ENTITY#

ENTITY# Returns contents of named QEntity object. It is a cross reference between entities.

Syntax

1. ENTITY#(QEntityID>0, [QEntityIndex]).[InpVar]

Arguments

- QEntityID is an ID referring to an Entity object in the Taxonomy (see also Constant overview. Quaestor provides for every entity in a Taxonomy a specific ID in a standard parameter (Constant overview);
- QEntityIndex is an index referring to a multiple Entity object in the Taxonomy (see also Constant overview. Quaestor provides for every multiple entity in a Taxonomy solution a specific index in a standard parameter (Constant overview). The user can select one or more entities of this type. Note that no value is required in case of singular entities;
- InpVar, optional parameters that is referred to in the specified entity by the ENTITY# function;

Remarks

1. The ENTITY# function is the core function for creating relations between parameters and objects in an entity;
2. Note that Qnowledge is working on a tutorial to provide the knowledge to develop Taxonomies;

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