

Every script file starts with a listener

```
module.AddListener(IR.EVENT_MODULE_START, 0, function(){});
```

It's a new type of events, designed for module development. When a module is developed remember that the script file is now closed for other script files. It means that now you identical names of variables and functions can be used in different script files and they are not rewritten. But there is a limitation. There is no simple access to a function from another script files. To get access to a function from another script file, import a script file with the help of the following command `module.Import("FileName.js")`