

Public Local Variables

PUBLIC local variables

When you run a script using the action **EVENT**, you can define parameters to be sent to another script you want to be started. Sending the parameters is implemented as filling defined local variables of a started script with values from local variables of the script, that calls the action **EVENT**.

Example - Script that calls another script with the name *E.SubScript* INT *_i*

```
_i := 1
EVENT E.SubScript(_par1 = _i)
END
Script E.SubScript PUBLIC INT _par1
PUBLIC INT _par2
_par1 := 2
END
```

In the first script, the local variable *_i* is declared initialized to the value of 1 before calling the script *E.SubScript*. Starting the embedded script *E.SubScript* is performed by copying the value of the local variable *_i* of the first event into the local (PUBLIC) variable *_par1* in the called script. During this operation, existence of all the local variables of the called script is verified. These local variables must be declared as PUBLIC. In case of a reference to a system object (ALIAS), the value is not, but the reference. The action **EVENT** is synchronous, so it waits for the termination of the embedded (called) script. After its termination, values (and references) are copied back into the local variables of the calling script. In case of local variables of ALIAS type, references are copied. If some of the PUBLIC local variables are not initialized, when calling the script, their values, unlike others, are invalid.

Note

- When you edit a script in the process **D2000 CNF**, the existence of PUBLIC local variables in called script is not checked.



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