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Technologies ▾

References & Guides ▾

Feedback ▾

Event reference

English ▾

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
`error`	A resource failed to load.
`abort`	The loading of a resource has been aborted.
`load`	A resource and its dependent resources have finished loading.
`beforeunload`	The window, the document and its resources are about to be unloaded.

Event Name	Fired When
unload	The document or a dependent resource is being unloaded.

Network events

Event Name	Fired When
online	The browser has gained access to the network.
offline	The browser has lost access to the network.

Focus events

Event Name	Fired When
focus	An element has received focus (does not bubble).
blur	An element has lost focus (does not bubble).

WebSocket events

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

Session History events

Event Name	Fired When

Event Name	Fired When
pagehide	A session history entry is being traversed from.
pageshow	A session history entry is being traversed to.
popstate	A session history entry is being navigated to (in certain cases).

CSS Animation events

Event Name	Fired When
animationstart	A CSS animation has started.
animationcancel	A CSS animation has aborted.
animationend	A CSS animation has completed.
animationiteration	A CSS animation is repeated.

CSS Transition events

Event Name	Fired When
transitionstart	A CSS transition has actually started (fired after any delay).
transitioncancel	A CSS transition has been cancelled.
transitionend	A CSS transition has completed.
transitionrun	A CSS transition has begun running (fired before any delay starts).

Form events

Event Name	Fired When
reset	The reset button is pressed
submit	The submit button is pressed

Printing events

Event Name	Fired When
beforeprint	The print dialog is opened
afterprint	The print dialog is closed

Text Composition events

Event Name	Fired When
compositionstart	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).
compositionupdate	A character is added to a passage of text being composed.
compositionend	The composition of a passage of text has been completed or canceled.

View events

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

Clipboard events

Event Name	Fired When
cut	The selection has been cut and copied to the clipboard

Event Name	Fired When
`copy`	The selection has been copied to the clipboard
`paste`	The item from the clipboard has been pasted

Keyboard events

Event Name	Fired When
`keydown`	ANY key is pressed
`keypress`	ANY key except Shift, Fn, CapsLock is in pressed position. (Fired continously.)
`keyup`	ANY key is released

Mouse events

Event Name	Fired When
`auxclick`	A pointing device button (ANY non-primary button) has been pressed and released on an element.
`click`	A pointing device button (ANY button; soon to be primary button only) has been pressed and released on an element.
`contextmenu`	The right button of the mouse is clicked (before the context menu is displayed).
`dblclick`	A pointing device button is clicked twice on an element.
`mousedown`	A pointing device button is pressed on an element.
`mouseenter`	A pointing device is moved onto the element that has the listener attached.
`mouseleave`	A pointing device is moved off the element that has the listener attached.
`mousemove`	A pointing device is moved over an element. (Fired continously as the mouse moves.)

Event Name	Fired When
`mouseover`	A pointing device is moved onto the element that has the listener attached or onto one of its children.
`mouseout`	A pointing device is moved off the element that has the listener attached or off one of its children.
`mouseup`	A pointing device button is released over an element.
`pointerlockchange`	The pointer was locked or released.
`pointerlockerror`	It was impossible to lock the pointer for technical reasons or because the permission was denied.
`select`	Some text is being selected.
`wheel`	A wheel button of a pointing device is rotated in any direction.

Drag & Drop events

Event Name	Fired When
`drag`	An element or text selection is being dragged (Fired continuously every 350ms).
`dragend`	A drag operation is being ended (by releasing a mouse button or hitting the escape key).
`dragenter`	A dragged element or text selection enters a valid drop target.
`dragstart`	The user starts dragging an element or text selection.
`dragleave`	A dragged element or text selection leaves a valid drop target.
`dragover`	An element or text selection is being dragged over a valid drop target. (Fired continuously every 350ms.)
`drop`	An element is dropped on a valid drop target.

Media events

Event Name	Fired When

Event Name	Fired When
audioprocess	The input buffer of a `ScriptProcessorNode` is ready to be processed.
canplay	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.
canplaythrough	The browser estimates it can play the media up to its end without stopping for content buffering.
complete	The rendering of an `OfflineAudioContext` is terminated.
durationchange	The `duration` attribute has been updated.
emptied	The media has become empty; for example, this event is sent if the media has already been loaded (or partially loaded), and the `load()` method is called to reload it.
ended	Playback has stopped because the end of the media was reached.
loadeddata	The first frame of the media has finished loading.
loadedmetadata	The metadata has been loaded.
pause	Playback has been paused.
play	Playback has begun.
playing	Playback is ready to start after having been paused or delayed due to lack of data.
ratechange	The playback rate has changed.
seeked	A *seek* operation completed.
seeking	A *seek* operation began.
stalled	The user agent is trying to fetch media data, but data is unexpectedly not forthcoming.
suspend	Media data loading has been suspended.
timeupdate	The time indicated by the `currentTime` attribute has been updated.
volumechange	The volume has changed.

Event Name	Fired When
`waiting`	Playback has stopped because of a temporary lack of data.

Progress events

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

Storage events

`change` (see Non-standard events)
`storage`

Update events

`checking`
`downloading`
`error`
`noupdate`
`obsolete`
`updateready`

Value change events

`broadcast`

`CheckboxStateChange`

`hashchange`

`input`

`RadioStateChange`

`readystatechange`

`ValueChange`

Uncategorized events

`invalid`

`message`

`message`

`open`

`show`

Less common and non-standard events

Abortable Fetch events

Event name	Fired when
`abort`	A DOM request is aborted, i.e. using `AbortController.abort()`.

WebVR events

Event name	Fired when
`vrdisplayactivate`	When a VR display is able to be presented to, for example if an HMD has been moved to bring it out of standby, or woken up by being put on.

vrdisplayblur	when presentation to a `VRDisplay` has been paused for some reason by the browser, OS, or VR hardware — for example, while the user is interacting with a system menu or browser, to prevent tracking or loss of experience.
vrdisplayconnect	when a compatible `VRDisplay` is connected to the computer.
vrdisplaydeactivate	When a `VRDisplay` can no longer be presented to, for example if an HMD has gone into standby or sleep mode due to a period of inactivity.
vrdisplaydisconnect	When a compatible `VRDisplay` is disconnected from the computer.
vrdisplayfocus	When presentation to a `VRDisplay` has resumed after being blurred.
vrdisplaypresentchange	The presenting state of a `VRDisplay` changes — i.e. goes from presenting to not presenting, or vice versa.

SVG events

`SVGAbort`
`SVGError`
`SVGLoad`
`SVGResize`
`SVGScroll`
`SVGUnload`
`SVGZoom`

Database events

`abort`
`blocked`
`complete`
`error`
`success`

`upgradeneeded`

`versionchange`

Script events

`afterscriptexecute`

`beforescriptexecute`

Menu events

`DOMMenuItemActive`

`DOMMenuItemInactive`

Window events

`close`

Popup events

`popuphidden`

`popuphiding`

`popupshowing`

`popupshown`

Tab events

`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

devicemotion

deviceorientation

orientationchange

Smartcard events

icccardlockerror

iccinfochange

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

mozbrowsertitlechange

DOM mutation events

DOMAttributeNameChanged

DOMAttrModified

DOMCharacterDataModified

DOMContentLoaded

DOMElementNameChanged

DOMNodeInserted

DOMNodeInsertedIntoDocument

DOMNodeRemoved

DOMNodeRemovedFromDocument

DOMSubtreeModified

Touch events

`touchcancel`

`touchend`

`touchmove`

`touchstart`

Pointer events

`pointerover`

`pointerenter`

`pointerdown`

`pointermove`

`pointerup`

`pointercancel`

`pointerout`

`pointerleave`

`gotpointercapture`

`lostpointercapture`

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
`abort`	`UIEvent`	DOM L3
`abort`	`ProgressEvent`	Progress and XMLHttpRequest
`abort`	`Event`	IndexedDB

Event Name	Event Type	Specification
afterprint	Event	HTML5
animationcancel	AnimationEvent 🧪	CSS Animations
animationend	AnimationEvent 🧪	CSS Animations
animationiteration	AnimationEvent 🧪	CSS Animations
animationstart	AnimationEvent 🧪	CSS Animations
appinstalled	Event	Web App Manifest
audioprocess	AudioProcessingEvent 👎	Web Audio API The definition of 'audiopr in that specification.
audioend 🧪	Event	Web Speech API
audiostart 🧪	Event	Web Speech API
beforeprint	Event	HTML5
beforeunload	BeforeUnloadEvent	HTML5
beginEvent	TimeEvent	SVG
blocked		IndexedDB
blur	FocusEvent 🧪	DOM L3
boundary 🧪	SpeechSynthesisEvent	Web Speech API
canplay	Event	HTML5 media

Event Name	Event Type	Specification
canplaythrough	Event	HTML5 media
change	Event	DOM L2, HTML5
chargingchange	Event	Battery status
chargingtimechange	Event	Battery status
click	MouseEvent	DOM L3
close	Event	WebSocket
complete		IndexedDB
complete	OfflineAudioCompletionEvent 👎	Web Audio API The definition of 'OfflineAudioCompletionE in that specification.
compositionend	CompositionEvent	DOM L3
compositionstart	CompositionEvent	DOM L3
compositionupdate	CompositionEvent	DOM L3
contextmenu	MouseEvent	HTML5
copy	ClipboardEvent ⚗	Clipboard
cut	ClipboardEvent ⚗	Clipboard
dblclick	MouseEvent	DOM L3

Event Name	Event Type	Specification
`devicechange`	`Event`	Media Capture and Streams
`devicemotion`	`DeviceMotionEvent` 🔬	Device Orientation E
`deviceorientation`	`DeviceOrientationEvent` 🔬	Device Orientation E
`dischargingtimechange`	`Event`	Battery status
`DOMActivate` 👎	`UIEvent`	DOM L3
`DOMAttributeNameChanged` 👎	`MutationNameEvent`	DOM L3 Removed
`DOMAttrModified` 👎	`MutationEvent`	DOM L3
`DOMCharacterDataModified` 👎	`MutationEvent`	DOM L3
`DOMContentLoaded`	`Event`	HTML5
`DOMElementNameChanged` 👎	`MutationNameEvent`	DOM L3 Removed
`DOMFocusIn` 👎	`FocusEvent` 🔬	DOM L3
`DOMFocusOut` 👎	`FocusEvent` 🔬	DOM L3
`DOMNodeInserted` 👎	`MutationEvent`	DOM L3
`DOMNodeInsertedIntoDocument` 👎	`MutationEvent`	DOM L3
`DOMNodeRemoved` 👎	`MutationEvent`	DOM L3

Event Name	Event Type	Specification
`DOMNodeRemovedFromDocument` 👎	`MutationEvent`	DOM L3
`DOMSubtreeModified` 👎	`MutationEvent`	DOM L3
`drag`	`DragEvent`	HTML5
`dragend`	`DragEvent`	HTML5
`dragenter`	`DragEvent`	HTML5
`dragleave`	`DragEvent`	HTML5
`dragover`	`DragEvent`	HTML5
`dragstart`	`DragEvent`	HTML5
`drop`	`DragEvent`	HTML5
`durationchange`	`Event`	HTML5 media
`emptied`	`Event`	HTML5 media
`end` 🧪	`Event`	Web Speech API
`end` 🧪	`SpeechSynthesisEvent`	Web Speech API
`ended`	`Event`	HTML5 media
`ended`	`Event`	Web Audio API
`endEvent`	`TimeEvent`	SVG
`error`	`UIEvent`	DOM L3

Event Name	Event Type	Specification
`error`	`ProgressEvent`	Progress and XMLHttpRequest
`error`	`Event`	WebSocket
`error`	`Event`	Server Sent Events
`error`	`Event`	IndexedDB
`error` 🧪	`Event`	Web Speech API
`error`	`SpeechSynthesisErrorEvent`	Web Speech API
`focus`	`FocusEvent` 🧪	DOM L3
`focusin`	`FocusEvent` 🧪	DOM L3
`focusout`	`FocusEvent` 🧪	DOM L3
`fullscreenchange`	`Event`	Full Screen
`fullscreenerror`	`Event`	Full Screen
`gamepadconnected`	`GamepadEvent` 🧪	Gamepad
`gamepaddisconnected`	`GamepadEvent` 🧪	Gamepad
`gotpointercapture`	`PointerEvent`	Pointer Events
`hashchange`	`HashChangeEvent`	HTML5
`lostpointercapture`	`PointerEvent`	Pointer Events
`input`	`Event`	HTML5
`invalid`	`Event`	HTML5

Event Name	Event Type	Specification
`keydown`	`KeyboardEvent`	DOM L3
`keypress` 👎	`KeyboardEvent`	DOM L3
`keyup`	`KeyboardEvent`	DOM L3
`languagechange` ⚗	`Event`	HTML 5.1 The definition of 'NavigatorLanguage.lang in that specification.
`levelchange`	`Event`	Battery status
`load`	`UIEvent`	DOM L3
`load`	`ProgressEvent`	Progress and XMLHttpRequest
`loadeddata`	`Event`	HTML5 media
`loadedmetadata`	`Event`	HTML5 media
`loadend`	`ProgressEvent`	Progress and XMLHttpRequest
`loadstart`	`ProgressEvent`	Progress and XMLHttpRequest
`mark` ⚗	`SpeechSynthesisEvent`	Web Speech API
`message`	`MessageEvent`	WebSocket
`message`	`MessageEvent`	Web Workers
`message`	`MessageEvent`	Web Messaging
`message`	`MessageEvent`	Server Sent Events

Event Name	Event Type	Specification
messageerror	MessageEvent	MessagePort, Web Workers, Broadcast Channel, Window
message 🧪	ServiceWorkerMessageEvent or ExtendableMessageEvent, depending on context.	Service Workers
mousedown	MouseEvent	DOM L3
mouseenter	MouseEvent	DOM L3
mouseleave	MouseEvent	DOM L3
mousemove	MouseEvent	DOM L3
mouseout	MouseEvent	DOM L3
mouseover	MouseEvent	DOM L3
mouseup	MouseEvent	DOM L3
nomatch 🧪	SpeechRecognitionEvent	Web Speech API
notificationclick	NotificationEvent 🧪	Notifications API The definition of 'onnotificationclick' in that specification.
offline	Event	HTML5 offline
online	Event	HTML5 offline
open	Event	WebSocket
open	Event	Server Sent Events

Event Name	Event Type	Specification
orientationchange	Event	Screen Orientation
pagehide	PageTransitionEvent	HTML5
pageshow	PageTransitionEvent	HTML5
paste	ClipboardEvent 🧪	Clipboard
pause	Event	HTML5 media
pause 🧪	SpeechSynthesisEvent	Web Speech API
pointercancel	PointerEvent	Pointer Events
pointerdown	PointerEvent	Pointer Events
pointerenter	PointerEvent	Pointer Events
pointerleave	PointerEvent	Pointer Events
pointerlockchange	Event	Pointer Lock
pointerlockerror	Event	Pointer Lock
pointermove	PointerEvent	Pointer Events
pointerout	PointerEvent	Pointer Events
pointerover	PointerEvent	Pointer Events
pointerup	PointerEvent	Pointer Events
play	Event	HTML5 media
playing	Event	HTML5 media
popstate	PopStateEvent	HTML5

Event Name	Event Type	Specification
`progress`	`ProgressEvent`	Progress and XMLHttpRequest
`push`	`PushEvent` 🧪	Push API
`pushsubscriptionchange`	`PushEvent` 🧪	Push API
`ratechange`	`Event`	HTML5 media
`readystatechange`	`Event`	HTML5 and XMLHttpRequest
`repeatEvent`	`TimeEvent`	SVG
`reset`	`Event`	DOM L2, HTML5
`resize`	`UIEvent`	DOM L3
`resourcetimingbufferfull`	`Performance`	Resource Timing
`result` 🧪	`SpeechRecognitionEvent` 🧪	Web Speech API
`resume` 🧪	`SpeechSynthesisEvent` 🧪	Web Speech API
`scroll`	`UIEvent`	DOM L3
`seeked`	`Event`	HTML5 media
`seeking`	`Event`	HTML5 media
`select`	`UIEvent`	DOM L3
`selectstart` 🧪	`Event`	Selection API
`selectionchange` 🧪	`Event`	Selection API
`show`	`MouseEvent`	HTML5
`slotchange`	`Event`	DOM

Event Name	Event Type	Specification
soundend 🧪	`Event`	Web Speech API
soundstart 🧪	`Event`	Web Speech API
speechend 🧪	`Event`	Web Speech API
speechstart 🧪	`Event`	Web Speech API
stalled	`Event`	HTML5 media
start 🧪	`Event`	Web Speech API
start	`SpeechSynthesisEvent`	Web Speech API
storage	`StorageEvent`	Web Storage
submit	`Event`	DOM L2, HTML5
success	`Event`	IndexedDB
suspend	`Event`	HTML5 media
SVGAbort	`SVGEvent`	SVG
SVGError	`SVGEvent`	SVG
SVGLoad	`SVGEvent`	SVG
SVGResize	`SVGEvent`	SVG
SVGScroll	`SVGEvent`	SVG
SVGUnload	`SVGEvent`	SVG

Event Name	Event Type	Specification
SVGZoom	SVGZoomEvent	SVG
timeout	ProgressEvent	XMLHttpRequest
timeupdate	Event	HTML5 media
touchcancel	TouchEvent	Touch Events
touchend	TouchEvent	Touch Events
touchmove	TouchEvent	Touch Events
touchstart	TouchEvent	Touch Events
transitionend	TransitionEvent ⚗	CSS Transitions
unload	UIEvent	DOM L3
upgradeneeded		IndexedDB
userproximity	UserProximityEvent ⚗	Proximity Sensor
voiceschanged ⚗	Event	Web Speech API
versionchange		IndexedDB
visibilitychange	Event	Page visibility
volumechange	Event	HTML5 media
waiting	Event	HTML5 media
wheel	WheelEvent	DOM L3

Non-standard events

Event Name	Event Type	Specification
afterscriptexecute	Event	*Mozilla Specific*
beforescriptexecute	Event	*Mozilla Specific*
beforeinstallprompt	Event	*Chrome specific*
cardstatechange		*Firefox OS specific*
change	DeviceStorageChangeEvent	*Firefox OS specific*
connectionInfoUpdate		*Firefox OS specific*
cfstatechange		*Firefox OS specific*
datachange		*Firefox OS specific*
dataerror		*Firefox OS specific*
DOMMouseScroll 👎		*Mozilla specific*
dragdrop 👎	DragEvent	*Mozilla specific*

Event Name	Event Type	Specificatic
dragexit 👎	DragEvent	*Mozilla specific*
draggesture 👎	DragEvent	*Mozilla specific*
icccardlockerror		*Firefox OS specific*
iccinfochange		*Firefox OS specific*
localized		*Mozilla Specific*
mousewheel 👎		*IE invented*
MozAudioAvailable	Event	*Mozilla specific*
MozBeforeResize 🗑		*Mozilla specific*
mozbrowseractivitydone		*Firefox OS Browser API-specifi*
mozbrowserasyncscroll		*Firefox OS Browser API-specifi*
mozbrowseraudioplaybackchange		*Firefox OS Browser API-specifi*
mozbrowsercaretstatechanged		*Firefox OS Browser API-specifi*

Event Name	Event Type	Specification
`mozbrowserclose`		*Firefox OS Browser API*-specific
`mozbrowsercontextmenu`		*Firefox OS Browser API*-specific
`mozbrowserdocumentfirstpaint`		*Firefox OS Browser API*-specific
`mozbrowsererror`		*Firefox OS Browser API*-specific
`mozbrowserfindchange`		*Firefox OS Browser API*-specific
`mozbrowserfirstpaint`		*Firefox OS Browser API*-specific
`mozbrowsericonchange`		*Firefox OS Browser API*-specific
`mozbrowserlocationchange`		*Firefox OS Browser API*-specific
`mozbrowserloadend`		*Firefox OS Browser API*-specific
`mozbrowserloadstart`		*Firefox OS Browser API*-specific

Event Name	Event Type	Specificatio
`mozbrowsermanifestchange`		*Firefox OS Browser API*-specifi
`mozbrowsermetachange`		*Firefox OS Browser API*-specifi
`mozbrowseropensearch`		*Firefox OS Browser API*-specifi
`mozbrowseropentab`		*Firefox OS Browser API*-specifi
`mozbrowseropenwindow`		*Firefox OS Browser API*-specifi
`mozbrowserresize`		*Firefox OS Browser API*-specifi
`mozbrowserscroll`		*Firefox OS Browser API*-specifi
`mozbrowserscrollareachanged`		*Firefox OS Browser API*-specifi
`mozbrowserscrollviewchange`		*Firefox OS Browser API*-specifi
`mozbrowsersecuritychange`		*Firefox OS Browser API*-specifi

Event Name	Event Type	Specificatio
`mozbrowserselectionstatechanged`		*Firefox OS Browser API-specifi*
`mozbrowsershowmodalprompt`		*Firefox OS Browser API-specifi*
`mozbrowsertitlechange`		*Firefox OS Browser API-specifi*
`mozbrowserusernameandpasswordrequired`		*Firefox OS Browser API-specifi*
`mozbrowservisibilitychange`		*Firefox OS Browser API-specifi*
`MozGamepadButtonDown`		*To be specified*
`MozGamepadButtonUp`		*To be specified*
`MozMousePixelScroll` 👎		*Mozilla specific*
`MozOrientation` 👎		*Mozilla specific*
`MozScrolledAreaChanged`	`UIEvent`	*Mozilla specific*
`moztimechange`		*Mozilla specific*
MozTouchDown 👎		*Mozilla specific*

Event Name	Event Type	Specificatic
MozTouchMove 👎		*Mozilla specific*
MozTouchUp 👎		*Mozilla specific*
`alerting`	`CallEvent`	*To be specified*
`busy`	`CallEvent`	*To be specified*
`callschanged`	`CallEvent`	*To be specified*
onconnected `connected`	`CallEvent`	*To be specified*
`connecting`	`CallEvent`	*To be specified*
`delivered`	`SMSEvent`	*To be specified*
`dialing`	`CallEvent`	*To be specified*
`disabled`		*Firefox OS specific*
`disconnected`	`CallEvent`	*To be specified*
`disconnecting`	`CallEvent`	*To be specified*
`enabled`		*Firefox OS specific*
`error`	`CallEvent`	*To be specified*
Event Name	**Event Type**	**Specificatic**

Event Name	Event Type	Specificatio
held	CallEvent	*To be specified*
holding	CallEvent	*To be specified*
incoming	CallEvent	*To be specified*
received	SMSEvent	*To be specified*
resuming	CallEvent	*To be specified*
sent	SMSEvent	*To be specified*
statechange	CallEvent	*To be specified*
statuschange		*Firefox OS specific*
overflow	UIEvent	*Mozilla specific*
smartcard-insert		*Mozilla specific*
smartcard-remove		*Mozilla specific*
stkcommand		*Firefox OS specific*
stksessionend		*Firefox OS specific*
Event Name	Event Type	Specificatio

Event Name	Event Type	Specificatic
`touchenter`	`TouchEvent`	Touch Events Removed
`touchleave`	`TouchEvent`	Touch Events Removed
`underflow`	`UIEvent`	*Mozilla specific*
`uploadprogress` 🖓	`ProgressEvent`	*Mozilla Specific*
`ussdreceived`		*Firefox OS specific*
`voicechange`		*Firefox OS specific*
`msContentZoom`		*Microsoft specific*
`MSManipulationStateChanged`		*Microsoft specific*
`MSPointerHover` 🖓		*Microsoft specific*

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).

Event Name	Event Type	Specification	Fired when...
`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).

Event Name	Event Type	Specification	Fired when...
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 specifc*	A link has been added a document.
DOMLinkRemoved		*Addons specifc*	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).

Event Name	Event Type	Specification	Fired when...
AlertActive		*Addons specific*	A `notification` element is shown.
AlertClose		*Addons specific*	A `notification` 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*	DOM fullscreen 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.

Event Name	Event Type	Specification	Fired when...
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

🕐 **Last modified:** Jan 25, 2020, by MDN contributors

Most common categories

Less common and non-standard events

Standard events

Non-standard events

Mozilla-specific events

See also

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