

# Predefined variables

Predefined variables in an Action script represent a set of variables defined by the script engine before a script evaluation is executed. You can refer to these predefined variables from any action script API.

| Variable                 | Description                                                                      |
|--------------------------|----------------------------------------------------------------------------------|
| \$context\$ or _context_ | A context or runtime object of a current script evaluation.                      |
| \$element\$ or _element_ | An owner element of the script.                                                  |
| \$signal\$ or _signal_   | The last signal Instance in an Event pool of a specified object.                 |
| \$state\$ or _state_     | An active State of a context or a runtime object of a current script evaluation. |
| \$token\$ or _token_     | A token value of an active model element.                                        |
| self                     | Equivalent to \$context\$ or _context_.                                          |
| sig_ + "property name"   | The specified property value of the last signal.                                 |