How to Use the Draw Flattened Pixmap Function Tutorial

Functions -> Programming -> Graphics and Sound -> Picture Functions -> Draw Unflattened Pixmap

To place a Draw Unflattened Pixmap function, open the Functions palette and select the Graphics and Sound sub-palette. Under the Graphics and Sound sub-palette, open the Picture Functions sub-palette where you will find the Draw Unflattened Pixmap function.

The Draw Unflattened Pixmap function takes in a previous picture data type and flattens a new set of data over the original. In other words, all the picture components are put together in one file. The new set of data is defined by the coordinates of the top left point, and a two dimensional array of colors in RGB format as shown in Figure 1.

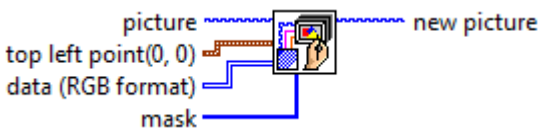   Figure 1

The output is a new picture with the original picture and the new data image flattened into one picture data type.

Figure 2 shows an example of how to create a rectangle of a certain color and we construct the RGB data matrix by using a RGB to Color function.
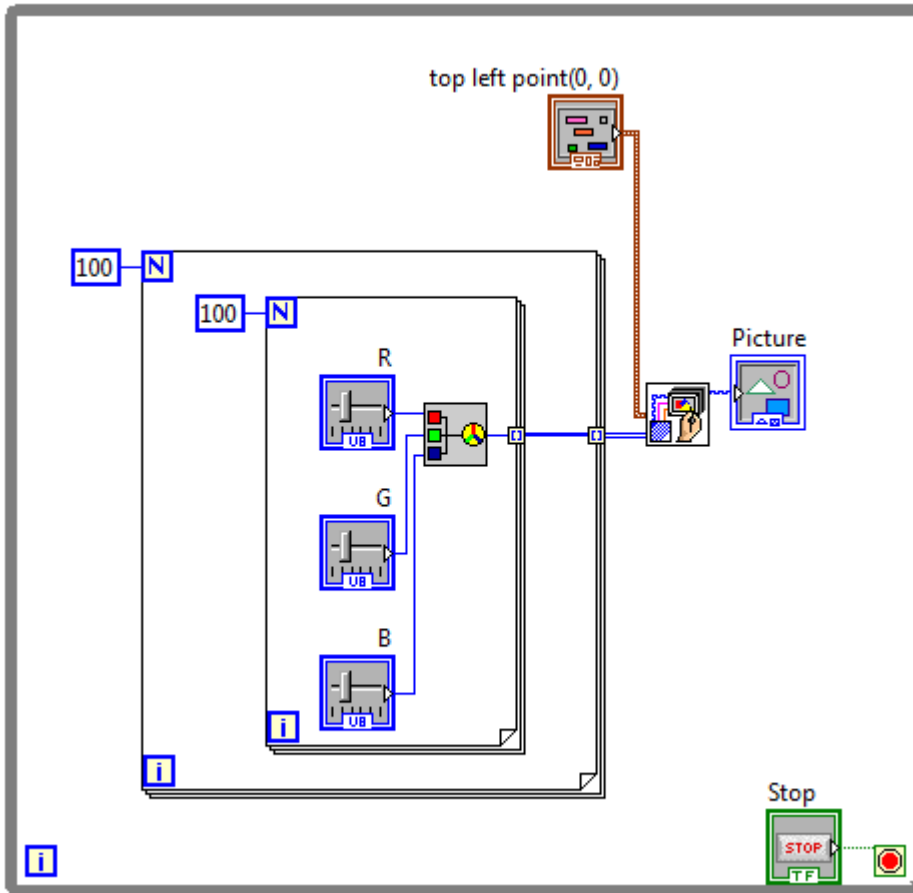
Figure 2

This will create a rectangle of size 100 x 100 pixels which we define by setting the indices of the nested For Loops. We also set a control to allow us to shift the coordinate (0,0) of the rectangle in the resulting picture. The result on the front panel is shown in Figure 3.
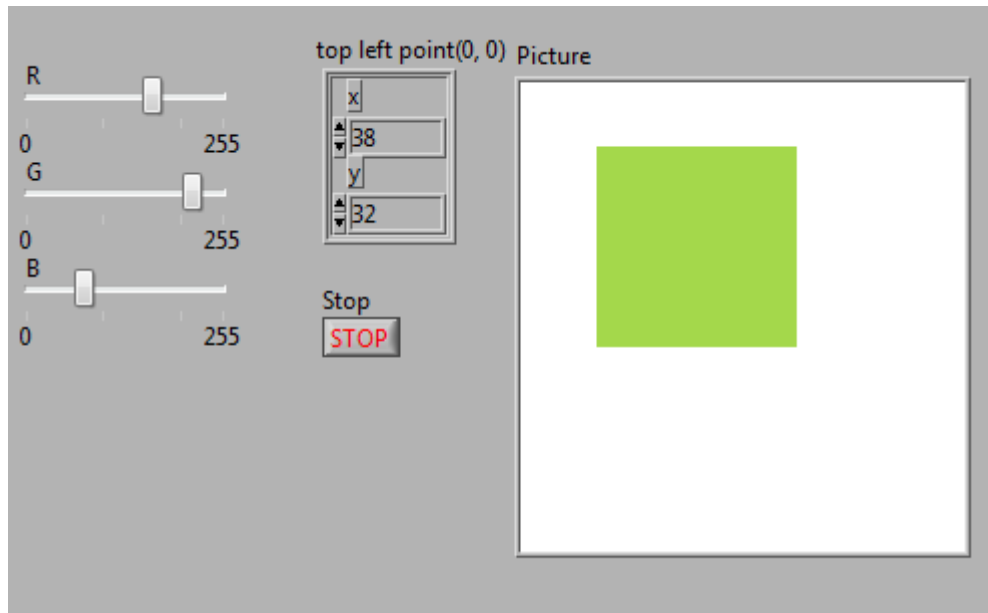
R

0   255

G

0   255

B

0   255

top left point(0, 0)   Picture

x

38

y

32

Stop

STOP

Figure 3