

**Sommario**

**VI10BeginDrawBuffer** ..... 3

***IMPLEMENTATION*** ..... 3



# VI10BeginDrawBuffer

**V** = Vector

**I** = Image

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

The VI10BeginDrawBuffer function has the task of preparing the buffer to next add paint operations. The function also checks for errors and then places them in the variable given as the second argument.

Before you start building the buffer content, if you want to start a new drawing, you must call this function or function [VI10InitBuffer](#).

## IMPLEMENTATION

### VI10BeginDrawBuffer (awBuffer, gwError)

Parameters:

IN/OUT	VARIABLE TYPE	EXAMPLE NAME	DIM	
IN	ARRSYS / ARRGBL	awBuffer	W	Array that serves as a buffer for instructions/data
OUT	SYSTEM / GLOBAL	gwError	W	Error variable

### Example

TASK\_00

```

MAIN:
  IF gfDraw
    Vii1WaitBufferReadyUsingWAIT(awBuffer)
    VI10BeginDrawBuffer(awBuffer, gwError)
    IF gwError
      ; Error report
    ELSE
      Vii0DrawBuffer(awBuffer)
    ENDIF
    gfDraw = 0
  ENDIF
END

```

### Note

In case the error variable already has a value other than zero, it will not be overwritten.

Documento generato automaticamente da **Qem Wiki** - <https://wiki.qem.it/>

Il contenuto wiki è costantemente aggiornato dal team di sviluppo, è quindi possibile che la versione online contenga informazioni più recenti di questo documento.