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VI11WaitBufferReadyUsingWAIT

V = Vector

I = Image

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

The VI11WaitBufferReadyUsingWAIT function is used to wait for the conclusion of the design phase was started.

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

HISTORY

The VI11WaitBufferReadyUsingWAIT function replaces the previous [VI10WaitBufferReadyUsingWAIT](#) making the non-blocking flow of execution in case the condition to check is true; If the check condition is fails, then the instruction is executed to WAIT.

IMPLEMENTATION

VI11WaitBufferReadyUsingWAIT (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:
VI11WaitBufferReadyUsingWAIT( awBuffer )      ;Awaits the conclusion of the previous design
Vii0DrawBuffer( awBuffer )                    ;Draws the contents of the Buffer
glPippo = 1000                                ;(This instruction 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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