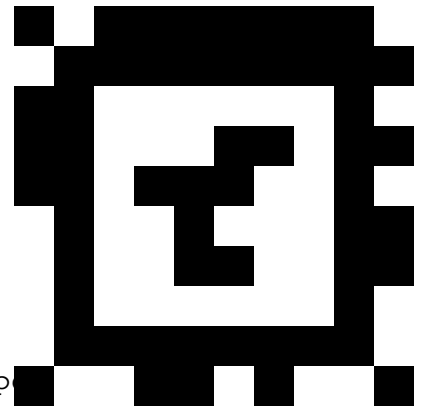


```

namespace eval ::image {
  proc width {im} { dict get $im width }
  proc height {im} { dict get $im height }
  proc subimage {im x y subwidth subheight} {
    dict with im {
      set x [expr {int($x)}]
      set y [expr {int($y)}]
      set subdata [expr {$data + ($y*$width + $x) * $comp}
      dict create \
        width $subwidth height $subheight \
        components $components \
        bytesPerRow $bytesPerRow \
        data [format 0x%x $subdata]
    }
  }
}
namespace export *
namespace ensemble create
}

```



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```

When the camera frame is /f/ {
  When $this has region /r/ {
    lassign [projectorToCamera [lindex $r 0 0]] x0 y0
    lassign [projectorToCamera [lindex $r 0 2]] x1 y1
    set thisimage [image subimage $f \
      [expr {min($x0,$x1)}] [expr {min($y0,$y1)}] \
      [expr {int(abs($x1-$x0))}] [expr {int(abs($y1-$y0))}]]
    Wish display runs [list Display::image {*}[lindex $r 0 0] $thisimage]
  }
}
Wish $this is outlined red

```