



# Event Based Command Component

**Propertyes :**

EventName	Automatic Select First Event into Parent Component
RefObject	Target Componet Name
RefCommand	Command Name

## Example

The screenshot illustrates the configuration of an event for a button component. The main interface is divided into several panels:

- Parent Component:** A green box pointing to the **ButtonP1** component in the **Objects** panel.
- Command Source Object:** A green box pointing to the **EventCommad1** object in the **Objects** panel.
- Object.Event List:** A dialog box showing the event list for **ButtonP1**, including **OnMouseDown**, **OnMouseUp**, and **OnMouseChange**.
- Method List:** A dialog box showing the method list for **UtilsLib1**, including **Beep**.
- Properties Panel:** A panel showing the properties of the selected object, including **EventName** (OnMouseDown), **Name** (EventCommad1), **Position** (<TPosition>), **RefCommand** (Beep), **RefObject** (UtilsLib1), and **Visible** (True).

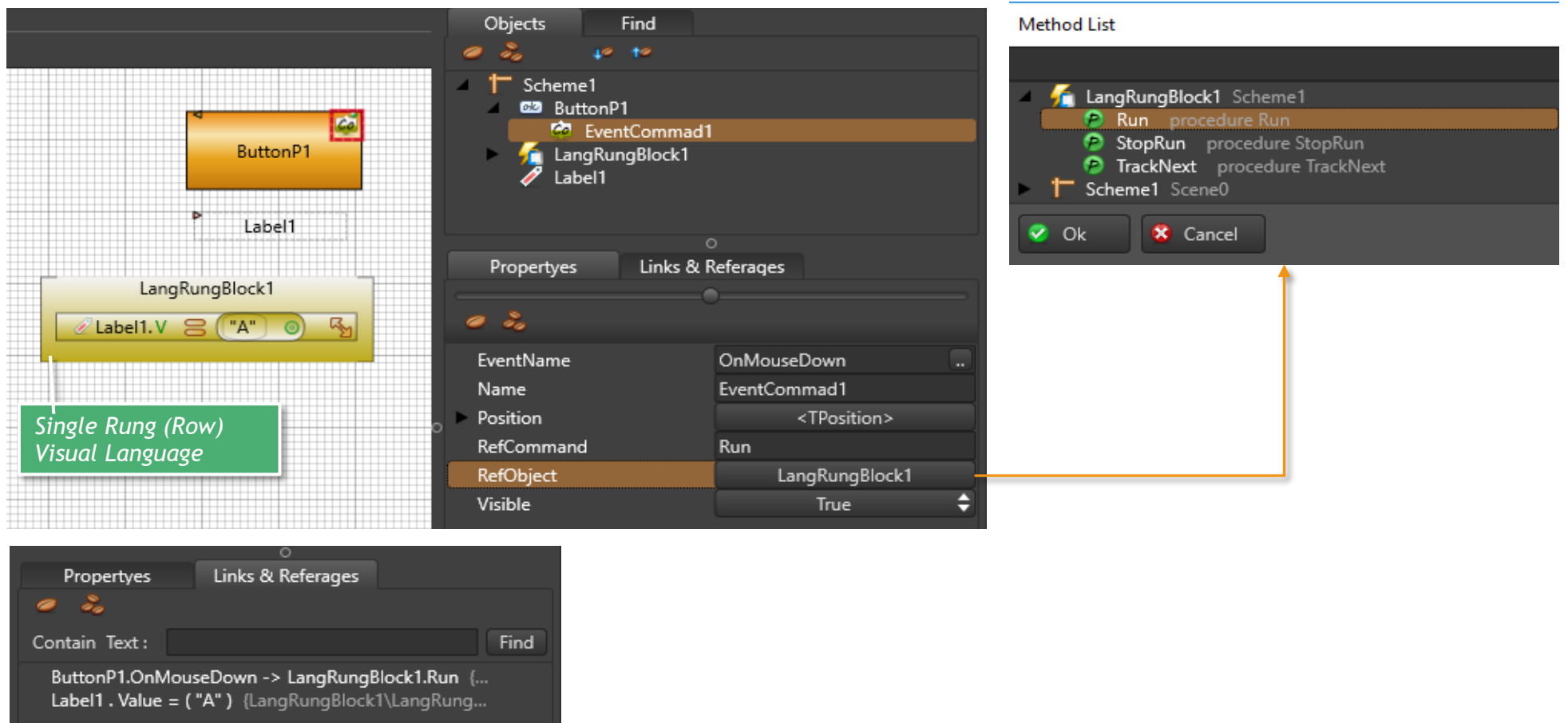
Annotations and Callouts:

- Click To Select Command:** A callout pointing to the **Beep** command in the **RefCommand** property.
- Click To Change Event:** A callout pointing to the **OnMouseDown** event in the **EventName** property.
- Command:** A green box pointing to the **Beep** command in the **RefCommand** property.
- Command Source Object Name:** A green box pointing to the **UtilsLib1** object in the **RefObject** property.

The screenshot shows the **Properties** panel with the **Links & Referages** tab selected. It displays the event configuration for **ButtonP1**:

```
ButtonP1.OnMouseDown -> UtilsLib1.Beep {Button...
```

If **ButtonP1** Mouse is Down Then Run Command **UtilsLib1.Beep**



If **ButtonP1** Mouse is Down Then Run Command **LangRungBlock1.Run**  
After **LangRungBlock1.Run** **Label1.Value = "A"**