Window Event Attributes

Events triggered for the window object (applies to the <body> tag):

Attribute	Value	Description
onafterprint	*script*	Script to be run after the document is printed
onbeforeprint	*script*	Script to be run before the document is printed
onbeforeunload	*script*	Script to be run when the document is about to be unloaded
onerror	*script*	Script to be run when an error occur
onhashchange	*script*	Script to be run when there has been changes to the anchor part of the a URL
onload	*script*	Fires after the page is finished loading
onmessage	*script*	Script to be run when the message is triggered
onoffline	*script*	Script to be run when the browser starts to work offline
ononline	*script*	Script to be run when the browser starts to work online
onpagehide	*script*	Script to be run when a user navigates away from a page
onpageshow	*script*	Script to be run when a user navigates to a page
onpopstate	*script*	Script to be run when the window's history changes
onresize	*script*	Fires when the browser window is resized
onstorage	*script*	Script to be run when a Web Storage area is updated
onunload	*script*	Fires once a page has unloaded (or the browser window has been closed)

Form Events

Events triggered by actions inside a HTML form (applies to almost all HTML elements, but is most used in form elements):

Attribute	Value	Description
onblur	*script*	Fires the moment that the element loses focus
onchange	*script*	Fires the moment when the value of the element is changed
oncontextmenu	*script*	Script to be run when a context menu is triggered
onfocus	*script*	Fires the moment when the element gets focus
oninput	*script*	Script to be run when an element gets user input
oninvalid	*script*	Script to be run when an element is invalid
onreset	*script*	Fires when the Reset button in a form is clicked
onsearch	*script*	Fires when the user writes something in a search field (for <input="search">)
onselect	*script*	Fires after some text has been selected in an element
onsubmit	*script*	Fires when a form is submitted

Keyboard Events

Attribute	Value	Description
onkeydown	*script*	Fires when a user is pressing a key
onkeypress	*script*	Fires when a user presses a key
onkeyup	*script*	Fires when a user releases a key

Mouse Events

Events triggered by a mouse, or similar user actions:

Attribute	Value	Description
onclick	*script*	Fires on a mouse click on the element
ondblclick	*script*	Fires on a mouse double-click on the element
ondrag	*script*	Script to be run when an element is dragged
ondragend	*script*	Script to be run at the end of a drag operation
ondragenter	*script*	Script to be run when an element has been dragged to a valid drop target
ondragleave	*script*	Script to be run when an element leaves a valid drop target
ondragover	*script*	Script to be run when an element is being dragged over a valid drop target
ondragstart	*script*	Script to be run at the start of a drag operation
ondrop	*script*	Script to be run when dragged element is being dropped
onmousedown	*script*	Fires when a mouse button is pressed down on an element
onmousemove	*script*	Fires when the mouse pointer is moving while it is over an element
onmouseout	*script*	Fires when the mouse pointer moves out of an element
onmouseover	*script*	Fires when the mouse pointer moves over an element
onmouseup	*script*	Fires when a mouse button is released over an element
onmousewheel	*script*	Deprecated. Use the onwheel attribute instead
onscroll	*script*	Script to be run when an element's scrollbar is being scrolled
onwheel	*script*	Fires when the mouse wheel rolls up or down over an element

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Clipboard Events

Attribute	Value	Description
oncopy	*script*	Fires when the user copies the content of an element
oncut	*script*	Fires when the user cuts the content of an element
onpaste	*script*	Fires when the user pastes some content in an element

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Media Events

Events triggered by medias like videos, images and audio (applies to all HTML elements, but is most common in media elements, like <audio>, <embed>, <img>, <object>, and <video>).

Look at our HTML Audio and Video DOM Reference for more information.

Attribute	Value	Description
onabort	*script*	Script to be run on abort
oncanplay	*script*	Script to be run when a file is ready to start playing (when it has buffered enough to begin)
oncanplaythrough	*script*	Script to be run when a file can be played all the way to the end without pausing for buffering
oncuechange	*script*	Script to be run when the cue changes in a <track> element
ondurationchange	*script*	Script to be run when the length of the media changes
onemptied	*script*	Script to be run when something bad happens and the file is suddenly unavailable (like unexpectedly disconnects)
onended	*script*	Script to be run when the media has reach the end (a useful event for messages like "thanks for listening")
onerror	*script*	Script to be run when an error occurs when the file is being loaded
onloadeddata	*script*	Script to be run when media data is loaded
onloadedmetadata	*script*	Script to be run when meta data (like dimensions and duration) are loaded
onloadstart	*script*	Script to be run just as the file begins to load before anything is actually loaded
onpause	*script*	Script to be run when the media is paused either by the user or programmatically
onplay	*script*	Script to be run when the media is ready to start playing
onplaying	*script*	Script to be run when the media actually has started playing
onprogress	*script*	Script to be run when the browser is in the process of

		getting the media data
onratechange	*script*	Script to be run each time the playback rate changes (like when a user switches to a slow motion or fast forward mode)
onseeked	*script*	Script to be run when the seeking attribute is set to false indicating that seeking has ended
onseeking	*script*	Script to be run when the seeking attribute is set to true indicating that seeking is active
onstalled	*script*	Script to be run when the browser is unable to fetch the media data for whatever reason
onsuspend	*script*	Script to be run when fetching the media data is stopped before it is completely loaded for whatever reason
ontimeupdate	*script*	Script to be run when the playing position has changed (like when the user fast forwards to a different point in the media)
onvolumechange	*script*	Script to be run each time the volume is changed which (includes setting the volume to "mute")
onwaiting	*script*	Script to be run when the media has paused but is expected to resume (like when the media pauses to buffer more data)

Misc Events

Attribute	Value	Description
onerror	*script*	Fires when an error occurs while loading an external file
onshow	*script*	Fires when a <menu> element is shown as a context menu
ontoggle	*script*	Fires when the user opens or closes the <details> element

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