**storeposition**

Function of storing the coordinates of objects on the diagram.

**Syntax:**

**storeposition**(*name1, name2,…, namen*);

**Arguments:**

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

**Description:**

*storeposition(name1, name2,…, namen) –* function of storing 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)**;**  **storeposition**(FillRect, FillCircle);  **end**;  oldfl = fl;  **end**; |

Execution of this example results in increase of objects named as FillRect and FillCircle with 500 ms period by 1.5 times relative to the center set by the point with coordinates (10.0). To avoid resetting of the result of increase on each step of simulation, function *storeposition* is used.