

DrawAid Procedures V3.02

System

LIBRARY“<DrawAid_Lib\$Dir>.Procedures”
PROC_report_errors :provides simple error report
PROC_DrawAid(filename\$) :use with new programs : Note ""="Untitled"
PROC_finish :must follow last **PROC_DrawAid()**
PROC_message(message\$) :sends **message\$** to dialogue box
PROC_fatal_error(message\$) :sends **message\$** to dialogue box and stops
PROC_no_hourglass :prevents hourglass pointer
data\$=FN_fetch_data(request\$) :fetches **data\$** from dialogue box
value=FN_get_value(request\$) :gets a numerical **value** from dialogue box

Standard Objects

PROC_circle(ow,oc,fc,xo,yo,radius)
PROC_ring(ow,oc,fc,xo,yo,inradius,outradius)
PROC_ellipse(ow,oc,fc,xo,yo,major,minor,angle)
PROC_arc(ow,oc,fc,xc,yc,radius,startangle,endangle)
PROC_segment(ow,oc,fc,xc,yc,radius,startangle,endangle)
PROC_sector(ow,oc,fc,xc,yc,radius,startangle,endangle)
PROC_quadrant(ow,oc,fc,xc,yc,radius,quadrant)
PROC_rectangle(ow,oc,fc,xo,yo,boxwidth,boxheight,angle)
PROC_frame(ow,oc,fc,xo,yo,boxwidth,boxheight,wall,angle)
PROC_rounded_box(ow,oc,fc,xo,yo,width,height,radius)
PROC_plaque_box(ow,oc,fc,xo,yo,width,height,radius)
PROC_triangle(ow,oc,fc,x1,y1,x2,y2,x3,y3)
PROC_polygon(ow,oc,fc,xo,yo,radius,sides,startangle)
PROC_line(ow,oc,xc,ys,xe,ye)
PROC_spline(ow,oc,xc,ys,xc1,yc1,xc2,yc2,xe,ye)
PROC_poly_spline(ow,oc,fc,xo,yo,npoints%) :through **polyx(i%),polyy(i%)**
PROC_arrow_out(ow,oc,xc,ys,length,angle)
PROC_arrow_in(ow,oc,xc,ys,length,angle)
PROC_dimension(xs,ys,xe,ye)
PROC_dimension_vector(xs,ys,xe,ye)
PROC_dimension_off(xs,ys,xe,ye,offset)
PROC_dimension_off_vector(xs,ys,xe,ye,offset)
PROC_xaxis(ow,oc,xo,yo,xmin,xmax,ticksize,tickspace)
PROC_yaxis(ow,oc,xo,yo,ymin,ymax,ticksize,tickspace)
PROC_axes(ow,oc,xo,yo,xmin,ymin,xmax,ymax,ticksize,xtickspace,ytickspace)

Path Objects

PROC_new_path(linewidth,linecol,fillcol)
PROC_move(x,y)
PROC_draw(x,y)
PROC_curve(xe,ye,xc1,yc1,xc2,yc2)
PROC_arc_path(xc,yc,incangle)
PROC_move_rel(dx,dy)
PROC_draw_rel(dx,dy)
PROC_curve_rel(dxe,dye,dxc1,dyc1,dxc2,dyc2)
PROC_vector_move(l,angle)
PROC_vector_draw(l,angle)
PROC_scale_path(factor)
PROC_odd_scale_path(xo,yo,factorx,factory)
PROC_scale_path_X(factor)
PROC_scale_path_Y(factor)
PROC_rotate_path(xo,yo,angle)
PROC_locate_path(xo,yo,xpos,ypos)
PROC_shear_path_X(angle)
PROC_shear_path_Y(angle)
PROC_flip_path_X
PROC_flip_path_Y

Colours

The following names may be used where a colour value is called for.
desktop colours

white
grey1 - grey6
black
dark_blue
yellow
light_green
red
straw
dark_green
orange
light_blue
none
transparent
clear

16 greys

8 greys on normal desktop palette.
Use grey palette in Tools
provides 16 greys on printer
- select dithered output on driver.

greyscale0 - greyscale16

greyscale16 is identical to greyscale15 ie black
additionally the same scale is obtained from;
greyscale(i%) where **i%=0** to 16
for incrementing in loops

256+ colours

256 colour modes only, or RISC PC machines,
or special display hardware

rgb(i%) where **i%=1** to 256

Selects the colour previously set by:

PROC_set_rgb(i%,r,g,b) where **i%=0** to 256

and where **r,g,b** range from 0 to 100, ie % saturation.

PROC_set_rgb_hex(i%,r%,g%,b%)

where **i%=0** to 256

and where **r%,g%,b%** range from 0 to 255 or 0 to &FF.