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## VI10LoadImage

**V** = Vector

**I** = Image

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

The VI10LoadImage function adds the LoadImage command queued to the instructions to be processed into the Buffer to perform the drawing.

The LoadImage command allows you to load, on the active layer, the bitmap image associated with an **Image** object that is below the area occupied by the object VectorImage.

## IMPLEMENTATION

### VI10LoadImage (awBuffer, ImageNumber, TanspColor)

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	ImageNumber	W	Variable containing the number of the Image object to load the associated image Min. 1
IN	CONST/ GLOBAL	TanspColor	W	Variable containing the code color to treat as transparent. If sets to <b>-1</b> it is considered the background value set by <a href="#">VI10SetBackground</a> command

### Example

TASK\_00

```

MAIN:
VI10InitBuffer (awBuffer)           ;Initializes the Buffer
....
ImageNumber = 1                     ;Sets the number of the image to load
VI10LoadImage (awBuffer, ImageNumber, -1) ;Adds the command
....
VI10DrawBuffer(awBuffer)
WAIT 1
JUMP MAIN
END

```

### Note

- The Image objects to display must be placed under the area occupied by the Vectorimage object.
- The image is loaded with top-left corner coincident current coordinate of VectorImage set by the [VI10AddSet](#) command.
- The **ImageNumber** parameter value must be greater than 0 (ZERO). To find the correct value of ImageNumber, considering having more Image objects placed under the area occupied by Vectorimage, take advantage of the setting to the object's Z-Order property QPaint. The Z-Order feature indicates the **level** for each, static or dynamic, than the others and is visible in the status bar of Qpaint when you select an object. It can be increased or decreased by moving the object to the front or towards the bottom. A good method is to sort the images, and then set the Z-Order starting from 1, and so on. This way you will get a direct correspondence between the value of the image to display and the value to assign to ImageNumber.
- For the color's codes of the **TanspColor** parameter, see the [Qpaint color code table](#).

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