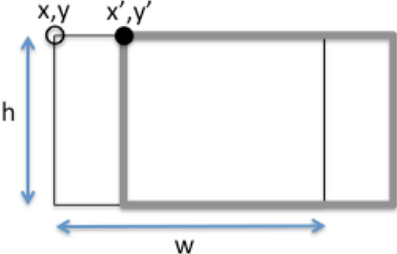
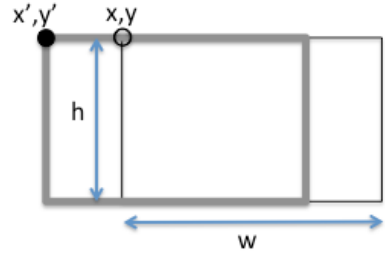
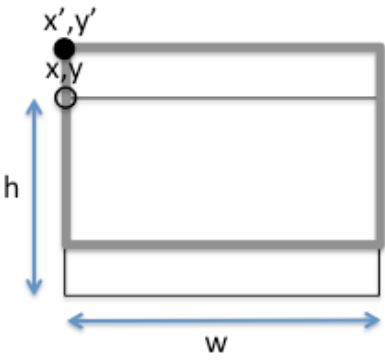
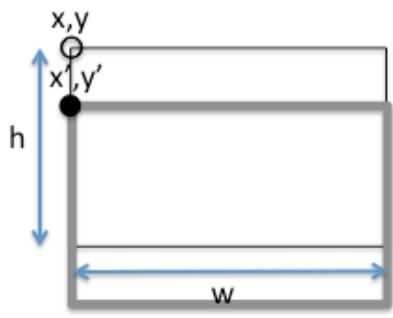


How to move a rectangular viewport

A viewport is a rectangular region with top-left corner at (x, y) , and with width and height (w, h) . You can change the viewport to get a new view region (x', y') (w', h') .

For each of the changes below, the original viewport is drawn with a thin black line, and the changed viewport is drawn with a thick grey line.

Change	Picture	x'	y'	w'	h'
Right		$x + w/4$	y	w	h
Left		$x - w/4$	y	w	h
Up		x	$y + h/4$	w	h
Down		x	$y - h/4$	w	h

Change	Picture	x'	y'	w'	h'
In	<p>Diagram for 'In' change: A large rectangle with width w and height h. A smaller rectangle is inside it, starting at (x, y) in the top-left corner. The top-left corner of the inner rectangle is marked with a black dot at (x', y').</p>	$x+w/4$	$y-h/4$	$w/2$	$h/2$
Out	<p>Diagram for 'Out' change: A large rectangle with width w and height h. A smaller rectangle is inside it, starting at (x, y) in the top-left corner. The top-left corner of the outer rectangle is marked with a black dot at (x', y').</p>	$x-w/2$	$y+h/2$	$2*w$	$2*h$