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## VI10AddRect

**V** = Vector

**I** = Image

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

The VI10AddRect function adds the RECT command queued to be processed instructions in the Buffer to perform the drawing. The RECT command creates a rectangle with an edge set on the current coordinates and the opposite edge positioned at coordinates passed as an argument.

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



## IMPLEMENTATION

### VI10AddRect (awBuffer, Coord\_X, Coord\_Y, 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	Coord_X	W	Variable containing the value of the X coordinate that determines where one edge of the rectangle to draw.
IN	CONST/ GLOBAL	Coord_Y	W	Variable containing the value of the y coordinate that determines where one edge of the rectangle 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 ≠ 0 : Indoor area filled with color

### Example

#### TASK\_00

```

MAIN:
VI10InitBuffer (awBuffer)                ;Initializes the Buffer
VI10AddPen (awBuffer, Color)              ;Adds the PEN command
Coord_X = 30                             ;The X-coordinate of the starting edge of the rectangle
Coord_Y = 30                             ;The Y-coordinate of the starting edge of the rectangle
VI10AddSet (awBuffer, Coord_X, Coord_Y)   ;Adds the SET command
Coord_X = 30                             ;The X-coordinate of the opposite corner of the rectangle
Coord_Y = 30                             ;The Y-coordinate of the opposite corner of the rectangle
Fill = 0                                  ;Sets the internal area not filled
**VI10AddRect (awBuffer, Coord_X, Coord_Y, Fill)** ;Adds the RECT command
....
WAIT 1
JUMP MAIN
END

```

### Note

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