

GetAlrtStage Obtain the stage of an Alert

#include <Dialogs.h>

Dialog Manager

short **GetAlrtStage()**;
 returns alert stage, 0 to 3

GetAlrtStage returns the value in the global variable ACount, which applies to the active alert whose resource ID is in the global variable ANumber.

Returns: a short; the stage (i.e., activation count) of the active **Alert**.