**restore**

Function of reset of object coordinates on the diagram.

**Syntax:**

**restore**(*name1, name2,…, namen*);

**Arguments:**

*name1, name2,…,namen* – object names.

**Description:**

*restore(name1, name2,…, namen) –* function of reset of coordinates of objects named as *name1, name2,…, namen* on the diagram.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **var** oldfl: **boolean**;  **var** p:**point** = (10,0);  **if paintstep then begin**  fl = **flash**(500);  **if** fl <> oldfl **then begin**  **scale**(p, 1.5, FillRect, FillCircle)**;**  **end**;  oldfl = fl;  **end**;  **finalization**  **restore**(FillRect, FillCircle);  **end**; |

Execution of this example results in successive increase and decrease of objects named as *FillRect* and *FillCircle* by 1.5 times with 500 ms period relative to the center set by a point with coordinates (10.0) since result of increase is reset on each step of simulation.

After completion of execution of the example, dimensions of objects will return to the initial state.