



**Wide Studio
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A Class References

1 WSCballoonHelp

1.1 Class

WSCballoonHelp

↳TRIGGER↳ The class: WSCballoonHelp has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

1.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

2 WSCbase

2.1 Class

WSCbase

*i*TRIGGER*i* The class: WSCbase has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE

2.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

3 WSCbaseDialog

3.1 Class

WSCbaseDialog

TRIGGER_i The class: WSCbaseDialog has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

3.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

4 WSCbaseList

¡METHOD2¡ ¡END-DOC2¡

5 WSCcheckGroup

5.1 Class

WSCcheckGroup

¡TRIGGER¡ The class: WSCcheckGroup has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

5.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice

6 WSCcolorSet

¡METHOD2¡ ¡END-DOC2¡

7 WSCcomboBox

7.1 Class

WSCcomboBox

¡TRIGGER¡ The class: WSCcomboBox has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

7.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

8 WSCconductor

¡METHOD2¡ ¡END-DOC2¡

9 WSCdialog

9.1 Class

WSCdialog

¡TRIGGER¡ The class: WSCdialog has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS-CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE-CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE-CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE-IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE-OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE-PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE-RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE-MOVE

9.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.
Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.
Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**
- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

10 WSCdirTree

10.1 Class

WSCdirTree

↳TRIGGER↳ The class: WSCdirTree has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

10.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**
- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**

11 WSCfform

11.1 Class

WSCfform

;TRIGGER; The class: WSCfform has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

11.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

12 WSCfileSelect

12.1 Class

WSCfileSelect

¡TRIGGER¡ The class: WSCfileSelect has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

12.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

13 WSCfontSet

¡METHOD2¡ ¡END-DOC2¡

14 WSCform

14.1 Class

WSCform

¡TRIGGER¡ The class: WSCform has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

14.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

15 WSCgrid

15.1 Class

WSCgrid

TRIGGER: The class: WSCgrid has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

15.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

16 WSchorzForm

16.1 Class

WSchorzForm

TRIGGER_i The class: WSchorzForm has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

16.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

17 WSCimageSet

¡METHOD2¿ ¡END-DOC2¿

18 WSCindexData

¡METHOD2¿ ¡END-DOC2¿

19 WSCindexForm

19.1 Class

WSCindexForm

¡TRIGGER¿ The class: WSCindexForm has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

19.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_RESIZE (When the instance is resized.)
Function It occurs when the instance is resized.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice

20 WSCindexVariantData

¡METHOD2¡ ¡END-DOC2¡

21 WSCinputDialog

21.1 Class

WSCinputDialog

¡TRIGGER¡ The class: WSCinputDialog has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

21.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

22 WSClass

22.1 Class

WSClass

TRIGGER: The class: WSClass has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

22.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_VALUE_CH (When the value is changed.)
 - Function** It occurs when the value is changed.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice
- WSEV_KEY_PRESS (When the keyboard is pressed.)

Function It occurs when the instance has the keyboard focus and the keyboard is pressed.
Notice
- WSEV_KEY_RELEASE (When the keyboard is released.)

Function It occurs when the instance has the focus and the keyboard is released.
Notice

23 WSClistData

¡METHOD2¡ ¡END-DOC2¡

24 WSClocaleSet

¡METHOD2¡ ¡END-DOC2¡

25 WSCmainWindow

25.1 Class

WSCmainWindow

¡TRIGGER¡ The class: WSCmainWindow has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

25.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

26 WSCmenuArea

26.1 Class

WSCmenuArea

¡TRIGGER¿ The class: WSCmenuArea has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

26.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE-CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE-CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

27 WSCmessageDialog

27.1 Class

WSCmessageDialog

\downarrow TRIGGER \downarrow The class: WSCmessageDialog has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

27.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

28 WSCngbase

28.1 Class

WSCngbase

TRIGGER_i The class: WSCngbase has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

28.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.
Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.
Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.
Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.
Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.

Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

29 WSCnwbases

29.1 Class

WSCnwbases

TRIGGER: The class: WSCnwbases has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

29.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

30 WSCoption

30.1 Class

WSCoption

TRIGGER. The class: WSCoption has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT

30.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

31 WSCpopupMenu

31.1 Class

WSCpopupMenu

TRIGGER_i The class: WSCpopupMenu has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

31.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

32 WSCprform

32.1 Class

WSCprform

¡TRIGGER¡ The class: WSCprform has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

32.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of `user` .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

33 WSCj3wform

33.1 Class

WSCj3wform

!TRIGGER! The class: WSCj3wform has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT-VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

33.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

34 WSCopenglForm

34.1 Class

WSCopenglForm

¡TRIGGER¿

34.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

35 WSCvssocket

35.1 Class

WSCvssocket

TRIGGER_i The class: WSCvssocket has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

35.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
Function It occurs when the WSNvis property is changed.
Notice
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice
- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice

36 WSCvcsocket

36.1 Class

WSCvcsocket

¡TRIGGER¡ The class: WSCvcsocket has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

36.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

37 WSCvudpsocket

37.1 Class

WSCvudpsocket

!TRIGGER! The class: WSCvudpsocket has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

37.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

38 WSCvremoteServer

38.1 Class

WSCvremoteServer

TRIGGER. The class: WSCvremoteServer has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

38.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

39 WSCvremoteClient

39.1 Class

WSCvremoteClient

!TRIGGER_i The class: WSCvremoteClient has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE-CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE-CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE-IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE-OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

39.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_VISIBLE-CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

40 WSCvdb

40.1 Class

WSCvdb

TRIGGER_i The class: WSCvdb has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

40.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.

Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

41 WSCvodb

41.1 Class

WSCvodb
 ;TRIGGER_i

41.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

42 WSCprocedure

¡METHOD2¡ ¡END-DOC2¡

43 WSCpulldownMenu

43.1 Class

WSCpulldownMenu

¡TRIGGER¡ The class: WSCpulldownMenu has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE.CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT-VISIBLE.CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE.IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE.OUT

43.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.
Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.
Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.
Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

44 WScpulldownMenuPopup

44.1 Class

WScpulldownMenuPopup

TRIGGER_i The class: WScpulldownMenuPopup has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

44.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

45 WSCradioGroup

45.1 Class

WSCradioGroup

¡TRIGGER¿ The class: WSCradioGroup has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

45.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice
- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_RESIZE (When the instance is resized.)
Function It occurs when the instance is resized.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice

46 WSCscrForm

46.1 Class

WSCscrForm

¡TRIGGER¡ The class: WSCscrForm has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

46.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

47 WSCscrFrame

47.1 Class

WSCscrFrame

↳TRIGGER↳ The class: WSCscrFrame has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE.CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT.VISIBLE.CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE.IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE.OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE.PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE.RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE.MOVE

47.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.

Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

48 WSCsform

48.1 Class

WSCsform

¡TRIGGER¿ The class: WSCsform has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

48.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

49 WSCstring

¡METHOD2¿ ¡END-DOC2¿

50 WSCtextField

50.1 Class

WSCtextField

¡TRIGGER¿ The class: WSCtextField has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE
KEY-HOOK	When replace the key event occurred.	WSEV_KEY_HOOK

50.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**
- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**
- WSEV_KEY_HOOK (When replace the key event occurred.)
 - Function** You can replace the key event before the instance cache it.
 - Notice**

51 WSCtform

51.1 Class

WSCtform

↳TRIGGER_i The class: WSCtform has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

51.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

52 WSCtreeList

52.1 Class

WSCtreeList

TRIGGER_i The class: WSCtreeList has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

52.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_VALUE_CH (When the value is changed.)
 - Function** It occurs when the value is changed.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**
- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**

53 WSCvarc

53.1 Class

WSCvarc

¡TRIGGER! The class: WSCvarc has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE

53.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occur by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.
Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.
Notice

54 WSCvariant

¡METHOD2¡ ¡END-DOC2¡

55 WSCvarrow

55.1 Class

WSCvarrow

¡TRIGGER¡ The class: WSCvarrow has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

55.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
Function It occurs when the instance is activated.
Notice
- WSEV_FOCUS_CH (When the focus status is changed.)
Function It occurs when the instance gets or loses the keyboard focus.
Notice
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
Function It occurs when the WSNvis property is changed.
Notice
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice
- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice
- WSEV_KEY_PRESS (When the keyboard is pressed.)
Function It occurs when the instance has the keyboard focus and the keyboard is pressed.
Notice

- WSEV_KEY_RELEASE (When the keyboard is released.)

Function It occurs when the instance has the focus and the keyboard is released.

Notice

56 WSCvballoonHelp

56.1 Class

WSCvballoonHelp

¡TRIGGER¿ The class: WSCvballoonHelp has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

56.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

57 WSCvbarGraph

57.1 Class

WSCvbarGraph

TRIGGER The class: WSCvbarGraph has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

57.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.

Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

58 WSCvbtn

58.1 Class

WSCvbtn

`TRIGGERi` The class: WSCvbtn has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

58.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE-CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice
- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice
- WSEV_KEY_PRESS (When the keyboard is pressed.)
Function It occurs when the instance has the keyboard focus and the keyboard is pressed.
Notice
- WSEV_KEY_RELEASE (When the keyboard is released.)
Function It occurs when the instance has the focus and the keyboard is released.
Notice

59 WSCvclock

59.1 Class

WSCvclock

¡TRIGGER¡ The class: WSCvclock has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

59.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE-CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE-CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

60 WSCvdrawingArea

60.1 Class

WSCvdrawingArea

TRIGGER_i The class: WSCvdrawingArea has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE-CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE-CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE-IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE-OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

60.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_VISIBLE-CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice
- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice

61 WSCverbList

61.1 Class

WSCverbList

¡TRIGGER¿ The class: WSCverbList has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

61.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**
- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**

62 WSCvertForm

62.1 Class

WSCvertForm

;`TRIGGER`_{*i*} The class: WSCvertForm has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

62.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

63 WSCvfbtn

63.1 Class

WSCvfbtn

TRIGGER_i The class: WSCvfbtn has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

63.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**
- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**

64 WSCvgraphMatrix

64.1 Class

WSCvgraphMatrix

TRIGGER_i The class: WSCvgraphMatrix has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE-CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE-CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE-IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE-OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE-PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE-RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE-MOVE

64.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_VISIBLE-CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

65 WSCvgraphScale

65.1 Class

WSCvgraphScale

TRIGGER_i The class: WSCvgraphScale has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

65.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.

Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.

Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.

Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

66 WSCvifield

66.1 Class

WSCvifield

TRIGGER_i The class: WSCvifield has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE
KEY-HOOK	When replace the key event occurred.	WSEV_KEY_HOOK

66.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
Function It occurs when the WSNvis property is changed.
Notice
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice
- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice
- WSEV_KEY_PRESS (When the keyboard is pressed.)
Function It occurs when the instance has the keyboard focus and the keyboard is pressed.
Notice
- WSEV_KEY_RELEASE (When the keyboard is released.)
Function It occurs when the instance has the focus and the keyboard is released.
Notice
- WSEV_KEY_HOOK (When replace the key event occurred.)
Function You can replace the key event before the instance cache it.
Notice

67 WSCvklabel

67.1 Class

WSCvklabel

`TRIGGERi` The class: WSCvklabel has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE
KEY-HOOK	When replace the key event occurred.	WSEV_KEY_HOOK

67.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
Function It occurs when the WSNvis property is changed.
Notice
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice
- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice
- WSEV_KEY_PRESS (When the keyboard is pressed.)
Function It occurs when the instance has the keyboard focus and the keyboard is pressed.
Notice
- WSEV_KEY_RELEASE (When the keyboard is released.)
Function It occurs when the instance has the focus and the keyboard is released.
Notice
- WSEV_KEY_HOOK (When replace the key event occurred.)
Function You can replace the key event before the instance cache it.
Notice

68 WSCvlabel

68.1 Class

WSCvlabel

TRIGGER_i The class: WSCvlabel has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area.	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

68.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

69 WSCvline

69.1 Class

WSCvline

!TRIGGER! The class: WSCvline has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE-CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT-VISIBLE-CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE

69.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occur by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_VISIBLE-CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

70 WSCvlineGraph

70.1 Class

WSCvlineGraph

TRIGGER_i The class: WSCvlineGraph has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

70.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

71 WSCvimeter

71.1 Class

WSCvimeter

TRIGGER The class: WSCvimeter has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE

71.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

72 WSCvmifield

72.1 Class

WSCvmifield

TRIGGER_i The class: WSCvmifield has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE
KEY-HOOK	When replace the key event occurred.	WSEV_KEY_HOOK

72.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_VALUE_CH (When the value is changed.)
 - Function** It occurs when the value is changed.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.

Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice
- WSEV_KEY_PRESS (When the keyboard is pressed.)

Function It occurs when the instance has the keyboard focus and the keyboard is pressed.

Notice
- WSEV_KEY_RELEASE (When the keyboard is released.)

Function It occurs when the instance has the focus and the keyboard is released.

Notice
- WSEV_KEY_HOOK (When replace the key event occurred.)

Function You can replace the key event before the instance cache it.

Notice

73 WSCvpifield

73.1 Class

WSCvpifield

TRIGGER: The class: WSCvpifield has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE
KEY-HOOK	When replace the key event occurred.	WSEV_KEY_HOOK

73.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_VALUE_CH (When the value is changed.)
 - Function** It occurs when the value is changed.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**
- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**
- WSEV_KEY_HOOK (When replace the key event occurred.)
 - Function** You can replace the key event before the instance cache it.
 - Notice**

74 WSCvpoly

74.1 Class

WSCvpoly

TRIGGER_i The class: WSCvpoly has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE

74.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

75 WSCvpolyAttr

75.1 Class

WSCvpolyAttr

TRIGGER_i The class: WSCvpolyAttr has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE

75.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

76 WSCvradio

76.1 Class

WSCvradio

¡TRIGGER¿ The class: WSCvradio has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

76.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**
- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**

77 WSCvrect

77.1 Class

WSCvrect

↳TRIGGER↳ The class: WSCvrect has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE

77.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

78 WSCvscrBar

78.1 Class

WSCvscrBar

;`TRIGGER`; The class: WSCvscrBar has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT

78.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VALUE_CH (When the value is changed.)

Function It occurs when the value is changed.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

79 WSCvslider

79.1 Class

WSCvslider

¡TRIGGER! The class: WSCvslider has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT

79.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**
- WSEV_VALUE_CH (When the value is changed.)
 - Function** It occurs when the value is changed.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

80 WSCvspace

80.1 Class

WSCvspace

TRIGGER_i The class: WSCvspace has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

80.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_EXPOSE (When the instance is exposed.)
 - Function** It occurs when the instance is exposed and needs painting the exposed area.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

81 WSCvtimer

81.1 Class

WSCvtimer

↳TRIGGER↳ The class: WSCvtimer has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE-CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT-VISIBLE-CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE-IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE-OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE-PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE-RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE-MOVE

81.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_VISIBLE-CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT-VISIBLE-CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_EXPOSE (When the instance is exposed.)

Function It occurs when the instance is exposed and needs painting the exposed area.

Notice

- WSEV_MOUSE-IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.

Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

82 WSCvtoggle

82.1 Class

WSCvtoggle

Trigger: The class: WSCvtoggle has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
VALUE-CH	When the value is changed.	WSEV_VALUE_CH
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
EXPOSE	When the instance is exposed.	WSEV_EXPOSE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE
KEY-PRESS	When the keyboard is pressed.	WSEV_KEY_PRESS
KEY-RELEASE	When the keyboard is released.	WSEV_KEY_RELEASE

82.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
Function It occurs when the instance is deleted.
Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_VALUE_CH (When the value is changed.)
Function It occurs when the value is changed.
Notice

- WSEV_FOCUS_CH (When the focus status is changed.)
Function It occurs when the instance gets or loses the keyboard focus.
Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
Function It occurs when the WSNvis property is changed.
Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
Function It occurs when the WSNvis property of the parent instance is changed.
Notice

- WSEV_EXPOSE (When the instance is exposed.)
Function It occurs when the instance is exposed and needs painting the exposed area.
Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
Function It occurs when the mouse pointer comes into the area.
Notice

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
Function It occurs when the mouse pointer goes out of the area.
Notice

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
Function It occurs when the mouse pointer is pressed.
Notice

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
Function It occurs when the mouse pointer is released in the area.
Notice

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
Function It occurs when the mouse pointer moves in the area.
Notice

- WSEV_KEY_PRESS (When the keyboard is pressed.)
 - Function** It occurs when the instance has the keyboard focus and the keyboard is pressed.
 - Notice**
- WSEV_KEY_RELEASE (When the keyboard is released.)
 - Function** It occurs when the instance has the focus and the keyboard is released.
 - Notice**

83 WSCwindow

83.1 Class

WSCwindow

TRIGGER_i The class: WSCwindow has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

83.2 Notes on the triggers

- WSEV_NONE (Not occurs.)
 - Function** It does not occurs by the Wide Studio event loop.
 - Notice** It only occurs by the function call: execProcedure() of user .
- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.
- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(),because it occurs after the destructor is called.
- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**
- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**
- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**
- WSEV_RESIZE (When the instace is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**
- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)
 - Function** It occurs when the mouse pointer moves in the area.
 - Notice**

84 WSCwizardDialog

84.1 Class

WSCwizardDialog

;TRIGGER; The class: WSCwizardDialog has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initialized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

84.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.

Notice It only occurs by the function call: `execProcedure()` of user .

- WSEV_INITIALIZE (When the instance is initialized.)

Function It will be executed once after the event procedures are added with this trigger.

Notice It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)

Function It occurs when the instance is deleted.

Notice You may not access the methods of the instance except for `getUserData()`, because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)

Function It occurs when the instance is activated.

Notice

- WSEV_FOCUS_CH (When the focus status is changed.)

Function It occurs when the instance gets or loses the keyboard focus.

Notice

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)

Function It occurs when the WSNvis property is changed.

Notice

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)

Function It occurs when the WSNvis property of the parent instance is changed.

Notice

- WSEV_RESIZE (When the instace is resized.)

Function It occurs when the instance is resized.

Notice

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)

Function It occurs when the mouse pointer comes into the area.
Notice
- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)

Function It occurs when the mouse pointer goes out of the area.
Notice
- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)

Function It occurs when the mouse pointer is pressed.
Notice
- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)

Function It occurs when the mouse pointer is released in the area.
Notice
- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.
Notice

85 WSCworkingDialog

85.1 Class

WSCworkingDialog

TRIGGER_i The class: WSCworkingDialog has these triggers as follows.

Name	Type	Defined Value
None	Not occurs	WSEV_NONE
INITIALIZE	When the instance is initilized.	WSEV_INITIALIZE
DELETE	When the instance is released.	WSEV_DELETE
ACTIVATE	When the instance is activated.	WSEV_ACTIVATE
FOCUS-CH	When the instance gets or loses the keyboard focus.	WSEV_FOCUS_CH
VISIBLE-CH	When the WSNvis property is changed.	WSEV_VISIBLE_CH
PARENT-VISIBLE-CH	When the visible property of the parent instance is changed.	WSEV_PARENT_VISIBLE_CH
RESIZE	When the instance is resized.	WSEV_RESIZE
MOUSE-IN	When the mouse pointer comes into the area	WSEV_MOUSE_IN
MOUSE-OUT	When the mouse pointer goes out of the area.	WSEV_MOUSE_OUT
MOUSE-PRESS	When the mouse pointer is pressed.	WSEV_MOUSE_PRESS
MOUSE-RELEASE	When the mouse pointer is released.	WSEV_MOUSE_RELEASE
MOUSE-MOVE	When the mouse pointer moves in the area.	WSEV_MOUSE_MOVE

85.2 Notes on the triggers

- WSEV_NONE (Not occurs.)

Function It does not occurs by the Wide Studio event loop.
Notice It only occurs by the function call: execProcedure() of user .

- WSEV_INITIALIZE (When the instance is initialized.)
 - Function** It will be executed once after the event procedures are added with this trigger.
 - Notice** It is not strictly when the instance is created.

- WSEV_DELETE (When the instance is deleted)
 - Function** It occurs when the instance is deleted.
 - Notice** You may not access the methods of the instance except for getUserData(), because it occurs after the destructor is called.

- WSEV_ACTIVATE (When serial operation concluded)
 - Function** It occurs when the instance is activated.
 - Notice**

- WSEV_FOCUS_CH (When the focus status is changed.)
 - Function** It occurs when the instance gets or loses the keyboard focus.
 - Notice**

- WSEV_VISIBLE_CH (When the WSNvis property is changed.)
 - Function** It occurs when the WSNvis property is changed.
 - Notice**

- WSEV_PARENT_VISIBLE_CH (When the WSNvis property of the parent instance is changed.)
 - Function** It occurs when the WSNvis property of the parent instance is changed.
 - Notice**

- WSEV_RESIZE (When the instance is resized.)
 - Function** It occurs when the instance is resized.
 - Notice**

- WSEV_MOUSE_IN (When the mouse pointer comes into the area)
 - Function** It occurs when the mouse pointer comes into the area.
 - Notice**

- WSEV_MOUSE_OUT (When the mouse pointer goes out of the area.)
 - Function** It occurs when the mouse pointer goes out of the area.
 - Notice**

- WSEV_MOUSE_PRESS (When the mouse pointer is pressed.)
 - Function** It occurs when the mouse pointer is pressed.
 - Notice**

- WSEV_MOUSE_RELEASE (When the mouse pointer is released in the area.)
 - Function** It occurs when the mouse pointer is released in the area.
 - Notice**

- WSEV_MOUSE_MOVE (When the mouse pointer moves in the area.)

Function It occurs when the mouse pointer moves in the area.

Notice

86 WSDappDev

¡METHOD2¿ ¡END-DOC2¿

87 WSDcolor

¡METHOD2¿ ¡END-DOC2¿

88 WSDdev

¡METHOD2¿ ¡END-DOC2¿

89 WSDenv

¡METHOD2¿ ¡END-DOC2¿

90 WSDfont

¡METHOD2¿ ¡END-DOC2¿

91 WSDimage

¡METHOD2¿ ¡END-DOC2¿

92 WSDkeyboard

¡METHOD2¿ ¡END-DOC2¿

93 WSDmessage

¡METHOD2¿ ¡END-DOC2¿

94 WSDmouse

¡METHOD2¿ ¡END-DOC2¿

95 WSDmwindowDev

96 WSDtimer

¡METHOD2¿ ¡END-DOC2¿