

Table of Contents

VI10AddSet 3

IMPLEMENTATION 3

VI10AddSet

V = Vector

I = Image

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

The VI10AddSet function adds the SET command in the queue to the instructions to be processed into the Buffer to perform the drawing.

The SET command sets the current coordinate within the area of the Vector Image, with x and y passed values. The new coordinate determines the starting point for the shape drawn later.



IMPLEMENTATION

VI10AddSet (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 new X coordinate within the Vector Image.
IN	CONST/ GLOBAL	Coord_Y	W	Variable containing the value of the new Y coordinate within the Vector Image

Example

TASK_00

```

MAIN:
VI10InitBuffer (awBuffer)           ;Initializes the Buffer
VI10AddPen (awBuffer, Color)        ;Adds the PEN command
Coord_X = 20                        ;Sets the new current X coordinate
Coord_Y = 50                        ;Sets the new current Y coordinate
VI10AddSet (awBuffer, Coord_X, Coord_Y) ;Adds the SET command
....
WAIT 1
JUMP MAIN
END

```

Note

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