

# Start Conditions

## Start conditions

When at least one of the following start conditions is met, the [D2000 Event Handler](#) process starts or generates a request to start the event instance. Starting an event instance will cause the execution of the algorithm defined by a sequence of actions in the [ESL](#) language.

### Start condition

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#### Event (Incident)

The [D2000 Event Handler](#) process generates the request to start the script instance during the occurrence of a value change of a logged (starting) object. Starting object is a part of the configuration of an object of [Event](#) type and determines a value, or a group of values (in case of [structured variables](#)) which are logged. If they are changed, the [D2000 Event Handler](#) process evaluates, whether the start condition specifies the status of a value, which causes a script instance to start (for example the change of a value into the state [Invalid](#)), is met.  
[Detailed description](#).

#### Cross calling of scripts

Start an instance as a sub-event by performing the action [EVENT](#).

#### Starting the event via the graphic object in the picture

Instance start after pressing the mouse button on the [particular graphic object](#).

#### Start for debugging from process CNF

Instance start.

#### Start-Up Event

Instance start immediately after starting the [D2000 Event Handler](#) process.

#### Server Event

Instance start.

#### Client and Server Event

Instance start.



Related pages:

[Events](#)