```
CALL MAKMT2 (AY, 131071.-25000., 131071.-25000., 1.0, ILINE)
       CALL UPDATE ('MAT2', 'KEY6', ILINE)
       CALL MAKMAT (AX, AY, O, O, RY, O, IXMOV)
       CALL UPDATE ('MAT3', 'KEY1', IXMOV)
       CALL MAKMAT (0,0,0,RX,RY,RZ,IZMOV)
       CALL UPDATE ('MAT3', 'KEY2', IZMOV)
       IF (MMOV. EQ. O. AND. MROT. NE. 0) GO TO 270
       IF (MMOV.NE. O. AND. MROT. EQ. 0) GO TO 260
       IF(NDUM.EQ.1) GOTO240
       RRAN=RAN (RRAN)
       MROT=RRAN*100.
       R1=1_
       IF (MROT. EQ. 2*MROT/2) R1=-1.
       AMY=RRAN*20.*R1
       NDUM=1
       GO TO 270
240
       RRAN=RAN (RRAN)
       MMOV=RRAN*100.
       R1=1.
       IF (MMOV.EQ.2*MMOV/2) R1=-1.
        MDUM=RRAN*RUNIT*R1/10.
       RRAN=RAN (RRAN)
       IDUM=RRAN*100.
       R1=1.
       IF (IDUM. EQ. 2*IDUM/2) R1=-1.
        IDUM=RRAN*RUNIT*R1/10.
        NDUM=0
260
        MMOV=MMOV-1
        RMDUM=MDUM
        RIDUM=IDUM
        RMZ=RMZ+RMDUM
        RMX=RMX+RIDUM
       CALL MAKMAT (0,0,0,RMX,0,RMZ,MMAN)
       CALL UPDATE ('MAT3', 'KEY11', MMAN)
        GO TO 300
        MROT=MROT-1
270
       CALL MAKMAT (0, AMY, 0, 0, 0, 0, IARA6)
       CALL UPDATE ('MAT3', 'KEY12', IARA6)
       IF (MROT. GT. 0) GOTO300
       CALL MAKMAT (0,0,0,0,0,0, IARA6)
       CALL UPDATE ('MAT3', 'KEY12', IARA6)
       CONTINUE
300
       CALL SLEEP (5)
       GO TO 200
       END
```