

```
1 pub fn main() {
2     println!("Hello, world!");
3 }
```

Rust

```
1 syn beam_forming(
2     input: optical,
3     phase_shifts: (electrical...),
4 ) -> (optical...) {
5     input
6     |> split(splat(1.0, phase_shifts.len()))
7     |> constrain(d_phase = 0)
8     |> zip(phase_shifts)
9     |> map(set modulate(type_: Modulation::Phase))
10    |> constrain(d_delay = 0)
11 }
```

PHOS

We can also set a line number offset with `codly-offset(int)`:

```
2     println!("Hello, world!");
```

Rust

And we can also disable line numbers:

```
pub fn main() {
    println!("Hello, world!");
}
```

Rust

We can also select only a range of lines to show:

```
input
    |> split(splat(1.0, phase_shifts.len()))
    |> constrain(d_phase = 0)
    |> zip(phase_shifts)
    |> map(set modulate(type_: Modulation::Phase))
    |> constrain(d_delay = 0)
```

PHOS

```
1 pub fn main() {
2     println!("Hello, world!");
3 }
```

Rust

```
1 pub fn main() {
2     println!("Hello, world!");
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```

Rust