

IceMan - Miscellaneous

ice.Image Copy()

Make an actual copy of an image. Normal copies are by reference: this literally copies the pixels from one image to another.



This operation can be useful as a short-cut to making an image identical to one that already exists, and then storing it. Its actual copying function is of questionable utility.

ice.Image Abyss(*surround*, *offset*)

Create an image that contains the data-box of this image but provides the request-box data from another image. The abyss behavior is set to Surround.

Parameters

surround

Image to provide data for a read outside the data-box of this image (ice.Image)

offset

(Optional) Amount the surround image is to be translated (int).