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VI10AddPoint

V = Vector

I = Image

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

The VI10AddPoint function Adds the command POINT queued instructions to be processed into the Buffer to perform the drawing.

The POINT command print a point within the area of the Vector Image, at coordinates passed as an argument. The same coordinates are also set as current coordinates.



IMPLEMENTATION

VI10AddPoint (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 value of the X coordinate within the Vector Image where to print the point.
IN	CONST/ GLOBAL	Coord_Y	W	Variable containing the value of the Y coordinate within the Vector Image where to print the point.

Example

TASK_00

```

MAIN:
VI10InitBuffer (awBuffer)           ;Initializes the Buffer
VI10AddPen (awBuffer, Color)        ;Adds the PEN command
Coord_X = 15                        ;The X-coordinate where to draw the point
Coord_Y = 35                        ;The Y-coordinate where to draw the point
VI10AddPoint (awBuffer, Coord_X, Coord_Y) ;Adds the POINT command
...
WAIT 1
JUMP MAIN
END

```

Note

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