**closeengine**

Function of closing of the object window with the defined name in the data manager.

**Syntax:**

**closeengine**(*en\_name*);

**Arguments:**

*en\_name* – name of an object in the data manager.

**Description:**

*closeengine(en\_name) –* the function closes the window of an object, a device for data display or input (graphics, recorders, control panels, etc.) with name *en\_name* located in the data manager.

Object name is framed with quotation marks.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **closeengine** (“Graphic 1”); |