partition

keys:	**[number]**	*<number>*	partition number
	size	*<x>, <y>*	partition dimensions
	position	*<x>, <y>*	position/offset of partition
	frame	*<n1>, <n2>*	first, last frame number for partition
	lut	*<number>*	default viewing look-up table number for partition
options:	**left/right, bottom/top**		specify position of partition
	delete		delete partition
	enquire		report partition size and position by setting variables

Use **partition** to define or redefine the position and dimensions of a display partition and to establish a default viewing look-up table for a partition.

Examples

```
partition dis:3 size 256 top left
```

This command defines a partition *dis:3* as the top left 256 square of frame 1.

```
partition dis:11 frame 2 lut 3
```

This command defines partition *dis:11* as covering the whole of frame 2, and uses lut 3 as the default viewing look-up table.

```
partition dis:4 frame 1,3
```

This command defines the partition *dis:4* to take up the whole of the frames 1, 2 and 3 (suitable for the display of full-colour pictures).

```
library partitions
```

This command runs a program that defines partitions, dividing a frame into several rows and columns. The program prompts at the terminal for frame and partition details.

partition

Description

A partition defines a subregion of the display. Use the standard subregion keys, **size**, **position**, **left/right**, **top/bottom** to specify the dimensions of a partition in frame coordinates. Use the **frame** key to specify a range of frames for a partition. You display pictures by directing them to a partition. Partitions provide an easy way for you to display and store images and annotation within a framestore.

You can specify a default look-up table (monochrome, false colour, full colour) for a partition using the **lut** key. You can override the default look-up table for a partition by specifying a different number using the **view** command, for example, **view lut 2** or you can assign a different default, for example, **lut=2**.

If you redefine a partition any associated display picture is deleted, although not actually erased. Use the **create display** command to access a picture deleted in this way. You can overlap partitions and redefine a partition as often as you want, for example, you can define a new partition enclosing two distinct displays and treat them as one.

Use the **enquire** option to display the partition size, centre position and frames. This option causes the variables *psize*, *pposition* and *pframe* to be set (see *Notes* below).

Use the **delete** option to completely delete a partition, for example, **partition 3 delete**. Use the **erase...partition** command to erase a partition from the display.

Notes

variables set:	*psize, ps2* (partition size) *pposition, pp2* (partition centre position) *pframe, pf2* (first and last frame of partition)
see also:	**create display**, **erase**, **view**

Defaults and Ranges

keys/options	defaults	range
[number]	current display picture number, held in *display*	valid partition number
size	whole frame	within bounds of frame (integers)
position	position 0, 0	within bounds of frame (integers)
frame	1, *frame*	valid frame number
lut	lut 1	valid lut number