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# VI10WaitBufferReadyUsingEND

**V** = Vector

**I** = Image

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

The VI10WaitBufferReadyUsingEND function is used to wait for the conclusion of the design phase was started, in a time task. In case the drawing procedure is not complete, when you invoke this function, the task in time is stopped and you move on to the next task. In the next cycle the timed task will start over from the first statement.

## IMPLEMENTATION

### VI10WaitBufferReadyUsingEND (awBuffer)

Parameters:

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

### Example

*T\_TIME00*

```

MAIN:
  IF gbSequenza EQ 1
    VI10DrawBuffer(awBuffer )           ;Draws the contents of the Buffer
    gbSequenza = 2
  ENDIF
  IF gbSequenza EQ 2
    VI10WaitBufferReadyUsingEND( awBuffer ) ;Awaits the conclusion of the drawing
    gbSequenza = 3
  ENDIF
  IF gbSequenza EQ 3
    glPippo = 1000                       ;(This statement runs only at the end of the design process)
    gbSequenza = 4
  ENDIF
  ....
  END

```

### Note

- The function can fail the task and in the next cycle, restart from the first statement.

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