events_construct : BEFORE CONSTRUCT [commands] AFTER CONSTRUCT ommands] ◆ <field name> ▶ BEFORE FIELD <field name> ▶ [commands] ▶ BEFORE FIELD ► <field name> AFTER FIELD <field name> [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 **H**OUR <integer value> HOURS ON ACTION identifier [commands] → ACTION identifier KEY [commands] <key> <key> ON KEY [commands] <key> <key> ON ANY KEY [commands]