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VI10DrawBuffer 3

IMPLEMENTATION 3

VI10DrawBuffer

V = Vector

I = Image

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

The VI10DrawBuffer function asks at the HMI device to process and draw, the contents of the buffer. Processing content buffer is not a synchronous operation to the execution of the function, so that means with the VI10DrawBuffer function you report only to a HMI device buffer to be processed. Will be the HMI and so the the firmware, decide how and when to start the design phase.

In order to understand when the drawing operation is completed and you can create a new drawing buffer you must use the VI10WaitBufferReadyUsingEND or VI10WaitBufferReadyUsingWAIT functions.

IMPLEMENTATION

VI10DrawBuffer (awBuffer)

Parameters:

IN/OUT	VARIABLE TYPE	EXAMPLE NAME	DIM
IN	ARRSYS / ARRGBL	AwBuffer	W Array that serves as a buffer for instructions/data

Example

TASK_00

```

MAIN:
  IF gfDraw
    VI10DrawBuffer (awBuffer)      ;Draws the contents of the buffer
    gfDraw = 0
  ENDIF
END

```

Note

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