

7 ~~more~~ conditions

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7.1 Description

By default, Stata does not pause its output. If a command generates more than a screenful of output, you can scroll back to see what you missed.

Some users prefer for Stata to pause every time the screen is full of output. You can enable this with Stata's `set more` command. See [R] [more](#).

If you `set more on`, Stata will pause any time a command generates more than a screenful of output. When you see ~~more~~ at the bottom of the screen,

Press . . .	and Stata . . .
letter <i>l</i> or <i>Enter</i>	displays the next line
letter <i>q</i>	acts as if you pressed <i>Break</i>
Spacebar or any other key	displays the next screen

Also, from the menu, you can press the *More* button, the green button with the down arrow.

~~more~~ is Stata's way of telling you that it has something more to show you, but showing you that something more will cause the information on the screen to scroll off.

7.2 set more

If you type `set more on`, ~~more~~ conditions will arise at the appropriate places.

If you type `set more off` (Stata's default behavior), ~~more~~ conditions will never arise and Stata's output will scroll by at full speed.

Programmers: If `set more` is used within a do-file or program, Stata automatically restores the previous `set more` setting when the do-file or program concludes.

See [R] [more](#).

7.3 The more programming command

Ado-file programmers need take no special action to have ~~more~~ conditions arise when the screen is full. Stata handles that automatically.

If, however, you wish to force a ~~more~~ condition early, you can include the `more` command in your program. The syntax of `more` is

```
more
```

`more` takes no arguments.

For more information, see [P] [more](#).