

Name:

1702_bitmap_read_pixel

Purpose:

Read and get color code from pixel in image either loaded or from 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)

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: