

WML <ONENTERFORWARD> TAG

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

Copyright © tutorialspoint.com

The `onenterforward` event is triggered when a user goes to a card in the forward direction. For example, if you go to a card by entering the URL directly or by following an anchor link of which the action is `<go>`, the `onenterforward` event will be triggered and the WML code associated with the event will be executed.

The **`onenterforward`** event will be useful to you if you want to do something before a card is displayed. For example, you need the `onenterforward` event if you want to assign a value to a variable before a card is displayed.

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

```
<onevent type="onenterforward">
  A task to be performed.
</onevent>
```

Example:

Following is the example showing how **`onenterbackward`** event occurs whenever you try to go on second card from the first card and defined event handler takes you to card number three instead of card number 2. Copy and paste this program and try to play with it to understand **`onenterforward`** event type.

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

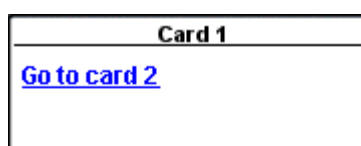
<wml>

<card >
<p>
  <anchor>
    <go href="#card2"/>
    Go to card 2
  </anchor>
</p>
</card>

<card >
<onevent type="onenterforward">
  <go href="#card3"/>
</onevent>
<p>
  This is card 2
</p>
</card>

<card >
<p>
  Hello World!
</p>
</card>
</wml>
```

When you load this program you will get the following screen:



Options	Back

Now, press option **Go to card 2** to go to the second card, because of this **onenterforward** event will occur and it will take on card number 3 instead of card number 2 and you will see the following screen:

Card 3	
Hello World!	
Options	Back