# **Start Conditions**

## Start conditions

When at least one of the following start conditions is met, the D2000 Event Handler process starts or generates a request to start the event instance. Starting an event instance will cause the execution of the algorithm defined by a sequence of actions in the ESL language.

#### Start condition

## **Event (Incident)**

The D2000 Event Handler process generates the request to start the script instance during the occurrence of a value change of a logged (starting) object. Starting object is a part of the configuration of an object of Event type and determines a value, or a group of values (in case of structured variables) which are logged. If they are changed, the D2000 Event Handler process evaluates, whether the start condition specifies the status of a value, which causes a script instance to start (for example the change of a value into the state Invalid), is met.

Detailed description.

## Cross calling of scripts

Start an instance as a sub-event by performing the action EVENT.

#### Starting the event via the graphic object in the picture

Instance start after pressing the mouse button on the particular graphic object.

## Start for debugging from process CNF

Instance start.

#### **Start-Up Event**

Instance start immediately after starting the D2000 Event Handler process.

#### **Server Event**

Instance start.

#### **Client and Server Event**

Instance start.



Related pages:

**Events**