Identifier

MenuEventTypes

This identifier of type Enum determines upon which event something is about to happen. See http://api.avolites.com/11.0/Avolites.Menus.MenuEventTypes.html:

Member Value	Description
OnButtonDown	Fires when a button is pressed
OnButtonUp	Fires when a button is released
OnSelect	Fires when a button or menu item has been selected (button down followed by button up)
OnAlternateSelect	Fires when a button or menu item has been selected in an alternate way Eg Right click, a modifier key is held or a long press on a touch screen
OnRangeSelect	Fires when the user completes a range selection
OnPreviewRangeSelect	Fires when the user is creating a range selection. Fires for the complete range every time the range changes whilst it is beind dragged out
OnDescendInto	Fires when we enter a menu by pushing it onto the stack Doesn't fire when the menu is refreshed or when entering a menu by returning up the menu stack.
OnEnter	Fires when we enter a menu from a different menu (ie doesn't fire on refresh)
OnLoad	Fires every time we enter a menu
OnLoaded	Fired when a menu completes loading.
OnExit	Fires when we leave a menu either by pushing a further menu in front or popping this menu off
OnAccendOut	Fires when we leave a menu by popping it off the stack. This will always be called, in sequence whenever we exit up through a menu but not when decending from the menu NB: Will also be called if a menu is replaced.
OnEnterView	Fires when a item page enters view (ie becomes the current page)
OnLeaveView	Fires when an item page leaves view
OnValueChanged	Fires when the value of a panel item changes eg a fader move
OnValueInitialise	Fires when the value of a panel item is initialised. This happens when the panel first connects and we need to synchronise the level with the actual hardware position.
OnCaught	Fires when a menu exception is caught
OnStepNext	Fires when a wheel steps forward
OnStepPrevious	Fires when a wheel steps back
OnPropertyChanged	Fires when an ActionScript Property changes value
User	Events registered and fired via the Actionscript interface

E.g. used in

- Trigger - Add MIDi trigger
- Math.ToEnum
- Triggers.SetPendingTargetHardware
- Identifiers

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