



# AlarmWorX64 Viewer Using Custom Events



## APPLICATION NOTE

October 2015

**General Requirement:** Basic understanding of GraphWorX64 Scripting.

## Introduction

The AlarmWorX64 Viewer provides a comprehensive set of features natively. If there is any advanced operation you would like to perform that is not directly available as a native feature, then you can take advantage of "Custom Events" which may be fired from the AlarmWorX64 Viewer to let you perform any custom action you would like.

## Enabling Custom Events

To enable Custom Events, select your AlarmWorX64 Viewer control inside GraphWorX64 and open the Property Grid. Look for the property called AllowCustomEvents inside the Common group. By default it is set to False; change the value to True to enable it.

We still need to create the handler function which will be executed when the custom event is fired. To create it, click on the Events button from the AlarmWorX64 Viewer Property Grid.

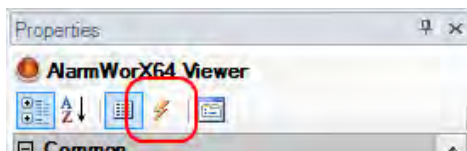


Figure 1 – The Events button

From the events list, locate the CustomEvent event in the Misc group. Double-click on it; the Script Editor automatically creates a handler function for this event, with the appropriate method signature.

The Script Editor will appear. You can now fill the generated script function with your own application-specific code. In our example, we just want to show a message to inform the user that the event has been correctly fired. Our function will look like this:

```
function AlarmWorX64Viewer1_CustomEvent(sender :  
System.Object, e : System.EventArgs)  
{  
    MessageBox.Show("Custom event has been fired!");  
}
```

We can now test our example; switch the display to runtime mode. The custom event can be fired from the ribbon bar, from the AlarmWorX64 Viewer Runtime Toolbar or from its context menu.

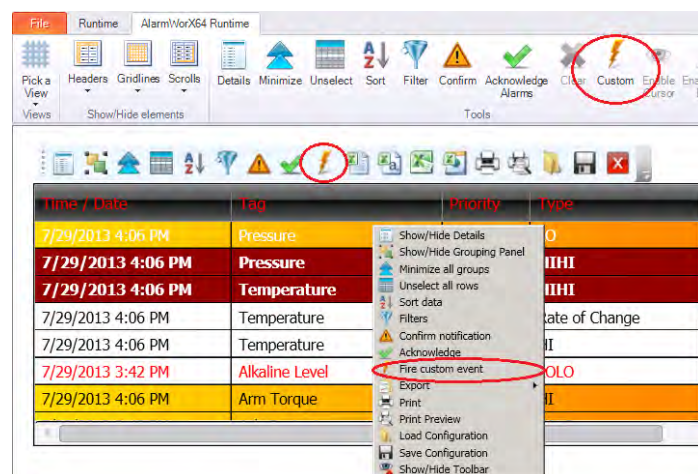


Figure 2 – Firing the custom event

Picking any one of these commands will fire our handler function.

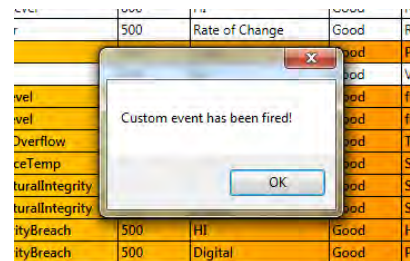


Figure 3 – The message we show from the event handler

Now, you only need to change the content of the handler with your own logic. Some possible operations you may perform from there include (but are not limited to):

- Load another display
- Show/hide some content in the display
- Write to some process point
- Update a database
- Launch an external application

See Scripting Help files documentation, other Application notes or the GenDemo Learning Center for more details about scripting in GraphWorX64.