

print

keys:	[from]	<code><number></code>	picture to be printed
	size	<code><x>, <y></code>	size of subregion to be printed
	position	<code><x>, <y>, <z></code>	position/offset of subregion
	layer	<code><number></code>	subregion layer
options:	left/right, bottom/top, near/far		subregion positions
	mp		print complex values as modulus and phase form rather than as real and imaginary parts

Use **print** to print small blocks of pixels to the console. (Use the **echo** command to direct output to the console or to the log output stream).

Examples

```
xwires; print @xy size 5
```

This command prints a 5 by 5 blocks of values around a position marked using the cursor.

```
print top left mp layer 4
```

This command prints a block of values (for a *Complex* picture) from the top left of layer 4, in modulus and phase form.

```
print size 7,3
```

This command prints a central block of values, 7 points by 3, to the console.

Description

Use the standard 2-D subregion keys and options, **size**, **position** etc. to specify the block of pixels to be printed. (Refer to *Appendix C: Semper Keys and Options* for further detail). You can also use the **layer** key to select one layer from a multi-layer picture.

The block size defaults to the largest odd number that fits the terminal width (as determined by the **page** command), which is typically nine. The *x* and *y* coordinates are written at the side and across the top of the printed block. Imaginary parts, where present, are printed separately, following the real parts. Use the **mp** option to print complex values in modulus and phase form rather than in real and imaginary form.

Semper 6 Command Reference

print

Notes

multi-layer pictures: one layer, selected by **layer**
forms used internally: integer, fp, complex
see also: **echo**, **page**

Defaults and Ranges

keys/options	defaults	range
[from]	current picture, held in the variable <i>select</i>	valid picture number
size	typically 9, <i>size</i> ; the first value depends on the terminal width	less than or equal to the size of the picture (integers)
position	position 0, 0, 0	within bounds of picture (integers)
layer	layer that includes the origin	integer in range 1 to number of layers