

Edmund

Edmund is an Event-Driven Model framework.

API Documentation

edmund.Edmund

init(maximumEventDepth : numeric, ignoreAsync : boolean) : any

Constructor for the framework.

The maximumEventDepth argument is currently not used. It defaults to 10.

The ignoreAsync argument indicates whether to fall back to synchronous event handling on servers that do not support threading (ignoreAsync=true) or whether to throw an exception (ignoreAsync=false). It defaults to false.

load(file : string) : any

new(name : string) : any

A convenience method for creating event objects.

register(eventName : string, listener : any, method : string, async : boolean) : void

dispatch(eventName : string) : any

dispatchEvent(event : edmund.framework.Event) : void

Application Lifecycle Events

Bean Factory Methods

XML Documentation