

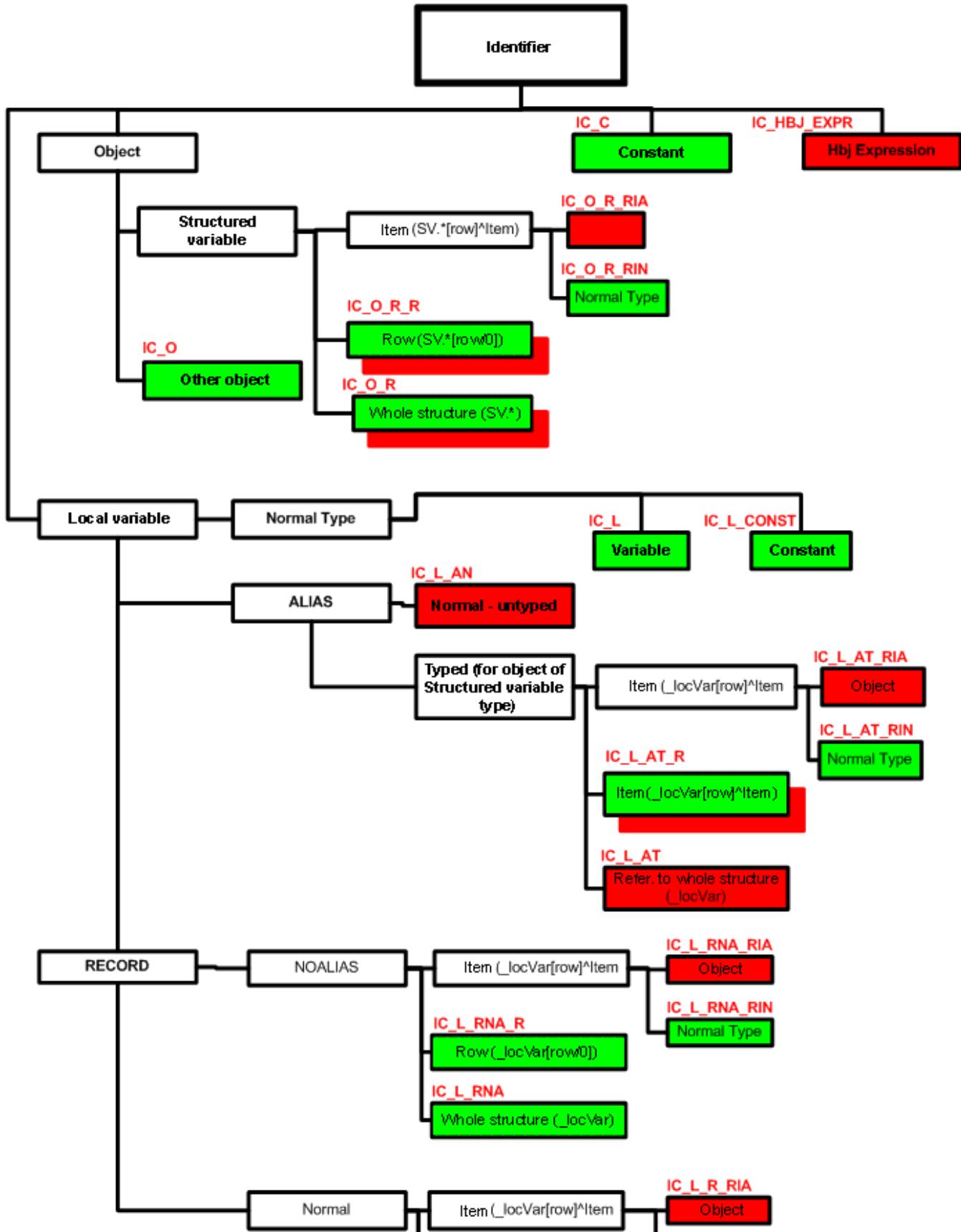
# Identifiers in ESL

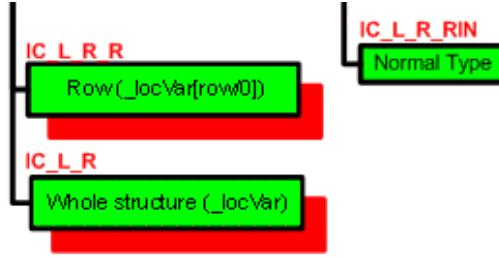
## Identifiers

Identifiers in the script provide the access to the value of an object or a local variable. In case of a structured value, it is possible to access whole value, row of structured variable or its item by through an identifier.

The following figure shows and names all possible methods of the reference to a value, which are used in ESL:

**Normal Type** = INT, TEXT, BOOL, REAL, TIME, ...





#### Notes:

- Only coloured boxes shows a value.
- A green-coloured box represents a value (group of values in case of a structure), with no references to other objects (ALIAS or column of Object type).
- A red-coloured box represents a value (group of values in case of a structure), with references to other objects (ALIAS or column of Object type).
- A combination of red and green colours represents a value (group of values in case of a structure) where values and references may be combined.
- Each method of reference to value is named (red text above box).

#### Examples for individual types of references to value:

Reference type (name)	Value description	Example
IC_C	Constant.	"Text", 1, ...
IC_HOBJ_EXPR	Expression of INT type that is interpreted as the reference to an object. The object is enclosed in brackets on the position where the identifier is expected.	(20), (Sec\HBJ)
IC_VOBJ_EXPR	Three comma-separated expressions enclosed in brackets: 1. unique identifier - expression of HOBJ type 2. row number - expression of INT type 3. column number - expression of INT type  Note: The reference may only be used as a reference to a historical value for the <a href="#">GETARCHVAL</a> , <a href="#">GETARCHARR</a> a <a href="#">SETD T_LINEOBJ</a> actions.	(H.Struct\HBJ, 2, 3)
IC_O	Object of a type other than <a href="#">Structured variable</a> .	Sec, SysTime, I/O tag, ...
IC_O_R	Object of <a href="#">Structured variable</a> type.	<a href="#">SV.Structure</a>
IC_O_R_R	Row of object <a href="#">Structured variable</a> type. If the index is 0, it means whole value analogous to IC_O_R.	<a href="#">SV.Structure[2]</a> , <a href="#">SV.Structure[0]</a>
IC_O_R_RIA	Row item of object of <a href="#">Structured variable</a> type. The item is <a href="#">Object</a> type (reference to object).	<a href="#">SV.Structure[2]^Object</a>
IC_O_R_RIN	Row item of object of <a href="#">Structured variable</a> type. The item is not <a href="#">Object</a> type (reference to object).	<a href="#">SV.Structure[2]^Text</a>
IC_L	<a href="#">Local variable</a> of <a href="#">BOOL</a> , <a href="#">INT</a> , <a href="#">TEXT</a> , <a href="#">TIME</a> or <a href="#">REAL</a> types.	
IC_L_CONST	Constant (initialized) <a href="#">local variable</a> of <a href="#">BOOL</a> , <a href="#">INT</a> , <a href="#">TEXT</a> , <a href="#">TIME</a> or <a href="#">REAL</a> type.	
IC_L_AN	<a href="#">Local variable</a> of ALIAS type (untyped).	ALIAS _a
IC_L_AT	<a href="#">Local variable</a> of typed ALIAS type (without index or access to item).	ALIAS ( <a href="#">SD.RecordDef</a> ) _recA
IC_L_AT_R	Row of object of <a href="#">Structured variable</a> type, to which the typed ALIAS currently refers. If the index is 0, it means whole value.	_recA[1] or the whole value _recA[0]
IC_L_AT_RIA	Row item of an object of <a href="#">Structured variable</a> type, to which the typed ALIAS currently refers. The item is <a href="#">Object</a> type (reference to object).	_recA[1]^Object
IC_L_AT_RIN	Row item of an object of <a href="#">Structured variable</a> type, to which the typed ALIAS currently refers. The item is not <a href="#">Object</a> type (reference to object).	_recA[1]^Text
IC_L_RNA	<a href="#">Local variable</a> of Record type. Reference to the whole value.	RECORD NOALIAS ( <a href="#">SD.RecordDef</a> ) _recNA
IC_L_RNA_R	<a href="#">Local variable</a> row of Record type. If the index is 0, it means whole value similarly to IC_L_RNA.	_recNA[1] or the whole value _recNA[0]
IC_L_RNA_RIA	Row item of a <a href="#">local variable</a> of Record type. The item is <a href="#">Object</a> type (reference to object). Considering forbidden references to objects, this item represents an simple value (without predefined value type).	_recNA[1]^Object
IC_L_RNA_RIN	Row item of a <a href="#">local variable</a> of Record type. The item is <a href="#">Object</a> type (reference to object). Unlike IC_L_RNA_RIA, the value type of the item is defined.	_recNA[1]^Text
IC_L_R	A local structured variable. Reference to the whole value.	RECORD ( <a href="#">SD.RecordDef</a> ) _rec

IC_L_R_R	Row of <a href="#">local variable</a> of <i>Record</i> type. If the index is 0, it means whole value analogous to IC_L_R.	_rec[1] or the whole value _rec[0]
IC_L_R_RIA	Row item of a <a href="#">local variable</a> of <i>Record</i> type. The item is <i>Object</i> type (reference to object).	_rec[1]^Object
IC_L_R_RIN	Row item of a <a href="#">local variable</a> of <i>Record</i> type. The item is not <i>Object</i> type (reference to object).	_rec[1]^Text
IC_L_NR	<a href="#">Local variable</a> of <i>Record</i> type (the structure type is not defined). The reference to the whole value.	RECORD () _rec
IC_L_NR_R	The row of <a href="#">local variable</a> of <i>Record</i> type (the structure type is not define). If the index is 0, it is the whole value like IC_L_NR.	_rec[1] or the whole value _rec[0]
IC_L_NR_RII	The row item of <a href="#">local variable</a> of <i>Record</i> type (the structure type is not define). The column is defined by the number.	_rec[1]^_iCol
IC_L_NRNA	<a href="#">Local variable</a> of <i>Record</i> type (the structure type is not define). The reference to the whole value.	RECORD NOALIAS () _recNA
IC_L_NRNA_R	The row of <a href="#">local variable</a> of <i>Record</i> type (the structure type is not define). If the index is 0, it is the whole value like IC_L_NRNA.	_recNA[1] or the whole value _recNA[0]
IC_L_NRNA_R II	The row item of <a href="#">local variable</a> of <i>Record</i> type (the structure type is not define). The column is defined by the number.	_recNA[1]^_iCol



#### Related pages:

- [Script actions](#)
- [Terms used to describe actions](#)