

ESL extensions for HIS Server

ESL source code of [Picture](#) or [Event](#) objects (depending on their configuration) consists of two parts – client side (Local) and server side (Remote). From the view of configuration, these two parts behave as inseparable unit.

The identifiers that indicates the local variables, declared in one part of ESL script, are not available in the other one. As regards the object of *Picture* type, the variables, declared at the picture level within D2000 GrEditor, are visible in both parts of ESL script.

The identifiers that indicates the procedures are not visible automatically in the other part of ESL script. The RPC procedures represent the common interface of both ESL scripts. Therefore, the declaration of the same RPC procedure is considered an error in both scripts.

For mutual [calling of RPC procedures](#) (between ESL scripts that are the part of configuration of one object), there can be used the following entry:

CALL [] RPCProcedure.....

A syntax structure `[]` simplified the addressing (you need not define the called object). If the *RPCProcedure* is in the same script, internally there will be used the local calling (without input queue).

The handling of all events (except for the defined exceptions) can be defined in both scripts. When the particular event occurs, the system ensures the calling of both handles. From the view of [D2000 HI](#), the exceptions are the synchronous events that expects the response - return value (IN OUT parameter) from the ESL script. These events can be handled only in one ESL script.

The list of synchronous events:

- [OnClose](#)
- [OnDynamicGraph](#)
- [OnItemValidate](#)
- [OnGraphValueToolTipText](#)
- [OnBrowserClick](#)
- [OnFetchDone](#)



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