7   –more– conditions

Contents

7.1 Description

When you see —more— at the bottom of the screen,

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

Also, you can press the *clear –more– condition* button, the button labeled **Go** with a circle around it.

    —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 off

    If you type set more off, —more— conditions will never arise and Stata's output will scroll by at full speed.

    If you type set more on, —more— conditions will be restored at the appropriate places.

    Programmers: Do-file writers sometimes include set more off in their do-files because they do not care to interactively watch the output. They want Stata to proceed at full speed because they plan on making a log of the output that they will review later. Do-filers need not bother to set more on at the conclusion of their do-file. Stata automatically restores the previous set more when the do-file (or program) concludes.

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**.