**setsignalevalstring**

Function of setting an interpreted script of a signal with defined name for graphical container.

**Syntax:**

*flag* = **setsignalevalstring**(*"sig\_name", str*);

**Arguments:**

*"sig\_name"* – string containing the signal name (to be framed with quotation marks since the type of data shall be string),

*str* – string containing the value of interpreted script (formula) of the signal.

**Description:**

*setsignalevalstring("sig\_name", str) –* the function sets an interpreted script (formula) of a graphical container signal with name *"sig\_name"*, in the script of which this formula is used. Signal name is set by a string and framed with quotation marks. Returned value is equal to 1 if the function has successfully assigned the property, otherwise it will be equal to 0.

**Result:**

*flag* – flag ofthe operation execution result, type *boolean*.

**Example:**

|  |  |
| --- | --- |
|  |  |