

Semper 6 Command Reference

pdraw

keys:	[picture] <number>	draw on specified display picture
	[image] <number>	modify pixels in specified image
	value <number>	reset pixels to specified value
	position <x>, <y>	initial cursor position
options:	verify	verify cursor input on display

Use **pdraw** to make minor adjustments to pictures, drawing a sequence of lines to separate or join particles when thresholding does not give the desired result.

Examples

```
pdraw image 4
```

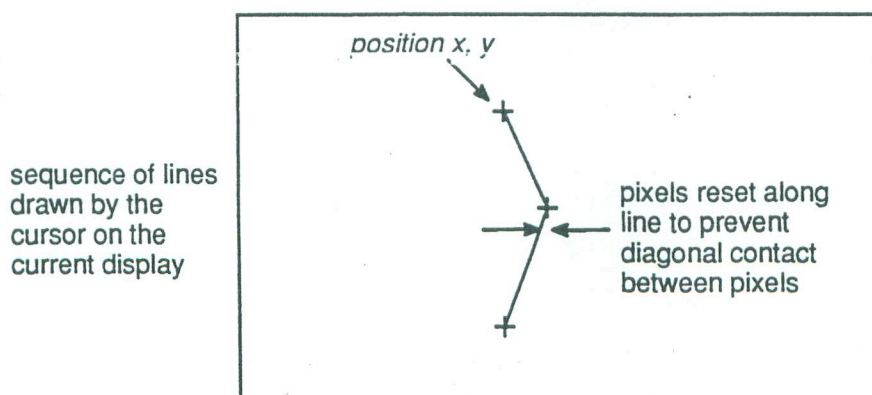
This command lets you draw a sequence of lines on the current display, along which the pixels in picture 4 are set to zero, to separate particles that were originally touching.

```
pdraw 11 picture dis:3 value max
```

This command lets you mark a curve on *display:3* along which picture 11 is set to *max*, so as to join the particles that were originally separated.

Description

By default, **pdraw** modifies the image specified by the **image** key. Use two or more points to specify a sequence of lines and end the sequence by repeating the end point. The band of pixels that are reset in the picture is wide enough to prevent diagonal contact between points on the two sides of the curve. The diagram below illustrates the **pdraw** command.



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Defaults and Ranges

keys/options	defaults	range
[picture]	current display held in the variable <i>display</i>	valid picture number
[image]	current picture, held in the variable <i>pimage</i>	valid picture number
value	value 0	real number
position	position 0,0	within bounds of picture (integers)
verify	verification on	