

pixel, p

`<pixel coordinates> = <pixel values>` *pixel* uses a special syntax. Items before the equals sign are taken to be the coordinates of the pixel to change. Items afterwards are taken as value pairs to insert.

Use the **pixel** or **p** command to change the value of any pixel in the currently selected picture. Pixels are *picture elements*, that is, the brightness sample values making up a picture.

Examples

```
pixel x, y, z=value, ivalue
```

This command sets the pixel with coordinates *x, y, z* in the current picture to the specified value pair.

```
create 1 size 256, 1; origin left; for x 0, 255; pixel x=x; loop
```

This sequence of commands creates a linear ramp in picture 1.

```
xwires; type pixel (x, y)
```

This command types the value of the pixel pointed to by the cursor.

Notes

forms used internally:

complex