

GetAccessLevel

%GetAccessLevel function

Function

The function retrieves the access right level to a specified object.

Declaration

```
INT %GetAccessLevel(  
    HBJ in objectRef  
    [, HBJ in accessingObjectRef]  
)
```

Parameters

objectRef	A reference to the object you want to detect access rights to.
accessingObjectRef	A reference to an object of the Process or User type - for which you detect the access rights to the object <i>objectRef</i> .

Description

The function retrieves the access rights of the object specified by the parameter *accessingObjectRef* to the object *objectRef*.

If the parameter *accessingObjectRef* is:

- object of the [Process](#) type - the function returns the access right of the process to the given object
- object of the [User](#) type - the function returns the access rights of the user to the given object
- not specified - there are retrieved:
 - the access rights of logged user if the script is running within [active picture](#)
 - the access rights of the [D2000 EventHandler](#) process (that one has the administrator rights) if the script is running within object of the [Event](#) type

Return value

The return values are expressed by the values of the [predefined local variables](#):

- `_ACC_NONE` - no access (0)
- `_ACC_READ` - read level access (1)
- `_ACC_CONTROL` - access to set value (control) (2)
- `_ACC_MODIFY` - configuration access (3)

The values are increasing together with access rights.

If the access level is `_ACC_CONTROL`, then the access levels `_ACC_READ` is available automatically.

If the access is level `_ACC_MODIFY`, then the access levels `_ACC_CONTROL` and `_ACC_READ` are automatically available.



Related pages:

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