**eval**

*Setting of interpretation of text expressions in the process of program execution.*

**Syntax:**

eval(<string variable>);

**Description:**

Using eval key word the programming language allows text expression to be compiled directly during program execution.

**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");    //we 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. By means of **eval** key word text expressions are defined, which are interpreted at the moment of script execution.