**changeother**

Function of closing the current project and loading a new project in the assigned window.

**Syntax:**

*fl* = **changeother***(win\_id, prt\_file, name\_id, layer\_id, lcmd\_id, layer\_data, start\_fl, resize\_fl*);

**Arguments:**

*win\_id –*identifier of window for loading a new project,

*prt\_file –* string with the name of file containing the new project,

*name\_id –* string with reference name,

*layer\_id –* identifier of layer,

*lcmd\_id –* identifier of command for the layer,

*layer\_data –* start data for the layer,

*start\_fl –* project startup flag,

*resize\_fl –* window resizing flag.

**Description:**

*changeother(win\_id, prt\_file, name\_id, layer\_id, lcmd\_id, layer\_data, start\_fl, resize\_fl*) *–* the function closes the current project and loads a new project from file *prt\_file* in the assigned window with identifier *win\_id* in asynchronous mode (returns control immediately). Parameter *win\_id* is optional.

The function returns 1 if the function has been successfully completed.

If project startup flag *start\_fl* is equal to 1 then the loaded project will be started up immediately.

If resizing flag *resize\_fl* is equal to 0 then window sizes will not be changed.

**Result:**

*fl –* result of execution. Type *boolean*.

**Example:**

|  |  |
| --- | --- |
|  | **changeother** (“project.prt”,””, 0, 0, ””, 1, 0); |