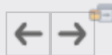


Goto:

**device ->display: *graphical, position=[point]***

Display a graphical object on the device. This is the principal way of drawing on a device. It performs the following operations:

- if point is not @default, invoke graphical->set with the X and Y values of the point.
- invoke graphical->device
- invoke graphical->displayed Note that the geometry management may be redefined for each graphical using graphical->geometry. Also graphical ->'device' and graphical graphical->displayed' may have been redefined.