

# IceMan - Storing and Cropping

## Store(*source*, *pop*)

Copy the contents of one image into another. Triggers evaluation of *source*, discards image processing expression of which the operand image is root.

It's important to remember that the data box of the operand image is used to clip the *source* expression recursively down to its leaves.

Returns either the operand image, or a sub-image thereof.

### Parameters

*source*

image to be stored (ice.Image).

*pop*

if false return the sub-image store to. Otherwise return the null image (bool).

## ice.Image SubImage(*box*)

This operation returns a rectangular sub-region of the operand image as a new *Image* instance. Data is shared with the operand image, and the data box of the returned image is always at the origin.

### Parameters

*box*

Rectangular region to be extracted (list).

## ice.Image SubImageWorld(*box*)

Same as *SubImage*, except that the data box of the returned image is in world space.

### Parameters

*box*

Rectangular region to be extracted (list)

## ice.Image CopyFrom(*src*, *box*)

Returns a new image created by copying a rectangular region from the source image into the operand image. This operation behaves like a "lazy-evaluated store".

### Parameters

*src*

Source image to copy from (ice.Image).

*box*

Rectangular region over which copy is performed (list).

