Triggers | WeWeb Documentation

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## Triggers ​

Triggers define when your workflows should execute, allowing you to create interactive applications that respond to user actions and system events. From a button click to a page load, triggers are your way to make things happen at the right moment.

## Element triggers ​

Element triggers activate when users interact with WeWeb elements:  
  
On focus : Fires when an element receives focus (e.g., clicking into an input field) On blur : Fires when an element loses focus (e.g., clicking away from an input field)

### Images

<https://docs.weweb.io/assets/triggers1.DBK8rVR5.png>

## Mouse events ​

Mouse-related triggers capture various pointer interactions:  
  
On click : Triggers when an element is clicked On double click : Activates upon two rapid successive clicks On right click : Fires when the right mouse button is clicked On mouse down : Triggers when a mouse button is pressed down On mouse up : Fires when a mouse button is released On mouse move : Activates when the mouse pointer moves On mouse enter : Fires when the pointer enters an element's bounds On mouse leave : Triggers when the pointer exits an element's bounds

### Images

<https://docs.weweb.io/assets/triggers2.BcJb-XNT.png>

## Touch events ​

Touch event triggers support mobile and touch-screen interactions:  
  
On touch start : Fires when a touch point is placed on the screen On touch move : Triggers when a touch point moves along the screen On touch end : Activates when a touch point is removed from the screen On touch cancel : Fires when a touch event is interrupted

### Images

<https://docs.weweb.io/assets/triggers3.D883X9YV.png>

## Other events ​

Additional triggers for broader interaction scenarios:  
On scroll : Activates when an element or the window is scrolled

### Images

<https://docs.weweb.io/assets/triggers4.D9_YOMPp.png>

## Lifecycle events ​

When you visit a webpage, your browser creates something called the DOM (Document Object Model). Think of the DOM as a live representation of your webpage - like a blueprint that shows how all elements (buttons, text, images) are organized and connected. Every time you interact with a webpage, you're actually interacting with its DOM.  
Every modern web browser includes Developer Tools (often called "Dev Tools") that let you inspect the DOM. The most common way to access it is:  
Right-click on any element of a webpage Select "Inspect" or "Inspect Element"  
This opens the browser's Dev Tools , usually showing you the "Elements" panel:  
  
WeWeb elements and components go through different stages from initialization to deletion in the DOM - this is called their lifecycle. Events related to component and element lifecycle:  
  
On created : Fires when an element is initialized in the DOM On mounted : Triggers after an element is placed and ready to use on the page Before unmount : Executes just before an element is removed from the page

### Images

<https://docs.weweb.io/assets/DOM.D3jJThMu.png>

<https://docs.weweb.io/assets/triggers5.-N-inshk.png>

## Page and app triggers ​

### Images

<https://docs.weweb.io/assets/triggers6.COlOKJxr.png>

## Lifecycle ​

On app load (before fetching collections) : The first trigger that fires when your app starts up. Happens before any data is loaded from your database, good for initial setup tasks. On app load : Happens after your app is completely ready and all data has been loaded. Everything is set up and ready to use. On page load (before fetching collections) : Fires when someone opens a page, but before that page's data is loaded. Good for page preparation tasks. On page load : Triggers when a page and all its data is fully loaded and ready. The page is now complete and usable. On page unload : Happens when someone leaves a page - whether going to another page or closing the tab. Good for saving changes or cleanup.

## Listeners ​

On page scroll : Triggers when page is scrolled On page resize : Fires when browser window is resized On keydown : Triggers when a keyboard key is pressed On keyup : Fires when a keyboard key is released

## On error ​

The On error workflow triggers when an error occurs at any step of the workflow execution. If any action/step in the workflow fails (e.g., an API call returns an error, or an action encounters an invalid value), the On error branch will execute.  
  
You can define specific actions under On error to:  
Notify users of the issue (e.g., display an error message). Log the error for debugging purposes. Retry the failed action or workflow step.

### Images

<https://docs.weweb.io/assets/triggers7.CbyZAH0V.png>

## On error vs on collection fetch error ​

The on collection fetch error trigger is a special trigger that fires whenever any collection in your application fails to fetch its data. So if you have multiple collections like:  
users collection products collection orders collection  
And you create a workflow starting with the on collection fetch error trigger, that workflow will run whenever any of these collections fails to fetch its data. This is different from the on error tab in a workflow which only handles errors within its specific workflow's actions.