama tab has been hidden
TabOpen		Addons specific	A tab has been opened.
TabClose		Addons specific	A tab has been closed.
TabSelect		Addons specific	A tab has been selected.
TabShow		Addons specific	A tab has been shown.
TabHide		Addons specific	A tab has been hidden.
TabPinned		Addons specific	A tab has been pinned.
TabUnpinned		Addons specific	A tab has been unpinned.

Developer tool-specific events

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.

Categories

Animation events

```
animationend, animationiteration, animationstart, beginEvent, endEvent,  
repeatEvent
```

Battery events

```
chargingchange, chargingtimechange, dischargingtimechange, levelchange
```

Call events

```
alerting, busy, callschanged, cfstatechange, connected, connecting, dialing,  
disconnected, disconnecting, error, held, holding, incoming, resuming,  
statechange, voicechange
```

CSS events

```
CssRuleViewRefreshed, CssRuleViewChanged, CssRuleViewCSSLinkClicked,  
transitionend
```

Database events

```
abort, blocked, complete, error (link), success, upgradeneeded, versionchange
```

Document events

```
DOMLinkAdded, DOMLinkRemoved, DOMMetaAdded, DOMMetaRemoved,  
DOMWillOpenModalDialog, DOMModalDialogClosed, unload
```

DOM mutation events

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

Drag events

```
drag, dragdrop, dragend, dragenter, dragexit, draggesture, dragleave, dragover,  
dragstart, drop
```

Element events

```
invalid, overflow, underflow, DOMAutoComplete, command, commandupdate
```

Focus events

```
blur, change, DOMFocusIn, DOMFocusOut, focus, focusin, focusout
```

Form events

```
reset, submit
```

Frame events

```
mozbrowserclose, mozbrowsercontextmenu, mozbrowsererror, mozbrowsericonchange,  
mozbrowserlocationchange, mozbrowserloadend, mozbrowserloadstart,  
mozbrowseropenwindow, mozbrowsersecuritychange,  
mozbrowsershowmodalprompt (link), mozbrowsertitlechange, DOMFrameContentLoaded
```

Input device events

```
click, contextmenu, DOMMouseScroll, dblclick, gamepadconnected,  
gamepaddisconnected, keydown, keypress, keyup, MozGamepadButtonDown,  
MozGamepadButtonUp, mousedown, mouseenter, mouseleave, mousemove, mouseout,  
mouseover, mouseup, mousewheel, MozMousePixelScroll, pointerlockchange,  
pointerlockerror, wheel
```

Media events

```
audioprocess, canplay, canplaythrough, durationchange, emptied, ended, ended,  
loadeddata, loadedmetadata, MozAudioAvailable, pause, play, playing, ratechange,  
seeked, seeking, stalled, suspend, timeupdate, volumechange, waiting, complete
```

Menu events

```
DOMMenuItemActive, DOMMenuItemInactive
```

Network events

```
datachange, dataerror, disabled, enabled, offline, online, statuschange,  
connectionInfoUpdate,
```

Notification events

```
AlertActive, AlertClose
```

Popup events

```
popuphidden, popuphiding, popupshowing, popupshown, DOMPopupBlocked
```

Printing events

```
afterprint, beforeprint
```

Progress events

```
abort, error, load, loadend, loadstart, progress, progress, timeout,  
uploadprogress
```

Resource events

`abort`, `cached`, `error`, `load`

Script events

`afterscriptexecute`, `beforescriptexecute`

Sensor events

`compassneedscalibration`, `devicelight`, `devicemotion`, `deviceorientation`,
`deviceproximity`, `MozOrientation`, `orientationchange`, `userproximity`

Session history events

`pagehide`, `pageshow`, `popstate`

Smartcard events

`icccardlockerror`, `iccinfochange`, `smartcard-insert`, `smartcard-remove`,
`stkcommand`, `stksessionend`, `cardstatechange`

SMS and USSD events

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

Storage events

`change` (see Non-standard events), `storage`

SVG events

`SVGAabort`, `SVGError`, `SVGLoad`, `SVGResize`, `SVGScroll`, `SVGUnload`, `SVGZoom`

Tab events

`tabviewsearchenabled`, `tabviewsearchdisabled`, `tabviewframeinitialized`, `tabviewshown`,
`tabviewhidden`, `TabOpen`, `TabClose`, `TabSelect`, `TabShow`, `TabHide`, `TabPinned`, `TabUnpinned`,
`SSTabClosing`, `SSTabRestoring`, `SSTabRestored`, `visibilitychange`

Text events

`compositionend`, `compositionstart`, `compositionupdate`, `copy`, `cut`, `paste`, `select`,
`text`

Touch events

`MozEdgeUIGesture`, `MozMagnifyGesture`, `MozMagnifyGestureStart`,
`MozMagnifyGestureUpdate`, `MozPressTapGesture`, `MozRotateGesture`,
`MozRotateGestureStart`, `MozRotateGestureUpdate`, `MozSwipeGesture`, `MozTapGesture`,
`MozTouchDown`, `MozTouchMove`, `MozTouchUp`, `touchcancel`, `touchend`, `touchenter`,
`touchleave`, `touchmove`, `touchstart`

Update events

`checking`, `downloading`, `error`, `noupdate`, `obsolete`, `updateready`

Value change events

broadcast, CheckboxStateChange, hashchange, input, RadioStateChange, readystatechange, ValueChange

View events

fullscreen, fullscreenchange, fullscreenerror, MozEnteredDomFullscreen, MozScrolledAreaChanged, resize, scroll, sizemodechange

Websocket events

close, error, message, open

Window events

DOMWindowCreated, DOMWindowClose, DOMTitleChanged, MozBeforeResize , SSWindowClosing, SSWindowStateReady, SSWindowStateBusy, close

Uncategorized events

beforeunload, localized, message, message, message, MozAfterPaint, moztimechange, open, show

See also

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

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