

# Ondbload

Initiates a client-side script when database data is loaded for a database-driven widget.

An object named **response** will be defined that contains:

**success** - boolean true/false

**id** - the widget id

**error** - an object with "id", "text" and "text2" fields containing the error.

**Promptable?** YES

**Possible Values:** Any valid JavaScript

**Bindable?** NO

**Products:** ProfoundUI, Genie