

# OnElementDataChange

This event is triggered *after* an element's data entry is changed. Such changes can be made on the client or the server using `setElementData`.

## Parameters

`string theKey, var oldValue, var newValue`

- **theKey**: The name of the element data entry that has changed.
- **oldValue**: The old value of this entry before it changed. See `element data` for a list of possible datatypes.
- **newValue**: the new value of this entry after it changed. This will be equivalent to `getElementData(source, theKey)`.

## Global parameters

- **source**: The source of this event is the element whose element data changed.
- **client**: The client global variable is set to the client that called `setElementData`, or **nil** if it was called on the server.
- **sourceResource**: The resource which changed the element data - **nil**, if client synced data, **resource** element otherwise.

## Cancelling

This event cannot be cancelled using `cancelEvent`. To reverse the effect, use `setElementData` with the old value. See `Example`.