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Subject: Re: !order

Posted by [mgs](#) on Tue, 19 May 1998 07:00:00 GMT

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In article <35623995.E5B3D072@nothing.net>, noname@nothing.net wrote:

> Hi,  
>  
> I think a don't understand very well the !order command. How can I  
> develop a prog  
> that will work fine on evry display? How can I check if the current  
> screen is need  
> !order = 0 or = 1?  
>  
> Thank for your help, I'm newbie  
>  
> Skiso

As you start your program or function you can get the value of the !Order variable, then set it to whatever you like. As you exit your program, be sure to set it back to the original value.

```
oldOrder = !Order ; get the current value
!Order = 1      ; set it to whatever you want
...            ; enter all of your program steps
!Order = oldOrder ; set the order value back to the original
```

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Interactive Visuals  
<http://ww2.sd.cybernex.net/~mgs/>

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