


3.52 RC 1 -> 3.52 RC2

table event changes

Before 3.52 RC 2 the onmouseover/onmouseout events were fired incorrectly in cases when the table contained inactive buttons.

1. When the mouse was outside the table and then entered the table directly on an inactive button, the onmouseover event was not fired on the table. It was only fired, when the mouse was moved on another element in the table.
2. When the mouse was inside the table, then moved over an inactive button and then left the table the onmouseout event was not fired.

This bug was fixed in 3.52 RC2  [XRUMOD-27](#) - Data cannot be retrieved due to an unexpected error . If you relied on this buggy behavior, you have to adjust your mod.

Identify the current element the mouse is hovering over to determine whether you are over an inactive button or not.