

Event Script Language (ESL)

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ESL is an easy procedural language adapted to work in D2000 System environment. It allows to implement a wide scale of algorithms, which are necessary when creating the system application in a technological environment.

Basic features:

- own algorithm is expressed in text form, as a source text ([script](#)),
- basic (and integral) executive unit of the language is [action](#),
- allows to implement and call procedures within one script,
- calling other scripts by means of the procedural method,
- [error state handler](#),
- [starting external processes](#),
- declaration and use of global and local variables (within the frame of procedure),
- work with values of objects, using them in expressions, changing them,
- according to the context of script usage ([Script](#), [Active picture](#)), it provides additional possibilities ,
- use of system objects in a specific way:
 - **Historical value** - work with the archive ([read](#), [block read](#), [write](#)),
 - **Database** - access to SQL database ([read](#), [write](#), [delete](#)),
 - **I/O tags** - reading, writing,
 - **Pictures, Graphs, Compositions** - to [open](#), and [close](#) on the [D2000 HI](#) process's desktop,
 - **HI process** - communication with operator - [text messages](#), [queries](#),
 - **Structured variable** - work with structure items,
 - **Alarms** - to block or to acknowledge,
 - **External function** - calling external functions implemented in DLL libraries,
 - **Process** - communication with a process by means of text messages ([COMMAND](#)).