

WML - ONTIMER EVENT

http://www.tutorialspoint.com/wml/wml_event_ontimer.htm

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The **ontimer** event is used to trigger an event after a given time period. Let's say you want to display a message after 5 seconds of loading a card, then you can use this event to do so.

Here is the syntax to define an event handler for **ontimer** event:

```
<onevent type="ontimer">
  A task to be performed.
</onevent>
<timer value="50"/>
```

Here, it means that a task will be performed after 5 seconds.

Following is the example showing usage of **ontimer** event along with <onevent> element.

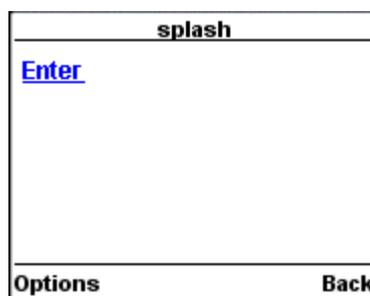
```
<?xml version="1.0"?>
<!DOCTYPE wml PUBLIC "-//WAPFORUM//DTD WML 1.2//EN"
"http://www.wapforum.org/DTD/wml12.dtd">

<wml>

<card >
  <onevent type="ontimer">
    <go href="#welcome"/>
  </onevent>
  <timer value="50"/>
  <p>
    <a href="#welcome">Enter</a>
  </p>
</card>

<card >
<p>
Welcome to the main screen.
</p>
</card>
</wml>
```

When you load this program, it shows you the following screen:



If you do not select given **Enter** option, then after 5 seconds you will be directed to **Welcome** page and following screen will be displayed automatically.

