



App Events

There are a few functions that are triggered when certain system events occur.

They are

Function	Called when
OnStart()	application is created
OnMenu(name)	user selects a menu item
OnBack()	the back key is pressed but only if it follows <code>app.EnableBackKey(false);</code>
OnPause()	application is paused. (eg. When user switches to home screen)
OnResume()	application is resumed. (eg. When user returns from home screen)
OnConfig()	configuration changes. (eg. When user rotates phone)
OnAlarm()	an alarm previously set by <code>app.SetAlarm()</code> is triggered

The code of the sample that is bundled with DroidScript is reproduced below without permission. Hope you don't mind, guys.

[appEvents.js](#)

```
//Called when application is created.
function OnStart()
{
    app.ShowPopup( "OnStart" );
    app.SetMenu( "MyMenu1,MyMenu2" );
    app.EnableBackKey( false );

    //Get current time in milliseconds.
    var now = new Date().getTime();
    //Set alarm for 3 seconds time.
    app.SetAlarm( "Set", 1234, OnAlarm, now + 3000 ); }

//Called when user selects a menu item.
function OnMenu( name )
{
    app.ShowPopup( "OnMenu( " + name + " )" );
}

//Called when the back key is pressed.
function OnBack()
```

```
{
    alert( "OnBack" );
    app.Exit();
}

//Called when application is paused.
//(eg. When user switches to home screen)
function OnPause()
{
    app.ShowPopup( "OnPause" );
}

//Called when application is resumed.
//(eg. When user returns from home screen)
function OnResume()
{
    app.ShowPopup( "OnResume" );
}

//Called when configuration changes.
//(eg. When user rotates phone)
function OnConfig()
{
    app.ShowPopup( "OnConfig" );
}

//Called when alarm is triggered.
//(Even if your app is closed)
function OnAlarm( id )
{
    app.ShowPopup( "Got Alarm: id = " + id );
}
```