

# Cocoon Forms: action widget (2.1 legacy document)

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**Warning:**

This document was copied as is from the Cocoon 2.1 documentation, but has not yet been fully reviewed or moved to its new home.

## 1. Concept

Used to trigger an action event on the server side. Usually presented as a button the user can press (though this is not required). When an action widget was activated, validation will not be performed. This is because usually it would be strange to have other fields validated when the user's intention wasn't really to submit the form. If you want validation to happen, use the [submit widget](#). After pressing an action button, the form will normally always be redisplayed, unless the event handling code explicitly disables this (by using the method `endFormProcessing` method on the Form object).

## 2. Configuration

```
<fd:action id="..." action-command="..."> <fd:label>...</fd:label> <fd:help>...</fd:help>  
<fd:hint>...</fd:hint> <fd:on-action> ... </fd:on-action> </fd:action>
```

The **action-command** attribute specifies a name that will be part of the event generated by this widget. It can be used to distinguish events originated from this `fd:action` from another one.

For more information on how event handlers are defined, see [Event Handling](#). The interface to be implemented for Java event listeners is `org.apache.cocoon.forms.event.ActionListener`. The `WidgetEvent` subclass is `org.apache.cocoon.forms.event.ActionEvent`.

## 1. Comments

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