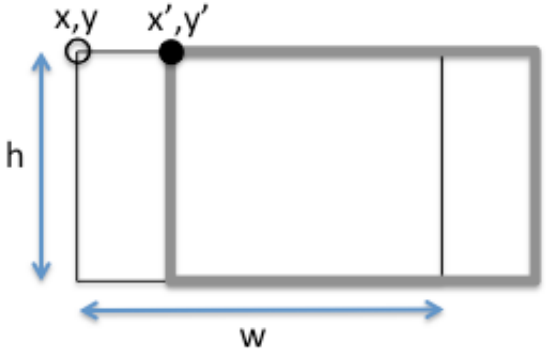
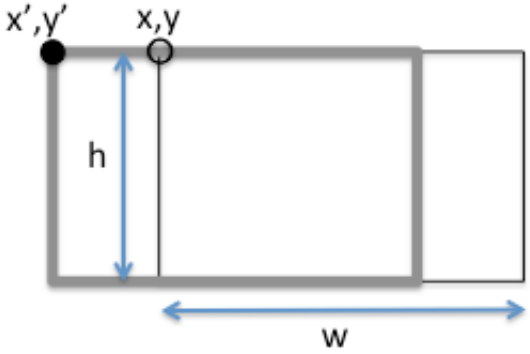
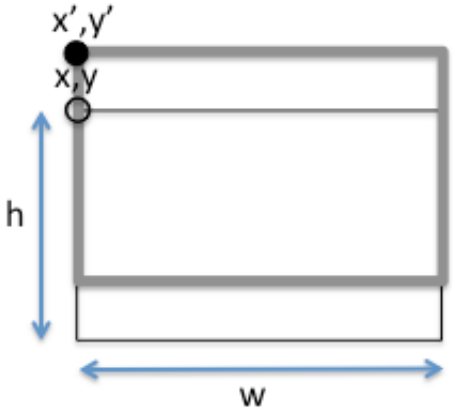
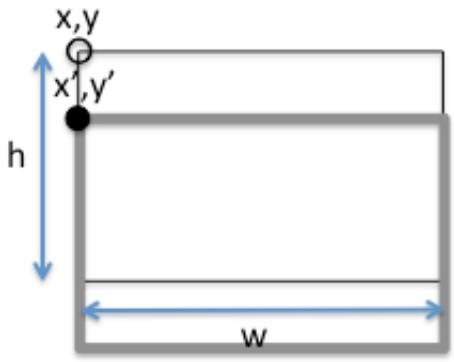
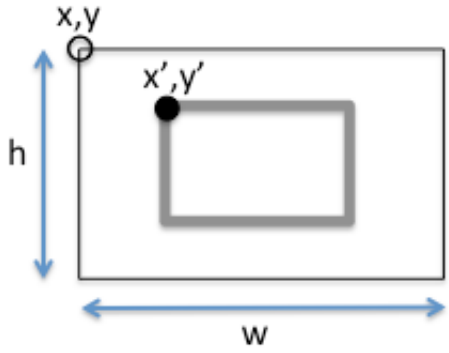
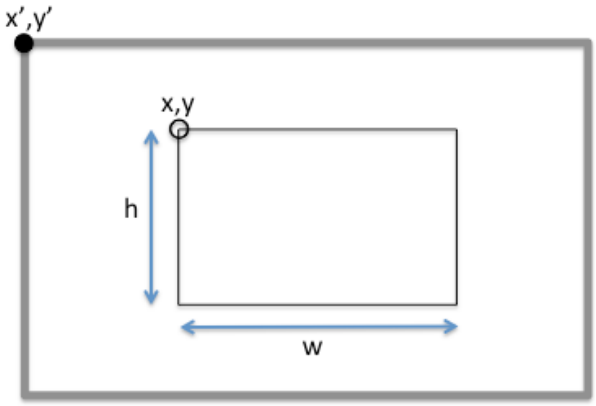
How to move a rectangular viewport

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
In:		x+w/4	y-h/4	w/2	h/2
Out:		x-w/2	y+h/2	2*w	2*h