**gotoengine**

Function of going to an object with the defined name in the data manager

**Syntax:**

**gotoengine**(*en\_name*);

**Arguments:**

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

**Description:**

*gotoengine(en\_name) –* the function performs transfer to 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:**

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