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VI10AddArcBetweenAngles

V = Vector

I = Image

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

The VI10AddArcBetweenAngles function adds, queued instructions to be processed into the Buffer to perform the drawing, a set of instructions to draw an arc whose route goes from point A to point B in a circle whose X-Y coordinates are passed of the center of the radius.

Point A and point B are not expressed with X-Y coordinates but with circumferential corners.

The X and Y coordinates of the B point (calculated within the function) it also set, at end of statement, as current coordinates.



IMPLEMENTATION

VI10AddArcBetweenAngles (awBuffer, Centre_Xo, Centre_Yo, Angle_A, Angle_B, 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	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	Angle_A	W	Variable containing the A angle value of the start arc. (Expressed in tenths of a degree)
IN	CONST/ GLOBAL	Angle_B	W	Variable containing the B angle value of the end arc. (Expressed in tenths of a degree)
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
Centre_Xo = 0                       ;Sets the coordinates of the center circumference
Centre_Yo = 50
Angle_A = 200                       ;Sets the angle of the A point (20°)
Angle_B = 900                       ;Sets the angle of the B point (90°)
Radius = 20                         ;Sets the Radius of the circumference
VI10AddArcBetweenAngles (awBuffer, Centre_Xo, Centre_Yo, Angle_A, Angle_B, Radius)
;Adds Construction arch with corners
....
WAIT 1
JUMP MAIN
END

```

Note

- Considered the pictures below:



the function trace an arc from point A to point B (expressed as angles) of the unit identified by the X-Y coordinates of the center and the radius is passed to the function.

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