

Sending a signal instance to a specific target object

You can send an existing Signal Instance (or create a new one and then send it) to a target object with the following APIs

```
void sendSignal(String signalName, Object_ object)
void sendSignal(String signalName, String targetName)
void sendSignal(SignalInstance signal, Object_ object)
void sendSignal(SignalInstance signal, String targetName)
void sendSignal(String signalName, Object_ target, String portName)
void sendSignal(SignalInstance signal, Object_ target, String portName)
```

The conditions that apply when creating an Instance are as follows

- If a signal name contains ":", it will find the signal from a qualified name. The signal will be found if its qualified name is ended with signalName.
- If an object is an instance of an Object_, send the signal to that Object_ directly.
- If an object is an instance of a String, there are two possible cases as follows
 - It will find the target object(s) from all waiting objects whose part/property names match the target's String parameter.
 - It will find the target object(s) through connected ports, given that the port is the name of the current object.

The following example shows how to send a specific signal to a specific target object in ALH API

```
ALH.sendSignal("play", o); "o" references to a target object.
ALH.sendSignal("system::play", o); Find a signal using a qualified name.
ALH.sendSignal("play", "Speaker"); Send to all waiting objects that have "Speaker"
as their type name.
ALH.sendSignal("play", "Player", "out2"); "Player" is an object, and "out2" is a port name.
```

All parameters must not be null, otherwise the ScriptEngine errors will be thrown.