

@ASKORDER

The **value or string parameter** attribute @ASKORDER is used to define the parameter which holds the number of object instances to be created for non QEntity objects.

Syntax

Place @ASKORDER:ParameterName in the data slot of the parameter

Arguments

- ParameterName is the name of the parameter containing the number of object instances

Remarks

- See also the [@LOCAL](#) and [@INLEVEL](#) attributes.

Member of functional group: [Modeling](#)

Member of knowledge base type: [Classic and general type](#), [Scenario type](#) and [Taxonomy type](#)

Example

The attribute @ASKORDER:Nr in the data slot of Object Deck invoked in an object Decks creates Nr instances of Deck in the Decks object. The value provided for Nr is stored on the Decks level. If 0 is provided for Nr, one empty instance of Deck is created that will be removed upon finishing the solution.

Quick links: [Functions overview](#) | [Attribute overview](#) | [Constants overview](#) | [Dimensions overview](#)