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VI10GetUnusedBufferSize

V = Vector

I = Image

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

The VI10GetUnusedBufferSize function used to get the number of unused Buffer elements.

The buffer size is specified as the number of items directly in defining the array in the configuration file. Not all array buffer will be used for drawing operations, only part of it is actually used to process transactions. The part that is not used you learn through this function.

IMPLEMENTATION

VI10GetUnusedBufferSize (awBuffer, Elem)

Parameters:

| IN/OUT | VARIABLE TYPE | EXAMPLE NAME | DIM | |
|--------|--------------------|--------------|-----|---|
| IN | ARRSYS / ARRGBL | awBuffer | W | Array that serves as a buffer for instructions/data |
| OUT | GLOBAL | Elem | W | A variable that contains the number of elements not exploited in the Buffer |

Example

TASK_00

```

MAIN:
VI10InitBuffer (awBuffer)           ;Initializes the Buffer
VI10GetUnusedBufferSize (awBuffer, Elem)   ;Counts the number of items that aren't used in the buffer
glElemNoUsed = Elem                 ;Copy number of unused in a variable
...
WAIT 1
JUMP MAIN
END

```

Note

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