

//Data are received in module via module.GetProperty; //Data that are received in a module after installation var l\_sType = module.GetProperty("Type"); //calling a field name that was written in ModuleData in Module object ... </syntaxhighlight> |attentions=Format to write data for module:

```
var l_oModuleData = {
    Module: {
        Field: Value,
        ..
    },
    Drivers: {
        Name: {
            Field: Value,
            ..
        },
        ..
    }
}
```

- Module - module object where data for its work are sent:
  - Field - property name that can be received in a module via module.GetProperty
  - Value - value of this property
- Drivers - object of used drivers
  - Name - driver name for which data have to be set
    - Field - name of driver property
    - Value - value for this property

```
}}
```