

## Semper 6 Command Reference

### copy

|                 |                |                                     |  |
|-----------------|----------------|-------------------------------------|--|
| <b>keys:</b>    | <b>[from]</b>  | <code>&lt;number&gt;</code>         | source picture   |
|                 |                | <code>&lt;n1&gt;, &lt;n2&gt;</code> | range of source pictures   |
|                 | <b>[to]</b>    | <code>&lt;number&gt;</code>         | output picture, or first of a range of output pictures, if you copy a range of source pictures |
|                 | <b>program</b> | <code>'&lt;text&gt;'</code>         | program name to be copied  |
|                 | <b>as</b>      | <code>'&lt;text&gt;'</code>         | new name for copy of a program   |
|                 | <b>device</b>  | <code>&lt;number&gt;</code>         | program library to which program is copied   |
| <b>options:</b> | <b>verify</b>  |                                     | verify copying process at the console  |

Use **copy** to copy a picture or set of pictures to another device, for example, a tape. **copy** can also be used to copy a program or to change the format of a picture.

#### Examples

```
copy display to 3
```

This command copies picture *display* to picture 3.

```
copy 52 to 4:0 noverify
```

This command copies picture 52 to the end of a tape assigned as device 4, without sending information about the copying process to the console.

```
copy 100,200 to 5:1
```

This command copies any pictures numbered between 100 and 200 on the current device to 5:1, 5:2, etc. in succession.

```
copy 2 integer
```

This converts picture 2 to an integer form.

```
copy program 'myprog' as 'newprog'
```

This makes a copy of program *myprog.spl* called *newprog.spl*, provided that a program called *newprog.spl* does not already exist.

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# copy

### Description

**copy** works in two modes; *picture mode* (by default) and *program mode* (using the **program** key).

In *picture mode*, each characteristic of a picture is copied to the output picture, except for the write-protection status. (You can protect the new picture using the command **wp**). If you change the form of a picture during copying (for example if picture 1 is in floating point form and you change to byte representation using **copy 1 to...byte**) the range of information is deleted from the output picture.

In *program mode*, the output is copied within a device. If you omit a new name for a copied program Semper asks for one at the terminal. To copy to a new device use the **device** key, in which case the output name defaults to the source name. The program copied is the first one found in the current device search order, if more than one version exists. The keys **from** and **program** are mutually exclusive.

The **verify** option sends details of the **copy** operation to the console; the **noverify** option suppresses this information. Note that you can use the general keys **byte**, **integer**, **fp** and **complex** with the **copy** command to change the picture format, for example, **copy 3 fp**. Refer to *Appendix C: Semper Keys and Options* for more detail.

### Notes

|                        |                 |
|------------------------|-----------------|
| multi-layer pictures:  | fully supported |
| forms used internally: | all             |
| see also:              | <b>wp</b>       |

### Defaults and Ranges

| keys/options   | defaults   | range  |
|----------------|--|--|
| <b>[from]</b>  | current picture, held in the variable <i>select</i>    | valid picture number   |
| <b>[to]</b>    | source picture   | valid picture number   |
| <b>program</b> | <i>none</i> : <b>copy</b> defaults to copying pictures | valid program name   |
| <b>as</b>      | original program name, if you specify a <b>device</b>  | valid program name   |
| <b>device</b>  | first device in current search order                   | integer in range 1 to system limits (type <b>show system</b> ) |
| <b>verify</b>  | verification on  |  |