

# 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
<a href="#">cached</a>	The resources listed in the manifest have been downloaded, and the application is now cached.
<a href="#">error</a>	A resource failed to load.
<a href="#">abort</a>	The loading of a resource has been aborted.
<a href="#">load</a>	A resource and its dependent resources have finished loading.
<a href="#">beforeunload</a>	The window, the document and its resources are about to be unloaded.
<a href="#">unload</a>	The document or a dependent resource is being unloaded.

### Network Events

Event Name	Fired When
<a href="#">online</a>	The browser has gained access to the network.
<a href="#">offline</a>	The browser has lost access to the network.

### Focus Events

Event Name	Fired When
<a href="#">focus</a>	An element has received focus (does not bubble).
<a href="#">blur</a>	An element has lost focus (does not bubble).

### Websocket Events

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

### Session History Events

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

### CSS Animation Events

Event Name	Fired When
<a href="#">animationstart</a>	A <a href="#">CSS animation</a> has started.
<a href="#">animationend</a>	A <a href="#">CSS animation</a> has completed.
<a href="#">animationiteration</a>	A <a href="#">CSS animation</a> is repeated.

### Form Events

Event Name	Fired When
<a href="#">reset</a>	The reset button is pressed
<a href="#">submit</a>	The submit button is pressed

### Printing Events

Event Name	Fired When
<a href="#">beforeprint</a>	The print dialog is opened
<a href="#">afterprint</a>	The print dialog is closed

### Text Composition Events

Event Name	Fired When
<a href="#">compositionstart</a>	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).
<a href="#">compositionupdate</a>	A character is added to a passage of text being composed.
<a href="#">compositionend</a>	The composition of a passage of text has been completed or canceled.

### View Events

Event Name	Fired When
<a href="#">fullscreenchange</a>	An element was turned to fullscreen mode or back to normal mode.
<a href="#">fullscreenerror</a>	It was impossible to switch to fullscreen mode for technical reasons or because the permission was denied.
<a href="#">resize</a>	The document view has been resized.
<a href="#">scroll</a>	The document view or an element has been scrolled.

### Clipboard Events

Event Name	Fired When
<a href="#">cut</a>	The selection has been cut and copied to the clipboard
<a href="#">copy</a>	The selection has been copied to the clipboard

Event Name	Fired When
<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 Shift, Fn, CapsLock is in pressed position. (Fired continously.)
<code>keyup</code>	ANY key is released

Mouse Events

Event Name	Fired When
<code>mouseenter</code>	A pointing device is moved onto the element that has the listener attached.
<code>mouseover</code>	A pointing device is moved onto the element that has the listener attached or onto one of its children.
<code>mousemove</code>	A pointing device is moved over an element. (Fired continously as the mouse moves.)
<code>mousedown</code>	A pointing device button (ANY button) is pressed on an element.
<code>mouseup</code>	A pointing device button (ANY button) is released over an element.
<code>click</code>	A pointing device button (ANY button) has been pressed and released on an element.
<code>dblclick</code>	A pointing device button is clicked twice on an element.
<code>contextmenu</code>	The right button of the mouse is clicked (before the context menu is displayed).
<code>wheel</code>	A wheel button of a pointing device is rotated in any direction.
<code>mouseleave</code>	A pointing device is moved off the element that has the listener attached.
<code>mouseout</code>	A pointing device is moved off the element that has the listener attached or off one of its children.
<code>select</code>	Some text is being selected.
<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.

Drag & Drop Events

Event Name	Fired When
<code>dragstart</code>	The user starts dragging an element or text selection.
<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>dragover</code>	An element or text selection is being dragged over a valid drop target. (Fired continuously every 350ms.)
<code>dragleave</code>	A dragged element or text selection leaves a valid drop target.
<code>drop</code>	An element is dropped on a valid drop target.

Media Events

Event Name	Fired When
<code>durationchange</code>	The duration attribute has been updated.
<code>loadedmetadata</code>	The metadata has been loaded.
<code>loadeddata</code>	The first frame of the media has finished loading.
<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>ended</code>	Playback has stopped because the end of the media was reached.
<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>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>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>pause</code>	Playback has been paused.
<code>waiting</code>	Playback has stopped because of a temporary lack of data.
<code>seeking</code>	A <i>seek</i> operation began.
<code>seeked</code>	A <i>seek</i> operation completed.
<code>ratechange</code>	The playback rate has changed.
<code>timeupdate</code>	The time indicated by the <code>currentTime</code> attribute has been updated.
<code>volumechange</code>	The volume has changed.
<code>complete</code>	The rendering of an <code>OfflineAudioContext</code> is terminated.
<code>ended</code>	Playback has stopped because the end of the media was reached.
<code>audioprocess</code>	The input buffer of a <code>ScriptProcessorNode</code> is ready to be processed.

Progress Events

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

Storage events

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

## Update events

[checking](#)  
[downloading](#)  
[error](#)  
[nouupdate](#)  
[obsolete](#)  
[updateready](#)

## Value change events

[broadcast](#)  
[CheckboxStateChange](#)  
[hashchange](#)  
[input](#)  
[RadioStateChange](#)  
[readystatechange](#)  
[ValueChange](#)

## Uncategorized events

[invalid](#)  
[localized](#)  
[message](#)  
[message](#)  
[message](#)  
[open](#)  
[show](#)

## Less Common and NonStandard Categories

### SVG events

[SVGAbort](#)  
[SVGError](#)  
[SVGLoad](#)  
[SVGResize](#)  
[SVGScroll](#)  
[SVGUnload](#)  
[SVGZoom](#)

### Database events

[abort](#)  
[blocked](#)  
[complete](#)  
[error](#) ([link](#))  
[success](#)  
[upgradeneeded](#)  
[versionchange](#)

### Notification events

[AlertActive](#)  
[AlertClose](#)

### CSS events

[CssRuleViewRefreshed](#)  
[CssRuleViewChanged](#)  
[CssRuleViewCSSLinkClicked](#)  
[transitionend](#)

### Script events

[afterscriptexecute](#)  
[beforescriptexecute](#)

### Menu events

[DOMMenuItemActive](#)  
[DOMMenuItemInactive](#)

### Window events

[DOMWindowCreated](#)  
[DOMTitleChanged](#)  
[DOMWindowClose](#)  
[SSWindowClosing](#)  
[SSWindowStateReady](#)  
[SSWindowStateBusy](#)  
[close](#)

### Document events

[DOMLinkAdded](#)  
[DOMLinkRemoved](#)  
[DOMMetaAdded](#)  
[DOMMetaRemoved](#)  
[DOMWillOpenModalDialog](#)  
[DOMModalDialogClosed](#)

### Popup events

[popuphidden](#)  
[popuphiding](#)  
[popupshowing](#)  
[popupshown](#)  
[DOMPopupBlocked](#)

### Tab events

[TabOpen](#)  
[TabClose](#)  
[TabSelect](#)  
[TabShow](#)  
[TabHide](#)  
[TabPinned](#)  
[TabUnpinned](#)

SSTabClosing  
SSTabRestoring  
SSTabRestored  
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**  
devicelight  
devicemotion  
deviceorientation  
deviceproximity  
MozOrientation  
orientationchange  
userproximity

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 (link)  
mozbrowserstitlechange  
DOMFrameContentLoaded

DOM mutation events

DOMAttributeNameChanged  
DOMAttrModified  
DOMCharacterDataModified  
DOMContentLoaded  
DOMElementNameChanged  
DOMNodeInserted  
DOMNodeInsertedIntoDocument  
DOMNodeRemoved  
DOMNodeRemovedFromDocument  
DOMSubtreeModified

Touch events

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

Pointer events




















pointerover  
pointerenter






Event Name	Event Type	Specification	Fired when...
<a href="#">pointermove</a> <a href="#">pointerup</a> <a href="#">pointercancel</a> <a href="#">pointerout</a> <a href="#">pointerleave</a> <a href="#">gotpointercapture</a> <a href="#">lostpointercapture</a>			

## 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	Fired when...
<a href="#">abort</a>	<a href="#">UIEvent</a>	<a href="#">DOM L3</a>	The loading of a resource has been aborted.
<a href="#">abort</a>	<a href="#">ProgressEvent</a>	<a href="#">Progress</a> and <a href="#">XMLHttpRequest</a>	Progression has been terminated (not due to an error).
<a href="#">abort</a>	<a href="#">Event</a>	<a href="#">IndexedDB</a>	A transaction has been aborted.
<a href="#">afterprint</a>	<a href="#">Event</a>	<a href="#">HTML5</a>	The associated document has started printing or the print preview has been closed.
<a href="#">animationend</a>	<a href="#">AnimationEvent</a>	<a href="#">CSS Animations</a>	A <a href="#">CSS animation</a> has completed.
<a href="#">animationiteration</a>	<a href="#">AnimationEvent</a>	<a href="#">CSS Animations</a>	A <a href="#">CSS animation</a> is repeated.
<a href="#">animationstart</a>	<a href="#">AnimationEvent</a>	<a href="#">CSS Animations</a>	A <a href="#">CSS animation</a> has started.
<a href="#">audioprocess</a>	<a href="#">AudioProcessingEvent</a>	<a href="#">Web Audio API</a> The definition of 'audioprocess' in that specification.	The input buffer of a <a href="#">ScriptProcessorNode</a> is ready to be processed.
<a href="#">audioend</a> 	<a href="#">Event</a>	<a href="#">Web Speech API</a>	The user agent has finished capturing audio for speech recognition.
<a href="#">audiostart</a> 	<a href="#">Event</a>	<a href="#">Web Speech API</a>	The user agent has started to capture audio for speech recognition.
<a href="#">beforeprint</a>	<a href="#">Event</a>	<a href="#">HTML5</a>	The associated document is about to be printed or previewed for printing.
<a href="#">beforeunload</a>	<a href="#">BeforeUnloadEvent</a>	<a href="#">HTML5</a>	The window, the document and its resources are about to be unloaded.
<a href="#">beginEvent</a>	<a href="#">TimeEvent</a>	<a href="#">SVG</a>	A <a href="#">SMIL</a> animation element begins.
<a href="#">blocked</a>		<a href="#">IndexedDB</a>	An open connection to a database is blocking a <code>versionchange</code> transaction on the same database.
<a href="#">blur</a>	<a href="#">FocusEvent</a>	<a href="#">DOM L3</a>	An element has lost focus (does not bubble).
<a href="#">boundary</a> 	<a href="#">SpeechSynthesisEvent</a>	<a href="#">Web Speech API</a>	The spoken utterance reaches a word or sentence boundary
<a href="#">cached</a>	<a href="#">Event</a>	<a href="#">Offline</a>	The resources listed in the manifest have been downloaded, and the application is now cached.
<a href="#">canplay</a>	<a href="#">Event</a>	<a href="#">HTML5 media</a>	The user agent can play the media, but estimates that not enough data has been loaded to play the media up to its end content.
<a href="#">canplaythrough</a>	<a href="#">Event</a>	<a href="#">HTML5 media</a>	The user agent can play the media up to its end without having to stop for further buffering of content.
<a href="#">change</a>	<a href="#">Event</a>	<a href="#">DOM L2</a> , <a href="#">HTML5</a>	The change event is fired for <code>&lt;input&gt;</code> , <code>&lt;select&gt;</code> , and <code>&lt;textarea&gt;</code> elements when a change to the element's value is co
<a href="#">chargingchange</a>	<a href="#">Event</a>	<a href="#">Battery status</a>	The battery begins or stops charging.
<a href="#">chargingtimechange</a>	<a href="#">Event</a>	<a href="#">Battery status</a>	The <code>chargingTime</code> attribute has been updated.
<a href="#">checking</a>	<a href="#">Event</a>	<a href="#">Offline</a>	The user agent is checking for an update, or attempting to download the cache manifest for the first time.
<a href="#">click</a>	<a href="#">MouseEvent</a>	<a href="#">DOM L3</a>	A pointing device button has been pressed and released on an element.
<a href="#">close</a>	<a href="#">Event</a>	<a href="#">WebSocket</a>	A WebSocket connection has been closed.
<a href="#">complete</a>		<a href="#">IndexedDB</a>	A transaction successfully completed.
<a href="#">complete</a>	<a href="#">OfflineAudioCompletionEvent</a>	<a href="#">Web Audio API</a> The definition of 'OfflineAudioCompletionEvent' in that specification.	The rendering of an <a href="#">OfflineAudioContext</a> is terminated.
<a href="#">compositionend</a>	<a href="#">CompositionEvent</a>	<a href="#">DOM L3</a>	The composition of a passage of text has been completed or canceled.
<a href="#">compositionstart</a>	<a href="#">CompositionEvent</a>	<a href="#">DOM L3</a>	The composition of a passage of text is prepared (similar to <code>keydown</code> for a keyboard input, but works with other inputs s
<a href="#">compositionupdate</a>	<a href="#">CompositionEvent</a>	<a href="#">DOM L3</a>	A character is added to a passage of text being composed.
<a href="#">contextmenu</a>	<a href="#">MouseEvent</a>	<a href="#">HTML5</a>	The right button of the mouse is clicked (before the context menu is displayed).
<a href="#">copy</a>	<a href="#">ClipboardEvent</a>	<a href="#">Clipboard</a>	The text selection has been added to the clipboard.
<a href="#">cut</a>	<a href="#">ClipboardEvent</a>	<a href="#">Clipboard</a>	The text selection has been removed from the document and added to the clipboard.
<a href="#">dblclick</a>	<a href="#">MouseEvent</a>	<a href="#">DOM L3</a>	A pointing device button is clicked twice on an element.
<a href="#">devicechange</a>	<a href="#">Event</a>	<a href="#">Media Capture and Streams</a>	A media device such as a camera, microphone, or speaker is connected or removed from the system.
<a href="#">devicelight</a>	<a href="#">DeviceLightEvent</a>	<a href="#">Ambient Light Events</a>	Fresh data is available from a light sensor.
<a href="#">devicemotion</a>	<a href="#">DeviceMotionEvent</a>	<a href="#">Device Orientation Events</a>	Fresh data is available from a motion sensor.
<a href="#">deviceorientation</a>	<a href="#">DeviceOrientationEvent</a>	<a href="#">Device Orientation Events</a>	Fresh data is available from an orientation sensor.
<a href="#">deviceproximity</a>	<a href="#">DeviceProximityEvent</a>	<a href="#">Proximity Events</a>	Fresh data is available from a proximity sensor (indicates an approximated distance between the device and a nearby o
<a href="#">dischargingtimechange</a>	<a href="#">Event</a>	<a href="#">Battery status</a>	The <code>dischargingTime</code> attribute has been updated.





Event Name	Event Type	Specification	Fired when...
DOMActivate 	UIEvent	<a href="#">DOM L3</a>	A button, link or state changing element is activated (use <a href="#">click</a> instead).
DOMAttributeNameChanged 	MutationNameEvent	<a href="#">DOM L3</a> Removed	The name of an attribute changed (use <a href="#">mutation observers</a> instead).
DOMAttrModified 	MutationEvent	<a href="#">DOM L3</a>	The value of an attribute has been modified (use <a href="#">mutation observers</a> instead).
DOMCharacterDataModified 	MutationEvent	<a href="#">DOM L3</a>	A text or another <a href="#">CharacterData</a> has changed (use <a href="#">mutation observers</a> instead).
DOMContentLoaded	Event	<a href="#">HTML5</a>	The document has finished loading (but not its dependent resources).
DOMElementNameChanged 	MutationNameEvent	<a href="#">DOM L3</a> Removed	The name of an element changed (use <a href="#">mutation observers</a> instead).
DOMFocusIn   Unimplemented	FocusEvent	<a href="#">DOM L3</a>	An element has received focus (use <a href="#">focus</a> or <a href="#">focusin</a> instead).
DOMFocusOut   Unimplemented	FocusEvent	<a href="#">DOM L3</a>	An element has lost focus (use <a href="#">blur</a> or <a href="#">focusout</a> instead).
DOMNodeInserted 	MutationEvent	<a href="#">DOM L3</a>	A node has been added as a child of another node (use <a href="#">mutation observers</a> instead).
DOMNodeInsertedIntoDocument 	MutationEvent	<a href="#">DOM L3</a>	A node has been inserted into the document (use <a href="#">mutation observers</a> instead).
DOMNodeRemoved 	MutationEvent	<a href="#">DOM L3</a>	A node has been removed from its parent node (use <a href="#">mutation observers</a> instead).
DOMNodeRemovedFromDocument 	MutationEvent	<a href="#">DOM L3</a>	A node has been removed from the document (use <a href="#">mutation observers</a> instead).
DOMSubtreeModified 	MutationEvent	<a href="#">DOM L3</a>	A change happened in the document (use <a href="#">mutation observers</a> instead).
downloading	Event	<a href="#">Offline</a>	The user agent has found an update and is fetching it, or is downloading the resources listed by the cache manifest for
drag	DragEvent	<a href="#">HTML5</a>	An element or text selection is being dragged (every 350ms).
dragend	DragEvent	<a href="#">HTML5</a>	A drag operation is being ended (by releasing a mouse button or hitting the escape key).
dragenter	DragEvent	<a href="#">HTML5</a>	A dragged element or text selection enters a valid drop target.
dragleave	DragEvent	<a href="#">HTML5</a>	A dragged element or text selection leaves a valid drop target.
dragover	DragEvent	<a href="#">HTML5</a>	An element or text selection is being dragged over a valid drop target (every 350ms).
dragstart	DragEvent	<a href="#">HTML5</a>	The user starts dragging an element or text selection.
drop	DragEvent	<a href="#">HTML5</a>	An element is dropped on a valid drop target.
durationchange	Event	<a href="#">HTML5 media</a>	The duration attribute has been updated.
emptied	Event	<a href="#">HTML5 media</a>	The media has become empty; for example, this event is sent if the media has already been loaded (or partially loaded)
end 	Event	<a href="#">Web Speech API</a>	The speech recognition service has disconnected.
end 	SpeechSynthesisEvent	<a href="#">Web Speech API</a>	The utterance has finished being spoken.
ended	Event	<a href="#">HTML5 media</a>	Playback has stopped because the end of the media was reached.
ended	Event	<a href="#">Web Audio API</a>	Playback has stopped because the end of the media was reached.
endEvent	TimeEvent	<a href="#">SVG</a>	A <a href="#">SMIL</a> animation element ends.
error	UIEvent	<a href="#">DOM L3</a>	A resource failed to load.
error	ProgressEvent	<a href="#">Progress</a> and <a href="#">XMLHttpRequest</a>	Progression has failed.
error	Event	<a href="#">Offline</a>	An error occurred while downloading the cache manifest or updating the content of the application.
error	Event	<a href="#">WebSocket</a>	A WebSocket connection has been closed with prejudice (some data couldn't be sent for example).
error	Event	<a href="#">Server Sent Events</a>	An event source connection has been failed.
error	Event	<a href="#">IndexedDB</a>	A request caused an error and failed.
error 	Event	<a href="#">Web Speech API</a>	A speech recognition error occurs.
error	SpeechSynthesisErrorEvent	<a href="#">Web Speech API</a>	An error occurs that prevents the utterance from being successfully spoken.
focus	FocusEvent	<a href="#">DOM L3</a>	An element has received focus (does not bubble).
focusin  Unimplemented (see <a href="#">bug 687787</a> )	FocusEvent	<a href="#">DOM L3</a>	An element is about to receive focus (bubbles).
focusout  Unimplemented (see <a href="#">bug 687787</a> )	FocusEvent	<a href="#">DOM L3</a>	An element is about to lose focus (bubbles).
fullscreenchange	Event	<a href="#">Full Screen</a>	An element was turned to fullscreen mode or back to normal mode.
fullscreenerror	Event	<a href="#">Full Screen</a>	It was impossible to switch to fullscreen mode for technical reasons or because the permission was denied.
gamepadconnected	GamepadEvent	<a href="#">Gamepad</a>	A gamepad has been connected.
gamepaddisconnected	GamepadEvent	<a href="#">Gamepad</a>	A gamepad has been disconnected.
gotpointercapture	PointerEvent	<a href="#">Pointer Events</a>	Element receives pointer capture.
hashchange	HashChangeEvent	<a href="#">HTML5</a>	The fragment identifier of the URL has changed (the part of the URL after the #).
lostpointercapture	PointerEvent	<a href="#">Pointer Events</a>	Element lost pointer capture.
input	Event	<a href="#">HTML5</a>	The value of an element changes or the content of an element with the attribute <a href="#">contenteditable</a> is modified.
invalid	Event	<a href="#">HTML5</a>	A submittable element has been checked and doesn't satisfy its constraints.
keydown	KeyboardEvent	<a href="#">DOM L3</a>	A key is pressed down.

Event Name	Event Type	Specification	Fired when...
keypress	KeyboardEvent	<a href="#">DOM L3</a>	A key is pressed down and that key normally produces a character value (use input instead).
keyup	KeyboardEvent	<a href="#">DOM L3</a>	A key is released.
languagechange 	Event	<a href="#">HTML5.1</a> The definition of 'NavigatorLanguage.languages' in that specification.	The user's preferred languages have changed.
levelchange	Event	<a href="#">Battery status</a>	The level attribute has been updated.
load	UIEvent	<a href="#">DOM L3</a>	A resource and its dependent resources have finished loading.
load	ProgressEvent	<a href="#">Progress</a> and <a href="#">XMLHttpRequest</a>	Progression has been successful.
loadeddata	Event	<a href="#">HTML5 media</a>	The first frame of the media has finished loading.
loadedmetadata	Event	<a href="#">HTML5 media</a>	The metadata has been loaded.
loadend	ProgressEvent	<a href="#">Progress</a> and <a href="#">XMLHttpRequest</a>	Progress has stopped (after "error", "abort" or "load" have been dispatched).
loadstart	ProgressEvent	<a href="#">Progress</a> and <a href="#">XMLHttpRequest</a>	Progress has begun.
mark 	SpeechSynthesisEvent	<a href="#">Web Speech API</a>	The spoken utterance reaches a named SSML "mark" tag.
message	MessageEvent	<a href="#">WebSocket</a>	A message is received through a WebSocket.
message	MessageEvent	<a href="#">Web Workers</a>	A message is received from a Web Worker.
message	MessageEvent	<a href="#">Web Messaging</a>	A message is received from a child (i)frame or a parent window.
message	MessageEvent	<a href="#">Server Sent Events</a>	A message is received through an event source.
message 	ServiceWorkerMessageEvent or ExtendableMessageEvent, depending on context.	Service Workers	A message is received from a service worker, or a message is received in a service worker from another context.
mousedown	MouseEvent	<a href="#">DOM L3</a>	A pointing device button (usually a mouse) is pressed on an element.
mouseenter	MouseEvent	<a href="#">DOM L3</a>	A pointing device is moved onto the element that has the listener attached.
mouseleave	MouseEvent	<a href="#">DOM L3</a>	A pointing device is moved off the element that has the listener attached.
mousemove	MouseEvent	<a href="#">DOM L3</a>	A pointing device is moved over an element.
mouseout	MouseEvent	<a href="#">DOM L3</a>	A pointing device is moved off the element that has the listener attached or off one of its children.
mouseover	MouseEvent	<a href="#">DOM L3</a>	A pointing device is moved onto the element that has the listener attached or onto one of its children.
mouseup	MouseEvent	<a href="#">DOM L3</a>	A pointing device button is released over an element.
nomatch 	SpeechRecognitionEvent	<a href="#">Web Speech API</a>	The speech recognition service returns a final result with no significant recognition.
notificationclick	NotificationEvent	<a href="#">Notifications API</a> The definition of 'onnotificationclick' in that specification.	A system notification spawned by <a href="#">ServiceWorkerRegistration.showNotification()</a> has been clicked.
noupdate	Event	<a href="#">Offline</a>	The manifest hadn't changed.
obsolete	Event	<a href="#">Offline</a>	The manifest was found to have become a 404 or 410 page, so the application cache is being deleted.
offline	Event	<a href="#">HTML5 offline</a>	The browser has lost access to the network.
online	Event	<a href="#">HTML5 offline</a>	The browser has gained access to the network (but particular websites might be unreachable).
open	Event	<a href="#">WebSocket</a>	A WebSocket connection has been established.
open	Event	<a href="#">Server Sent Events</a>	An event source connection has been established.
orientationchange	Event	<a href="#">Screen Orientation</a>	The orientation of the device (portrait/landscape) has changed
pagehide	PageTransitionEvent	<a href="#">HTML5</a>	A session history entry is being traversed from.
pageshow	PageTransitionEvent	<a href="#">HTML5</a>	A session history entry is being traversed to.
paste	ClipboardEvent	<a href="#">Clipboard</a>	Data has been transferred from the system clipboard to the document.
pause	Event	<a href="#">HTML5 media</a>	Playback has been paused.
pause 	SpeechSynthesisEvent	<a href="#">Web Speech API</a>	The utterance is paused part way through.
pointercancel	PointerEvent	<a href="#">Pointer Events</a>	The pointer is unlikely to produce any more events.
pointerdown	PointerEvent	<a href="#">Pointer Events</a>	The pointer enters the active buttons state.
pointerenter	PointerEvent	<a href="#">Pointer Events</a>	Pointing device is moved inside the hit-testing boundary.
pointerleave	PointerEvent	<a href="#">Pointer Events</a>	Pointing device is moved out of the hit-testing boundary.
pointerlockchange	Event	<a href="#">Pointer Lock</a>	The pointer was locked or released.
pointerlockerror	Event	<a href="#">Pointer Lock</a>	It was impossible to lock the pointer for technical reasons or because the permission was denied.
pointermove	PointerEvent	<a href="#">Pointer Events</a>	The pointer changed coordinates.
pointerout	PointerEvent	<a href="#">Pointer Events</a>	The pointing device moved out of hit-testing boundary or leaves detectable hover range.
pointerover	PointerEvent	<a href="#">Pointer Events</a>	The pointing device is moved into the hit-testing boundary.

















Event Name	Event Type	Specification	Fired when
pointerup	PointerEvent	✗ Pointer Events	The pointer leaves the active buttons state.
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.
push	PushEvent	✗ Push API	A <a href="#">Service Worker</a> has received a push message.
pushsubscriptionchange	PushEvent	✗ Push API	A <a href="#">PushSubscription</a> has expired.
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 <a href="#">SMIL</a> animation element is repeated.
reset	Event	✗ DOM L2, ✗ HTML5	A form is reset.
resize	UIEvent	✗ DOM L3	The document view has been resized.
resourcetimingbufferfull	Performance	✗ Resource Timing	The browser's resource timing buffer is full.
result 🗨	SpeechRecognitionEvent	✗ Web Speech API	The speech recognition service returns a result — a word or phrase has been positively recognized and this has been c
resume 🗨	SpeechSynthesisEvent	✗ Web Speech API	A paused utterance is resumed.
scroll	UIEvent	✗ DOM L3	The document view or an element has been scrolled.
seeked	Event	✗ HTML5 media	A <i>seek</i> operation completed.
seeking	Event	✗ HTML5 media	A <i>seek</i> operation began.
select	UIEvent	✗ DOM L3	Some text is being selected.
selectstart 🗨	Event	✗ Selection API	A selection just started.
selectionchange 🗨	Event	✗ Selection API	The selection in the document has been changed.
show	MouseEvent	✗ HTML5	A contextmenu event was fired on/bubbled to an element that has a <b>contextmenu</b> attribute
soundend 🗨	Event	✗ Web Speech API	Any sound — recognisable speech or not — has stopped being detected.
soundstart 🗨	Event	✗ Web Speech API	Any sound — recognisable speech or not — has been detected.
speechend 🗨	Event	✗ Web Speech API	Speech recognised by the speech recognition service has stopped being detected.
speechstart 🗨	Event	✗ Web Speech API	Sound that is recognised by the speech recognition service as speech has been detected.
stalled	Event	✗ HTML5 media	The user agent is trying to fetch media data, but data is unexpectedly not forthcoming.
start 🗨	Event	✗ Web Speech API	The speech recognition service has begun listening to incoming audio with intent to recognize grammars associated with
start	SpeechSynthesisEvent	✗ Web Speech API	The utterance has begun to be spoken.
storage	StorageEvent	✗ Web Storage	A storage area ( <a href="#">localStorage</a> or <a href="#">sessionStorage</a> ) 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.
SVGAbort	SVGEvent	✗ SVG	Page loading has been stopped before the <a href="#">SVG</a> was loaded.
SVGError	SVGEvent	✗ SVG	An error has occurred before the <a href="#">SVG</a> was loaded.
SVGLoad	SVGEvent	✗ SVG	An <a href="#">SVG</a> document has been loaded and parsed.
SVGResize	SVGEvent	✗ SVG	An <a href="#">SVG</a> document is being resized.
SVGScroll	SVGEvent	✗ SVG	An <a href="#">SVG</a> document is being scrolled.
SVGUnload	SVGEvent	✗ SVG	An <a href="#">SVG</a> document has been removed from a window or frame.
SVGZoom	<b>SVGZoomEvent</b>	✗ SVG	An <a href="#">SVG</a> document is being zoomed.
timeout	ProgressEvent	✗ XMLHttpRequest	
timeupdate	Event	✗ HTML5 media	The time indicated by the currentTime 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.
touchmove	TouchEvent	✗ Touch Events	A touch point is moved along the touch surface.
touchstart	TouchEvent	✗ Touch Events	A touch point is placed on the touch surface.
transitionend	TransitionEvent	✗ CSS Transitions	A <a href="#">CSS transition</a> has completed.
unload	UIEvent	✗ DOM L3	The document or a dependent resource is being unloaded.
updateready	Event	✗ Offline	The resources listed in the manifest have been newly redownloaded, and the script can use swapCache() to switch to th



Event Name	Event Type	Specification	Fired when...
upgradeneeded		<a href="#">IndexedDB</a>	An attempt was made to open a database with a version number higher than its current version. A versionchange transaction completed.
userproximity	UserProximityEvent	<a href="#">Proximity Events</a>	Fresh data is available from a proximity sensor (indicates whether the nearby object is near the device or not).
voiceschanged 	Event	<a href="#">Web Speech API</a>	The list of <a href="#">SpeechSynthesisVoice</a> objects that would be returned by the <a href="#">SpeechSynthesis.getVoices()</a> method has changed.
versionchange		<a href="#">IndexedDB</a>	A versionchange transaction completed.
visibilitychange	Event	<a href="#">Page visibility</a>	The content of a tab has become visible or has been hidden.
volumechange	Event	<a href="#">HTML5 media</a>	The volume has changed.
vrdisplayconnected 	Event	WebVR API	A compatible VR device has been connected to the computer.
vrdisplaydisconnected 	Event	WebVR API	A compatible VR device has been disconnected from the computer.
vrdisplaypresentchange 	Event	WebVR API	The presenting state of a VR device has changed — i.e. from presenting to not presenting, or vice versa.
waiting	Event	<a href="#">HTML5 media</a>	Playback has stopped because of a temporary lack of data.
wheel	WheelEvent	<a href="#">DOM L3</a>	A wheel button of a pointing device is rotated in any direction.

## Non-standard events

Event Name	Event Type	Specification	Fired when...
afterscriptexecute	Event	<i>Mozilla specific</i>	A script has been executed.
beforescriptexecute	Event	<i>Mozilla specific</i>	A script is about to be executed.
beforeinstallprompt	Event	<i>Chrome specific</i>	A user is prompted to save a web site to a home screen on mobile.
cardstatechange		<i>Firefox OS specific</i>	The <a href="#">MozMobileConnection.cardState</a> property changes value.
change	DeviceStorageChangeEvent	<i>Firefox OS specific</i>	This event is triggered each time a file is created, modified or deleted on a given storage area.
connectionInfoUpdate		<a href="#">Firefox OS specific</a>	The informations about the signal strength and the link speed have been updated.
cfstatechange		<i>Firefox OS specific</i>	The call forwarding state changes.
datachange		<i>Firefox OS specific</i>	The <a href="#">MozMobileConnection.data</a> object changes values.
dataerror		<i>Firefox OS specific</i>	The <a href="#">MozMobileConnection.data</a> object receive an error from the RIL.
DOMMouseScroll 		<i>Mozilla specific</i>	The wheel button of a pointing device is rotated (detail attribute is a number of lines). (use <a href="#">wheel</a> instead)
dragdrop 	DragEvent	<i>Mozilla specific</i>	An element is dropped (use <a href="#">drop</a> instead).
dragexit 	DragEvent	<i>Mozilla specific</i>	A drag operation is being ended(use <a href="#">dragend</a> instead).
draggesture 	DragEvent	<i>Mozilla specific</i>	The user starts dragging an element or text selection (use <a href="#">dragstart</a> instead).
iccardlockerror		<i>Firefox OS specific</i>	the <a href="#">MozMobileConnection.unlockCardLock()</a> or <a href="#">MozMobileConnection.setCardLock()</a> methods fails.
iccinfolchange		<i>Firefox OS specific</i>	The <a href="#">MozMobileConnection.iccInfo</a> object changes.
localized		<a href="#">Mozilla Specific</a>	The page has been localized using data-l10n-* attributes.
mousewheel  		<a href="#">IE invented</a>	The wheel button of a pointing device is rotated.
MozAudioAvailable	Event	<i>Mozilla specific</i>	The audio buffer is full and the corresponding raw samples are available.
MozBeforeResize 		<i>Mozilla specific</i>	A window is about to be resized.
mozbrowseractivitydone		<i>Firefox OS Browser API-specific</i>	Sent when some activity has been completed (complete description TBD.)
mozbrowserasynscroll		<i>Firefox OS Browser API-specific</i>	Sent when the scroll position within a browser <a href="#">&lt;iframe&gt;</a> changes.
mozbrowseraudioplaybackchange		<i>Firefox OS Browser API-specific</i>	Sent when audio starts or stops playing within the browser <a href="#">&lt;iframe&gt;</a> content.
mozbrowsercaretstatechanged		<i>Firefox OS Browser API-specific</i>	Sent when the text selected inside the browser <a href="#">&lt;iframe&gt;</a> content changes.
mozbrowserclose		<i>Firefox OS Browser API-specific</i>	Sent when window.close() is called within a browser <a href="#">&lt;iframe&gt;</a> .
mozbrowsercontextmenu		<i>Firefox OS Browser API-specific</i>	Sent when a browser <a href="#">&lt;iframe&gt;</a> try to open a context menu.
mozbrowserdocumentfirstpaint		<i>Firefox OS Browser API-specific</i>	Sent when a new paint occurs on any document in the browser <a href="#">&lt;iframe&gt;</a> .
mozbrowsererror		<i>Firefox OS Browser API-specific</i>	Sent when an error occured while trying to load a content within a browser iframe
mozbrowserfindchange		<i>Firefox OS Browser API-specific</i>	Sent when a search operation is performed on the browser <a href="#">&lt;iframe&gt;</a> content (see <a href="#">HTMLIFrameElement search methods</a> .)
mozbrowserfirstpaint		<i>Firefox OS Browser API-specific</i>	Sent when the <a href="#">&lt;iframe&gt;</a> paints content for the first time (this doesn't include the initial paint from <i>about:blank</i> .)
mozbrowsericonchange		<i>Firefox OS Browser API-specific</i>	Sent when the favicon of a browser iframe changes.

Event Name	Event Type	Specification	Fired when...
mozbrowserlocationchange		Firefox OS <i>Browser API-specific</i>	Sent when an browser iframe's location changes.
mozbrowserloadend		Firefox OS <i>Browser API-specific</i>	Sent when the browser iframe has finished loading all its assets.
mozbrowserloadstart		Firefox OS <i>Browser API-specific</i>	Sent when the browser iframe starts to load a new page.
mozbrowsermanifestchange		Firefox OS <i>Browser API-specific</i>	Sent when a the path to the app manifest changes, in the case of a browser <i>&lt;iframe&gt;</i> with an open web app embedded in it.
mozbrowsermetachange		Firefox OS <i>Browser API-specific</i>	Sent when a <i>&lt;meta&gt;</i> ellement is added to, removed from or changed in the browser <i>&lt;iframe&gt;</i> 's content.
mozbrowseropensearch		Firefox OS <i>Browser API-specific</i>	Sent when a link to a search engine is found.
mozbrowseropentab		Firefox OS <i>Browser API-specific</i>	Sent when a new tab is opened within a browser <i>&lt;iframe&gt;</i> as a result of the user issuing a command to open a link target in a new tab (for example <div>ctr1</div> / <div>cmd</div> + click.)
mozbrowseropenwindow		Firefox OS <i>Browser API-specific</i>	Sent when <code>window.open()</code> is called within a browser iframe.
mozbrowserresize		Firefox OS <i>Browser API-specific</i>	Sent when the browser <i>&lt;iframe&gt;</i> 's window size has changed.
mozbrowserscroll		Firefox OS <i>Browser API-specific</i>	Sent when the browser <i>&lt;iframe&gt;</i> content scrolls.
mozbrowserscrollareachanged		Firefox OS <i>Browser API-specific</i>	Sent when the available scrolling area in the browser <i>&lt;iframe&gt;</i> changes. This can occur on resize and when the page size changes (while loading for example.)
mozbrowserscrollviewchange		Firefox OS <i>Browser API-specific</i>	Sent when asynchronous scrolling (i.e. APCZ) starts or stops.
mozbrowsersecuritychange		Firefox OS <i>Browser API-specific</i>	Sent when the SSL state changes within a browser iframe.
mozbrowserselectionstatechanged		Firefox OS <i>Browser API-specific</i>	Sent when the text selected inside the browser <i>&lt;iframe&gt;</i> content changes. Note that this is deprecated, and newer implementations use <code>mozbrowsercaretstatechanged</code> instead.
mozbrowsershowmodalprompt		Firefox OS <i>Browser API-specific</i>	Sent when <code>alert()</code> , <code>confirm()</code> or <code>prompt()</code> are called within a browser iframe
mozbrowsertitlechange		Firefox OS <i>Browser API-specific</i>	Sent when the document.title changes within a browser iframe.
mozbrowserusernameandpasswordrequired		Firefox OS <i>Browser API-specific</i>	Sent when an HTTP authentication is requested.
mozbrowservisibilitychange		Firefox OS <i>Browser API-specific</i>	Sent when the visibility state of the current browser iframe <i>&lt;iframe&gt;</i> changes, for example due to a call to <code>setVisible()</code> .
MozGamepadButtonDown		<i>To be specified</i>	A gamepad button is pressed down.
MozGamepadButtonUp		<i>To be specified</i>	A gamepad button is released.
MozMousePixelScroll 		<i>Mozilla specific</i>	The wheel button of a pointing device is rotated (detail attribute is a number of pixels). (use wheel instead)
MozOrientation 		<i>Mozilla specific</i>	Fresh data is available from an orientation sensor (see deviceorientation).
MozScrolledAreaChanged	UIEvent	<i>Mozilla specific</i>	The document view has been scrolled or resized.
moztimechange		<i>Mozilla specific</i>	The time of the device has been changed.
MozTouchDown 		<i>Mozilla specific</i>	A touch point is placed on the touch surface (use touchstart instead).
MozTouchMove 		<i>Mozilla specific</i>	A touch point is moved along the touch surface (use touchmove instead).
MozTouchUp 		<i>Mozilla specific</i>	A touch point is removed from the touch surface (use touchend instead).
alerting	CallEvent	<i>To be specified</i>	The correspondent is being alerted (his/her phone is ringing).
busy	CallEvent	<i>To be specified</i>	The line of the correspondent is busy.
callschanged	CallEvent	<i>To be specified</i>	A call has been added or removed from the list of current calls.
onconnected connected	CallEvent	<i>To be specified</i>	A call has been connected.
connecting	CallEvent	<i>To be specified</i>	A call is about to connect.
delivered	SMSEvent	<i>To be specified</i>	An SMS has been successfully delivered.
dialing	CallEvent	<i>To be specified</i>	The number of a correspondent has been dialed.
disabled		 <i>Firefox OS specific</i>	Wifi has been disabled on the device.
disconnected	CallEvent	<i>To be specified</i>	A call has been disconnected.
disconnecting	CallEvent	<i>To be specified</i>	A call is about to disconnect.
enabled		 <i>Firefox OS specific</i>	Wifi has been enabled on the device.
error	CallEvent	<i>To be specified</i>	An error occurred.
held	CallEvent	<i>To be specified</i>	A call has been held.
holding	CallEvent	<i>To be specified</i>	A call is about to be held.
incoming	CallEvent	<i>To be specified</i>	A call is being received.

Event Name	Event Type	Specification	Fired when...
received	SMSEvent	To be specified	An SMS has been received.
resuming	CallEvent	To be specified	A call is about to resume.
sent	SMSEvent	To be specified	An SMS has been sent.
statechange	CallEvent	To be specified	The state of a call has changed.
statuschange		↗ Firefox OS specific	The status of the Wifi connection changed.
overflow	UIEvent	Mozilla specific	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 overflow != visible).
smartcard-insert		Mozilla specific	A <a href="#">smartcard</a> has been inserted.
smartcard-remove		Mozilla specific	A <a href="#">smartcard</a> has been removed.
stkcommand		Firefox OS specific	The STK Proactive Command is issued from ICC.
stksessionend		Firefox OS specific	The STK Session is terminated by ICC.
text		Mozilla Specific	A generic composition event occurred.
touchenter	TouchEvent	↗ Touch Events Removed	
touchleave	TouchEvent	↗ Touch Events Removed	
underflow	UIEvent	Mozilla specific	An element is no longer overflowed by its content (only works for elements styled with overflow != visible).
uploadprogress 📶	ProgressEvent	Mozilla Specific	Upload is in progress (see <a href="#">progress</a> ).
ussdreceived		Firefox OS specific	A new USSD message is received
voicechange		Firefox OS specific	The <a href="#">MozMobileConnection.voice</a> object changes values.

## Mozilla-specific events

**Note:** those events are never exposed to web content and can only be used in chrome content context.

## XUL events

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		XUL	A menu or menuitem is no longer hovered or highlighted.
popuphidden	PopupEvent	XUL	A menupopup, panel or tooltip has been hidden.
popuphiding	PopupEvent	XUL	A menupopup, panel or tooltip is about to be hidden.
popupshowing	PopupEvent	XUL	A menupopup, panel or tooltip is about to become visible.
popupshown	PopupEvent	XUL	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		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 specifc	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 meta element has been added to a document.
DOMMetaRemoved		Addons specific	A meta 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 <b>notification</b> element is shown.
AlertClose		Addons specific	A <b>notification</b> 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	<b>DOM fullscreen</b> 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".
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		devtools specific	The "Rules" view of the style inspector has been updated.
CssRuleViewChanged		devtools specific	The "Rules" view of the style inspector has been changed.
CssRuleViewCSSLinkClicked		devtools specific	A link to a CSS file has been clicked in the "Rules" view of the style inspector.

See also

- Event
- Event developer guide