SimpleServerDefinitionLanguage

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Contents

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# Comments

If you want to user comments simply use following syntax.

#Thist is a comment

# Variables

## Local Variables (Lifetime for one call)

var thisIsAVariable  
var thisIsAVariableWitheValue = “Hallo” #” marks the beginning and end of a string

## Global Variables (Lifetime global)

global thisIsAGlobalVariable = “Hi”  
global thisIsASecondGlobalVariable

## System Variables

$REQUEST #the request the server received  
$BASICAUTH   
$BASICAUTH.USER  
$BASICAUTH.PASSWORD

# Arithmetic

= Equals (a=b)  
c = a + b Plus  
d = a – b Minus  
e = a\*b Times  
f = a/b Devided

== #Checks if the Value of both variables is equal  
=== #Checks if it is the same variables  
!= #Checks if the Value of both variables is not equal  
!== #Checks if it is not the same variables

# String

Defined by “THIS is a STRING“ operations are  
“Hello” + “World” #=> “Hello World”  
“Hello” -1 #=>”Hell”  
“Hello”+1 #=>”Hello “

# Example

var request = $REQUEST  
var request1 = “Hello World”

#ECHO IF Hello World  
IF request == request1 THEN

send($CLIENT.ID, request1)  
 sendToAll(“Hello from Client with id”+$CLIENT.ID);

END