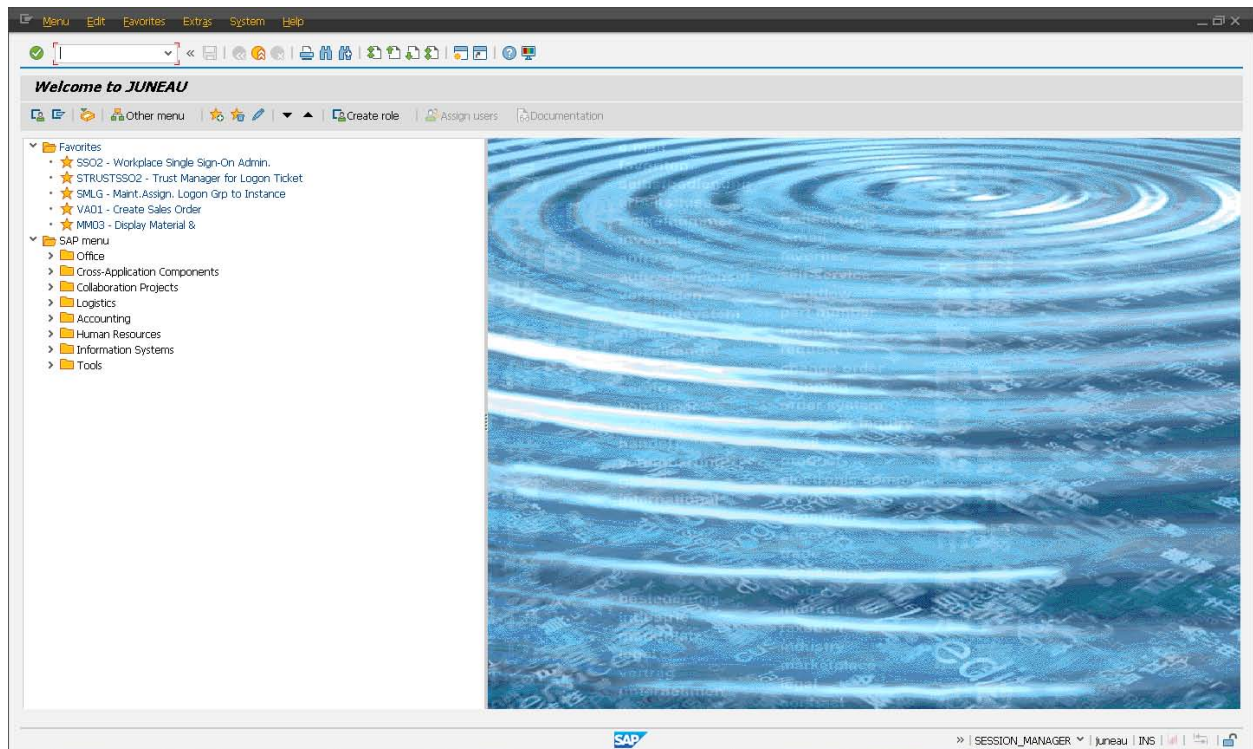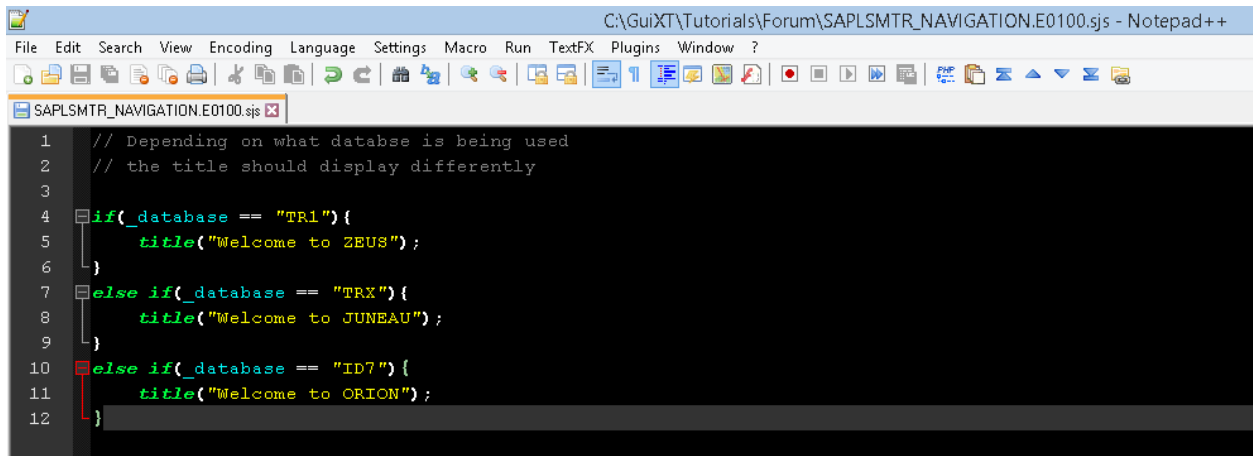# Liquid UI: System Variable - _transaction

This is a very simple example of using the system variable "_database". This system variable holds a string value of what the name of the database or system ID is. This is useful for when you want to conditionalize scripts based on what system they are in. A script might need to run a certain way for the QAS system versus the PRD system.

User Interface

Navigate to the Easy Access Screen.

Liquid UI Code [Script]

File   Edit   Search   View   Encoding   Language   Settings   Macro   Run   TextFX   Plugins   Window   ?

SAPLSMTR_NAVIGATION.E0100.sjs

```
1    // Depending on what databse is being used
2    // the title should display differently
3
4    if(_database == "TR1"){
5        title("Welcome to ZEUS");
6    }
7    else if(_database == "TRX"){
8        title("Welcome to JUNEAU");
9    }
10   else if(_database == "ID7"){
11       title("Welcome to ORION");
12   }
```