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IMPLEMENTATION 3

VI10AddMoveArea

V = Vector

I = Image

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

The VI10AddMoveArea function adds the MOVEAREA command instructions to process queued buffering for drawing.

The MOVEAREA command moves the image to a number of pixels equal to x on the horizontal axis and y on the vertical axis.

If x is positive the move will be to the right, if x is negative, the move will be to the left.

If y is positive the move will be to the upward, if y is negative, the move will be to the down.



IMPLEMENTATION

VI10AddMoveArea (awBuffer, Spazio_X, Spazio_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	Spazio_X	W	Variable containing the space by shifting the image along the X axis. X positive = move to the right X negative = move to the left
IN	CONST/ GLOBAL	Spazio_Y	W	Variable containing the space by shifting the image along the Y axis. Y positive = move to the upward Y negative = move to the down

Example

TASK_00

```

MAIN:
VI10InitBuffer (awBuffer)           ;Initializes the Buffer
VI10AddPen (awBuffer, Color)        ;Adds the PEN command
Coord_X = 20                        ;Sets the new current coordinate X
Coord_Y = 50                        ;Sets the new current coordinate Y
VI10AddMoveArea (awBuffer, Spazio_X, Spazio_Y) ;Adds the MOVEAREA command
....
WAIT 1
JUMP MAIN
END

```

Note

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