

# Events

Events allow code to be notified when certain processes occur. This is useful if you need to execute code based on certain events. To do so, you simply register a callback to the event, and when the event is triggered your callback will automatically be executed.

- The [Event Handlers](#) section explains how to capture and work with events triggered by Blesta.
- The [Creating Events](#) section describes how to register and trigger events using your own custom event handlers.



## Be cautious writing events

When Blesta triggers an event it must wait for that event to complete before continuing. Executing buggy code could cause Blesta to terminate unexpectedly during an important process.