events_construct : ► BEFORE CONSTRUCT [commands] AFTER CONSTRUCT [commands] <field name> BEFORE FIELD <field name> ▶ [commands] BEFORE FIELD <field name> <field name> AFTER FIELD [commands] ► <field name> ON CHANGE <field name> ▶ [commands] → <integer value> ► SECOND <integer value> SECONDS ON **→** IDLE [commands] MINUTE <integer value> MINUTES HOUR <integer value> → HOURS ★ <integer value> ► SECOND <integer value> SECONDS ON INTERVAL [commands] MINUTE <integer value> ► MINUTES ► HOUR <integer value> HOURS ► ACTION → identifier [commands] ON ON KEY <key> [commands] <key> ON ANY KEY [commands]