
ESSO Scripting Language

Introduction

The scripting language used is a full ECMAScript interpreter. Nevertheless, it's not a Javascript interpreter as it's used on web browsers. It only has the core elements of ECMAScript (Objects, Arrays, String, etc.) and a set of objects and functions specially designed for its purpose.

When the script is run, the elements matched, either window or HTML components, with a ref-as tag will be declared as global variable. Additionally, in the case of web applications, a global variable named document contains the reference to the full HTML document.

Here are the supported functions and classes:

1. [Global functions](#)
 1. [ESSO SendKeys syntax](#)
2. [secretStore object](#)
3. [SystemInfo object](#)
4. [Window class](#)
5. [Document class](#)
6. [Element class](#)
7. [Collection class](#)
8. [File class](#)
9. [Directory class](#)
10. [MailService class](#)
11. [NetworkResource class](#)
12. [Registry class](#)
13. [ServerInfo class](#)
14. [Hll class \(version 1.4.0\)](#)