ResetAlrtStage

Reset the stage of an Alert so next occurence is stage 0

#include < Dialogs.h>

Dialog Manager

void

ResetAirtStage();

ResetAirtStage sets the global variable <u>ACount</u> to -1, so that the next alert stage will be 0. This applies to the active <u>Alert</u> whose resource ID in the global variable <u>ANumber</u>.

Returns: none