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*   EDITING PATTERN RECOGNITION RESULTS IN THE JADE GRAPHICS   *
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                 J.OLSSON    M.GODDARD
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                             VERSION FROM 12.10.79
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GENERAL ABOUT PATTERN RECOGNITION:
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PATTERN RECOGNITION PROCEEDS IN SEVERAL SEPARATE STEPS, NAMELY

1/ CELL PATTERN RECOGNITION. TRACK ELEMENTS, I.E. PIECES OF TRACKS
    ARE FOUND IN THE 96 CELLS. VARIOUS INFORMATION FOR THE TRACK
    ELEMENTS IS STORED IN COMMON /CWORK/

2/ BACKTRACING. TRACK ELEMENTS ARE CONNECTED TO FORM WHOLE TRACKS,
    USING THE INFORMATION IN /CWORK/. THE TRACKS NOW EXIST IN FORM
    OF CROSS REFERENCE ARRAYS IN /CWORK/, TELLING WHICH TRACK ELE-
    MENTS BELONG TO WHICH TRACKS AND WITH WHICH POLARITY (LEFT OR
    RIGHT OF THE WIRE PLANE).

3/ TRACK FITTING AND FETCHING OF REMAINING POINTS WHICH ORIGINALLY
    WERE NOT ASSIGNED TO TRACK ELEMENTS. THE PROGRAMS HANDLING
    THESE OPERATIONS HAVE A CERTAIN CAPACITY TO JUDGE AND CORRECT
    THE RESULTS FROM POINTS 1/ AND 2/. THUS A TRACK ELEMENT MAY BE
    REJECTED IF IT MAKES A BAD CONTRIBUTION TO THE TRACK FIT. THIS
    TRACK ELEMENT MAY THEN BE PICKED UP BY ANOTHER TRACK OR FORM A
    TRACK BY ITSELF. IN SHORT, A CERTAIN EDITING OF CELL PATREC AND
    BACKTRACING TAKES PLACE.

4/ FINAL RESULTS ARE STORED IN THE HITLABEL ARRAY (BANK 'JHTL')
    AND THE TRACK BANK 'PATR'.

GENERAL ABOUT EDITING:
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ALTHOUGH AUTOMATIC EDITING TAKES PLACE IN POINT 3/ ABOVE, ADDITIONAL
MANUAL EDITING IS OFTEN REQUIRED. FOR THIS PURPOSE AN INTERACTIVE
GRAPHICS EDITING PROGRAM HAS BEEN DEVELOPED TO ALLOW THE SCANNER TO
ASSIST PATTERN RECOGNITION. THIS PROGRAM ENTERS BETWEEN POINTS 2/
AND 3/ ABOVE AND HAS THE TASK TO EDIT THE OUTPUT OF THE BACKTRACING
PROGRAM, I.E. THE ASSIGNMENT OF TRACK ELEMENTS TO TRACKS, IN SUCH A
WAY THAT FITTING AND POINT FETCHING ARRIVES AT A CORRECT END RESULT.
   THUS THE SCANNER MAY REASSIGN TRACK ELEMENTS TO OTHER TRACKS OR
TO COMPLETELY NEW TRACKS; HE MAY REVERSE THE LEFT/RIGHT AMBIGUITY
SOLUTION FOR TRACK ELEMENTS OR WHOLE TRACKS; HE MAY DELETE TRACK ELE-
MENTS OR WHOLE TRACKS AND HE MAY COMBINE SEVERAL TRACKS INTO ONE.
   THE SCANNER HAS THE POSSIBILITY AT EACH STAGE OF HIS EDITING TO
MAKE A TEST CALL TO THE FIT AND FETCH PROGRAMS, TO SEE HOW THE FINAL
RESULT WOULD LOOK, BASED ON THE CURRENT SITUATION OF TRACK ELEMENT /
TRACK ASSIGNMENT.

EDITING IN PRACTICE:
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THE EDITING PROGRAM IS ACTIVATED BY THE GRAPHICS COMMAND 'EDIT'.
STEPS 1/ AND 2/ OF THE NORMAL PATTERN RECOGNITION ARE THEN PERFORMED
AND THE EDIT PROGRAM IS ENTERED. THE SCANNER HAS NOW A NUMBER OF
GRAPHICS SUBCOMMANDS TO AID THE EDITING. THESE SUBCOMMANDS ARE CALLED
UP BY NUMBER CODES TO AVOID CONFUSION WITH REGULAR GRAPHICS COMMANDS;
TO SIMPLIFY THE EDITING WORK, MANY OF THE SUBCOMMANDS CAN BE ABBRE-
VIATED BY ENTERING ONE OR TWO TRAILING NUMBERS (INTEGERS), CORRESPON-
DING TO THE NUMBERS THAT OTHERWISE WOULD BE PROMPTED FOR. THE NUMBERS
MAY BE SEPARATED BY BLANKS OR COMMAS.

ANY SUBCOMMAND INVOLVING AN EVENT DISPLAY MAY HAVE THE DETECTOR
DISPLAYED IN ADDITION, IF THE NUMBER 100 IS ADDED TO THE SUBCOMMAND.
THUS THE SUBCOMMANDS 6 AND 106 WILL DISPLAY THE RAW EVENT WITHOUT AND
WITH THE DETECTOR IMPOSED.
    THE SUBCOMMANDS ARE DESCRIBED BELOW:

CODE 0: LEAVE THE PROGRAM, SEE BELOW   (EQUIVALENT: JUST ENTER)

CODE 1: DISPLAY FULL LIST OF ALL AVAILABLE COMMANDS

CODE 2: MAKE A HARDCOPY OF CURRENT PICTURE

CODE 3: MAGNIFICATION. THIS CORRESPONDS TO THE GRAPHICS COMMAND
         JOYS. TO MAGNIFY AN AREA, ENTER OPPOSITE CORNERS OF THE
         AREA WITH JOYSTICK INPUT (CONTROL + E).

CODE 4: RESET THE MAGNIFICATION FROM 3.

CODE 5: COMMENT OPTION. THE SCANNER CAN ENTER A PERSONAL COMMENT
         TO THE PICTURE (IF HE HAS A JOYSTICK !).

CODE 6: DISPLAY THE RAW EVENT (ALL HITS, WITH MIRRORS).

CODE 7: CHANGE THE VIEW.   UPON ENTERING THE EDITING PROGRAM, THE
         RA VIEW (LARGEST INNER DETECTOR VIEW) IS DEFAULT. BY CODE
         7, ANY OTHER VIEW CAN BE CHOSEN.
------>>> (TRAILING NUMBER OPTIONAL)

CODE 8: CALL THE GENERAL GRAPHICS DISPLAY/COMMAND PROCESSOR. THIS
         SUBCOMMAND SHOULD BE USED AS LITTLE AS POSSIBLE AS IT MAY
         LEAD TO UNEXPECTED OVERWRITING OF COMMON /CWORK/. MOST OF
         THE GENERAL GRAPHICS COMMANDS, LIKE CDTL,LIM OR TR ARE
         AVAILABLE INSIDE THE EDITING PROGRAM (SEE BELOW).
            THE RETURN TO THE EDITING PROGRAM IS POSSIBLE WITH
         THE COMMAND 'RET', PROVIDED THAT ONLY COMMANDS OF PURELY
         GRAPHICAL CHARACTER HAS BEEN GIVEN. IF NOT, E.G. IF A COM-
         MAND LIKE "EDIT" IS GIVEN, THE SCANNER IS RETURNED TO THE
         MAIN COMMAND PROCESSOR; PREVIOUS EDITING RESULTS ARE LOST.

CODE 9: PRINT THE BACKTRACE RESULT ARRAYS. THIS IS USEFUL IN COMP-
         LICATED EVENTS WHERE IT MAY BE UNCLEAR WHICH ELEMENTS
         BELONG TO WHICH TRACK.
------>>>   IF INFORMATION IS DESIRED ONLY FOR ONE OF MANY TRACKS,
         THE TRACK NUMBER MAY BE ENTERED AS A TRAILING NUMBER.
         EXAMPLE: TO KNOW WHICH ELEMENTS BELONG TO TRACK 5,
                  ENTER   9 5   (OR 9,5)

CODE 10-15: VARIOUS DISPLAY OPTIONS FOR CELL PATTERN RECOGNITION.
         THESE COMMANDS ARE LESS USEFUL FOR EDITING BUT ARE OF
         INTEREST TO THE AUTHOR(S) OF CELL PATTERN RECOGNITION.

CODES 16 - 19   BELOW AR DISPLAY OPTIONS FOR HITS BELONGING TO TRACK
         ELEMENTS (AND THEREFORE ALSO WITH TRACKS). THESE
         CODES DO NOT DISPLAY ADDITIONAL HITS PICKED UP BY THE
         FIT AND FETCH PROGRAM (PATROL). FOR SUCH DISPLAYS, GO
         TO CODE 26 AND ITS SUBOPTIONS.
THIS IS ALSO TRUE FOR CODE 27 WHICH HAS ITS CORRESPONDENCE IN
CODE 26 WITH SUBOPTION 5.
         FOR CODES 16,18,19 AND 27, A SEQUENTIAL DISPLAY MODE
         HAS BEEN INSTALLED. THUS ENTERING OF THE CODE WILL
         BE FOLLOWED BY A PROMPTING FOR A TRACK NUMBER. GIVEN
         A VALID TRACK NUMBER, THE HITS OF THIS TRACK ARE DIS-
         PLAYED AND A NEW TRACK NUMBER IS PROMPTED FOR. THE
         SEQUENCE IS FINISHED BY ENTERING A NON-EXISTING TRACK
         NUMBER (E.G. 0 OR RETURN) AND THE REMAINING PART OF
         THE EVENT IS DISPLAYED.

CODE 16: DISPLAY ALL HITS ASSOCIATED WITH TRACKS. THE TRACK NUMBERS
         ARE ALSO WRITTEN AT THE ENDPOINTS OF THE TRACKS, AS WELL
         AS THE TRACK ELEMENT NUMBERS AT THEIR RESPECTIVE ENDPOINTS
         THIS VIEW (OR VIEW 19) IS THE MAIN REFERENCE VIEW AND

SHOULD BE DISPLAYED OFTEN IN THE EDITING PROCESS, IN PARTI
CULAR AFTER DELETION OR JOINING OF TRACKS. THIS IS BECAUSE
DELETION OF E.G. TRACK 10 WILL CAUSE A RENUMBERING OF ALL
TRACKS 11,12 ETC. ADDITIONAL EDITING WITHOUT CONSULTING
THE VIEW OF CODE 16 OR 19 WILL WITH HIGH PROBABILITY LEAD
TO A MESS.

CODE 17:   DISPLAY ALL HITS NOT ASSOCIATED WITH TRACKS.

CODE 18:   DISPLAY ALL HITS ASSOCIATED WITH TRACKS, MARKING SELECTED
           TRACKS WITH SPECIAL SYMBOLS (SLASHES/CROSSES). THE DESIRED
           TRACK NUMBERS ARE ASKED FOR.
----->>>   (TRAILING NUMBER OPTIONAL)

CODE 19:   DISPLAY ALL HITS IN THE EVENT, MARKING TRACK ELEMENT
           ASSOCIATED HITS WITH SPECIAL SYMBOLS.

CODE 20:   CHANGE DISPLAY DETAILS.
           CORRESPONDS TO GRAPHICS COMMAND CDTL
           USEFUL ARE OPTIONS 9,17,19,20,28 (SEE GRAPHICS MANUAL)
           ENTERING CODE 20 DISPLAYS A LIST OF ALL AVAILABLE
           OPTIONS.
----->>>   (TRAILING NUMBER OPTIONAL)

CODE 21:   WRITE THE CONTENT OF THE "MIDOUT" PART OF COMMON/CWORK/
           THIS CODE IS ONLY FOR EXPERTS.

CODE 22:   MAKE A TEST CALL TO THE FIT AND FETCH PROGRAM AND DISPLAY
           THE RESULTS ON TOP OF THE CURRENT VIEW. THE RESULTS ARE
           DISPLAYED IN THE SAME WAY AS IN GRAPHICS COMMAND 'RES',
           I.E. A LIST OF TRACK PARAMETERS AND DISPLAY OF FITS.
    OBS: THE DISPLAY OF THE TRACK PARAMETER LIST IS BY DEFAULT
           SUPRESSED IN THE EDIT PROGRAM. IT CAN BE REVOKED BY ANY
           TRAILING NUMBER FOLLOWING THE CODE 22.
----->>>   SETTING DISPLAY DETAIL 13 (BY CODE 20) REVERSES THIS
           OPTION. THUS THE PARAMETER LIST ALWAYS APPEARS AND CAN
           BE SUPRESSED BY ENTERING A TRAILING NUMBER AFTER CODE 22.

CODE 23:   SAME AS 22, BUT NOW FOR SELECTED TRACKS, WHICH ARE PROMPTED
           FOR.
           IF ONLY ONE TRACK IS DESIRED, IT CAN BE ENTERED AS A
----->>>   TRAILING NUMBER.

CODE 24:   TRACK EDITING: THIS AND THE FOLLOWING CODE ARE THE
           ACTUAL EDITING COMMANDS. THE EDIT PROGRAM PROMPTS
           THE SCANNER TO GIVE IN THE OLD AND THE NEW TRACK NUMBER.
           EXAMPLES:
           TO JOIN TRACKS 7 AND 5   ENTER 7 5   (OR 7,5)
           TO JOIN TRACKS 7 AND 5,   ENTER 7 -5   (OR 7,-5)
             THEREBY REVERSING LEFT/RIGHT
             AMBIGUITY FOR TRACK 7
           TO DELETE TRACK 10   ENTER 10 999
           TO CHANGE INTERNAL NUMBERING OF TRACK 10
                                       ENTER 10 NN   (NN > NTR)
           TO CHANGE LEFT/RIGHT AMBIGUITY FOR TRACK 8
                                       ENTER 8 -8
           TO DO NOTHING   E.G.   ENTER 5 5
           SOME CONVENTIONS HAVE TO BE FOLLOWED. THUS IN JOINING TWO
           TRACKS (E.G. 3 AND 11), THE LARGER TRACK NUMBER MUST BE
           ENTERED FIRST.
           OBS!!! A DELETED TRACK CAN BE RECOVERED BY REINSTALLING
           THE CORRESPONDING TRACK ELEMENTS (SEE BELOW)
           THE CODE 24 MUST BE ENTERED BETWEEN EACH TRACK EDITING
           OPERATION.
----->>>   (TRAILING NUMBERS OPTIONAL)

CODE 25:   TRACK ELEMENT EDITING: THIS COMMAND IS SIMILAR TO 24, BUT
           DEALS WITH TRACK ELEMENTS. THE EDIT PROGRAM NOW PROMPTS
           FOR TRACK ELEMENT NUMBER AND NEW TRACK NUMBER.
           SOME EXAMPLES:
           ASSIGN TRACK ELEMENT 48 TO TRACK 5   ENTER 48 5
           ASSIGN TRACK ELEMENT 48 TO TRACK 5 AND REVERSE ITS

           LEFT / RIGHT AMBIGUITY   ENTER 48 -5
           DELETE TRACK ELEMENT 36   ENTER 36 999
           OBS!!! A DELETED TRACK ELEMENT CAN BE RECOVERED SIMPLY BY
           REASSIGNING THIS ELEMENT TO ANY TRACK. IT IS POSSIBLE TO
           ASSIGN THE TRACK ELEMENT TO A NONEXISTING TRACK, WHICH IS
           THEN AUTOMATICALLY GIVEN THE NUMBER: NTR + 1.
           THE CODE 25 MUST BE ENTERED BETWEEN EACH TRACK ELEMENT
           EDITING OPERATION.
----->>>   (TRAILING NUMBERS OPTIONAL)

CODE 26:   DISPLAY HITS ACCORDING TO HITLABEL ARRAY FROM A TESTFIT.
           CORRESPONDS TO GRAPHICS COMMAND TR.

CODE 27:   DISPLAY RAW EVENT, MARKING SELECTED TRACKS WITH MIRRORS.
           THE PROGRAM PROMPTS FOR SELECTED TRACKS. ONLY HITS THAT
           BELONG TO TRACK ELEMENTS ARE SHOWN; FOR FULL TRACKS WITH
           EXTRA HITS PICKED UP IN THE FITTING, SEE CODE 26:5.
----->>>   (TRAILING NUMBER OPTIONAL)
    OBS: SEE ALSO THE GENERAL INFORMATION FOR CODES 16 - 19

CODE 28:   CHANGE LIMITS IN COMMON /CPATLM/. THIS CORRESPONDS TO THE
           GRAPHICS COMMAND 'LIM' AND IS FOR EXPERTS ONLY.

CODE 29:   CONTINUE EDITING OF ALREADY EXISTING RESULT BANKS 'JHTL'
           AND 'PATR'. THIS CODE WILL CREATE THE CORRESPONDING ARRAYS
           IN COMMON /CWORK/, BASED ON THE CONTENT OF THE RESULT
           BANKS. THUS THIS COMMAND OFFERS THE POSSIBILITY TO
           CONTINUE EDITING OF ALREADY EDITED EVENTS, WITHOUT GOING
           THROUGH ALL THE PREVIOUS WORK AGAIN (THANK PETER STEFFEN
           FOR THIS VALUABLE OPTION).

CODE 30:   SHOW RESULTS OF ALREADY EXISTING 'PATR' BANKS. THIS GIVES
           A POSSIBILITY TO COMPARE THE EDITING RESULT WITH PREVIOUS
           EFFORTS. THE BOS BANK NUMBER OF THE PATR BANK IS PROMPTED
           FOR AND THE RESULT DISPLAY CORRESPONDS TO GRAPHICS 'RES'
           COMMAND.
           THE DESIRED BANK BOS NUMBER IS PROMPTED FOR, OR CAN BE
----->>>   ENTERED AS A TRAILING NUMBER.

CODE 31:   SHOW Z-PROJECTIONS; CORREPONDS TO GRAPHICS COMMAND PRO.
           PROJECTIONS ARE ALSO SHOWN AUTOMATICALLY IF DISPLAY
           DETAIL 17 IS SET. IN THIS CASE, THE RZ FIT RESULTS
           APPEARS AUTOMATICALLY IF CODE 22 OR 23 IS GIVEN. THE
           DETECTOR HITS CAN BE SUPRESSED IN THE PROJECTIONS BY
           SETTING DISPLAY DETAIL 20.

CODE 32:   CREATE AN 'ARTIFICIAL' TRACK ELEMENT, CONTAINING ONLY ONE
           HIT. THIS IS USEFUL WHEN TO A LARGE EXTENT A TRACK IS
           COVERED BY OTHER TRACKS AND ONLY HAS A FEW ISOLATED HITS.
           THE DESIRED HIT IS GIVEN BY A JOYSTICK INPUT IN THE CORRE-
           SPONDING PLACE. THE TRACK TO WHICH THE HIT IS TO BELONG
           IS PROMPTED FOR AND IS TO BE ENTERED WITH THE PROPER SIGN
           FOR LEFT/RIGHT AMBIGUITY : - FOR LEFT, + FOR RIGHT.
           SOME STEADINESS OF HAND IS REQUIRED IN STANDARD VIEWS; THE
           CLOSEST HIT WITHIN A RADIUS OF 10 MM IS SEARCHED FOR.
----->>>   (TRAILING NUMBER OPTIONAL)

CODE 33:   DELETE ALL TRACKS WITH TRANSVERSE MOMENTUM BELOW 40 MEV.
           THIS COMMAND SAVES THE EDITOR FROM THE OFTEN TIRESOME WORK
           TO GET RID OF SPIRALING ELECTRONS.

CODE 34:   SAVE OR RECOVER ALREADY SAVED EDITING WORK.
           THIS COMMAND CAUSES THE COMPLETE CONTENT OF COMMON /CWORK/
           TO BE WRITTEN OUT ONTO A SCRATCH FILE (WHICH IS IMMEDIA-
           TELY ENDOFFILED). SIMILARLY THE SCRATCH FILE CONTENT IS
           WRITTEN BACK INTO COMMON /CWORK/ IF SO DESIRED.
           GIVING THIS COMMAND STARTS A SMALL DIALOGUE IN WHICH IS
           SETTLED WHETHER TO SAVE OR TO RECOVER.
           A NEW SAVE ACTION WILL OVERWRITE ANY PREVIOUS SAVINGS.
           PRESENTLY ONLY ONE EVENT CAN BE SAVED ONTO THIS SCRATCH
           FILE, WHICH IS TO BE ALLOCATED IN THE INITIALIZATION STAGE

OF THE GRAPHICS SESSION.

OBS: THIS IS THE COMMAND TO BE GIVEN WHEN ON THE SCREEN APPEARS
THE TEXT: ***** BITE LOG OFF *****
IT IS ALSO WISE TO EXERCISE THIS COMMAND REGULARLY TO PRO-
TECT ONESELF AGAINST IBM BREAKDOWNS, WHICH (AS EXPERIENCE
SHOWS) TEND TO HAPPEN TOWARDS THE END OF COMPLICATED
EVENT EDITING.
(THANK LAWRENCE H. O'NEILL FOR THIS VALUABLE OPTION)

CODE 35: "AUTOMATIC EDITING" INVOKED. A VERY POWERFUL OPTION. THIS
CAUSES THE INPUT TO THE FITTING AND HIT SEARCH ROUTINES
TO BE UPDATED DEPENDING ON THE RESULTS OF THE PREVIOUS
FIT. THIS RESULTS IN SOME PATTERN RECOGNITION ERRORS
BEING AUTOMATICALLY CORRECTED. IMMEDIATELY AFTER ENTRY
INTO EDIT THE FIT AND HIT SEARCH ROUTINES HAVE NOT YET
BEEN ENTERED AND THE TRACK ELEMENTS AND TRACKS ARE
EXACTLY AS THEY COME OUT OF BACKTRACE. ENTERING ANY
CODE WHICH CALLS THE FITTING AND HIT SEARCH ROUTINES
(E.G. 22,26.) CAUSES THE ASSOCIATION BETWEEN TRACK
ELEMENTS AND TRACKS TO CHANGE AND SOME TRACKS MAY
DISSAPEAR IF THEY BECAME REDUNDANT AS A RESULT OF
FITTING AND TRACK EXTRAPOLATION. SINCE THIS IS AN
ITERATIVE PROCESS , SEVERAL ENTRIES INTO TRACK FITTING
MAY SOMETIMES BE REQUIRED TO REACH CONVERGENCE.
THUS IN USING THIS CODE THE USER SHOULD ENTER
CODE 22 (OR CODE 26) SEVERAL TIMES BEFORE LOOKING
AT THE TRACKS AND TRACK ELEMENTS (CODES 16,18,ETC.).

OBS OBS: COMPLAINTS / COMMENTS TO MALCOLM GODDARD ONLY.

CODE 36: DISPLAY HITS BELONGING TO TRACKS BY THE CORRESPONDING
TRACK NUMBER. THIS OPTION IS USEFUL IN ENLARGED VIEWS OF
COMPLICATED AREAS, WHERE THE ACTUAL TRACK NUMBER IS NOT
VISIBLE. THIS OPTION IS SWITCHED OFF BY ENTERING CODE 36
ONCE AGAIN. IT IS ONLY EFFECTIVE IN CODES 16 - 19, BUT
WILL LATER BE IMPLEMENTED ALSO IN THE VIEWS OF CODE 26.

CODE 37: SIMILAR TO CODE 36 BUT INSTEAD DISPLAYING HITS BY THEIR
TRACK ELEMENT NUMBER.

LEAVING THE EDIT PROGRAM:
****
WHEN EDITING IS COMPLETED, ENTER 0 OR SIMPLY RETURN.
TO AVOID THE INVOLUNTARY LEAVING OF THE EDIT PROGRAM BY THE ACCIDENTAL
PUSHING OF THE RETURN BUTTON, THE SCANNER HAS TO CONFIRM HIS INTENTION
TO LEAVE BY ANSWERING YES BEFORE HE IS ALLOWED TO LEAVE.   BEFORE
LEAVING THE PROGRAM, THE SCANNER NOW HAS TO SETTLE A SMALL DIALOGUE:
THE SCANNER IS ASKED WHETHER HE WANTS TO KEEP HIS EDITED RESULTS.
IF ANSWER IS NO: THE TEMPORARILY CREATED BANKS ARE DELETED AND RETURN
                 MADE TO THE MAIN COMMAND PROCESSOR.
                 THE INTENTION TO DESTROY THE EDITING WORK HAS TO BE
                 CONFIRMED BY ANSWERING YES, BEFORE PROCEEDING.
                 IN CASE OF SAVING RESULT, THE EDITOR IS ASKED FOR HIS
                 OPINION OF THE PATREC RESULTS IN THE EVENT, OKAY OR
                 NOT OKAY.

IF ANSWER IS YES: RETURN TO MAIN COMMAND PROCESSOR.
IF ANSWER IS NO: THE SCANNER IS ASKED TO SPECIFY WHICH
                 TRACKS HE CONSIDERS STILL TO BE WRONG.

THE LATTER INFORMATION LEADS TO THE MARKING OF THE TRACK IN
THE BANK 'PATR' AND ALSO TO THE MARKING OF THE EVENT AS A WHOLE.

DURING THE EDITING, A LABEL FOR EACH TRACK IS SET ACCORDING TO THE
ACTION TAKEN AND ACCORDING TO A GIVEN BIT PATTERN. MOREOVER, SEVERAL
OTHER BITS IN THIS LABEL ARE SET IN OTHER STAGES OF THE PATTERN RE-
COGNITION, DEPENDING ON VARIOUS CONDITIONS. A DESCRIPTION OF THIS
LABEL WILL BE ISSUED SEPARATELY.

A COPY OF THIS INFORMATION CAN BE OBTAINED BY SUBMITTING
THE JOB JBJCN28 ON THE LIBRARY   JADEPR.TEXT