# JEXL Rule Language Plugins

Rule Engine · https://2yetis.net/docs/jexl-rule-language-plugins/

The JEXL rule engine uses plugins to add functionality to the engine. Plugins are mapped to the namespace of the rule. You can access the functionality of the plugin by specifying the variable name the plugin is mapped to. For example, the logger plugin is mapped to the logger variable.

Example:

```
rules:
- name: LogEvent
  type: Script
  script: |
    // write event to log file in json format ...
    logger.info("id: " + _id);
```

The JEXL rule engine comes with a set of prebuild plugins listed below. If you have the need to add additional functionality to the engine, don’t hesitate to contact us.