

Sommario

VI10GetDimension 3

IMPLEMENTATION 3

VI10GetDimension

V = Vector

I = Image

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

The VI10GetDimension function adds the GetDimension command queue up the instructions to be processed into the Buffer to perform the drawing. The GetDimension command allows you to read the width and height size in pixels of the VectorImage object.

This command generates a run-time error then it must be always added as the last execution buffer.

IMPLEMENTATION

VI10GetDimension (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:
  VI10InitBuffer(awBuffer)
  VI10GetDimension(awBuffer)
  VI10DrawBuffer(awBuffer)
  VI11WaitBufferReadyUsingWAIT(awBuffer)
  VI10ExtractDimension(awBuffer, awWidth, awHeight)
  VI10InitBuffer(awBuffer)
END

```

Note

- To extract the data read from GetDimension command you need to use immediately after the [VI10ExtractDimension](#) command
- The **GetDimension** command will always generate a run-time error then it must be added as the last execution buffer. Also, after you finish reading the data, you must reinitialize the buffer with the [VI10InitBuffer](#) command

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