

## CMNDX\$ - 32-bit Equivalent of CMND\$

The CMNDX\$ routine is provided as an alternative to the 16-bit CMND\$.

### 1. Invocation

To execute a 32-bit overlay using CMNDX\$ code:

```
CALL CMNDX$ USING prog flag
```

where *prog* is the program name of the overlay; and *flag* is a PIC 9(4) COMP field or literal value that indicates whether the screen contents should be saved over the invocation of program *prog* (0 =don't save/restore screen contents; 1 = save/restore screen contents).

### 2. STOP Codes and Exception Conditions

The following STOP codes may be generated by CMNDX\$:

STOP code	Description
12503	CMNDX\$ has been called recursively. This is not allowed.

No exception conditions are returned by CMNDX\$:

### 3. Programming Notes

The 32-bit CMNDX\$ replaced 16-bit CMND\$. The following 16-bit code sequence:

```
MOVE "MYPROG" TO $$PGM
CALL CMND$ USING "*"
```

should be replaced by:

```
CALL CMNDX$ USING "MYPROG " 1
```

If it is not necessary to save/restore the screen contents then code:

```
CALL CMNDX$ USING "MYPROG " 0
```

**Important Note:** If the *prog* name is less than 8 characters then it must be padded with SPACE's when calling CMNDX\$.

### 4. Examples

[EXAMPLES REQUIRED]

### 5. Copy-Books

None.

### 6. See Also

None.