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## BC10PopBuf

**B** = Buffer

**C** = Calculation functions

The BC10PopBuf function extracts a value from a ring buffer. Each time the latter function makes sure to extract from the circular buffer queue the first data entered and then place it in a variable.

## IMPLEMENTATION

### BC10PopBuf (Buffer, Element, ErrorCode)

Parameters:

IN/OUT	VARIABLE TYPE	EXAMPLE NAME	DIM	
IN	ARRSYS	Buffer	B/W/L/S	Array containing the Buffer
OUT	GLOBAL	Element	L/S	Variable on which you place the value retrieved from the buffer
OUT	GLOBAL	ErrorCode	F	Variable containing the error possibly occurred during insertion of the value

### Error

After calling the function if there are any errors the error variable (ErrorCode) take the following values:

0 - No error

1 - Empty Buffer

### Example

Extracts an data by the buffer queue and puts it in the "glDato" variable each front of the "gfExtract" variable

```

MAIN:
  IF gfExtract
    gfExtract = 0
    BC10PopBuf (Buffer, Element, ErrorCode)
    IF NOT ErrorCode
      glDato = Element
    ENDF
  ENDF

```

### Note

- Using this feature is linked to the **BC10InitBuf** function that initializes the buffer and that must be called at least once before the BC10PushBuf function.
- Complementary to this function is the **BC10PushBuf** function who places a data in a ring buffer queue.

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