# GETACCESS

## GETACCESS action

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|---|---|---|
| **Declaration** | | `_bool :=  GETACCESS strExpression_Str [PUBLIC [descriptOUT_Str[, descriptIN_Str]]]` |

**Parameters**

| _bool | in | Identifier of Bool type. |
|---|---|---|
| strExpression_Str | in | Expression of *String* type that defines the name. |
| descriptOUT_Str | out | Expression of *String* type - reference to a value of *String* type. |
| descriptIN_Str | in | Identifier of *Str* type - user description for the name, used after the registration is successful. |

**Description**

The action, within the script interpreter (D2000 EventHandler or D2000 HI) or within the application (when using the keyword **PUBLIC**) registers a unique name given by the expression *strExpression_Str*. In case, that such the name exists, it returns the value FALSE. If the name doesn't exist, it performs the registration and returns TRUE value. Another (others) instances of an arbitrary script will be unsuccessful during an attempting to register the same name (string).

The keyword **PUBLIC** acts, that an registered name (string) is to be published for all scripts (system script or active picture) in the application scope. This registration is provided by the D2000 Server process.

A registered string without any **PUBLIC** keyword is only known within the frame of the process, in which the script is interpreted (D2000 EventHandler or D2000 HI).

After the name registration is not successful, a text identifying the script that registered the name first is to be retrieved by the parameter *descriptOUT_Str*. The format of the text is following:

*computerName;processName;objectName;description*

| *computerName* | name of the computer where the process that performed the registration is running |
|---|---|
| *processName* | name of the object of Process type that performed the registration |
| *objectName* | name of the object that performed the registration (object of Event type or active picture) |
| *description* | value of the parameter *descriptIN_Str* of the action that registered the name |

If the registration was performed by an object within the same process, *computerName* and *processName* will be empty strings (e.g. *;;E.Event*).

**Example**

**GETACCESS** and **RELEASEACCESS** actions.

**Note**

The Tell command SHOW_ACCESS_LIST allows to get a list of the names registered by the action **GET ACCESS** within the application (with the keyword **PUBLIC**).

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ⓘ **Related pages:**

Script actions