

Wykaz bloków funkcyjnych biblioteki CanvasLib

Function	Description
Alpha_TO_Color	Set the color stored in the format UDINT transparency
Color_TO_RGBA	Explodes color format UDINT on individual components of RGB and transparency
GC_AddPoint	Used to add the coordinates of individual points of the polygon. It is used for functions GC_Polygon, GC_PolygonArray, GC_Polygon4, GC_CPolygon and GC_CPolygonArray and GC_CPolygon4.
GC_Arc	Draws an arc / arc.
GC_Begin	Start drawing reset buffer and unlocks it for writing
GC_Box	Draws a rectangle. The pen is moved to the center of the rectangle.
GC_CArc	Draws an arc / sector centered on the position of the drawing pen.
GC_CBox	Draws a rectangle centered on the position of the drawing pen.
GC_CCircle	Draws a circle centered on the position of the drawing pen.
GC_CImage	Displays an image centered on the position of the drawing pen.
GC_Circle	Draws a circle. The position of the drawing pen moves to the center.
GC_CPolygon	Draws a polygon around the position of the drawing pen.
GC_CPolygonArray	Draws a polygon around the position of the drawing pen-defined field.
GC_CPolygon4	Plots quadrangle around the position of the drawing.
GC_CRoundBox	Draws a rectangle with rounded corners centered on the position of the drawing pen.
GC_CWriteText	Lists text centered around the position of the drawing pen.
GC_DataLen	Returns the number of bytes stored in the graphics buffer the canvas
GC_End	End drawing, locks buffer for writing and allow its plot. Returns TRUE if all graphical operations successfully deposited.
GC_GraphAddData	Adds one data point on the graph. This function is used for functions and GC_GraphBars GC_GraphLine.
GC_GraphBars	Renders the data for the bar graph.
GC_GraphBarsArray	Renders the data for the bar graph specified field.
GC_GraphLine	Renders the data for the bar graph.
GC_GraphLineArray	Renders the data for the bar graph specified field.
GC_Heading	Sets the angle of the drawing pen in degrees.
GC_Image	Displays the picture.
GC_Line	Draws a line between two points.
GC_LinearScale	Draws a linear scale.
GC_LineFwd	Draws a line of the specified length from the position of the drawing pen drawing pen angle.
GC_LineTo	Draws a line from the drawing pen position to the point specified coordinates.
GC_MacroBegin	Marks the beginning of a block of graphics operations.
GC_MacroEnd	Indicates the end of the macro definition.
GC_MacroRun	Runs predefined macro.
GC_Move	Changing the position of the drawing pen relative to the original location.
GC_MoveFwd	Moves the position of the pen drawing a specified distance angle of the drawing pen.
GC_MoveTo	Changing the position of the drawing pen.
GC_Point	Draws a point at the specified coordinates.
GC_Polygon	Draws a polygon.
GC_PolygonArray	Draws a polygon specified field.
GC_Polygon4	Draws quadrilateral specified four points.

Function	Description
GC_PopHeading	Resets angle drawing pens stored function GC_PushPosition.
GC_PopPosition	Restore the position of the drawing pen stored function GC_PushPosition.
GC_PushHeading	Saves the bypass tray and the current angle of the drawing pen.
GC_PushPosition	Saves the bypass tray current location of the drawing pen.
GC_RadialScale	Plots scale circular gauges
GC_ResetOrigin	Moves coordinate origin in the upper left corner of the drawing area.
GC_RoundBox	Draws a rectangle with rounded corners. The pen is moved to the center of the rectangle.
GC_SetBgColor	Sets the fill color (background).
GC_SetFgColor	Sets the line color and font (foreground).
GC_SetFillStyle	Sets the fill style.
GC_SetGradientStyle	Sets the color and style of gradation (gradient).
GC_SetLineStyle	Sets the line style, its termination and connection.
GC_SetLineWidth	Sets the line width in pixels.
GC_SetOrigin	Moves coordinate origin (point 0, 0) at the position of the drawing pen.
GC_SetTextSize	Sets the font height in pixels.
GC_SetTextStyle	Allows you to change the font style and alignment.
GC_SetVirtSize	Sets the size of the virtual workspace.
GC_Turn	Rotates the angle of the drawing pen on the value specified in degrees.
GC_WriteText	Lists text from the position of the drawing pen.
RGBA_TO_Color	Fold color of individual components RGB format and transparency UDINT