**createprimitiv**

Function of dynamic creation of graphical object on the diagram.

**Syntax:**

gid = **createprimitiv**(*type*, [*P1*, *P2*,…, *Pn*]);

**Arguments:**

*type* – a number coding the type of graphical object (objects),

*P1*, *P2*,…, *Pn* – coordinates setting the position of graphical object on the diagram.

**Description:**

*createprimitiv(type*, *P1*, *P2*,…, *Pn) –* function of dynamic creation of graphical object on the diagram of *type* type, position of graphical object is set by coordinates *P1*, *P2*,…, *Pn*. Number of arguments (*n*) that set the coordinates depends on the type of *type* object. Number of coordinates for an object of a definite type can be defined by manually setting this object on the diagram and copying its coordinates from the object properties.

Created primitive is dynamically removed by means of function *removeprimitiv.*

Input values *P1, P2,…, Pn* can be set as pre-defined variables or be set by expression (*x, y*), where *x* and *y* are for the point coordinates.

Types of *type* objects:

0 – Line (TLine)

1 – Polyline (TPolyLine)

2 – Polygon (TPolygon)

3 – Raster image (TRasterImage)

4 – Group (TGroup)

5 – Rectangle (TRectangle)

6 – Filled rectangle (TFillRect)

7 – Circle (TCircle)  
8 – Filled circle (TFillCircle)

9 – Button (TButtonPrimitiv)

10 – Edit component (TEditComponent)

11 – Sensor (TSensor)

12 – Ellipse (TEllipse)

13 – Filled ellipse (TFillEllipse)  
14 – Linear scale (TAxis)

15 – Circular scale (TAngleAxis)

16 – Circular instrument (TVoltmeter)

17 – Linear instrument (TBar)

18 – Combo box (TComboBoxComponent)

19 – Radio button (TRadio)

20 – Text (TTextLabel)

21 – List of images (TImgList)  
22 – Rotated image (TRotatedImage)

23 – Sound (TSound)

24 – Arc (TArc)

25 – OLE-object (TOLEObj)

26 – Word document (TWordDoc)

27 – Invisible point (TGeometricPoint)

28 – Highlighted line (TTube)

29 – Rotated text (TRotatedText)  
30 – Image from file (TMenagedImage)

31 – Hot key (THotKey)

32 – Frame (TImageFrame)

33 – Graphic (TPlotter)

34 – Filled sector (TFillEllipseSector)

35 – Filed segment (TFillEllipseSegment)  
36 – Check box (TCheckBoxComponent)

37 – Background rectangular mask

**Result:**

*gid* – object identifier on the diagram.

**Example:**

|  |  |
| --- | --- |
|  | **initialization**  gid = **createprimitiv**(6, [(0 , 0),(-28 , -48),(-88 , -108)]);  **end**  **var** oldfl: **boolean**;  **if paintstep then begin**  fl = **flash**(500);  **if** fl <> oldfl **then begin**  **if** fl **then**  **bringtofront**(FillRect)  **else**  **bringtofront**(FillCircle);  **end**;  oldfl = fl;  **end**;  **finalization**  **removeprimitiv**(gid);  **end**; |

Execution of this example results in dynamical creation of “Filled rectangle” object with identifier *gid*, after which objects with identifier *gid* and *FillCircle* (that has been already on the diagram) will be overlaid successively with 500 ms period. Before execution stop the created object with identifier *gid* will be deleted.