



# Block events

On Initialize

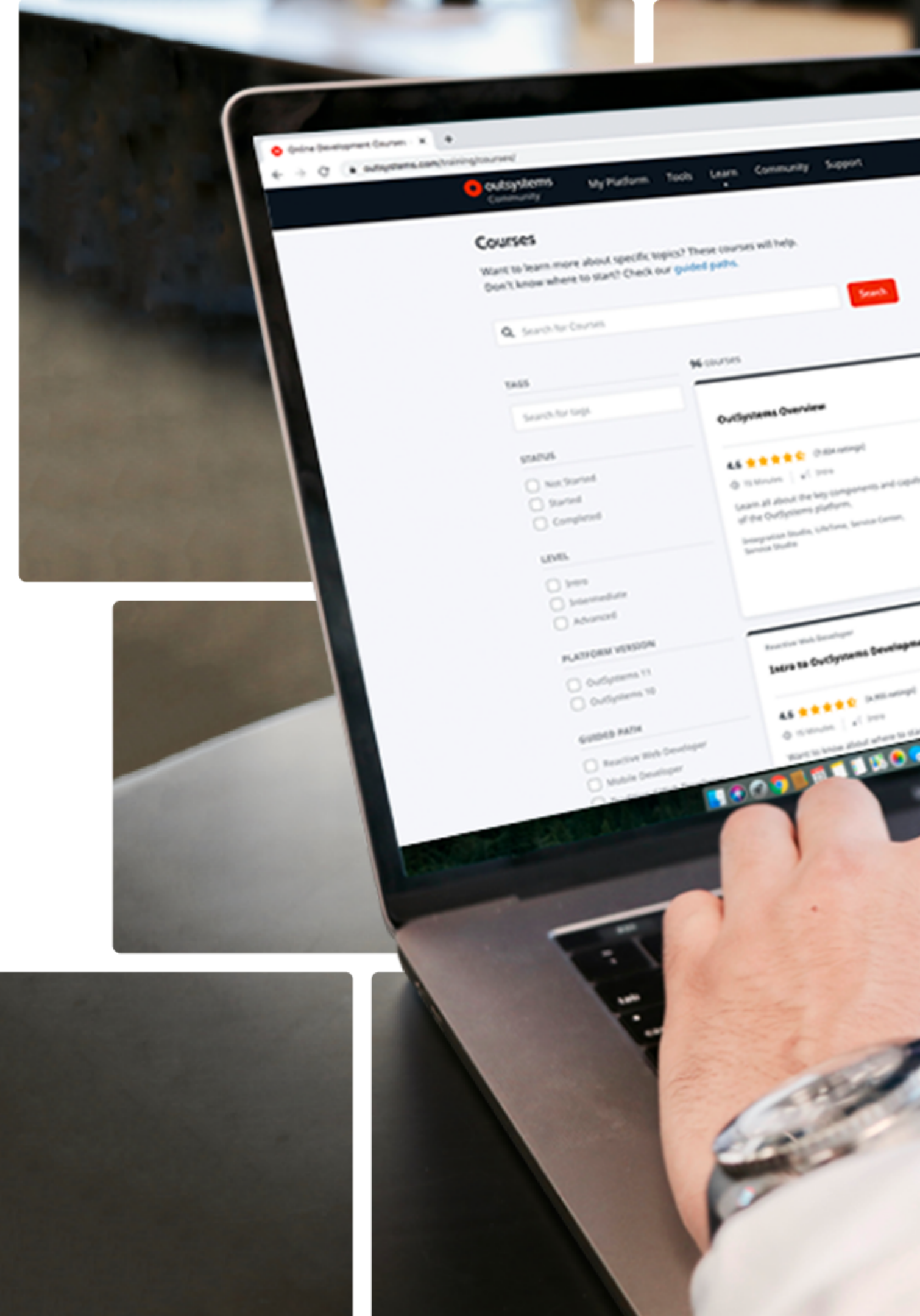
On Ready

On Render

On Destroy

On After Fetch

On Parameters Changed



# Block events

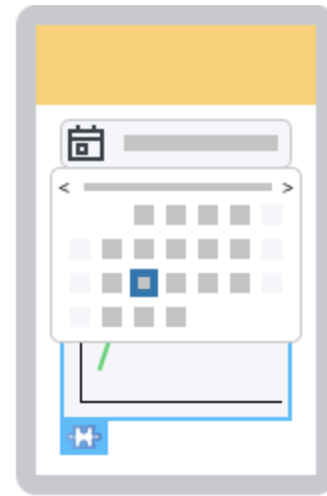
- Allows also handling of the same screen events:
  - On Initialize
  - On Ready
  - On Render
  - On Destroy
  - On After Fetch
- ⚡ **On Parameters Changed**

# On Parameters Changed

# On Parameters Changed

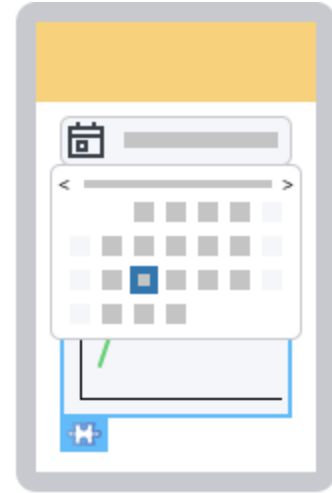


# On Parameters Changed



Parameters  
Changed

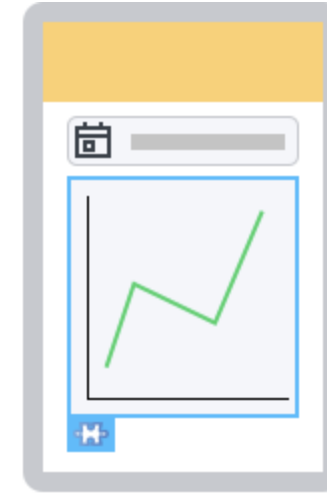
# On Parameters Changed



  
Parameters  
Changed

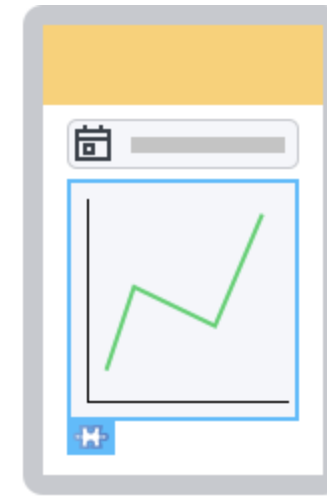
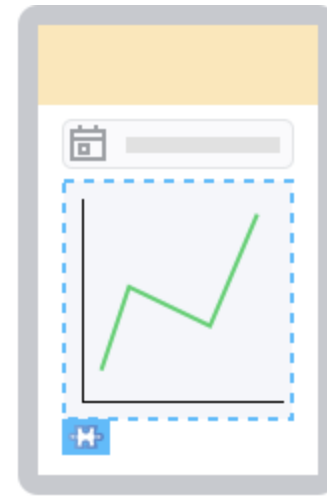
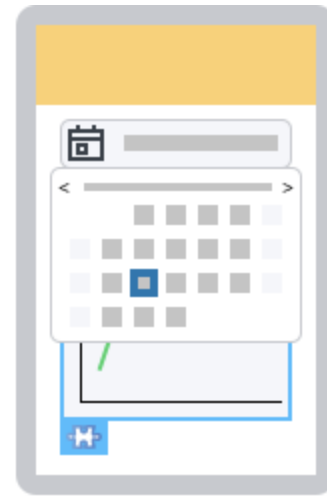


  
Render  
(Block)



  
Render  
(Screen)

# On Parameters Changed



Parameters  
Changed



Render  
(Block)

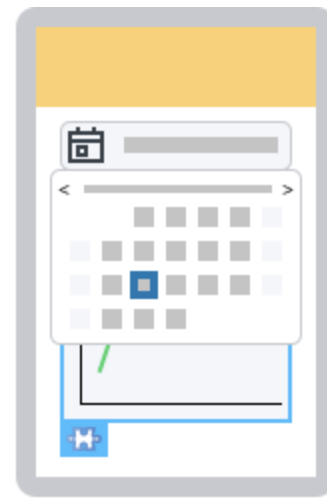
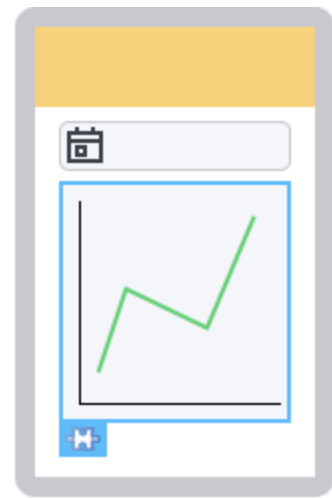


Render  
(Screen)

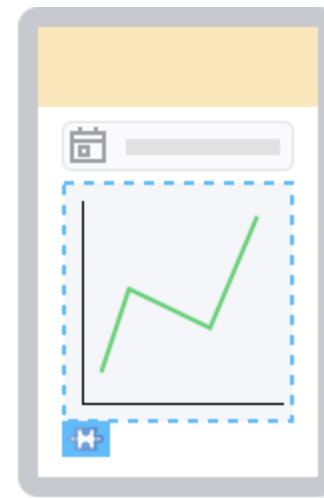


GetExpenses

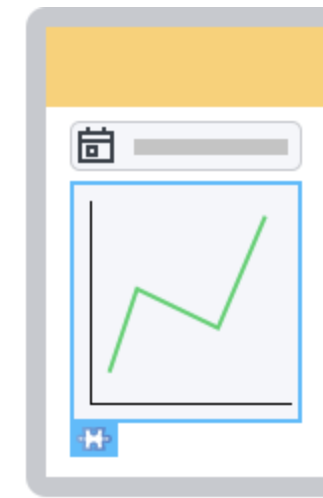
# On Parameters Changed



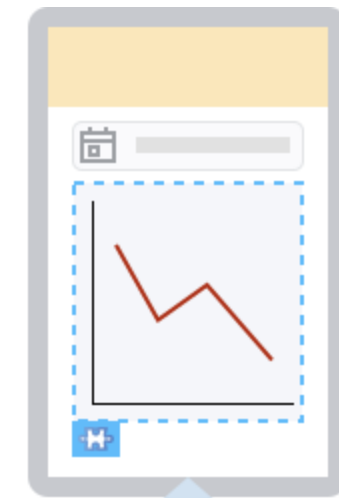
  
Parameters  
Changed



  
Render  
(Block)



  
Render  
(Screen)



  
Render  
(Block)

 GetExpenses

  
After Fetch

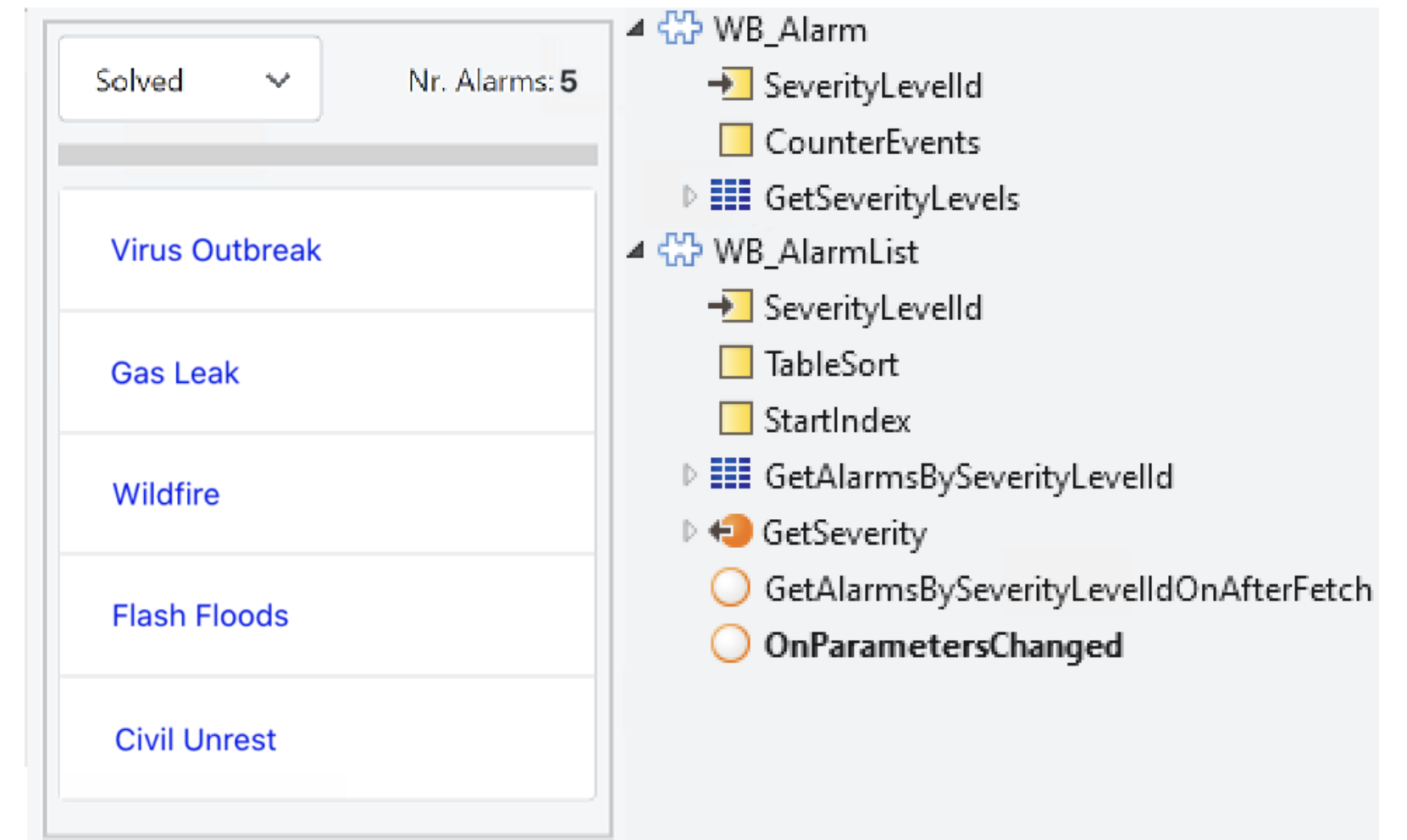


# On Parameters Changed

Block interaction

# ⚡ On Parameters Changed

## Block interaction



# ⚡ On Parameters Changed

## Block interaction

- Filter data on child Block




The screenshot shows the OutSystems Studio interface for a block named 'GetAlarmsBySeverityLevelId'. The block has two tabs: 'Sources' (with a count of 2) and 'Filters' (with a count of 1, which is currently selected). Below the tabs, there is a 'FILTERS' section containing one filter rule: '1 Alarm.SeverityLevelId = SeverityLevelId'. Below the filters, there is a table with five columns, each with a 'SeverityLevel' icon and a label: 'Id', 'Label', 'Order', 'Is\_Active', and 'Color'. There is also an 'Add Filter' button in the filters section.

SeverityLevel Id	SeverityLevel Label	SeverityLevel Order	SeverityLevel Is_Active	SeverityLevel Color
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# On Parameters Changed

## Block interaction

- Filter data on child Block
- Set action as the *On Parameters Changed* event handler

 WB_AlarmList Block	
Name	WB_AlarmList
Description	
Public	No
Icon	 Default Icon
Events	
On Parameters Changed	 OnParametersChanged

# ⚡ On Parameters Changed

## Block interaction

- Filter data on child block
- Set action as the *On Parameters Changed* event handler
- Create new Action:
  - Refresh the block's data action
  - Refresh the block's aggregate

### ▶ OnParametersChanged



# On Parameters Changed

## Alarms

<div>Solved ▾</div> <div>Nr. Alarms: 5</div> <div><div>Virus Outbreak</div><div>Gas Leak</div><div>Wildfire</div><div>Flash Floods</div><div>Civil Unrest</div></div>	<div>Low ▾</div> <div>Nr. Alarms: 4</div> <div><div>Dengue</div><div>Riots</div><div>Gas Leak</div><div>Global Warming</div></div>	<div>Medium ▾</div> <div>Nr. Alarms: 3</div> <div><div>Hacking</div><div>Flash Floods</div><div>War</div></div>	<div>High ▾</div> <div>Nr. Alarms: 4</div> <div><div>Virus Outbreak</div><div>Wildfire</div><div>Civil Unrest</div><div>Wildfire</div></div>
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