instances

ESL Script Instances

A dialog window ESL Script Instances shows a summary about running ESL scripts in system. The window is available from menu **Objects** - **ESL Instances**.

It consists of two lists:

- List of definitions
- List of instances

Definitions or instances are not obtained from configuration of the system but from currently running interprets of ESL scripts (it can be the processes D2000 Event Handler (extension EVH) or the processes which are able to execute the scripts of active pictures (extension HIS - a client part of script and SEE - a server one)).
These definitions or instances are obtained one-off by opening the dialog window (or clicking on button **Refresh**).

List of definitions

Process of EVH type contains in list the definition of all its children (objects of Event type) or the definition of objects of Event type which have been opened in given process by OPENEVENT action.

HIS process contains in list the definition of currently opened pictures (a client part of script) and definition of objects of Event type (a client part of script) which have been opened in given process by OPENEVENT action.

SEE process contains a definition of scripts (related to the server part) of currently opened pictures and Event objects on dedicated HIS process.

The list is divided into columns:

Script name	Name of object containing ESL script.
Process name (HOBJ)	Object name of Process type (with the suffix EVH or HIS) which contains the given definition. The name is added by its HOBJ.
HOBJ of script	HOBJ of object which contains the given ESL script. This is a return value of %GetSelfHBJ(@TRUE) function.
HOBJ of instance	If the same object has been opened multiply (OPEN action or OPENEVENT action), the column contains its dynamic HOBJ. This is the return value of function %GetSelfHBJ(@FALSE).
Kernel instance ID	Value is 0 (zero), if the same object is not opened multiply. If it has been opened as instance, in this column there is listed its real instance. This is the return value of function %GetSelfInstanceId(@TRUE).
Logical instance ID	The value is 0 (zero), if the same object is not opened multiply. If it has been opened as instance, in this column there is listed its required instance. This is the return value of function %GetSelfInstanceId(@FALSE).
Last instance ID	The existence of definition of object Event on process of EVH type need not to mean the existence of its instance. This status occurs at object of Event type which is started by change of object value (trigger). In other cases, there exists just one instance of ESL script to one definition. Each of running instances is, within the process, marked by unique identifier which is listed in this column. Its value can be get by calling the function %GetEventInstanceId().
Number of instances	Number of instances of object Event that have been started from given definition. It is usually 0 or 1. The higher value can be gotten by using ENABLE action.
Server Event	The value of configuration parameter "Server Event" (in active pictures this parameter is TRUE).
Start Queue Length	The value is important only for object of Event type, the demands queue of which is permitted for its starting.
InQueue Length	The value is important if it concerns the "Server script" (object of Picture type as well). The value represents the number of demands (e.g. the callings of RPC procedures, changes tracked by ON CHANGE action, ...) in the queue.

List of instances

This list shows all the running instances of ESL scripts.

It is divided into columns:

The columns **Script name**, **Process name (HOBJ)**, **HOBJ of script**, **HOBJ of instance**, **Kernel instance ID**, **Logical instance ID** have the same meaning as it is mentioned in list of definitions.

ID instance	Unique identifier of instance (run) of ESL script (see "Last instance ID" in the list of definition).
Start time	Time of instance start up.
Containers number	Number of containers created by CNT_CREATE action.
DB_CONNECT number	Number of database connections created by DB_CONNECT, PG_CONNECT and SQL_CONNECT actions.
DB_TRANS number	Number of opened database transactions which have been opened by DB_TRANS_OPEN action.
FIO files number	Number of files, opened or created by %FIO_* action.
Status	Current status of ESL script.
OPENEVENT	Flag reflecting the instance opening by OPENEVENT action. If the instance was opened by this action, it can be closed or restart by pushing right mouse button and selecting the proper option.

The list of definition or instances can be sorted according to chosen column (if you click by left mouse button on its title). Over the list, there is shown the column name according to which it is sorted. You can change the order of columns by method "Drag and drop". And you can filter the list according to required columns by using the mask.
The list of instances is limited by one of these three options:

- **Show all script instances** - it contains the list of all running ESL scripts with regard to the filter
- **Show only instances of visible definitions** - the list of instances contains only those ones, the definitions of which are in the list of definitions with regard to the filter
- **Show only instances of selected definitions** - the list of instances contains only those ones, the definitions of which are selected in the list with regard to the filter

Clicking on button **Refresh**, the definitions and instances can be one-off obtained from system again. If the option **Clear list before automatic refresh** is checked off, new information will put into lists (or the existing ones will be modified). They will contain also information from "history".

If the option **Automatic refresh** is checked on, the lists will be updated by entered period.

Button **Copy** copies the displayed information into **Box.** Double click by left mouse button over the instance of ESL script displays the currently executed action, analogous to the calling the function %GetCallChain() (at the time of obtaining information about instance).

ⓘ **Related pages:**

Object menu