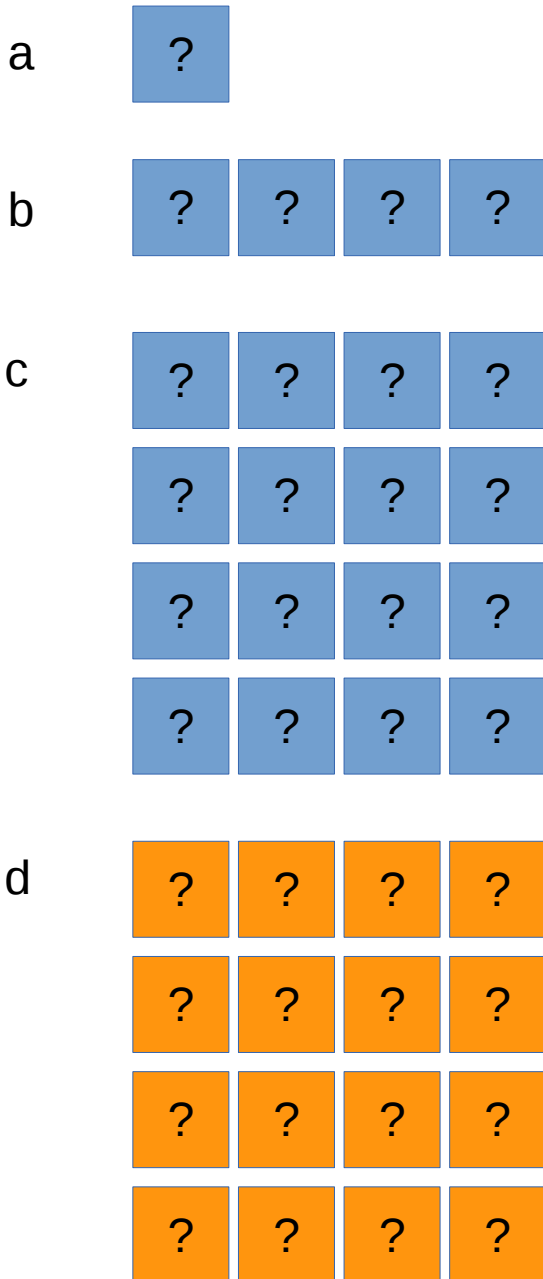


Containers

Storage for variable amount of items.

```
a = new() //Create 1x1 container. Element type = pixel.  
b = new( 4 ) //Create 4x1 container. Element type = pixel.  
c = new( 4, 4 ) //Create 4x4 container. Element type = pixel.  
d = new( 4, 4, INT32 ) //Create 4x4 container. Element type = INT32.
```



How to use them:

1. Use **new** to create containers.

They will be filled with garbage.

2. Assign values:

a[0] = 1



b[0] = 2

b[1] = 3

b[3] = 4



3. Use the values:

```
line(x[i], y[i], x[j], y[j], RED)
```

4. Use **remove** to delete containers.
You have a limited number of them,
so make sure to delete ones you
will no longer use.

```
remove(a)
```

```
remove(b)
```