**signalexist**

Function of determination of availability of a signal with defined name in the project.

**Syntax:**

*flag* = **signalexist***(name*);

**Arguments:**

*name* – string containing the signal name.

**Description:**

*signalexist(name)* – the function determines availability of a signal with name *name* in the project. It returns the value of logical 1 if the signal (variable) is available in this project.

**Result:**

*flag –* attribute of availability of a signal in the project. Type *boolean*.

**Example:**

|  |  |
| --- | --- |
|  | **beforecompile**  **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 presents dynamical addition of new signals to the project signals list with the following application of created signals in the same script.