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VI10WaitBufferReadyUsingWAIT

V = *Vector*

I = *Image*

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

The VI10WaitBufferReadyUsingWAIT function is used to wait for the conclusion of the design phase was started.

A Wait statement inside causes the statement following the line of calling this function, be done only when the design phase on the Vector Image is definitively concluded.

IMPLEMENTATION

VI10WaitBufferReadyUsingWAIT (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:
VI10DrawBuffer(awBuffer )           ;Draws the contents of the Buffer
VI10WaitBufferReadyUsingWAIT( awBuffer )   ;Awaits the conclusion of the drawing
glPippo = 1000                      ;(This statement runs only at the end of the design process)
```

Note

- This function contains the WAIT. Not for use in a task that requires the full implementation of the instructions at each cycle.

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