

Name:

1706_bitmap_write_bitmap_rectangle

Purpose:

Write rectangle to loaded image or on harddrive.

Data:

Use <v"Variable"v> to access variables values from all text input fields where text is mandatory or optional. Use <s"expression"m> to calculate simple functions.

Example combined <s<v"Variable"v>+1m> Function will return value in Variable called Variable +1 to function. If variable contains 100 result would be 101. If pressed <v an option of variables will be presented chose variable and press enter.

Usage:

In advanced tab for all functions there is a checkbox called breakpoint if set the execution will halt if debug is checked, debug is only supported for main program execution (i.e., not configs that is run in threads)

If checkbox "insert to loaded image" is entered action will be saved internally and can be presented on screen by using "Present loaded image" in File IO category. An image must first have been loaded to be inserted either by checkbox in Create bitmap or Load Image in File IO.

Exceptions:

In advanced tab for all functions there is an option to handle faults. A typical fault could be that function expects a number and get a text. There are multiple ways for program to react if a fault occurs ignore will continue as nothing happened (variable return data may likely be faulty), halt will stop all program execution. Ignore and goto will goto a specified part of the current config.

Standard is halt and report, report mean fault will be written to the error log.

Limitations:

Not specified

Example: