//Structures, global variables

struct point {

  float x;

  float y;

  float z;

};

//Current position of plothead

struct point actuatorPos;

//Drawing settings, should be OK

float StepInc = 1;

int StepDelay = 1;

int LineDelay = 0;

//Steps per width and height of the drawing area

float StepsPerMillimeterX = 164.0;

float StepsPerMillimeterY = 250.0;

//Max and min values of the drawing area(mm)

float Xmin = 0;

float Xmax = 38;

float Ymin = 0;

float Ymax = 38;

float Zmin = 0;

float Zmax = 1;

float Xpos = Xmin;

float Ypos = Ymin;

float Zpos = Zmax;

// Set to true to get debug output.

boolean verbose = false;

char line[512];

char c;

int lineIndex;

bool lineIsComment, lineSemiColon;

lineIndex = 0;

lineSemiColon = false;

lineIsComment = false;