**flash**

*Discrete change of value from 0 to 1 with a preset period.*

**Syntax:**

х = **flash**(time);

**Arguments:**

*time* – period of value change in milliseconds.

**Description:**

*flash(time)* – executes a discrete change of output value from 0 to 1 with a preset period *time* in milliseconds. Change of output value is bound to system time. It can be used to display flashing elements.

**Result:**

*x* – output value.

**Example:**

|  |  |
| --- | --- |
|  | **var** id: **integer**;  **initialization**  // Setting the object identifier for flashing  id = **findobjectbynametrans**("FillRect");  stick = **tickcount**;  **end**;  //Flashing during a preset time  **if** id <> 0 **then begin**  **setvisible**(id, **flash**(1000));  **if** (**tickcount** – **stick**) > 5000 **then begin**  **setvisible**(id,1);  id = 0;  **end**;  **end**; |

Flashing with once-per-second period is set for 5 s for an object named as *FillRect* in the example.