Creating a script for picture/event

A script for Active picture /Event, functions of which are called by the D2000 System and which call the functions of the D2000, is represented by Java class.

The script consists of a class edited by an application programmer. This class is inherited from the so-called wrapper, which is an automatically generated class. The wrapper enables access to the D2000 objects, the local variables and the graphic objects by means of the generated Java objects. The wrapper is inherited from BasePicture (for pictures) or BaseEvent (for events). The script can call the methods inherited from the base class directly.

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