Script Debugging (Script Configuration)

Script debugging

To debug a script, use the Script editor which can be opened as follows:

- for objects of Event type - from the D2000 CNF process
- for active pictures - from the D2000 GrEditor process

The only requirement to start debugging a script is the following:

- for objects of Event type - the D2000 Event Handler process (the parent of the corresponding object of *Event* type) must be running
- for active pictures - the D2000 HI process must be running with the corresponding picture opened in it

After switching the script to the debug mode it is necessary to wait for suspending the execution of script actions. Then you can monitor:

- the execution of script actions
- the values of local variables

The toolbar of the Script editor contains the following buttons used to debug a script:

Button	Description
▶ Start	**event** - Starts the event instance and stops before the first action is executed **active picture** - disabled for active pictures
⊠ Stop	Stops the script debugging. If the debugging has been started by clicking the ▶ button (*Start*), clicking the button stops the script execution and a forced termination log will be written into the log database. If the debugging has been started by clicking the ⟳ button (*Attach to the running script*), the given instance keeps the execution of script actions.

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Wait for
Launch
	Command waits until the script is running and the script debug conditions are met. Once the conditions are met, the script is to be switched to the debug mode and its execution stops at the first action.
	The script debugging conditions are specified in the following dialog box:
	
	Wait for launch
	
	Skip times before start debug: 3
	
	☑ Only for instance: 2
	
	OK Cancel
	
	The script is switched to the debugging mode after the given number of starts is reached. The number includes either all script (regardless of instance - the parameter **Only for instance** is not enabled) or just the script of defined instance (the parameter **Only for instance** enabled and an instance number specified).
	
	 For a selection of the specific D2000 Event or D2000 process intended for ESL script debugging push the SHIFT button and click on the option (button):
	    - Wait for Launch
	    - Attach to running script
	
	The window used for process selection for debugging opens after this.
	
	Select process for debugging
	
	Process: ▦ SELF.EVH ⬐
	
	⦿ LOCAL
	◯ REMOTE
	
	OK Cancel
	
	As regards the Server event, which has been started in *.HIP process by OPENEVENT script action, you should define on which side it has been started (**LOCAL** - script started on the client side - HI, **REMOTE** - script started on the server-side - SEE).
	
	Note: Physical instance for objects of Event type and logical instance for active pictures.

[icon] Attach to running script	The Script editor is attempting to switch the script to debug mode. If successful, then the script execution is either suspended or the Script editor is waiting until the first event is executed in order to suspend the execution. The next progress of the Script editor is regular. If the script is opened several times (various instances) within the respective process, the Script editor automatically displays their list.

List of instances ✕

Instance	Info	HOBJ	D2000 Server instan...	Internal instance	User	User des...	Outdated configura...
1		268173310	1	10150	s	Test User	
2		268173311	2	10158	s	Test User	
123		268173312	10008	10170	s	Test User	

OK   Cancel

Instance	Logical instance number - the instance number the object has been open with. Instance number can be retrieved by the %HI_GetSelfInstanceId (for active pictures only) or %GetSelfInstanceId functions.
Info	Not implemented yet.
HOBJ	Object instance HOBJ. Instance number can be retrieved by the %GetSelfHBJ function.
D2000 Server instance	Physical instance number of the object in D2000 system - used by the process D2000 Server. Physical instance number can be retrieved by the %HI_GetSelfInstanceId (for active picture only) or %GetSelfInstanceId functions.
Internal instance	Instance number used by the script interpreter - an internal unique identifier. Its values can be retrieved by the %GetEventInstanceId function.
User	The user under which the instance is running
User description	Description of the user under which the instance is running

Note: The functions listed in the **HOBJ** and **D2000 Server instance** rows require for their functionality the name of the script interpreter to be specified (i.e. D2000 Event Handler for an object of Event type or D2000 HI for active picture).

ⓘ **Related pages:**

Stepping
Local variables (Watch)
Stepping options