GRAPHIC_ROTATE
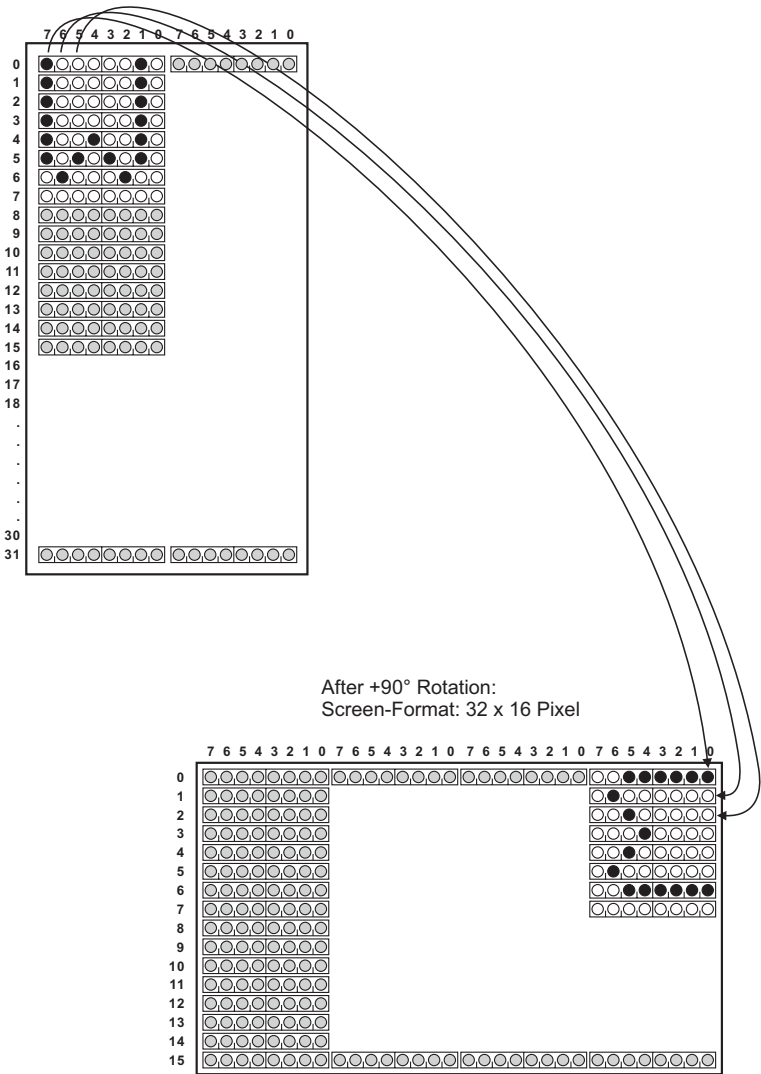
Graphic_Rotate (Src, Destin$, Width, Height)

Function: Rotates a graphic 90º to the right.

Screen-Format: 16 x 32 Pixel

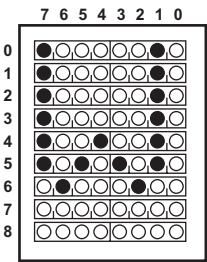After +90° Rotation:
Screen-Format: 32 x 16 Pixel

Parameters:

|	B	W	L	S	F	
Src	●	●	●	●	-	Source graphic (STRING or FLASH address, e.g. Datalabel)
Destin$	-	-	-	●	-	Destination with rotated pixels
Width	●	●	●	-	-	Format width in pixels: 1 ... nnnn
Height	●	●	●	-	-	Format height in pixels: 1 ... nnnn

No function value

Src$ and Destin$ must not be the same string

The source graphic must have a width multiple of 8, but GRAPHIC_ROTATE processes all widths and heights, even if they are not a multiple of 8. In this case the length of source and destination can vary:
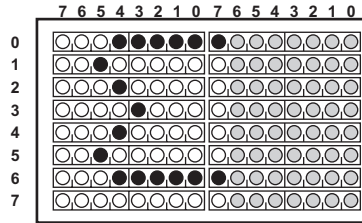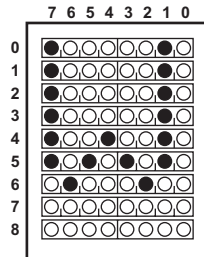
Screen-Format: 8 x 9 Pixel

After +90° Rotation:
Screen-Format: 9 x 8 Pixel
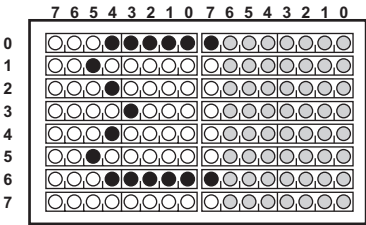
GRAPHIC_ROTATE

Screen-Format: 9 x 8 Pixel

After +90° Rotation:
Screen-Format: 8 x 9 Pixel

The fastest way to rotate a graphic 180º is to mirror the graphic with the function **GRAPHIC_MIRROR.** A rotation of 270º to the right or 90º to the left can be processed with a mirror (180º) and one rotation (90º).

Example of 90º rotation:

```
graphic_rotate(Src$, Dst$, width, height)
```

Example of 180º rotation:

```
graphic_mirror(Src_Dst$, width, height, 3)
```

Example of 270º rotation:

```
graphic_rotate(Src$, Dst$, width, height)
newWidth = (height + 7) BITAND 0FFFFFFF8H
newHeight = width
graphic_mirror(Dst$, newWidth, newHeight, 3)
```

Documentation History

Version of Docmentation	Version of TAC/TA2	Description / Changes
003	1.15o	SRC in FLASH

www.wilke.de - 0241 / 918 900