OnCommand

Fired when a user executes a command by clicking a button.

Parameters

Parameter	Description
Command	The key of the command that was executed

Remarks

The OnCommand event is fired when the user clicks on a button. Buttons are always associated with a command, which allows the same command to be used for multiple buttons. Event handling is simplified as a result. You can use this command to respond to a particular command, such as the "SAVE" command, and it won't matter how the command was executed. All your code can be in one convenient place.

The Command parameter contains the key of the command that was executed.

Example

```
Begin Case
    Case Event EQ "OnCommand"
        Command = Param1
        Begin Case
            Case Command EQ "CLOSE" ; GoSub DoClose
            Case Command EQ "OPEN"  ; GoSub DoOpen
            Case Command EQ "SAVE"  ; GoSub DoSave
        End Case
End Case
```