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VI10AddArc1

V = Vector

I = Image

Function that is used to manage the Vector Image feature (object that resides on some Qpaint versions).

The VI10AddArc1 function adds the ARC1 command queued to be processed in the Buffer instructions to perform the drawing. The ARC1 command trace an arc type I or III (see drawing in notes) current coordinates x and y coordinates passed through the function.

The X and Y coordinates are also set, at end of statement, as current coordinates.



IMPLEMENTATION

VI10AddArc1 (awBuffer, Coord_X, Coord_Y, Radius)

Parameters:

IN/OUT	VARIABLE TYPE	EXAMPLE NAME	DIM	
IN	ARRSYS / ARRGBL	awBuffer	W	Array that serves as a buffer for instructions/data
IN	CONST/ GLOBAL	Coord_X	W	Variable containing the X-value coordinate of the end point of arc, within the Vector Image.
IN	CONST/ GLOBAL	Coord_Y	W	Variable containing the X-value coordinate of the end point of arc, within the Vector Image.
IN	CONST/ GLOBAL	Radius	W	Variable containing the value of the radius of the circle on which you want to draw the arc.

Example

TASK_00

```

MAIN:
VI10InitBuffer (awBuffer)           ;Initializes the Buffer
Color = 0                             ;Sets black color
VI10AddPen (awBuffer, Color)         ;Adds the PEN command
Coord_X = 0                           ;Sets the coordinates for the MOVE
Coord_y = 0
VI10AddMove (awBuffer, Coord_X, Coord_Y) ;Adds the MOVE command
Coord_X = 100                         ;Sets the coordinates and the radius to ARC1
Coord_y = 50
Radius = 200
VI10AddArc1 (awBuffer, Coord_X, Coord_Y, Radius);Adds the ARC1 command
....
WAIT 1
JUMP MAIN
END

```

Note

- Considered the figure below:



The arc between point A and point B can run through one of the four trajectories I, II, III o IV. The ARC1 function execute the trajectories that belong to the circle with the “low” center between the two (coordinate Y0 less), then, in drawing, the circle whose center is C0. This circumference can execute the trajectory I or the trajectory III.The trajectory I shall occur when you set a negative radius, while the trajectory III runs if you set a positive radius.

If you want to execute an arc that belongs to the circumference with C1 center as that represented by the trajectories II or IV, you must use the ARC2 function, with which, by setting a negative radius, we will make the trajectory II, while setting a positive RADIUS will be the trajectory IV.

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