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VI10AddCircle

V = Vector

I = Image

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

The VI10AddCircle function add the CIRCLE control point in the queue to be processed instructions in the Buffer to perform the drawing.

The CIRCLE command creates a circle with Center positioned at coordinates and radius equal to the current parameter "Radius" is passed to the function.

The same coordinates passed to the function, it also set then as current coordinates.



IMPLEMENTATION

VI10AddCircle (awBuffer, Radius, Fill)

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	Radius	W	Variable containing the value of the radius of the circle you want to draw.
IN	CONST/ GLOBAL	Fill	W	Variable containing the information for the area fill inside of the rectangle. Fill = 0: Inside area not filled with color Fill = 1 :Indoor area filled with color

Example

TASK_00

```

MAIN:
VI10InitBuffer (awBuffer)           ;Initializes the Buffer
VI10AddPen (awBuffer, Color)        ;Adds the PEN command
VI10AddMove (awBuffer, Coord_X, Coord_Y) ;Adds the MOVE command
Radius = 20                         ;Sets the radius of the circumference
Fill = 0                           ;Sets the secure area not filled
VI10AddCircle (awBuffer, Radius, Fill) ;Adds the CIRCLE command
....
WAIT 1
JUMP MAIN
END

```

Note

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