

Sommario

VI10AddArc3	3
IMPLEMENTATION	3

VI10AddArc3

V = Vector

I = Image

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

The VI10AddArc3 function adds the ARC3 command queued to be processed in the Buffer instructions to perform the drawing. The ARC3 command trace an arc on the circumference of a circle whose center is located at Xo and Yo passed to the function. This arc go from current coordinates to the X, Y coordinates, these passed to the function. The X and Y coordinates are also set, at the end of the statement, as current coordinates.



IMPLEMENTATION

VI10AddArc3 (awBuffer, Coord_X, Coord_Y, Centre_Xo, Centre_Yo, 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 value of the X coordinate of the end point of arc, within the Vector Image object.
IN	CONST/ GLOBAL	Coord_Y	W	Variable containing the value of the Y coordinate of the end point of arc, within the Vector Image object.
IN	CONST/ GLOBAL	Centre_Xo	W	Variable containing the Xo circumferential Center coordinate value on which the arc is drawn.
IN	CONST/ GLOBAL	Centre_Yo	W	Variable containing the Yo circumferential Center coordinate value on which the arc is drawn.
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 = 70
VI10AddMove (awBuffer, Coord_X, Coord_Y) ;Adds the MOve command
Coord_X = 20                        ;Sets the coordinates of the end point of arc
Coord_y = 50
Centre_Xo = 0                       ;Sets the coordinates of the circumference center
Centre_Yo = 50
Radius = 20                         ;Sets the radius of the circumference
VI10AddArc3 (awBuffer, Coord_X, Coord_Y, Centre_Xo, Centre_Yo, Radius) ;Adds the ARC3 command
....
WAIT 1
JUMP MAIN
END

```

Note

- Considered the picture below:



the ARC3 command trace an arc of a circle from point A to point B, on a circle that has its own centre in Co (Xo, Yo).

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