

WML <REFRESH> TAG

The <refresh> task is the simplest task that actually does something. Its effect is simply to perform the variable assignments specified by its <setvar> elements, then redisplay the current card with the new values. The <go> and <prev> tasks perform the same action just before displaying the new card.

The <refresh> task is most often used to perform some sort of "reset" action on the card.

Attributes:

This element supports the following attributes:

Attribute	Value	Description
class	class data	Sets a class name for the element.
id	element ID	A unique ID for the element.

Example:

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

<wml>

<card title="Refresh Element">
<p>
  <anchor>
    Refresh this page:
    <go href="test.wml"/>
    <refresh>
      <setvar name="x" value="100"/>
    </refresh>
  </anchor>
</p>
</card>

</wml>
```