

# HI\_EDADebugOpen

## %HI\_EDADebugOpen function

Function

Function identifies a context (and connects to it), within which the functions [%HI\\_EDADebugVectorRec](#) or [%HI\\_EDADebugCalcFunctionRec](#) will debug EDA vector.

Declaration

```
INT %HI_EDADebugOpen(  
    INT in refId,  
    HBJ in _EDS_hbj,  
        _EDC_hbj  
)
```

Parameters

_refId	Reference to displayer of EDADebugger type ( <a href="#">reference variable</a> ).
_EDS_hbj	Identifier of EDA Server process (*.EDS).
_EDC_hbj	Identifier of EDA Client process (*.EDC).

Description

Function should be called before calling [%HI\\_EDADebugVectorRec](#) and [%HI\\_EDADebugCalcFunctionRec](#) to identify the existing connection between EDA Server and EDA Client. This connection is given just a pair of identifiers of EDS and EDC processes.

Parameters *\_EDA\_hbj* and *\_EDC\_hbj* may be get by calling the external function *CALL %EDA\_GetProcessID(INT out \_EDS\_hbj, \_EDC\_hbj, \_retCode)* (described in EDA System documentation). Function returns the identifiers of EDS and EDC processes, which are used by currently executed ESL script. The connection to EDA Server is necessary condition. The connection will be closed after calling [%HI\\_EDADebugClose](#).



**Related pages:**

- [Graphic object manipulation functions](#)
- [Function arguments - types](#)