**beforecompile**

*Setting of execution section in the process of compilation*

**Syntax:**

**beforecompile**

<operation 1>;

…

<operation n>;

**end**;

**Description:**

Setting of execution section in the process of compilation of script text. Operations inside the section will be executed immediately after completion of the given section. The given section can be used, for example, for dynamic entry of required signals that will be used further.

**Example 1:**

|  |  |
| --- | --- |
|  | **beforecompile** //execution section in the process of  // compilation  **if not signalexist**("gant\_s") **then**  **addsignaltolist**(13,0,"gant\_s","gant\_s","[[0]]",2); **if not signalexist**("gant\_tend") **then**  **addsignaltolist**(13,0,"gant\_tend","gant\_tend","[[0]]",2); **if not signalexist**("gant\_t0") **then**  **addsignaltolist**(13,0,"gant\_t0","gant\_t0","[[0]]",2);  **end**;  gant\_s = [1,2,3]; |

The example demonstrates dynamic addition of new signals to the list of project signals with the further use of created signals in the same script.

**Example 2:**

|  |  |
| --- | --- |
|  | **beforecompile**    //This section is executed BEFORE compilation of the  //remaining script    **if** **signalexist**(Name1+"\_L1\_SET") **then eval**("define ISST1") **else eval**("undefine ISST1");  **if** **signalexist**(Name1+"\_H1\_SET") **then eval**("define ISST4") **else eval**("undefine ISST4");    //define availability status flags for setpoints    //if any setpoint is not available then disable the flag!!!  //otherwise - enable  **if signalexist**("AS\_"+Name1+"\_L1\_ON") **then eval**("define LAS11") **else eval**("undefine LAS11");  **if signalexist**("AS\_"+Name1+"\_H1\_ON") **then eval**("define HAS11") **else eval**("undefine HAS11");    **if signalexist**("PS\_"+Name1+"\_L1\_ON") **then eval**("define LPS11") **else eval**("undefine LPS11");    if signalexist("PS\_"+Name1+"\_H1\_ON") **then eval**("define HPS11") **else eval**("undefine HPS11");  //now, if flag is available – then the setpoint is available,  //otherwise – do not do anything with this setpoint  **end**; |

The example defines the script section to be executed before compilation of the main script. Availability status for signals setpoints is defined in the section, if any setpoint is not available, then disable the setpoint availability status flag, otherwise enable that.