**setpointcount**

Function of setting the number of points of graphical primitive.

**Syntax:**

**setpointcount**(*obj\_name, num*);

**Arguments:**

*obj\_name* – object name,

*num* – number of points of graphical primitive.

**Description:**

*setpointcount(obj\_name, num) –* the function sets the number *num* of points of graphical primitive with name *obj\_name* with a variable number of points (polyline, polygon, etc.).

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **setpointcount**(PolyLine1, 20); |