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## VI10AddLine

**V** = Vector

**I** = Image

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

The VI10AddLine function adds the command LINE instructions queued to be processed into the Buffer to perform the drawing. The LINE command prints a continuous line (horizontal, vertical, oblique) from the current coordinate to the coordinate (x,y) passed as an argument.

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



## IMPLEMENTATION

### VI10AddLine (awBuffer, Coord\_X, Coord\_Y)

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-coordinate of the ending point of the line.
IN	CONST/ GLOBAL	Coord_Y	W	Variable containing the Y-coordinate of the ending point of the line.

### 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
Coord_X = 25                        ;The X-coordinate of the line's end
Coord_Y = 50                        ;The Y-coordinate of the line's end
VI10AddLine (awBuffer, Coord_X, Coord_Y) ;Adds the LINE command
....
WAIT 1
JUMP MAIN
END

```

### Note

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