

Description

`display(s)` displays the string or strings contained in s .

`display(s, asis)` does the same thing but allows you to control how SMCL codes are treated. `display(s, 0)` is equivalent to `display(s)`; any SMCL codes are honored.

`display(s, asis)`, $asis \neq 0$, displays the contents of s exactly as they are. For instance, when $asis \neq 0$, `"{it}"` is just the string of characters `{, i, t, and }` and those characters are displayed; `{it}` is not given the SMCL interpretation of enter italic mode.

Syntax

```
void display(string colvector s)
```

```
void display(string colvector s, real scalar asis)
```

Remarks and examples

When s is a scalar, the differences between coding

```
: display(s)
```

and coding

```
: s
```

are

1. `display(s)` will not indent s ; s by itself causes s to be indented by two spaces.
2. `display(s)` will honor any SMCL codes contained in s ; s by itself is equivalent to `display(s, 1)`. For example,

```
: s = "this is an {it:example}"
: display(s)
this is an example
: s
  this is an {it:example}
```

3. When s is a vector, `display(s)` simply displays the lines, whereas s by itself adorns the lines with row and column numbers:

```
: s = ("this is line 1" \ "this is line 2")
: display(s)
this is line 1
this is line 2
: s
```

1	this is line 1
2	this is line 2

Another alternative to `display()` is `printf()`; see [M-5] [printf\(\)](#). When s is a scalar, `display()` and `printf()` do the same thing:

```
: display("this is an {it:example}")
this is an example
: printf("%s\n", "this is an {it:example}")
this is an example
```

`printf()`, however, will not allow s to be nonscalar; it has other capabilities.

Conformability

`display(s, asis)`

s : $k \times 1$
 $asis$: 1×1 (optional)
 $result$: *void*

Diagnostics

None.

Also see

[M-5] [displayas\(\)](#) — Set display level

[M-5] [displayflush\(\)](#) — Flush terminal-output buffer

[M-5] [printf\(\)](#) — Format output

[M-4] [IO](#) — I/O functions

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