

ymod

keys:	[from]	<number>	display specified picture
	[to]	<number>	output display picture
	size	<x>, <y>	dimensions of subregion to be displayed
	position	<x>, <y>	position/offset of subregion
	layer	<number>	layer containing subregion
	times	<number>	integral magnification factor for display
	mark	<number> <yes> or <no>	mark subregion of source picture on the display
options:	left/right, top/bottom		position of subregion
	preset		use current values of <i>min</i> , <i>max</i> to set height limits
	letter		letter top of partition with picture number

Use **ymod** to produce 'perspective' displays of pictures or picture subregions, as line drawings that plot intensity as surface height.

Examples

```
ymod 23 to display:2
```

This command displays picture 23 on the overlay of display picture *display:2*

```
ymod times 2
```

This command displays the current picture, interpolated by a factor of 2 so as to fill out a sparse basic structure.

```
xwires region; min=0 max=2; ymod preset @region layer 2
```

This command displays the specified subregion of layer 2, scaling 0 and 2 to the bottom and top of the surface.

Description

Note that you can display a (single layer) subregion using the standard subregion keys and options, for example, **size**, **position**, **layer** etc. For further detail of subregion keys and options, refer to *Appendix C, Semper Keys and Options*.

ymod acts in the same way as the **display** command, for display erasure and lettering. The real and imaginary parts of Complex pictures are drawn one beneath the other (real at the top). Note that **ymod** displays cannot be annotated or measured with a cursor.

Semper 6 Command Reference

ymod

If you specify a display using the **mark** key, **ymod** marks the source subregion on the display. Refer to *Appendix C, Semper Keys and Options* for details of the **mark** key.

Notes

restrictions:	not 1-D
display marking:	region, if subregion
multi-layer pictures:	single layer subregions only
forms used internally:	fp, complex
see also:	display

Defaults and Ranges

keys/options	defaults	range
[from]	current picture, held in the variable <i>select</i>	valid picture number
[to]	current display, held in the variable <i>display</i>	valid display picture number
size	whole picture	less than or equal to the size of the picture (integers)
position	position 0,0	within bounds of the picture (integers)
layer	layer containing origin	integer in range 1 to number of layers
times	times 1	positive integer
mark	mark off	see <i>Appendix C</i>
preset	actual <i>min</i> , <i>max</i> pixels present	
letter	lettering on	