

## 命令模式

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INput ["prompt"] variables [/NOBLANK] [/NOCAP] [/EVAL] [/EVAL:FRA]

Waits for input from the keyboard and assigns the result to the given variable(s).

等待从键盘输入并将结果赋值给指定的变量。

## 参数说明

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"prompt"

A prompt string to be displayed on the screen to the left of the cursor. If omitted, the variable name is used as the prompt.

屏幕提示信息，显示在光标左侧。如果省略，提示信息将显示为变量名。

variables

A list of one or more variable names. See the VARIABLES command.

单个或多个变量名称，参看命令 VARIABLES。

/NOBLANK

Shows the present value assigned to the variable in the input field. Applies only to string variables with defined length ranges.

在输入栏显示当前变量的值。只适用于定义了长度的字符串变量。

/NOCAP

Does not capitalize the prompt message.

提示信息不要用大写。

/EVAL

Accepts variable names optionally followed by a numerical addition.

接受变量名后面跟数字。

/EVAL:FRA

Accepts frame codes optionally followed by a numerical addition.

接受肋位号后面跟数字。

## Operation

### 操作

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This command takes one or more items of input from the keyboard and stores them in the corresponding variables. The variables must have been previously declared by the VARIABLES command.

命令将单个或多个从键盘输入的数据存储到相应的变量名下。变量需提前使用 VARIABLES 命令定义。

If variable had a range assigned when it was declared, the input value is checked against the range and the user is prompted to try again if it falls outside.

如果在定义变量时，指定了变量的长度范围。被赋值数据的长度将被检查，如果数据超过了变量规定的长度，那么将提示赋值失败，再次赋值。

When a string variable which has a length range is involved, the screen shows a field in reversed video (dark on light) of a length equal to the maximum string length. If, further, the /NOBLANK parameter is given, the preexisting value of the string is shown. If no length was assigned to the string variable, INPUT will take characters until the end of the line on the screen.

当串变量有长度要求时，屏幕会按照变量最大长度反显（亮底暗显）区域。如果附加参数 /NOBLANK，会显示之前的赋值。如果变量没有长度限制，INPUT 会输入字符直到行的末端。

Editing within the input field is available using the Right and Left arrow keys as well as the Home, End, Backspace and Del keys. In addition, the Up arrow may be used to pick up a word or value which may be showing on the screen.

在输入栏中可以使用 Left, Right, Home, End, Backspace, Del 键来编辑。另外，可以使用 UP（向上）键去选取屏幕显示的单词或数值。

## Display Output

### 输出显示

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The prompt and input dialog is displayed on the screen.

屏幕显示提示信息和输入对话框。

## Nondisplay Output:

### 无显示输出

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none.

无

## Examples

### 样例

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Inputting a single number with a prompt:

根据提示信息输入数值：

```
INPUT "Please enter the maximum heel angle: " HA
```

Inputting a string and a number:

输入字符串和数值：

```
MESSAGE "Enter the tank name and load %:
```

```
INPUT NAME,LOAD
```

```
LOAD({NAME}) = {LOAD}%
```

Making use of the ability to pick words from the screen:

利用屏幕点击选取所需字符:

VARIABLE (STRING) NAME:1:8

DIR \*.GF

INPUT "Select a geometry file: ",NAME

READ {NAME}.GF