ESL extensions for HIS Server

ESL source code of Picture or Event objects (depending on their configuration) consists of two parts – client-side (Local) and server-side (Remote). From the view of configuration, these two parts behave as inseparable units.

The identifiers that indicate the local variables, declared in one part of the ESL script, are not available in the other one. As regards the object of *Picture* typ e, the variables, declared at the picture level within the D2000 GrEditor, are visible in both parts of the ESL script.

The identifiers that indicate the procedures are not visible automatically in the other part of the ESL script. The RPC procedures represent the common interface of both ESL scripts. Therefore, the declaration of the same RPC procedure is considered an error in both scripts.

For mutual calling of RPC procedures (between ESL scripts that are part of the configuration of one object), the following notation can be used:

CALL [] RPCProcedure.....

A syntax construction *[]* simplified the addressing (the called object does not need to be defined). If the *RPCProcedure* is in the same script, the local calling will be internally used (without input queue).

The handling of all events (except for the defined exceptions) can be defined in both scripts. When a particular event occurs, the system ensures the calling of both handlers. From the view of D2000 HI, exceptions to this rule are synchronous events that expect a response - return value (IN OUT parameter) from the ESL script. These events can be handled only in one ESL script.

The list of synchronous events:

- OnClose
- OnDynamicGraph
- OnItemValidate
- OnGraphValueToolTipText
- OnBrowserClick
- OnFetchDone

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