

Script - Handle

Script handle, used to identify scripts in script operations called using [spawn](#) or [execVM](#).

When the called script is finished, the handle will contain <NULL-script>; at that point the [scriptDone](#) command will return [true](#). The script can be terminated by using its handle with [terminate](#).

While the engine doesn't contain a null variable for script handles (e.g. like [objNull](#)), it can be created with by calling an empty function:

```
_hdlNull = 0 spawn {}
```

This "null handle" will return [true](#) when tested with [scriptDone](#), and could then be used to populate an array, for example, so that any type-specific test wouldn't fail:

```
_hdlNull = 0 spawn {};  
_handles = [_hdlNull,_hdlNull,_hdlNull];  
// only element 1 contains a "real" handle  
_sqlHdl1 = execVM "someScript.sqf";  
_handles set [1,_sqlHdl1];  
// run a type-specific command (scriptDone) against all the array elements  
_done = {scriptDone _x} count _handles;
```

See also: [execVM](#), [spawn](#), [scriptDone](#), [terminate](#)