

IES B 007 001

IPCONS-LIST+NLIST

**INSTANCE - POINT

C1- NCONGENSPE(CN10-NLIST+1,,CONSTRAINTS+SPECB+1-
LIST)-
(35,22,,37,30),(18,16,,0),43,1,2,2

**THING ON LINE

C2- NCONGENSPE(CONSTRAINTS+SPECB+1-LIST,,#-NLIST+
MASBL,-
(35,30,,33,38),(18,16,,0),33,2,1,3

**THING ON CIRCLE

C3- NCONGENE(41,31,,22,36),(18,16,,0),22,3,1,3

**VERTICAL THING

C4- NCONGENE(41,45,,21,30),(18,12,,0),24,4,1,1

**HORIZ OR VERT LINE

C5- NCONGENE(42,45,,36,27),(18,14,,0),27,3,1,2

**THING PARALLEL TO LINE

C6- NCONGENE(33,43,,37,43),(18,18,,0),30,7,1,1

**MULTIPLE DISTANCE

C7- NCONGENE(42,30,,23,34),(22,20,,0),34,10,1,4

**MULTIPLE SIZE

C8- NCONGENE(24,51,,30,42),(18,14,,0),42,31,1,2

**SCALER = DISTANCE

C9- NCONGENE(30,23,,24,42),(18,18,,0),23,12,1,3

**SCALER = SIZE

C10- NCONGENE(30,42,,24,42),(14,14,,0),21,15,1,2

**FULL SIZE INSTANCE

C11- NCONGENE(33,33,,44,25),(12,12,,0),25,14,1,1

**HOLD POINT

C12- NCONGENE(37,23,,30,34),(18,16,,0),47,20,2,3

**FOLD SIZE CONTROL

C13- NCONGENE(22,42,,25,8),(14,12,,0),6,21,1,1

**POINTS NEXT NUMBER

C14- NCONGENE(33,35,,20,37),(18,14,,0),36,23,2,2

**HOLD LENGTH

C15- NCONGENE(23,23,,38,27),(18,14,,0),48,24,1,2

**# = FORCE

C16- NCONGENE(24,22,,41,25),(20,16,,0),50,25,1,1

**PARALLEL LINES

CN10- NCONGENSPE(#-NLIST-MASBL,,C1-NLIST+1,-
(37,41,,38,37),(22,20,,0),37,8,1,4

CNLAST=0

CCFR-30]

CCFR30=0

*JMP FORCE
*JMP HOLD
*JMP PNNUI
*JMP PNNUZ
*JMP & FSC

CCFR20+ *JMP M10PI

*JMP M10P2

DEGEN1+ STE #1

JPG *

CCFR14+ *JMP IBFSCOMP

*JMP SIZECOMP

*JMP DISTCOMP

*JMP NSCOMP

CCFR10+ *JMP MDISCOMP

*JMP TPTLCOMP

*JMP PRLCOMP

*JMP HOVSCOMP

*JMP IBVERTCOMP

*JMP ONCIRCCOMP

CCFR2+ *JMP ONLINECOMP

ORIGIN1

STARTS+ 0

HEADING1+

STE HEADING1X

DPX, a SAVE=

VDIFFE \leftarrow 8=DELTA2-BAD0V

JPG HEADING2A

HEADING2+

STE HEADING1X

DPX, a SAVE=

HEADING2A+

VDIFFEY \leftarrow 8=DELTA1-BAD0V

RSX, a SAVE=

HEADING1X+

JPG *

PARAERR1+

STE PARAERRX

PROD=DELTA1*DELTA2+1/DIST=TS-BAD0V

, PROD=DELTA1+1*DELTA2/DIST-BAD0V

DIFF \rightarrow TS-BAD0V

PARAERRX+

JPG *

PPDERR+ STE PPDERRX

PROD=DELTA1*DELTA2/DIST=TS-BAD0V

PROD=DELTA1+1*DELTA2+1/DIST-BAD0V

SUMM \rightarrow TS-BAD0V

PPDERRX+

JPG *

PRLCOMP+

STE PRLCOMPX

SET IXE8, Y, Z, C

*JPG HEADING1

PYTHEDELTA1=DIST-BAD0V

PYTHEDELTA2--BAD0V

SUMM \rightarrow DIST=DIST-BAD0V

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EITHER EPPDERR, PARAE RR+Z0

PRLCOMPX-

JPG *

MD ISCO MPH-

1STE MDISCOMPX

SET IXE8, Y, B, *

JPG HEADING1

PYTHEDELTAI = TS-BAD0 V

PYTHEDELTAZ = TT-BAD0 V

EITHER EMD1, MD2, MD3, MD4, MD5-Z0

MD ISCOMPX-

JPG *

MD 1- 1STE MOX

LOA {- (8) }

JPG MDT

MD 2- 1STE MOX

LOA { 200, }

JPG MDT

MD 3- 1STE MOX

LOA { - (8) } /3

MOT- MUL TS

SUB TT

SCA {-1, }

MOX- JPG *

MD 4- 1STE MOXI

LOA { 200, }

JPG MOTI

MD 5- 1STE MOXI

LOA { - (8) } /3

MOTI- MUL TT

SUB TS

SCA {-1, }

MOXI- JPG *

MSCOMP- 1STE MSCOMPX

SET IXE8, Y

RSX S1# LIST+TYPE

AUX #1S LIST+VARLOC

RSX S1Y LIST+TYPE

AUX Y1S LIST+VARLOC

PYTHELIST = TS-BAD0V

PYTHELIS = TT-BAD0V

EITHER EMD1, MD2, MD3, MD4, MD5-Z0

MSCOMP X-

JPG *

TPTLCOMP-

1STE TPTLCOMPX

SET IXE8, B, Y

JPG HEADING2

PYTHEDELTAI = TS-BAD0 V

GETVAL E0, I = A-DELTAR

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COM DELTAZ+1

#JPQ PYTHAGORIAN

#JOV BADOV

SUM H-TS=0 DIST-BADOV

#JPQ PARAERR

TP TL COMPX+

JPQ *

ONLINE COMP+

1STE ONLNX

SET IX#B ,A,Y

REX C|Y

#JPQ HEADING1

PYTH DELTA1=DIST-BADOV

PYTH DELTAZ--BADOV

SUM H-DIST=0 DIST-BADOV

REX Y|A

#JPQ HEADING2

PYTH DELTA1--BADOV

SUM H-DIST=0 DIST-BADOV

#JPQ PARAERR

ONLNX+ JPQ *

ONCIRC COMP+

1STE ONCIX

SET IX#B ,Y,A

DISTANCE#B-Y=TS-BADOV

DISTANCE#B-A-BADOV

SUB TS

SCA {-1,}

ONCIX+ JPQ *

HOVS COMP+

1STE HOVSX

SET IX#B ,Y

#JPQ HEADING2

EITHER=HOVS COMP1,HOVS COMP2+1

HOVSX+ JPQ *

HOVS COMP1+

SUB RELDA DELTA1

HOVS COMP2+

SUB RELDA DELTA1+1

IB VERT COMP+

1STE IBCOMPX

SET IX#B

GET VAL#B,IX#B-DELTAI

EITHER=HOVS COMP1,HOVS COMP2+1

IB COMP X+

JPQ *

*

DISTCOMP+

1STE DISTCOMPX

SET IX#B ,B,Y

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 PYTHEDELTAI--BADOV
 SUB A LIST+ SVAL
 #JO V BADOV

DISTCOMPX-

JPG *

SIZECOMP-

'STE SIZECX
 SET IXE#
 GETVAL E0,IX#
 #JPG PYTHAGORIAN
 #JO V BADOV
 SUB Y LIST+ SVAL
 #JO V BADOV

SIZECX-JPG *

IBFSOMP-

'STE IBVSCOMPX
 SET IXE#
 PYTHEIVAL+LISTS--BADOV
 RSX #IS LIST+INHAT
 DIFF-P SIZE+LISTa-BADOV

IBVSCOMPX-

JPG *
 MIDPI+-STE MIDPIX
 #JPG JSET
 LOA DELTAS
 ADD DELTAS
 SCA {-1,}
 SUB DELTAI
 #JO V BADOV

MIDPIX-JPG *

MIDP2+-STE MIDPZX

#JPG JSET
 LOA DELTAS+i
 ADD DELTAS+i
 SCA {-1,}
 SUB DELTAI+i
 #JO V BADOV

MIDPZX-JPG *

*SET- STE XSETX
 XEB,Y,AY
 DPX a SAVEa

WHEREIS E#-DELTAS

WHEREIS EY-DELTAS

WHEREIS EA-DELTAS

RSX a SAVEa

*SETX-JPG *

EFSC+-STE EFSCX

SET IXE#

GETVAL E0,IX#

#JPG PYTHAGORIAN

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*JOY BADOV
STA TS
EITHER #32S, 16S, #S, 4S, 2S, 1S+1S
#FSCX- JPG #
#S- *STE 32SX
LDA { INCH/32+ }
JPG 32ST
16S- *STE 32SX
LDA { INCH/16+ }
JPG 32ST
#S- *STE 32SX
LDA { INCH/8+ }
JPG 32ST
4S- *STE 32SX
LDA { INCH/4+ }
JPG 32ST
2S- *STE 32SX
LDA { INCH/2+ }
JPG 32ST
1S- *STE 32SX
LDA { INCH+ }
#S- SUB TS
*JOY BADOV
#SX- JPG #
PNHUI- *STE PNNUIX
SET IX#8, Y
*JPQ HEADING2
*JPQ PNNUGET
PNHUT- PRODODELTAI*(NUMRAT)=DELTAI
EITHER #PNNUT1, PNNUT 2+14
PNNUIX- JPG #
PNNUZ- *STE PNNUIX
SET IX#8, Y
*JPQ HEADING2
*JPQ PNNUGET
LDA DELTA1+1
STA DELTA1
LDA DELTA2+1
DELTAZ
JPQ PNNUT
NUTI- *STE #PNNUTIX
DIFF#DELTAI+DELTAZ+BADOV
PNHUTIX-
JPQ #
PNHUTZ- *STE PNNUTZX
SUM#DELTAI+DELTAZ+BADOV
PNHUTZX-
JPQ #
PNHUGET-
*STE PNNUGETX

GETVÄL E0, I*8+DELTAZ

COM DELTAZ+I

PNHUGETX+

JPQ *

HOLDL= 1STE HOLDLX

SET IXE8, Y

#JPQ HEADINGZ

PYTHEDELTAI-->BADOV

SKN FIX

STA = LIST+14

STA TS

SKZ FIX

LDA = LIST+14

DIFF=TS-BADOV

HOLDLX=JPQ *

FORCE= 1STE FORCEX

SET IXE8, S, Y

#JPQ HEADINGZ

PYTHEDELTAI-->BADOV

STA TS

SKN - FIX

STA = LIST+16

SKZ FIX

LDA = LIST+16

SUB TS

#JOY BADOV

STA TS

PROD={-187}/{3435973824}->BADOV

DIFF=LIST+SVAL->BADOV

FORCEX=JPQ *

DELTAI= 0

0

DELTAZ= 0

0

DELTAS= 0

0

RI= #JPQ 377750

CL= #JPQ 200000

ST= #JPQ 200001

LA= ZZLAST

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CALC 15 SEPT

76FAST=205574	H8-1=022125	PATAP
76LIGHTS=205605	H8-2=022133	PBOCC
76LOOP=205504	H8-3=022141	PBOCS
76LOOP2=205475	*H0 IF	PBOCP
76LOOPAAB=205526	*HEAD	PBOLE
76LOOPBB=205335	*HEADER	PBOLS
76LOOPB=205331	HOLDERS	PBOLP
76LOOPBC=205346	HOVCODE	PICBLKS
76LOOPC=205357	HOVPI	PICCHANGE
76LOOPD=205375	HOVP2	PICTURES
76LOOPA=205401	HOVS	PICTUREK
76LOOP2=205534	HOWBIG	PINS
76MOV1=205417	*HSUM	PLCLEAN
76MOVIX=205423	IBVCODE	PLEND
76MOVIT=205460	IBVERTS	PLOTIT
76MOVITX=205464	IBVM	PLOTHOSCOPE
76PUT=205301	INSTANCES	PLOTBLOCKS
76PUTL=205302	IP	PLOTSTORAGE
76PUNCH=205561	IPCJ	PLOTSUB=205613
76U=205553	IPCONS	PLOTSUBEX=205657
AFF=207201	IPCOTP	PLOTSUBA=205625
AFIA=207255	IPCP	PLOTSUBB=205636
AFIB=207252	IPCV	PLPLOT
AFANG	ISIZE	PLPLBUSY
AFCEN	IVAL	PLPUNCH
AFEND=207255	IWHAT	PLPUBUSY
AFFB	JUNKK	PLS
AFOVER=207245	KIND	PMAG
AFST	LI=022155	PNAME
*AFTT=207434	LJ=022201	POINTS
*AFTV=207425	LJ=022225	PPART
ANGFX=207254	LAST=207262	PPARTH
ANGLEFIX=207200	*LDAB	PROD
ARCTAN	*LDAE	PSAVE
ATATAP	LEP	PSEUDO
BADOV=200100	LETMAG	PSIZE
BASICFILE	*LGORR	PSNEED
BLOCKHAKER	*LGORRI	PSPL
BMHOS	*LGORRO	PUNCHIT
C	*LGORREND	*PUTL
CFR	*LGORRZ	*PUTNAME
CEP	LINES	*PUTR
CHANGEPIC=204406	LIST	PVAL
CHANGEI=204425	LMAG	PWHOS
CHANGE2=204436	LMEND	PYTHAGORIAN
CHVAR	LMNAME	*PYTHI
CIRCEN	LMSTART	*PYTH
CIRCLES	LSP	Q1=022170
CL=207260	*LTAKE	Q14=022334

J E S O N L W 0 0 2

CHAG	MAG=205643	Q2=022214
CHANG	MAG1=205732	Q3=022240
CHCEN	MAGIX=205735	Q4=022310
CHNAME	MAGCON=206125	Q5=022360
CHSTART	MAGC=205770	Q6=022430
FCOMB	MAGCX=206034	Q7=022264
COMP	MAGCI=206022	Q8=022404
CONLET	MAGCONEXIT=206254	READY
CONSTK	MAGCONXP=206265	RELAX
CONSTRAINTS	MAGCONYP=206386	RJ=207357
CPEX=205272	*MAGCONT=207453	*ROTA
CPIC=204723	*MAGCONY=207434	ROTATER=207031
CPICX=205037	MAGCON1=206156	ROTATX=207067
CPICI=204762	*MAGCONN=207435	*ROTS=207432
CPICz=205001	MAGCONJX=206178	*ROTX=207450
CPICT=205040	*MAGCONT1=207436	*ROTY=207451
CPIC4=205056	*MAGCONYT=207437	S
CPIC5=205020	MAGCONZ=206234	SCALERS
CPII=205050	MAGCON2=206211	SCCEN
CPIIIX=205077	MAGCONTAB=206255	SCSZ
CPIL=204707	MAGEX=205662	SHOWBLKS
CPILX=204722	MAGI=206543	SHOWCON
CPINUM=205100	MAGIX=206774	SHOWPOINTS
CPINUMX=205135	MAGII=206561	SHOWINSASBOX
CPIP=204701	MAGIGO=206602	SHOWTOG
CPIPX=204706	MAGIGOA=206681	SHOWSCALERS
CPITXT=205136	MAGIASBOX=206835	SHOWTPVALS
CPITXTX=205170	MAGIGO1=206701	SIZE
CPIT=205245	MAGIGO2=206726	SIZER=206775
CPITT=205246	MAGILV=206754	SIZEX=207030
*CPMAXX=207420	MAGL=205736	*SKIE
*CPMAXY=207421	MAGLX=205767	SMASBL
*CPMINX=207416	MAGNUM=206323	SNDISP
*CPMINY=207417	MAGNUMEX=206363	SPECB
CPNAME	MAGPIC=205663	SPLAT
CPNOTT=205236	MAGPIC=206035	SPLATT
CPNS=205171	MAGPICX=205714	SPLATTT
CPNSX=205223	MAGPICA=205676	SORT
CPSX=205	MAGPX=206055	SSHOW
*CPTSE=207423	MAGSCA=206420	ST=207261
*CPTT=207425	*MAGSCATS=207440	*STAB
*CPTU=207422	*MAGSCAX=207441	*STAEC
PTV=207424	*MAGSCAY=207442	STARTS=204400
CPWRAP=204454	MAGSCA2=206514	START76=205277
CPWRAPE0=205224	MAGSCAEX=206513	*SUBR
CPWRAPX=204700	MAGSCAS=206550	*SUBRI
CPWRAPA=204555	*MAGSCAX5=207443	*SUMM
CPWRAPB=204560	*MAGSCAXE=207444	SUPPLINES
CPWRAPC=204584	*MAGSCAYS=207445	SUPPINS
CPWRAPBX=204563	*MAGSCAYE=207446	SUPPNUMS

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CPWRAPC1=204601	MAGSCA1=206461	SUPPTEXTS
CPWRAP1=204642	MAGSCA2X=206527	SVAL
CPWRAP2=204657	MAGSCAJX=206542	T
CPWRAP3=204663	MAGTPVAR=206056	*T1
CPWRAP2X=204662	MAGTXT=206267	*T2
CSP	MAGTPVX=206124	TEXTS
CSO	*MAGTPX=207431	TEXTCNG
CURPICS	*MAGTPY=207432	TOPOS
EVAL	MAGTXTEX=206322	TPVAL
CVTS	*MAGTS=207447	TPVALS
DEADS	=NAKA	TRANSFORM=207106
DEGEN	MASBL	TRANSFORMX=207177
DEGEN1=205273	MASTERS	*TRANSFORM#=207455
DESIGNS	=MASTER	TRANSFORMB=207115
-DIFF	MATD=200075	TRANSI=207126
-DIRECI	MATH=200071	TRANSI=207154
-DIREC	MATO=200072	TRANSI=207142
DISPLAY	MATRIX=200073	TRANSFORMXI=207176
DISPLAYK	MATRY=200074	TUPLE
DRAWASIX	MATS=200070	TVAL
ERRORSTOP	MERGERS	TXTS
-ERROR	MHO=022001	TYPE
-ERRORI	MHI=022007	UNIVBH
*EXLEVEL=207430	MH2=022015	V1=022251
*EXPARTS=207426	MH3=022023	V2=022275
*EXPARTT=207427	MH4=022031	V3=022321
EXPINS	MOVED	V4=022345
-FABVAL	=MOVE	V5=022371
FIX	=MOVEB	V6=022415
FIXEDS	=MOVEL	VA
FIXSAP	MOVINGDONE	VARIABLES
FREES	MOVIT	VARLOC
FREEDOMS	MOVINGS	VCON
GETIT	NAME	VFLW
-GORR	NCON	VORD
-GORREXIT	NDISP	WHERE
H1=022037	NEWCONS	WHERE SCA=206364
H10=022147	NLIST	WHERE SUB=207070
H2=022045	NTOSH0	WHERE SCAX=206417
H3=022047	NUMBERS	WHERE SUBX=207105
H4=022061	NVAL	WORKS
H5=022067	ONCIRCLES	*ZZLAST=207454
H6=022075	ONLINES	Y
H7=022105	OPSPL=205275	*
H8=022114	ORIGIN	A
H9=022117	OVERFLOWSTOP	AROT
		ASIZE
		B

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ARCTAN=JPG CACT = 540500200010
 AFANG= LIST+CVAL = 1024016
 AFFB= LIST = 24000
 AFST= CHSTART = 200022
 AFCEN= CHCEN = 200024
 ATATAP= 2 ** ATTACHER THING = 2

 BASICFILE = 200033 = 200033
 BMHOS= 4 ** TO WHICH PICTURE BLOCK BELONGS = 4

 BLOCKMAKER= 200032 = 200052

 CACT= 200007+1 = 200010
 CVAL= 1# ** CIRCLE ANGLE AND RADIUS = 16
 CHSTART= 200022 = 200022
 CHCEN= 200024 = 200024
 CIRCEN= 14 ** CIRCLE CENTER = 14
 CSB=RFD #+1 = 30120000001
 CSP= 10 ** CIRCLE START POINT = 10
 CEP= 12 ** CIRCLE END POINT = 12
 CHANG= 200026 = 200026
 CIRCLE= 2*MASBL+PICTURES = 24225
 CHAG= 200021 = 200021
 CHNAME= 200020+10 = 200030
 CPNAME= 200054 = 200054
 CONSTK= 3 = 3
 CVTS= 6 ** VARIABLE TO MOVE TO SATISFY THIS = 6

 CONLET= 12 ** CONSTRAINT LETTER CODE = 12
 CHVAR= 20 ** # CHANGABLE VARIABLES = 20
 COMP= 16 ** CONSTRAINT COMPUTATION ROUTINE = 16

 CURPICS= 15*SHASBL+LIST+1 = 24117
 CONSTRAINTS= **SHASBL+LIST+1 = 24031
 CCFR= LIST-2 = 23776

 DRAWASFIX=SKM 4+9 377720 = 1711377720
 DISPLAY= S ** MASTER DISPLAY SUBROUTINE = S
 DEADS= 11*SHASBL+LIST+1 = 24067
 DISPLA= 2 = 2
 DEGEN=JMP DEGEN = 400500305273
 DESIGS= 11*SHASBL+LIST+1 = 24103

 RSTOP=SKM 4+10 377731 = 1712377731
 EXPINS=SKM 4+10 EXPAIRTS ** EXPANDING INSTANCE = 1712207426

 FREES= 5*SHASBL+LIST+1 = 24037
 FIX=SKM 4+10 377720 = 1712377720
 FIXSAP= 200064 = 200064

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 FREEDOMS= **SMASBL+LIST+1 = 24045
 FIXEDS= 12*SMASBL+LIST+1 = 24075

 GETIT= 7 **MASTER FORMATION SUBROUTINE
 = 7
 *GORREXIT= 0 = 0

 HOWBIG= 6 **MASTER SCSZ COMPUTATION = 6
 HOVS= 15*MASBL+PICTURES = 24561
 HOVPI= 10 ** FIRST HORIZ OR VERT POINT
 = 10
 HOVPZ= 12 ** SECOND HORIZ OR VERT PO INT
 = 12
 HOVCODE= 14 ** HORIZONTAL, VERTICAL=2, EITHER=0
 = 14
 HOLDERS= 2*SMASBL+LIST+1 = 24015

 INHAT= 14 ** WHAT PIC THIS IS INSTANCE OF
 = 14
 INSTANCES= **MASBL+PICTURES = 24345
 ISIZE= 16 ** R = 16
 IPCONS= 11*MASBL+PICTURES = 24441
 IPCP= 10 ** POINT IN INSTANCE-PO INT CONSTRAINT
 = 10
 IPCI= 12 ** INSTANCE IN INSTANCE-PO INT CONSTRAIN
 T = 12
 IPCV= 14 ** VIRGIN POINT IN INSTANCE-PO INT CONST
 RAIN = 14
 IP= LIST+IVAL+2 = 24022
 IVAL= 20 ** R COS a, R SIN a, X, Y = 20
 IBVERTS= 14*MASBL+PICTURES = 24535
 IPCOTP= 16 ** INSTANCE-POINT CONSTRAINTS WITH THIS
 VIRGIN = 16
 IBVM= 10 ** WHICH INSTANCE IS VERTICAL
 = 10
 IBVCODE= 12 ** INSTANCE TO BE VERTICAL, HORIZONTAL, ETC
 = 12

 JUNKK= 3 = 3

 KIND= 13 ** I=NOT IN PIC, 2=PPART, 3=PICBLKS
 = 13

 LIST= 24000 **LIST STRUCTURE START = 24000
 LSP= 10 **START OF LINE = 10
 LEP= 12 **END OF LINE = 12
 LINES= 1*MASBL+PICTURES = 24201
 LNSTART= 200022 = 200022
 LHEND= 200024 = 200024
 LHNNAME= 200030 = 200030

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 LHAG = 200020 = 200020
 LETHAG = 200015 = 200015
 *LGORRI = = 203515
 *LGORRA = = 203511
 *LGORREN = = 203523
 *LGORRZ = = 203522

 MASBL = 24 **MASTER BLOCK LENGTH = 24
 MOVED=SKM 4+10 SC5Z = 1712200034
 MOVINGDONE=SKM 4+10 200061 = 1712200061
 MOVIT=10 **HOW TO MOVE COORDINATES = 10
 MASTERS= LIST+1 = 24001
 MERGERS= 10*SMASBL+LIST+1 = 24061
 MOVINGS= 14*SHASBL+LIST+1 = 24121

 NOISP = 200031 = 200031
 NUMBERS= 10*MASBL+PICTURES = 24425
 NLIST= 22000 = 22000
 NVAL= 16 ** R COS a, R SIN a, X, Y = 16
 NTOSHO= 14 ** SCALER TO BE SHOWN = 14
 NCON= 17 *** CONSTRAINTS SHOWN = 17
 NEWCONS= 16*SHASBL+LIST+1 = 24125
 NAME= 4 **NAME OF HEADER BLOCKS = 4

 ONCIRCLES= 13*MASBL+PICTURES = 24511
 ORIGIN= 204400 = 204400
 OVERFLOWSTOP=SKM 4+10 377731 = 1712377731
 ONLINES= 12*MASBL+PICTURES = 24465

 PICTURES= 22*SHASBL+LIST+1 = 24155
 PLS= 14 ** LINES ND CIRCLES ON THIS POINT = 14
 PVAL= 20 ** COORDINATES OF POINT = 20
 POINTS= 4*MASBL+PICTURES = 24275
 PSPL= 200042 = 200042
 PNAME= 17 **NAME OF PICTURE, 36 BITS = 17
 PSIZE= 16 **SIZE OF THIS PICTURE = 16
 PPART= 4 ***PICTURE PARTS = 4
 PINs= 14 **INSTANCES OF THIS PICTURE = 14
 PICCHANGE=SKM 4+10 CPNAME = 1712200054
 PSNEED=SKM 4+10 200041 = 1712200041
 PYTHAGORIAN= 200007 = 200007
 PSEUDO= 200041 = 200041
 PHAG= 200017 = 200017
 PPARTH= 10 **MOVING PICTURE PARTS = 10
 PLOTIT=SKM 4+8 377621 = 1710377621
 PLCLEAN= 200130 = 200130
 PLPUNCH= 200132 = 200132
 PLEND= 200133 = 200133
 PUNCHIT=SKM 4+7 377621 = 1707377621

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PLPUBUSY=SKM 4.10 200132 = 1712200132
PLOTNOSCOPE=SKM 4.10 200130 = 1712200130
PLPLOT=200131 = 200131
PLPLBUSY=SKM 4.10 200131 = 1712200131
P SAVE = 20 ** REGISTERS TO SAVE IN PICTURE
= 20
PICBLKS=2 ** NON PICTURE STUFF IN PICTURE
= 2
PLOTBLOCKS=200136 = 200136
PLOTSTORAGE=200137 = 200137
PICTUREK=1 = 1
PATAP=12 ** ATTACHERS OF THIS PICTURE =
PB0CC=10 ** CENTER OF POINT ON CIRCLE
= 10
PB0CS=12 ** START OF POINT ON CIRCLE =
PB0CP=14 ** POINT TO BE ON CIRCLE =
PB0LE=10 ** END POINT OF LINE =
PBOLS=12 ** START OF POINT ON LINE =
PBOLP=14 ** POINT TO BE ON LINE =
PWHS=6 ** PICTURE IN PICTURES =
RELAX=200060 = 200060
READIT=200066 = 200066
SMASBL=6 ** SMALL MASTER BLOCK LENGTH FOR DESIGNATORS
= 6
SCSZ=200034 = 200034
SQRT=#JPG 200006 = 540500200006
SNOISP=200032 = 200032
SCCEN=200035 = 200035
S=7 = 7
SPECB=2 ** SPECIFIC BLOCKS =
SCALERS=3*MASBL+PICTURES = 24251
SPLAT=-NLIST,-NLIST = 755777755777
SVAL=16 ** VALUE OF SCALER =
SSHOW=14 ** NUMBERS SHOWING THIS SCALER
= 14
SHOWBLKS=SKM 4.9 377725 ** SHOW NON DRAW JUNK
= 1710377725
SHOWCON=SKM 4.9 377725 ** SHOW CONSTRAINTS
= 1710377725
SHOWPOINTS=SKM 4.7 377725 ** SHOW POINTS
= 1707377725
SHOWINASBOX=SKM 4.6 377725 ** ENBOX INSTANCES
= 1706377725
SUPPLINES=SKM 4.4 377725 ** DON'T SHOW LINES AND CIRCLES
= 1704377725
SUPPINS=SKM 4.5 377725 ** DON'T EXPAND INSTANCES
= 1705377725
SIZE=11 ** SIZE OF BLOCK =
11

```

IES ONLY 010

SPLATT=-NLIST-SMASBL, # SMASBL-NLIST = 755771756005
 SPLATT=-NLIST-MASBL, #-NLIST+MASBL = 755753756023
 SUPPNUMS=SKM 4..2 SHOWTOG = 1702377725
 SHOWTOG= 377725 = 377725
 SUPPTEXTS=SKM 4..3 SHOWTOG = 1703377725
 SHOWSCALERS=SKM 4..1 SHOWTOG = 1701377725
 SHOWTPVALS=SKM 3..3 SHOWTOG = 1711377725
 *SUBRI= = 205825

TYPE= 0 ** TIES TO SPECB IN MASTER BLOCK

= 0
 T= 10 = 10
 TEXTS= /*MASBL+PICTURES = 24371
 TVAL= 14 ** R COS a, R SIN a, X, Y = 14
 TXTS= 20 ** POINTER TO TEXT SHOWN = 20
 TUPLE= 14 ** # VARIABLES = 14
 TEXTCNG= 200077 = 200077
 TPVAL= 14 ** X,Y LOCATION = 14
 TOPOS= /*SMASBL+LIST+1 = 24023
 TPVALS= /*MASBL+PICTURES ** TYPICAL VARIABLES = 24221
 *TJ= = 203514
 *Tx= = 203512

UNIVBH= SMASBL, ., MASTERS-LIST = 6004000001

VCON= 12 ** CONSTRAINTS ON THIS VARIABLE

= 12
 VA= LIST+PVAL = 24020
 VORD= 6 ** ORDERING OF VARIABLES = 6
 VFLW= 10 ** CONSTRAINTS WHICH THIS VARIABLE IS T
 O SATISFY = 10
 VARLOC= 15 ** LOCATION OF VARIABLES IN BLOCK = 15
 VARIABLES= 1*SMASBL+LIST+1 = 24007

WORKS= /*SMASBL+LIST+1 = 24053
 WHERE= 12 ** LOCATION OF THING IN PICTURE = 12

T= 3 = 3
 #= 1 = 1
 a= 4 = 4
 *SIZE= 200055 ** KNOB CHANGE = 200055
 *ROT= 200058 ** KNOB CHANGE = 200058

B= 2 = 2

160
IES ONLY 012

**DEF MOVEIA+B

LDE A

STE B

**END

**DEF H0 IF IP.Q=R

LDA P

SUB Q

SCA {-1,-1,-1,-1}+((Q)^(770,1))

STA R

**END

**DEF DIFFEP+Q=R+S

LDA P

SUB Q

*JOV S

STA R

**END

**DEF FABVAL EP+Q

LDA P

JPA #+2

CON A

STA Q

**END

**DEF PYTHIEP+Q, R=S=T+U

LDA R

SUB S

*JOV U+(S)-(S)

STA B+(R)-(R)

LDA P

SUB Q

*JOV U+(Q)-(Q)

*JPQ PYTHAGORIAN

*JOV U

STA T

**END

**DEF PYTHIEP+Q=G=T+U

PYTHIEP+Q, P+I+Q+I=T+U

**END

**DEF DIRECIEP+Q, R=S=T+U

LDA R

SUB S

*JOV U+(S)-(S)

STA B+(R)-(R)

LDA P

SUB Q

IES ONLY 013

#JOV U+01-1Q)

#JPG CACT

STA T

**END

**DEF DIREC#P+Q=T+U

DIREC I #P+Q , P+I+Q+I =T+U

**END

**DEF ROTATE#G

LDA A,V A

LDB B,V A+I

#JPG ROTATER

STA G

STB G+I

**END

**DEF HSUM#P , Q=R

LDA P

ADD Q

SCA {-1,-1,-1,-1} +((Q)A17 F0,1)

STA R

**END

**DEF SUMHEP#P + Q=R+S

LDA P

ADD Q

#JOV S

STA R

**END

**DEF PRODEA*B/C=D+E

LDA A

MUL B

DIV C

#JOV E

STA D

**END

**DEF LOAE#A,B,C,D

LDA A

LDB A+B

LDC A+C

LDD A+D

**END

**DEF STAEE#A,B,C,D

STA A

STB A+B

STC A+C

IES ONLY 014

STD A+D

**END

**DEF HEAD=a+b

#RSX_a | = LISTIN X_b | =

**END

**DEF MOVEB | A+B+C*D

T₁=AT₂=CSKNT_{T1}BSUZT₂DNKNT_{T2}D

**END

**DEF GORREA=a=B-B+C

#DPX_a T₂+(C)-(C)IN X_a A+IJPG T₁+(C)-(C)T₂= REX_a0+(C)-(C)

JPG C

T₁= RSX_a | = LIST#RSX_a | = LIST-IIN X_b | = 0DE X_b I#LDE_a LIST-I

#SED {a}

JPG T₂+(C)-(C)

#JPG B

JPG T₁+(C)-(C)

**END

**DEF LDABEA

LDA A

LD B A+I

**END

**DEF STABEP

STA P

ST B P+I

**END

**DEF ERROR1E=P

#JPG {ERROR1E=P}

**END

**DEF ERROR1EE=P

#STE #+2

SKZ ERRORSTOP

IES ONLY 015

I # a

JP Q P

-- END

```
-- DEF PUTNAME ==> LMNAME
SKZ EXPINS ** WORKING IN INST?
JP Q #+#
DP X#A
CYA {10..}
# CYA {0..-12000}
ITA {377..377}
STA LMNAME
-- END
```

```
-- DEF MAKAEA - I
RE X#A-LIST
#JPQ BLOCKMAKER
RE X#I#A
-- END
```

```
-- DEF COMB#A-B#B
#RSXS#I#A+LIST+I
SXDS#I#A+I
JPQ #+I+
REXS#I#B+I
#RSXT#I#A+LIST+I
#DPXSITLIST
#EXXTISLIST
#RSXS#I#ALIST+A+I
#DPXTISLIST
#DPXSITLIST
REXS#I#A+I
#DPXSE
#DPXSE
STESLIST
-- END
```

```
-- DEF LGORREN=XR=XR2->SUBR+LEXIT
GORRExit=LEXIT
#DPXXR#LGORRI
#RSXXR#IXR#LIST+(N)+I
LGORR#-> #RSXXR#IXR#LIST-I
#JNX XR#+2
#SKXXR#
INXXR#IXR#0
LGORRI-> SXDXR# *** MODIFIED
#JPQ GORRExit+(GORRExit/GORRExit0)*ILGORREN#+I+
#RSXXR#IXR#LIST
#DPXXR#LGORRI
#JPQ SUBR
```

```

IES ONLY 016
LGORR+ SKXXR+ **MODIFIED
LGORREND+ JPQ LGORR0
--END

```

```

--DEF PUTLEN*XR+M*XR+
#AUXXR{N)+I,,-(N)+I}
#RSXSIXR+LIST+(M)+I
#DPXSIXRLIST
#RSXTISLIST
#DPXTIXRLIST
#DPXXRITLIST
#DPXXRISLIST
#RSXSIXR+LIST+(M)
#JPXS#+2
SKXSIXR+0
#DPXSIXRLIST-I
#AUXXR{N)+I,,-(N)+I}
--END

```

```

--DEF PUTREN*XR+M*XR+
#AUXXR{N)+I,,-(N)+I}
#RSXSIXR+LIST+(M)+I
#DPXSIXRLIST
#RSXTISLIST
#DPXTIXRLIST
#DPXXRISLIST
#DPXXRITLIST
#RSXSIXR+LIST+(M)
#JPXS#+2
SKXSIXR+0
#DPXSIXRLIST-I
#AUXXR{N)+I,,-(N)+I}
--END

```

```

--DEF LTAKEEH*XR
#RSXSIXRLIST+(N)+I
#RSXTIXRLIST+(N)+I
#DPXTISLIST
#EXXSITLIST
#DPXSIXRLIST+(N)+I
#DPXSIXRLIST+(N)+I
#DPXeIXRLIST+(N)
--END

```

```

--DEF SUBREA
STE SUBRI
A
SUBRI+JPQ +
--END

```

```

DEFINES ONLY 017
**DEF HEADERET-N+P
    TI =P
    SHASBL, *, T-LIST
    #-NLIST-SHASBL,, #+SHASBL-NLIST
    -Z, 0
    SPLAT
    N
    TI
**END

**DEF MASTERET-N
    MASBL, *, T-LIST
    #-NLIST-MASBL,, #+NLIST+MASBL
    -Z,
    SPLAT
    N
**END

**DEF #BA,#
    RSX#LIST+A
**END

**DEF MOVELEN=XR+M+XR2
    #RSXSIXRLIST+(N)+I**TAKE
    #RSXTIXRLIST+(N)+I
    #DPXTISLIST
    #EXXSITLIST
    #DPXSIXRLIST+(N)+I
    #EXXSIXRLIST+(M)+I**PUT
    #DPXSIXRLIST+(N)+I
    #RSXTISLIST
    #EXXTIXRLIST+(N)+I
    #DPXTISLIST
**END

**DEF SKIEEN=a
    RSXT#LIST+N+I
    #LDETLIST
    SXDT+E
    JP Q #+2
**END

```

~~172~~

2 0 0 0 6 7	
JPG STARTS	140500 204400 0 6 7
2 0 0 0 7 0	
MATS+ 0	0 0 0 0 0 0 0 0 0 0 0 2 0 0 0 7 0
MATH+ 0	0 0 0 0 0 0 0 0 0 0 0 0 7 1
MATO+ 0	0 0 0 0 0 0 0 0 0 0 0 0 7 2
MATRX+ 0	0 0 0 0 0 0 0 0 0 0 0 0 7 3
MATRY+ 0	0 0 0 0 0 0 0 0 0 0 0 0 7 4
MATO+ 0	0 0 0 0 0 0 0 0 0 0 0 0 7 5
2 0 0 1 0 0	
BADOV+ # STE # #	413000 200102 2 0 0 1 0 0
# SK Z OVERFLOWSTOP	601712 377751 1 0 1
2 # 7 6	0 2 0 0 7 6 2 0 0 1 0 2 1 0 2
JPG 2 0 0 0 1	140500 200001 1 0 3
C C F R + 1	
# J M P H A G C O N	400500 208125 7 7 7
N L I S T +	
H O V S - L I S T + M A S B L	0 0 0 0 0 0 0 0 6 0 5 0 2 2 0 0 0
M M 0 + S M A S B L , . . . 0 ** M A S T E R S	0 0 6 0 0 4 0 0 0 0 0 0 0 0 1
S P L A T	0 0 0 0 0 2 0 0 0 0 0 2 0 0 2
-2,	7 7 5 0 0 0 0 0 0 0 0 0 0 0 3
M M 1 - N L I S T + 1 , , M M 1 - N L I S T + 1	0 0 0 0 3 2 0 0 0 0 1 0 0 0 4
4 5 , 5 0 , , 3 5 , 4 4 ** U N I V	0 4 5 0 3 0 0 3 5 0 4 4 0 0 5
0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 6
M M 2 + U N I V B H ** V A R I A B L E S	0 0 6 0 0 4 0 0 0 0 0 1 0 0 7
M M 0 - N L I S T + S P E C B + 1 , , S P L A T T	0 0 0 0 0 4 0 0 0 0 1 6 0 2 2 0 1 0
-2,	7 7 5 0 0 0 0 0 0 0 0 0 0 1 1
V 6 - N L I S T + 1 , , V 1 - N L I S T + 1	0 0 0 4 1 6 0 0 0 2 5 2 0 1 2
4 2 , 4 1 , , 2 0 , 4 5 ** V A R S	0 4 2 0 4 1 0 2 0 0 4 5 0 1 3
0	0 0 0 0 0 0 0 0 0 0 0 0 0 1 4
M M 3 + U N I V B H ** H O L D E R S	0 0 6 0 0 4 0 0 0 0 0 1 0 1 5
S P L A T T	0 0 0 0 1 0 0 0 0 0 2 4 0 1 6
-2,	7 7 5 0 0 0 0 0 0 0 0 0 0 1 7
H 1 0 - N L I S T + 1 , , H 1 - N L I S T + 1	0 0 0 1 5 0 0 0 0 0 4 0 0 2 2 0 2 0
4 2 , 2 3 , , 3 3 , 2 7 ** H L D S	0 4 2 0 2 3 0 3 3 0 2 7 0 2 1
0	0 0 0 0 0 0 0 0 0 0 0 0 0 2 2
M M 4 + U N I V B H ** T O P O S	0 0 6 0 0 4 0 0 0 0 0 1 0 2 3
S P L A T T	0 0 0 0 1 6 0 0 0 0 3 2 0 2 4
-2,	7 7 5 0 0 0 0 0 0 0 0 0 0 2 5
L 5 - N L I S T + 1 , , L 1 - N L I S T + 1	0 0 0 2 2 6 0 0 0 1 5 6 0 2 6
3 6 , 3 7 , , 3 6 , 4 3 ** T O P O	0 3 6 0 3 7 0 3 6 0 4 3 0 2 7
0	0 0 0 0 0 0 0 0 0 0 0 0 0 2 2 0 3 0
M M 5 + U N I V B H ** C O N S T R A I N T S	0 0 6 0 0 4 0 0 0 0 0 1 0 3 1
# - N L I S T - S M A S B L , , M M 0 - N L I S T + S P E C B + 1	0 0 0 0 2 4 0 0 0 0 0 4 0 3 2
-2,	7 7 5 0 0 0 0 0 0 0 0 0 0 3 3
I P C O N S - L I S T + 1 , , O N L I N E S - L I S T + 1	0 0 0 4 4 2 0 0 0 4 6 6 0 3 4
4 2 , 3 5 , , 3 6 , 2 0	0 4 2 0 3 5 0 3 6 0 2 0 0 3 5
0	0 0 0 0 0 0 0 0 0 0 0 0 0 3 6

IES ONLY 021

H1- SHASBL, *, MN2-NLIST **FREES

	006004 000015	037
MN2+SPECB+I-NLIST, , SPLATT	000020 000046	022040
-2,	775000 000000	043
SPLAT	000042 000042	042
24, 24, , 41, 25	024024 041025	043
0	000000 000000	044

H2- HEADER#HOLDERS-(34, 23, , 41, 25) **FREEDOM

SHASBL, *, HOLDERS-LIST	006004 000015	045
#-NLIST-SHASBL, , #+SHASBL-NLIST	000040 000054	046.
-2, 0	775000 000000	047
SPLAT	000050 000050	022050
(34, 23, , 41, 25)	- 034023 041025	051
TI	000000 000000	052

H3- HEADER#HOLDERS-(42, 32, , 41, 48) **WORKS

SHASBL, *, HOLDERS-LIST	006004 000015	053
#-NLIST-SHASBL, , #+SHASBL-NLIST	000046 000062	054
-2, 0	775000 000000	055
SPLAT	000056 000056	056
(42, 32, , 41, 48)	042032 041048	057
TI	000000 000000	022060

H4- HEADER#HOLDERS-(41, 26, , 41, 34) **MRGR

SHASBL, *, HOLDERS-LIST	006004 000015	061
#-NLIST-SHASBL, , #+SHASBL-NLIST	000054 000070	062
-2, 0	775000 000000	063
SPLAT	000064 000064	064
(41, 26, , 41, 34)	041026 041034	065
TI	000000 000000	066

H5- HEADER#HOLDERS-(42, 23, , 24, 23) **DEADS

SHASBL, *, HOLDERS-LIST	006004 000015	067
#-NLIST-SHASBL, , #+SHASBL-NLIST	000062 000076	022070
-2, 0	775000 000000	071
SPLAT	000072 000072	072
(42, 23, , 24, 23)	042023 024023	073
TI	000000 000000	074

H6- HEADER#HOLDERS-(42, 47, , 30, 25) **FIXED

SHASBL, *, HOLDERS-LIST	006004 000015	075
#-NLIST-SHASBL, , #+SHASBL-NLIST	000070 000104	076
-2, 0	775000 000000	077
SPLAT	000100 000100	022100
(42, 47, , 30, 25)	042047 030025	101
TI	000000 000000	102

H7- HEADER#HOLDERS-(42, 28, , 24, 23) **DEISGS

SHASBL, *, HOLDERS-LIST	006004 000015	103
#-NLIST-SHASBL, , #+SHASBL-NLIST		

IES ONLY 022

-2, 0	775000 000000	103
SPLAT	000108 000108	106
(42, 26, , 24, 23)	042026 024023	107
TI	000000 000000	022110

H# - HEADER#HOLDERS-(42, 35, , 45, 34) **MOVINGS

SMASBL, #, HOLDERS-LIST	006004 000015	111
#-NLIST-SMASBL, , #+SMASBL-NL LIST		
	000104 000120	112
-2, 0	775000 000000	113
SPLAT	000114 000114	114
(42, 35, , 45, 34)	042035 045034	115
TI	000000 000000	116

H# - HEADER#HOLDERS-(22, 37, , 44, 22) **CURPICS

SMASBL, #, HOLDERS-LIST	006004 000015	117
#-NLIST-SMASBL, , #+SMASBL-NL LIST		
	000112 000126	022120
-2, 0	775000 000000	121
SPLAT	000122 000122	122
(22, 37, , 44, 22)	022037 044022	123
TI	000000 000000	124

H# - 1 - HEADER#HOLDERS-(35, 22, , 47, 35)

SMASBL, #, HOLDERS-LIST	006004 000015	125
#-NLIST-SMASBL, , #+SMASBL-NL LIST		
	000120 000134	126
-2, 0	775000 000000	127
SPLAT	000130 000130	022130
(35, 22, , 47, 35)	035022 047035	131
TI	000000 000000	132

H# - 2 - HEADER#HOLDERS-(1, 41, , 37, 42)

SMASBL, #, HOLDERS-LIST	006004 000015	133
#-NLIST-SMASBL, , #+SMASBL-NL LIST		
	000128 000142	134
-2, 0	775000 000000	135
SPLAT	000136 000136	136
(1, 41, , 37, 42)	001041 037042	137
TI	000000 000000	022140

H# - 3 - HEADER#HOLDERS-(2, 41, , 37, 42)

SMASBL, #, HOLDERS-LIST	006004 000015	141
#-NLIST-SMASBL, , #+SMASBL-NL LIST		
	000134 000150	142
-2, 0	775000 000000	143
SPLAT	000144 000144	144
(2, 41, , 37, 42)	002041 037042	145
TI	000000 000000	146

H# - 4 - HEADER#HOLDERS-(3, 41, , 37, 42)

SMASBL, #, MM#-NLIST	006004 000015	147
#-NLIST-SMASBL, , MM#-NLIST+SPECB+1		
	000142 000020	022150
-2,	775000 000000	151
SPLAT	000152 000152	152
(3, 41, , 37, 42)	003041 037042	153

IES ONLY 023

0 | 000000 000000 | 154

**PICTURE MASTER

L1- MASBL, #, TOPOS-LIST | 024004 000023 | 155
 MM3+SPECB+I-NL1ST, , SPLATTT

-2, | 000026 000202 | 156

SPLAT | 775000 000000 | 157

| 000160 000160 | 022160

42, 22, , 30, 37 **NAME | 042022 030037 | 161

#JPG MAGPIC**DISPLAY | 540500 205663 | 162

0 **HOBIG | 000000 000000 | 163

0 **GETIT | 000000 000000 | 164

0 **MOVIT | 000000 000000 | 165

50, 16, , 0 **SIZE | 050016 000000 | 166

0 | 000000 000000 | 167

01- PICTUREK **KIND | 000000 000001 | 022170

0 **TUPLE | 000000 000000 | 171

0 **VARLOC | 000000 000000 | 172

LINES+NLIST-LISTI

**LINE MASTER

L2- MASTERTOPOS-(24,35,,30,33)
 MASBL, #, TOPOS-LIST | 024004 000023 | 201
 #-NL1ST-MASBL, #-NL1ST+MASBL

-2, | 000156 000226 | 202

SPLAT | 775000 000000 | 203

| 000204 000204 | 204

(24,35,,30,33) | 024035 030033 | 205

#JMP MAGL **DISPLAY | 400500 205736 | 206

#JMP CPIL **HOBIG | 400500 204707 | 207

0 **GETIT | 000000 000000 | 022210

DEGEN **MOVIT | 400500 205273 | 211

14, 14, , 0 **SIZE | 014014 000000 | 212

0 | 000000 000000 | 213

02- DISPLAYK | 000000 000002 | 214

0 **TUPLE | 000000 000000 | 215

0 **VARLOC | 000000 000000 | 216

CIRCLES+NLIST-LISTI

**CIRCLE MASTER

L3- MASBL, #, TOPOS-LIST | 024004 000023 | 228
 #-NL1ST-MASBL, MM3+SPECB+I-NL1ST

-2, | 000202 000026 | 226

SPLAT | 775000 000000 | 227

| 000250 000250 | 022230

22, 41, , 30, 22 **CIRC | 022041 030022 | 231

#JMP MAGC **DISPLAY | 400500 205770 | 232

#JMP CPIC **HOBIG | 400500 204723 | 233

0 **GETIT | 000000 000000 | 234

DEGEN **MOVIT | 400500 205273 | 235

20, 16, , 0 **SIZE | 020016 000000 | 236

0 | 000000 000000 | 237

03- DISPLAYK | 000000 000002 | 022240

IES ONLY 0.24

0	** TUPLE	000000 000000	241
0	** VARLOC	000000 000000	242

SCALERS+NLIST-LISTI

** SCALER MASTER

V1- MASBL, #, VARIABLES-LIST |024004 000007| 251
 #NLIST+SPECB+I-NLIST, SPLATTT

-2,		000012 000276	252
-----	--	---------------	-----

SPLAT		000254 000254	253
-------	--	---------------	-----

33, 20, , 22, 42	** SCAL	033020 022042	255
------------------	---------	---------------	-----

*JMP MAGSCA ** DISPLAY		400500 206420	256
------------------------	--	---------------	-----

DE GEN	** HOWBIG	400500 205273	257
--------	-----------	---------------	-----

0	** GETIT	000000 000000 022280	
---	----------	----------------------	--

*JMP TRANSFORM	** MOVIT	400500 207106	261
----------------	----------	---------------	-----

20, 16, , 0	** SIZE	020016 000000	262
-------------	---------	---------------	-----

*JMP WHERE SCA	** WHERE	400500 206364	263
----------------	----------	---------------	-----

07- JUNKK |000000 000003| 264

1	** TUPLE	000000 000001	265
---	----------	---------------	-----

SYAL ** VARLOC		000000 000016	266
----------------	--	---------------	-----

POINTS+NLIST-LISTI

** POINT MASTER

V2- MASTEREVARIABLES-(42, 43, , 35, 37)
 MASBL, #, VARIABLES-LIST |024004 000007| 275
 #-NLIST-MASBL, #-NLIST+MASBL

-2,		000252 000322	276
-----	--	---------------	-----

SPLAT		775000 000000	277
-------	--	---------------	-----

(42, 43, , 35, 37)		000300 000300 022300	
--------------------	--	----------------------	--

*JMP MAGP ** DISPLAY		400500 206055	302
----------------------	--	---------------	-----

*JMP CPIP ** HOWBIG		400500 204701	303
---------------------	--	---------------	-----

0	** GETIT	000000 000000	304
---	----------	---------------	-----

*JMP TRANSFORM	** MOVIT	400500 207106	305
----------------	----------	---------------	-----

22, 20, , 0	** SIZE	022020 000000	306
-------------	---------	---------------	-----

*JMP WHERE SUB	** WHERE	400500 207070	307
----------------	----------	---------------	-----

04- JUNKK |000000 000003|022310

2	** TUPLE	000000 000002	311
---	----------	---------------	-----

PVAL ** VARLOC		000000 000020	312
----------------	--	---------------	-----

TPVALS-LIST+NLISTI

** TYPICAL VARIABLE *

V3- MASTEREVARIABLES-(41, 45, , 37, 43)
 MASBL, #, VARIABLES-LIST |024004 000007| 321
 #-NLIST-MASBL, #-NLIST+MASBL

-2,		000276 000346	322
-----	--	---------------	-----

SPLAT		775000 000000	323
-------	--	---------------	-----

(41, 45, , 37, 43)		000324 000324	324
--------------------	--	---------------	-----

*JMP MAGTPVAR	** DISPLAY	041045 037043	325
---------------	------------	---------------	-----

DE GEN	** HOWBIG	400500 206058	326
--------	-----------	---------------	-----

0	** GETIT	000000 000000 022320	
---	----------	----------------------	--

IES ONLY 0.25

#JMP TRANSFORM	**MOVIT	400500 207106	331
16,14,,0	**SIZE	018014 000000	332
#JMP WHERE SUB	**WHERE	400500 207070	333
01 ← JUNKK		000000 000003	334
2	**TUPLE	000000 000002	335
TP VAL	**VARLOC	000000 000014	336

INSTANCES+NLIST-LISTI

**INSTANCE MASTER

V8 ←	MASTER#VARIABLES-(43,42,,35,30)		
	MASBL, ., ,VARIABLES-LIST	024004 000007	345
	#-NLIST-MASBL, #-NL LIST+MASBL		
-2,		000322 000372	346
SPLAT		775000 000000	347
(43,42,,35,30)		000350 000350 022350	
#JMP MAGI	**DISPLAY	400500 206543	352
#JMP CPIT	**HOWBIG	400500 205050	353
o	**GETIT	000000 000000	354
#JMP TRANSFORM	**MOVIT	400500 207106	355
24,16,,0	**SIZE	024016 000000	356
#JMP WHERE SUB	**WHERE	400500 207070	357
05 ← DISPLAYK		000000 000002 022360	
4	**TUPLE	000000 000004	361
IVAL **VARLOC		000000 000020	362

TEXTS+NLIST-LISTI

**TEXT MASTER

V8 ←	MASTER#VARIABLES-(43,47,,24,43)		
	MASBL, ., ,VARIABLES-LIST	024004 000007	371
	#-NLIST-MASBL, #-NL LIST+MASBL		
-2,		000346 000416	372
SPLAT		775000 000000	373
(43,47,,24,43)		000374 000374	374
#JMP MAGTXT	**DISPLAY	400500 206267	376
#JMP CPITXT	**HOWBIG	400500 205136	377
o	**GETIT	000000 000000 022400	
#JMP TRANSFORM	**MOVIT	400500 207106	401
32,14,,0	**SIZE	032014 000000	402
#JMP WHERE SUB	**WHERE	400500 207070	403
08 ← DISPLAYK		000000 000002	404
4	**TUPLE	000000 000004	405
IVAL **VARLOC		000000 000014	406

NUMBERS+NLIST-LISTI

**NUMBER MASTER

V8 ←	MASBL, ., ,VARIABLES-LIST	024004 000007	415
	#-NLIST-MASBL, MM1+SPECB+1-NLIST		
-2,		000372 000012	416
SPLAT		775000 000000	417
(22,34,,22,35)	**NUMB	000420 000420 022420	

IES ONLY 026

*JMP	MAGNUM**DISPLAY	400500 20-8373	422
*JMP	CPINUM**HOMBIG	400500 205100	423
o	**GETIT	000000 000000	424
*JMP	TRANSFORM	**MOVIT 400500 207106	425
22,16,,o	**SIZE	022016 000000	426
*JMP	WHERE SUB	**WHERE 400500 207070	427
08+	DISPLAYK	000000 000002 022430	
*	**TUPLE	000000 000004	428
	NVAL **VARLOC	000000 000016	429

ORIGIN

IES ONLY 001

MATS+ 0
MATH+ 0
MATO+ 0
MATRX+ 0
MATRY+ 0
MATD+ 0
2000001
BADOV+ #STE #+2
#SKZ OVERFLOWSTOP
#76
JPO 200001
CCFR+ 11
#JMP MAGCON
NLIST+
HOVS-LIST+ MASBL
MM0+ SMASBL, . . . *** MASTERS
SPLATT
-2.
MM4-NLIST+ . . . MM1-NLIST+1
45, 30, , 35, 44 ** UNIV.
0
MM1+ UNIVBH ** VARIABLES
MM0-NLIST+ SPECB+1, , SPLATT
-2.
V6-NLIST+1, , VI-NLIST+1
42, 41, , 20, 45 ** VARS
0
MM2+ UNIVBH ** HOLDERS
SPLATT
-2.
H10-NLIST+1, , H1-NLIST+1
#2, 23, , 33, 27 ** HLDs
0
MM3+ UNIVBH ** TOPOS
SPLATT
-2.
LS-NLIST+1, , LI-NLIST+1
36, 37, , 38, 43 ** TOPO
0
MM4+ UNIVBH ** CONSTRAINTS
#-NLIST-SMASBL, , MM0-NLIST+SPECB+1
-2.
IPCONS-LIST+1, , ONLINES-LIST+1
42, 35, , 36, 20
0
H2+ SMASBL, . . . MM2-NLIST ** FREES
MM2+ SPECB+1-NLIST, , SPLATT
-2.
SPLATT
24, 24, , 41, 25

IES ONLY 002
 0
 H2- HEADER=HOLDERS~(34, 23,, 41, 25) **FREEDOM
 H3- HEADER=HOLDERS~(42, 33,, 41, 46) **WORKS
 H4- HEADER=HOLDERS~(41, 26,, 41, 34) **MRGR
 H5- HEADER=HOLDERS~(42, 23,, 24, 23) **DEADS
 H6- HEADER=HOLDERS~(42, 47,, 30, 25) **FIXED
 H7- HEADER=HOLDERS~(42, 26,, 24, 23) **DEISGS
 H8- HEADER=HOLDERS~(42, 35,, 45, 34) **MOVINGS
 H9- HEADER=HOLDERS~(22, 37,, 44, 22) **CURPICS
 H9+1- HEADER=HOLDERS~(35, 22,, 47, 55)
 H9+2- HEADER=HOLDERS~(2, 41,, 37, 42)
 H9+3- HEADER=HOLDERS~(2, 41,, 37, 42)
 H10- MASBL., MN3-NLIST
 #-NLIST-MASBL., MN3-NLIST+SPECB+1
 -2.
 SPLAT
 3, 41,, 37, 42
 0
 **PICTURE MASTER
 L1- MASBL., TOPOS-LIST
 MN3+SPECB+1-NLIST, SPLATTT
 -2.
 SPLAT
 47, 22,, 30, 37 **NAME
 #JMP MAGPIC**DISPLAY
 o **HOWBIG
 o **GETIT
 o **MOVIT
 30, 16,, 0 **SIZE
 0
 O1- PICTUREK **KIND
 o **TUPLE
 o **VARLOC
 LINES+NLIST-LISTI
 **LINE MASTER
 L2- MASTER=TOPOS~(24, 35,, 30, 33)
 #JMP MAGL **DISPLAY
 #JMP CPIL **HOWBIG
 o **GETIT
 DEGEN **MOVIT
 14, 14,, 0 **SIZE
 0
 O2- DISPLAYK
 o **TUPLE
 o **VARLOC
 CIRCLES+NLIST-LISTI
 **CIRCLE MASTER
 L3- MASBL., TOPOS-LIST
 #-NLIST-MASBL., MN3+SPECB+1-NLIST
 -2.

IES ONLY 003
 SPLAT
 22, 41, , 30, 22 ** CIRC
 #JMP MAGC ** DISPLAY
 #JMP CPIC ** HOWBIG
 o ** GETIT
 DEGEN ** MOVIT
 20, 16, , 0 ** SIZE
 o
 03- DISPLAYK
 o ** TUPLE
 o ** VARLOC
 SCALERS+NLIST-LISTI
 ** SCALER MASTER
 V1- MASBL, 4, .VARIABLES -LIST
 MM1+SPECB+1-NLIST, , SPLATT
 -2,
 SPLAT
 33, 20, , 22, 42 ** SCAL
 #JMP MAGSCA** DISPLAY
 DEGEN ** HOWBIG
 o ** GETIT
 #JMP TRANSFORM ** MOVIT
 20, 16, , 0 ** SIZE
 #JMP WHERE SCA ** WHERE
 07- JUNKK
 I ** TUPLE
 SYAL ** VARLOC
 POINTS+NLIST-LISTI
 ** POINT MASTER
 V2- MASTEREVARIABLES-(42, 43, , 38, 37)
 #JMP MAGP ** DISPLAY
 #JMP CPIP ** HOWBIG
 o ** GETIT
 #JMP TRANSFORM ** MOVIT
 22, 20, , 0 ** SIZE
 #JMP WHERE SUB ** WHERE
 08- JUNKK
 Z ** TUPLE
 PVAL ** VARLOC
 TPVALS-LIST+NLIST'
 ** TYPICAL VARIABLE *
 V3- MASTEREVARIABLES-(41, 45, , 37, 43)
 #JMP MAGTPVAR ** DISPLAY
 DEGEN ** HOWBIG
 o ** GETIT
 #JMP TRANSFORM ** MOVIT
 18, 14, , 0 ** SIZE
 #JMP WHERE SUB ** WHERE
 09- JUNKK
 Z ** TUPLE

```

IES ONLY 004

TP VAL    ** VARLOC

INSTANCES+NLIST-LISTI
  ** INSTANCE MASTER

V4+  MASTEREVARIABLES-(43,42,,35,30)

#JMP  MAGI   ** DISPLAY
#JMP  CPII   ** HOWBIG
o    ** GETIT
#JMP  TRANSFORM ** MOVIT
24,16,,0  ** SIZE
#JMP  WHERE SUB   ** WHERE

03+  DISPLAYK
*    ** TUPLE
TVAL ** VARLOC

TEXTS+NLIST-LISTI
  ** TEXT MASTER

V5+  MASTEREVARIABLES-(43,47,,24,43)

#JMP  MAGTXT** DISPLAY
#JMP  CPITXT** HOWBIG
o    ** GETIT
#JMP  TRANSFORM ** MOVIT
32,14,,0  ** SIZE
#JMP  WHERE SUB   ** WHERE

08+  DISPLAYK
*    ** TUPLE
TVAL ** VARLOC

NUMBERS+NLIST-LISTI
  ** NUMBER MASTER

V6+  MASBL,4,,VARIABLES-LIST
-NLIST-MASBL,,MMI+SPECB+I-NLIST
-2,
SP LAT
121,34,,44,35)  ** NUMB
#JMP  MAGNUM** DISPLAY
#JMP  CPINUM** HOWBIG
o    ** GETIT
#JMP  TRANSFORM ** MOVIT
22,16,,0  ** SIZE
#JMP  WHERE SUB   ** WHERE

08+  DISPLAYK
*    ** TUPLE
NVAL ** VARLOC

ORIGINI
STARTS+ CS076

MKZ  PLPUBUSY
MKZ  PLPLBUSY
MKZ  PLOTNO SCOPE
MKZ  PICCHANGE
JPG  START76

CHANGEPICT+
STE  CPEX

```

IES ONLY 005

REX a DESIGNS-LIST

LGORRESPCB * = S - CHANGE1 - CHANGE2

CHANGE1 -

SUBREL TAKE EWORD *

CHANGE2 -

REX a CURPICS-LIST

LGORRESPCB * = S - CPWRAP - CPWRAPED

CPWRAP - STE CPWRAPX

LTAKEEPWHOS *

COMBEPARTH - PPART *

SKIEEPINS *

JPG CPWRAPX

SKIEEPPART *

JPG CPWRAPA

SKIEEPICBLK S *

JPG CPWRAPA

REX a FREES-LIST

MOVELETYPEx = - SPECB * B

IDPX # 1 a LIST + TYPE

CPWRAP A -

LDA { - (#) }

STA CPMINX

STA CPMINY

COM A

STA CPMAXX

STA CPNAXY

LGORREP PART * = S - CPWRAPB - CPWRAPC

CPWRAPB -

STE CPWRAPBX

S TYPE , *

#BPQ S HOWBIG + LIST

CPWRAPBX -

JPG *

CPWRAPC -

LGORREP ICBLKS * = S - CPWRAPB

CPWRAPC1 -

HDIFICPMAXY , CPMINY = B

JNA # + 2

JPG # + 2

LDI { 100,, }

HDIFICPMAXX , CPMINY

JNA # + 2

JPG # + 2

LDI { 100,, }

SUB B

JNA # + 3

ADD B

STA B

STB LIST + PSIZE *

HSUMECPMAXY , CPMINY = MATRY

IES ONLY 008
 HSUNECPMAXX, CPMINX=MATRIX
 COM MATRIX
 COM MATRIX
 ALDA {-(#)}
 STA MATH
 STA MATS
 STA MATD
 DPX MATO
CPWRAP1
 LGORREP PART # = S = CPWRAP2 = CPWRAP3
CPWRAP2
 'STE CPWRAP2X
 SBLTYPE, #
 *JPQ S LIST+MOVIT
CPWRAP2X
 JPQ #
CPWRAP3
 LGORREP [CBLKS] # = S = CPWRAP2
CPWRAPX
 JPQ #
CPIP 'STE CPIPX **FOR A POINT
 ROTAES
 *JPQ CPNS **MINI MAX
CPIPX JPQ #
CPIL 'STE CPILX **FOR A LINE
 SBLSP, #
 ROTAES
 *JPQ CPNS
 SBLSP, #
 ROTAES
 *JPQ CPNS
CPILX JPQ #
CPIC 'STE CPICX **FOR A CIRCLE
 SBCEP, #
 ROTAES-AFEND
 *JPQ CPNS
 SBCSP, #
 ROTAES-AFST
 *JPQ CPNS
 TBCIRCEN, #
 ROTAET-AFCEEN
 PYTHEVA T+VAS=CP TU+BADOV
CPIC1 STA S LIST+CVAL+I
 MUL MATS
 STA CPTU **RADIUS
 DIRECEAFST-AFCEN=CP TS+BADOV
 MOVEILIST+CVAL,-CPTV
 REX S
CPIC2 LDA S CPIC2
 RHR CPTV

IES ONLY 007

185

SKZ 4+9 CPTV
COM A
JPA #+2
JNA #+2
DPX A
DPX B
CAB {-1,}
STA B
LDA CPTV
JPA #+2
COM A
SUB B
JNA CPIC4
CPICS- LDA CPTU
SKZ 1+1 IS CPICT+1
COM A
SKZ 1+2 IS CPICT+1
DPX A
ADD AFCEN+1
STA B
LDA CPTU
SKZ 1+3 IS CPICT+1
COM A
SKZ 1+4 IS CPICT+1
DPX A
ADD AFCEN
#JPQ CPNS
CPIC4- -?JPX S CPIC2
CPICX- JPQ #
CPICT- 0
2
200.
10
400.
6
800.
11
CPII- 'STE CPIIX
PYTHIELIST+IVAL_a,LIST+IVAL+,I_a=LIST+ISIZE_a+BAD
0V
STA CPTS
SUMM=LIST+IVAL+I_a= B+BAD0V
SUMMECPTS=LIST+IVAL_a+I= BAD0V
#JPQ CPNS
DIFFELIST+IVAL+I_a=CPTS= B+BAD0V
DIFFELIST+IVAL+I_a=CPTS= BAD0V
#JPQ CPNS
CPIIX- JPQ #
CPINUM- 'STE CPINUMX
SUMMENVAL+LIST+I_a= A+BAD0V

IES ONLY 010
 SUM H-NVAL+LIST_a=CPTU-BADOV
 SUM H-NVAL+LIST_a=B-BADOV
 SUM H-NVAL+LIST_a=A-BADOV
 SUM H-NVAL+LIST_a=CPTV-BADOV
 SUM H-NVAL+LIST_a=B-BADOV
 #JPQ ROTATER
 #JPQ CPNS
 DIFFENVAL+LIST_a-CPTU=B-BADOV
 DIFFENVAL+LIST_a-CPTV-BADOV
 #JPQ ROTATER
 #JPQ CPNS

CP INUMX-

JPQ #
 CP ITXT+1STE CPITXTX
 PRODETVAL+LIST_a*TXTS+LIST_a
 SAB {-1,}
 STB CPTU
 PRODETVAL+LIST_a*T XTS+LIST_a
 SAB {-1,}
 DIFFETVAL+LIST_a+B=B-BADOV
 SUMMETVAL+LIST_a-CPTU-BADOV
 #JPQ ROTATER
 #JPQ CPNS
 SUMMETVAL+LIST_a-T VAL+LIST+LIST_a=B-BADOV
 DIFFETVAL+LIST_a-T VAL+LIST_a-BADOV
 #JPQ ROTATER
 #JPQ CPNS

CP ITXTX-

JPQ #
 CPNS+ 1STE CPNSX
 STA CPTT
 SUB CPMAXX
 SCA {-1,}
 JNA #+3
 LDA CPTT
 STA CPMAXX
 LDA CPTT
 SUB CPMINX
 SCA {-1,}
 JPA #+3
 LDA CPTT
 STA CPMINX
 STB CPTT
 LDA B
 SUB CPMAXY
 SCA {-1,}
 JNA #+3
 LDA CPTT
 STA CPMAXY
 LDA CPTT

```

IES ONLY 011
SUB CPMINY
SCA {-1,}
JPA #+3
LDA CPTT
STA CPMINY
CPNSX- JPO
CPWRAPPED-
RSX B PICTURES+SPECB+1
CP SX- SXD B PICTURES+SPECB+1-LIST
JPO CPNOTT
REX #18
DEX #1
#LD E # LIST+PNAME
!SED CPNAME++PIC CALLED FOR
JPO CPIT
RSX B# LIST
JPO CPSX
CPNOTT-MAK AEP ILLUSTRATIONS-#
LDA CPNAME
STA # PNAME+LIST
LDA {100,,}
JPO CPITT
CP IT- LDA # PSIZE+LIST
CP ITT- MUL {220,}
ADD A
#JOY BADOV
STA SCSZ
REX B CURPICTS-LIST
PUTLEPNHOS#--SPECB#B
DPX SCCEN
DPX SCCEN+1
MKZ PICCHANGE
CPEX- JPO #
DEGENI-STE #+1
JPO #
OP SPL- 0
0
STARTZS-
#JPO CHANGEPICT
DPX SNDISP
#PUT- #JPO MAG
#PUT- MOVEINDISP-BASICFILE
#LOOP- #JPO PSEUDO
RSX # MOVINGS+SPECB+1
SXO # MOVINGS-LIST+SPECB+1
JPO #LOOP1
#JPO TEXTCNG
LDB #ROT
LDA {200,}
STABEATH

```

IES ONLY 012

#JPQ PYTHAGORIAN

#JOV BADOV

STA MATS

MUL A SIZE

ADD MATS

#JOV BADOV

STA MATD

DPX MATRX

DPX MATRY

#ELOOPAA-

#LDE SPECB+MOVINGS+1

I7SED E

JPG #ELOOPBB

#ELOOPB-

LOADBOP SPL

#JPQ ROTATER

JPG #ELOOPBC

#ELOOPBB-

RSX A SPECB+MOVINGS+1

I6AUX A LIST-I

DEX A I

RSX S1 A LIST+TYPE

RSX B1 S LIST+TUPLE

SXD B 2

JPG #+2

JPG #ELOOPB

#BPQ S LIST+WHERE

#ELOOPBC-

SUB PSPL

STD OP SPL

COM A

STA MATRX

LDA B

SUB PSPL+1

STD OP SPL+1

COM A

STA MATRY

#ELOOPC-

REX A MOVINGS-LIST

LGORRRESPECB=A=S-#ELOOPD-#ELOOPA

#ELOOPD-

ISTE #+3

RSX S1 A LIST+TYPE

#BPQ S MOVIT+LIST

JPG *

#ELOOPA-

REX A MOVINGS-LIST

LGORRRESPECB=A=S-#MOV1-#ELOOP1

#MOV1=ISTE #MOVIX

RSX S1 A LIST+TYPE

IES ONLY 012
 SXD S INSTANCES-LIST
 JPG #+2
#MOVIX-
 JPG #
 LDA E#IVAL+LIST,1,2,3
 STA E#ATH,1,2,3
 #JPQ PYTHAGORIAN
 #JOY BADOV
 STA MATS
 STA o LIST+ISIZE
 Y#IWHAT,a
 MOVEIPSIZE+LIST y→MATO
 LGORREVCON#=S-#MOVIT-#MOVIX
#MOVIT-
 !STE #MOVITX
 #LDE o LIST+TYPE
 !SE0 { IPCONS-LIST}
 JPG #+2
#MOVITX-
 JPG #
 S#IPCV, #
 ROTAES
 S#IPCP, #
 STABEVAS
 JPG #MOVITX
#LOOP1-
 LDA B#P SPL
 STABEOP SPL
 DPX & SIZE
 DPX & ROT
 LDA BASICFILE
 #SZZ MOVINGDONE
 JPG #PUT1
 STA NDISP
 LDA {(-1#)}
 STA MATH **DIAGONAL MATRIX
 STA MATO **MATRIX DENOM
 STA MATS **PYTH OF MATH, MATO
 DPX MATO **OFF DIAGONAL
 DPX MATRX **X TRANSLATION
 DPX MATRY **Y TRANSLATION
 REX a CURPICS-LIST
 LGORRESPECB#=S-#LOOP2-#U
#LOOP2-
 SUB REILGORREPARTM#=S-MAGII
#U- MOVEINDISP- SNDISP
 SKZ PICCHANGE
 JPG START#
 SZZ MOVED
 JPG #PUT

#PUNCH+

SKN PUNCHIT
SKZ PLOTIT
#JPQ PLOTSUB
SKN FIX
JPQ #+7
#JPQ RELAX
MKN MOVED
#JPQ READIT
SKN DRAWASFIX
JPQ #-6
JPQ ?#PUT

#FAST+ SKN 4-10 377721

JPQ #+5
#JPQ FIXSAP
#JPQ MAG

MOVEINDISP+BASICFILE

#JPQ READIT
SZZ PSNEED
JPQ ?#LOOP

#LIGHTS+

LDD SNDISP
#LDD AFFB
LOC SCSZ
LOA PLOTBLOCKS
LOB PLOTSTORAGE
JPD ?#LOOP

PLOTSUB+

?STE PLOTSUBEX
#JPQ PLCLEAN
SKZ PLOTIT
#JPQ PLPLOT
SKZ PUNCHIT
#JPQ PLPUNCH
MKN PLOTNO SCOPE
#JPQ MAG
MKZ PLOTNO SCOPE
#JPQ PLEND

PLOTSUBA+

LOA PLOTBLOCKS
LOB PLOTSTORAGE
SKZ PLPUBUSY
JPQ PLOTSUBB
SKN PLPLBUSY

PLOTSUBEX+

JPQ #
SKZ PUNCHIT
#JPQ PLPUNCH
JPQ PLOTSUBA

PLOTSUBB+

SKZ PLPLBUSY

IES ONLY 018

191

JPG PLOTSUBA

SKZ PLOTIT

*JPG PLPLPLOT

JPG PLOTSUBA

MAG- !STE MAGEX

REX o CURPICS-LIST

LGORRESPCB ==S-MAGPIC

MAGEX- JPG *

MAGPIC- !STE MAGPICX

MKZ EXPINS

DPX o LIST+PSAVE

DPX NDISP

LDA {- (#)}

STA MATH **DIAGONAL MATRIX

STA MATD **MATRIX DENOM

STA MATS **PYTH OF MATH, MATD

DPX MATD **OFF DIAGONAL

DPX MATRX **X TRANSLATION

DPX MATRY **Y TRANSLATION

MAGPICA-

LGORREPPART ==S-MAGI

SKN SHOWBLKS

MAGPICX-

JPG *

LGORREP ICBLKS ==S-MAGI-MAGPICX

MAGI- !STE MAGIX

YBTYPE, *

*JPG y LIST+DISPLAY

MAGIX- JPG *

MAGL- !STE MAGLX

SKZ SUPPLINES

SKZ EXPINS

JPG #+2

JPG MAGLX

PUTNAME Eo-LMNAME

YBLSP, *

ROTAEY-LMSTART

YBLEP, *

ROTAEY-LMEND

*JPG LMAG

MAGLX- JPG *

MAGC- !STE MAGCX

SKZ SUPPLINES

SKZ EXPINS

JPG #+2

JPG MAGCX

YBCIRCE, *

ROTAEY-CMCEN

YBCSP, *

ROTAEY-CNSTART

SKZ EXPINS

JPG MAGCI

YBCEP, *

ROTAEY-AFEND

#JPG ANGLE FIX

MAGCI- LDA C VAL+ LIST

STA CHANG

PUTNAME E=+CMNAME

#JPG CHAG

MAGCX- JPG *

MAGP- 'STE MAGPX

SKN SHOWPOINTS

JPG MAGPX

ROTAEE-LMSTART

PUTNAME E=+LMNAME

#JPG PMAG

MAGPX- JPG *

MAGTPVXR-

'STE MAGTPVX

SKN SHOWTPVALS

JPG MAGTPVX

PUTNAME E=+LMNAME

LDA BETPVAL+LIST,

#JPG ROTATER

STA MAGTPX

STB MAGTPY

LDA SCSZ

MUL { 10, }

STA B

SUMH-MAGTPX=LHSTART-BADOV

SUMMEMAGTPY- B=LHSTART+I-BADOV

DIFFEMAGTPX- B=LHEND-BADOV

DIFFEMAGTPY- B=LHEND+I-BADOV

#JPG LMAG

LDA LMEND

EXA LMSTART

STA LMEND

#JPG LMAG

MAGTPVX-

JPG *

MAGCON-'STE MAGCONEXIT

SKN SHOWCON

JPG MAGCONEXIT

PUTNAME E=+LMNAME

TBCHVARY ** Y=TYPE

DPX MAGCONXP

DPX MAGCONYP

DPX A

LDB {#} ** I / 2

DPX T D

IES ONLY 017

193

DIV D
INX TIT
DPX T MAGCONT
DPX Y MAGCONY
INX A CVTS+LIST+2
DPX A MAGCONI
#JOV BADOV
STA MAGCONN** /NUMBER OF TIES**
JPG MAGCONIX

MAGCONI~

LDA TR ** SET TO FIRST VARIABLE
DPX T MAGCONTI
RSX A
YBTYPE, A
#BPG Y LIST+WHERE **FIND PLACE OF TIE
STB MAGCONYT
MUL MAGCONN
SUM H-MAGCONXP=MAGCONXP+BADOV
PRODEMAGCONN*MAGCONYT
SUM H-MAGCONYP=MAGCONYP+BADOV
RSX T MAGCONTI

MAGCONIX~

-?JPX T MAGCONI
SUM HENAGCONXP= A=MAGCONXP+BADOV
SUM HENAGCONYP= A=MAGCONYP+BADOV
RSX T MAGCONT
JPG MAGCONZX

MAGCON2~

LDA *MAGCONI
DPX T MAGCONTI
RSX A
YBTYPE, A
#BPG Y LIST+WHERE
STABELHEND
RSX T MAGCONTI
PRODESCSZ=MAGCONTAB T
SUM H-MAGCONXP=LHSTART+BADOV
PRODESCSZ=MAGCONTAB+1 T
SUM H-MAGCONYP=LHSTART+1-BADOV
*JPQ LMAG

MAGCONZX~

-?JPX T MAGCONZ
LDABEMAGCONXP
STABECMCEN
MOVEI{-(A)}-CHANG
*JPQ CMAG
RSX Y MAGCONY
LDA Y LIST+CONLET **LABEL LETTER
STA CHANG
LOA { 10, }

IES ONLY 0 20
 MUL SCSZ
 STA LMSTART
 DPX LMSTART + 1
 *JPQ LETHAG
MAGCONEXIT
 JPQ #
MAGCONTAB
 0
 20.
 20.
 0
 0
 -(20.)
 -(20.)
 0
MAGCONXP
 0
MAGCONYP
 0
MAGTXT STE MAGTXTEX
 SKZ SUPPTE XTS
 SKZ EXPINS
 JPQ #+2
 JPQ MAGTXTEX
 PUTNAME => LMNAME
 LDABELIST+TVAL,
 *JPQ SIZER
 STABE 200022
 LDABELIST+TVAL+2,
 *JPQ ROTATER
 STABE 200024
 ??LOA & LIST+TXTS
 ??STA 200026
 INX & LIST+TXTS+1
 ?DPX & 200026
 *JPQ 200014
MAGTXTEX
 JPQ #
MAGNUM STE MAGNUMEX
 SKZ SUPPNUMS
 SKZ EXPINS
 JPQ #+2
 JPQ MAGNUMEX
 PUTNAME => LMNAME
 LDABELIST+NVAL,
 *JPQ SIZER
 STABE 200022
 LDABELIST+NVAL+2,
 *JPQ ROTATER
 STABE 200024

IES ONLY 021

RSX /* LIST+NTOSHO
 PROD LIST+SVAL_b=MATS/MATD=BADOV
 MUL { #964324126 }
 DIV { 4 } ↗
 ADD { 0 }

STA Z0002E ** IGNORE OVERFLOW BECAUSE YOU CA
 N'T FIX IT

#JPQ Z0001E

MAGNUMEX-

JPQ #

WHERE SCA-

ISTE WHERE SCAX
 DPX MAGSCATS
 DPX MAGSCAX
 DPX MAGSCAY
 LGORRESSHOW=+=S=MAG SCAS
 LDA MAGSCAX
 SAB {-SS-}
 DIV MAGSCATS
 STA MAGSCAX
 LDA MAGSCAY
 SAB {-SS-}
 DIV MAGSCATS
 STA MAGSCAY
 STA B
 LDA MAGSCAX

WHERE SCAX-

JPQ #

MAGSCA-ISTE MAGSCAEX

SKN SHOWSCALERS

JPQ MAGSCAEX

#JPQ WHERE SCA

PUTNAME E=LNAME

LGORRESSHOW=+=S=MAG SCAS

LDA SC SZ
 MUL { 20 }
 REX S ↗
 STA MAGSCAXS
 STA MAGSCAXE
 SCA {-2, }
 STA MAGSCAYS
 STA MAGSCAYE
 COM MAGSCAXE

MAGSCAI-

SUMMENMAGSCAX=MAGSCAXS=LHSTART=BADOV
 SUMMENMAGSCAX=MAGSCAXE=LHEND=BADOV
 SUMMENMAGSCAY=MAGSCAYS=LHSTART+1=BADOV
 SUMMENMAGSCAY=MAGSCAYE=LHEND+1=BADOV

#JPQ LHAG

LDA MAGSCAYE

IES ONLY 022

EXA MAGSCAXE

COM A

STA MAGSCAYE

LDA MAGSCAYS

EXA MAGSCAXS

COM A

STA MAGSCAYS

JJPX S MAGSCAI

MAGSCAEX-

JPG *

MAGSCAZ-

'STE MAGSCAZX

REX S I

ADD S MAGSCATS

SUMMEHAGSCAX-LIST+NVAL+Z₀=MAGSCAX-BADOVSUMMEHAGSCAY-LIST+NVAL+Z₀=MAGSCAY-BADOV

MAGSCAZX-

JPG *

MAGSCAS-

'STE MAGSCASX

LDABEL LIST+NVAL+Z₀

STABELMEND

LDA MAGSCAX

LDB MAGSCAY

STABELMSTART

#JPG LMAG

MAGSCASX-

JPG *

MAGI- 'STE MAGIX

PRODELLIST+ISIZE₀*MATS/MATD-BADOV

FABVAL

STA MAGTS

SCA {-1,}

ADD MAGTS

STA MAGTS

DIV SCSZ

RJOV #+3

SUB { <00,, }

MAGI- JNA MAGIX **DONT EXP AND

LDABELP *

ROTA

SUB SCCEN

FABVAL

SUB MAGTS

SUB SCSZ

JPA MAGIX **DONT EXP AND

LOA B

SUB SCCEN+1

FABVAL

SUB MAGTS

IES ONLY 023
 SUB SCSZ
 JPA MAGIX **DON'T EXPAND
 MAGIGO - PUT NAME # - LMNAME
 SKN SHOWIN SASBOX
 JPG MAGIGO A
 **ENBOX INSTANCE
 SUMMELIST+IVAL_a-LIST+IVAL+I_a=EXPPAIRTS-BADOV
 DIFFELIST+IVAL_a-LIST+IVAL+I_a=EXPPAIRTT-BADOV
 SUMM+IP+I_a=B-BADOV
 SUMMEIP_a-EXPPAIRTS-BADOV
 ROT A-LMEND
 REX Y 3
 MAGIASBOX-
 LDA EXPPAIRTS
 EXA EXPPAIRTT
 COM A
 STA EXPPAIRTS
 LDABELMEND
 STABELMSTART
 SUMMEIP+I_a-EXPPAIRTT=B-BADOV
 SUMMEIP_a-EXPPAIRTS-BADOV
 ROT A-LMEND
 #JPG LMAG
 -JPX Y MAGIASBOX
 MAGIGO A-
 SKZ SUPPINS
 JPG MAGIX
 RSX YI= LIST+IWHT
 SXD Y 0
 JPG MAGIX **NO PIC TO SHOW
 #LODE Y LIST+PSAVE
 'SE0 { 0 }
 JPG #+2
 JPG MAGIX **RECURSIVE PICTURE
 DPX B|Y PSAVE+LIST
 MOVEIMAGIX-Z PSAVE+LIST Y
 REX B S
 LDA B MATS
 STA B|Y LIST+PSAVE+I
 -JPX B #-2
 MAGIGO I-
 LDABELIP_a
 #JPG ROTATER
 STA EXPPAIRTS
 STB EXPPAIRTT
 DPX MATRX
 DPX MATRY
 LDABELIST+IVAL_a
 COM B
 #JPG ROTATER

IES ONLY 0 24

COM B
 STA MATH
 STB MATO
 $\text{PRODEMA TS} \times \text{LIST} + \text{ISIZE}_B / \text{MATD} = \text{MATS} \rightarrow \text{BADOV}$
 $\text{MOVEI LIST} + \text{PSIZE}_Y \rightarrow \text{MATO}$

MAGIC02 =

$\text{MOVEI EXPARTS} \rightarrow \text{MATRX}$
 $\text{MOVEI EXPARTT} \rightarrow \text{MATRY}$
 REX B I
 ADX B EXLEVEL
 MKN EXPINS
 REX B I Y
 $\text{GORREPPART} \times B = \rightarrow \text{MAGI} \rightarrow \text{MAGILV}$

MAGILV - REX Y S

REX B I A
 $\text{LOA Y} \mid_B \text{LIST} + \text{PSAVE} + J$
 STA Y MATS
 $\neg^2 \text{JPX Y} \# - 2$
 $\text{MOVEI} ^2 \text{LIST} + \text{PSAVE}_B \rightarrow ^2 \text{MAGIX}$
 RSX Y EXLEVEL
 $\neg^2 \text{JPX Y} \# + 2$

ERROR EY - MAG IX ** OUT TOO FAR

DPX Y EXLEVEL

SXD Y 0

MKZ EXPINS

REX Y 0

EXX Y \ B LIST + PSAVE

REX B I Y

MAGIX - JPG #

SIZER - ^STE SIZEX

STA ROTX

STB ROTY

 $\text{PRODEMATO} \times \text{ROTY} / \text{MATD} = \text{ROTS} \rightarrow \text{BADOV}$ $\text{PRODEMATH} \times \text{ROTX} / \text{MATD} \rightarrow \text{BADOV}$

SUB ROT S

#JOV BADOV

EXA ROTX

 $\text{PROD} \times \text{MATO} / \text{MATD} = \text{ROTS} \rightarrow \text{BADOV}$ $\text{PRODENATH} \times \text{ROTY} / \text{MATD} \rightarrow \text{BADOV}$

ADD ROT S

#JOV BADOV

STA B

LOA ROTX

SIZEX - JPG #

ROTATE R -

¹STE ROTAT X
 STA ROTX
 STB ROTY
 $\text{PROD} \times \text{MATH} / \text{MATD} = \text{ROTS} \rightarrow \text{BADOV}$
 $\text{PROD} \times \text{ROTY} / \text{MATD} / \text{MATD} \rightarrow \text{BADOV}$

IES ONLY 025
 ADD ROT S
 #JOV BADOV
 ADD MATRX
 #JOV BADOV
 EXA ROTX
 PROD=MATO/MATD=ROTS-BADOV
 PRODEN=MATM=ROTY/MATO-BADOV
 SUB ROT S
 #JOV BADOV
 ADD MATRY
 #JOV BADOV
 STA B
 LDA ROTX
 ROTATX-JPG #

WHERE SUB-

!STE WHERE SUB X
 SBTYPE, #
 TBVARLOC,S
 #LODE S TUPLE+LIST
 #!SED { z }
 JPG #+S
 !SED { * }
 JPG #+Z
 ERROR E-S-WHERE SUB X
 INX T Z
 INX T | #
 LDABELISTT

WHERE SUB X-

JPG #

TRANSFORM-

!STE TRANSFORM X
 DPX # TRANSFORM #
 SBTYPE, #
 AUX # IS LIST+VARLOC
 INX # LIST
 RSX SIS LIST+TUPLE
 JPG #+I

TRANSFORMB-

!STE TRANSFORM X
 DPX # TRANSFORM #
 SXD S I
 JPG TRANS I
 SXD S Z
 JPG TRANS Z
 SXD S *
 JPG TRANS *

ERROR E-TRANSFORM X

TRANSI-LDA # 0

MUL MATS
DIV MATD

IES ONLY 026

#JO V BADOV

STA 0

JPG TRANSFORMX1

TRANSZ=LDABEZ_a

#JPG ROTATER

STABEZ_a

JPG TRANSFORMX1

TRANS4=LDABEZ_a ** POSITION

#JPG ROTATER

STABEZ_aPRODEMATO=I_a/MATD=ROTS=BADOVPRODEMATH=0_a/MATD=BADOV

SUB ROTS

#JO V BADOV

EXA 0_a

PROD=MATO/MATD=ROTS=BADOV

PRODEMATH=I_a/MATD=BADOV

ADD ROTS

#JO V BADOV

STA I_a

TRANSFORMX1=

RSX a TRANSFORMa

TRANSFORMX=

JPG #

ANGLEF IX=

STE ANGFX

AFI=DIRECEAFST=AFCE=N=AF TT=BADOV

DIRECEAFEND=AFCE=N=AFTV=BADOV

SUB AFTT ** IGNORE OVERFLOW

ADD { 0 }

SCA { -1, }

STA AFTT ** RELATIVE ANGLE

SUB AFANG ** EXISTING ANGLE

#JO V AFIA

FABVAL

SUB { 200,0,0,1 }

JNA AFIB

AFIA=MKC . . , AFTT

LDA AFTT

SUB AFANG

#JO V AFOVER

FABVAL

SUB { 200,0,0,1 }

JNA AFIB

AFOVER=LDA { 377,-0.,-0.,-0. }

LDB AFANG

SKZ . . , B

CON A

JPG AFIB+J

AFIB=LDA AFTT

IES 081 027

201

STA AFANG

ANGFX- JPG *

AFEND- 0

0

RI- JPG 377750

CL- JPG 200000

ST- JPG 200001

LAST- ZZLAST

FIX (18 SEPT 62)

HHL APY S 001

202

*ADCEFF=014334 *HDLIF *ROTS=014348
ADCE@=012253 *HSUM S
*ADCON INSTANCES *SLVAD
ADCONER=012166 IP *SLVAD 6
ADCONEX=012301 IPCI *SLVAD 1
ADCONI=012203 IPCONS *SLVAD 4
ADCONIX=012206 IPCOTP *SLVAD 1+8
ADCONz=012211 IPCONCOMP=013218 *SLVAD z
*ADCONT1=014355 IPCONCOMP1=013246 *SLVAD 3
ADCONEX=012264 IPCONEX=013248 *SLVAD #
ADCON3=012231 IPCONEX1=013278 *SLVAD 8
*ADCONT2=014340 IPCP *SLVAD 7
ADCONSTEP=014308 IPCV *SLVAD #
ADCONIXA=012275 ISIZE *SLVDR
ADCSUB=012237 IVAL *SLVDI
*ADCSE=014336 IMHAT *SLVDI
*ADC SUM=014337 LAST=013302 *SLVDI
*ADCVc=014333 PLDAB *SLVDI
ADVc=012255 PLOAE *SLVRJ
BAOOV PLGORR *SLVRZ
BHOS PLGORL *SLVR#
CCFR PLGORRI *SLVRJ
CCFR1=023775 PLGORLI *SLVR#
CHVAR PLGORRI *SLVR#
CL=013300 PLGORRO *SLVTS
CLEAN=013315 PLGORREND *SLVTS
CLEANEX=013152 PLGORRZ *SLVTR
CLEANI=013355 PLGORRII *SLVTRZ
CLEANIX=013357 PLGORRIo *SLVTS
CLEANz=013204 PLGORRIEND *SLVTS
CNSTI=013300 PLGORRIz *SLVTS
CNSTF=013021 PLGORLI *SLVTS
CNSTIX=013020 PLGORL0 *SLVTS
CNSTIA=013005 PLGORLEND *SLVTP
*COMBL PLGORLz *SLVTP
*CONBR LIST *SLVTP#
COMP LPSTART=013024 SMASBL
CONSTRAINTS LPSTARTX=013020 *SOLVE
CONSTANT=012760 PLTAKE *SOLVEN
CONSTARTX=013023 MASBL *SOLVENI
CURPICS MASTERS *SOLVX
CVTS PMOVE SPECB
DESIGS PMOVEL ST=013301
*DIFF PMOVEV *STAB
DONE=012017 MOVIT *STAE
ERRORSTOP MOVINGS STARTS=012000
*ERROR NAME STARTSI=012020
*ERRORI NCON STARTSIX=012055
FIXEDS NEWCONS *SUER

HHL APYS 002

FIXSAP=000064	*NEWCON=014343	*SUBRI
FRBC=014341	=NORMATH	=SUMM
FRCC=012570	=NORMAT	T
FREES	*NORT4	*TI
FREEDOMS	*NORT1	*T2
FREESUB=012502	*NORT2	TOPOS
FREESUBX=012506	*NORT3	TUPLE
FREESUB=014342	*NORX	TYPE
FREESUB1=012323	*NORXI	VA
FREESUB2=012355	ORDSLV=013031	VARIABLES
FREESUB1X=012355	ORDSLVX=013066	VARLOC
FREESUB1B=012332	ORDSLVI=013067	VCON
FREESUB1A=012347	ORIGIN	VFLW
FREESUB3=012365	*OVERRELAXFAC=014344	VORD
FREESUBFREE=012361	PICBLKS	WORKS
FREESUB4=012373	PICTURES	WORKER=012616
FREESUB7=012457	POINTS	WORKEX=012757
FREESUB5=012416	PPART	WRKIA=012654
FREESUB6=012431	=PROD	WRKI=012662
FREESUBSX=012430	PSIZE	WRKJAX=012661
FREESUBSA=012425	=PUTL	WRKZ=012701
FREESUB8=012478	=PUTR	WRKZX=012705
FREEDOM=012507	PVAL	WRKJ=012706
FREEDOMX=012615	REANS	WRK4=012724
FREEIBAC=012525	REEQ	WRK4X=012726
FREEI2A=012551	RELA=012054	WRKE=012742
FREEI=012534	*RELAXTHIS=014345	*ZZLAST=014347
FREEI2=012554	RELB=012105	Y
FREEI3=012573	RELBX=012111	##
FREEI3X=012614	RELC=012112	##
*GOAC	RELCI=012155	##
*GORLEXIT	RELCII=012154	##
*GORREXIT	RELX=012165	0
*GORRIEXIT	RI=013277	0
		0

HHL APYS 003

BADDY = 200100 = 200100

BHOBOS = 4 ** TO WHICH PICTURE BLOCK BELONGS

CVTS = 6 ** VARIABLE TO MOVE TO SATISFY THIS

CONP = 16 ** CONSTRAINT COMPUTATION ROUTINE

CHVAR = 20 ** # CHANGABLE VARIABLES = 20

CURPICS = 15 = SHASBL+LIST+1 = 24217

CONSTRAINTS = 4 = SHASBL+LIST+1 = 24031

CCFR = LIST-2 = 23776

DESIGNS = 13 = SHASBL+LIST+1 = 24183

ERRORSTOP = SKM 4.10 377730 = 1712377730

FREES = 8 = SHASBL+LIST+1 = 24037

FREEDONS = 8 = SHASBL+LIST+1 = 24048

FIXEDS = 11 = SHASBL+LIST+1 = 24078

*GORREXIT= CLEANIX = 13187

*GORRIEXIT= WORKEX = 13787

*GORLEXIT= * = 0

INWHAT = 14 ** WHAT PIC THIS IS INSTANCE OF

= 14

INSTANCES = 6 = HASBL+PICTURES = 24348

IPCP = 10 ** POINT IN INSTANCE-POINT CONSTRAINT

= 10

IPCI = 12 ** INSTANCE IN INSTANCE-POINT CONSTRAINT

T = 12

IPCV = 14 ** VIRGIN POINT IN INSTANCE-POINT CONST

RAINT = 14

IPCONS = 11 = HASBL+PICTURES = 24441

IVAL = 20 ** R COS *, R SIN *, X, Y = 20

IP = IVAL+LIST+2 ** INSTANCE POSITION = 24032

IPCOTP = 16 ** INSTANCE-POINT CONSTRAINTS WITH THIS

VIRGIN = 16

ISIZE = 18 ** R

= 18

LIST = 24000 ** LIST STRUCTURE START = 24000

LGORRI = = 11388

LGORRE = = 11388

LGORRENDO = = 11374

LGORRZ = = 11371

LGORRIIZ = = 11368

LGORRIE = = 11369

LGORRIEND = = 11378

GORRIFF = = 11373

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```

*LGORL1=          = 11366
*LGORL0=          = 11367
*LGORLEND=        = 11374
*LGORL2=          = 11373

MASBL = 24      **MASTER BLOCK LENGTH          = 24
MASTERS= LIST+1          = 24002
MOVIT = 10      **HOW TO MOVE COORDINATES      = 10
MOVINGS= 14=SHASBL+LIST+1          = 24111

NCON= 17      ** # CONSTRAINTS SHOWN          = 17
NAME= *      ** NAME OF HEADER BLOCKS          = *
NEWCONS= 16=SHASBL+LIST+1          = 24128
*NORT4=          = 11426
*NORT1=          = 11371
*NORT2=          = 11422
*NORT3=          = 11423
*NORX=          = 11418
*NORXI=          = 11419

ORIGIN= 12000          = 12000

PICTURES= #Z=SHASBL+LIST+1          = 24188
PVAL= 20      ** COORDINATES OF POINT          = 20
POINTS= 4=MASBL+PICTURES          = 24275
PPARTY= 4      **PICTURE PARTS          = 4
PSIZE= 16      ** SIZE OF THIS PICTURE          = 16
PICBLKS= 2      **NON PICTURE STUFF IN PICTURE          = 2

REEQ= 140          = 140
REANS= 100          = 100

SHASBL= 6      **SMALL MASTER BLOCK LENGTH FOR DESIGNA
TERNS          = 6
SPECB= 2      ** SPECIFIC BLOCKS          = 2
*SLVDR=          = 11551
*SLVTS=          = 11403
*SLVTR=          = 11413
*SLVTR2=          = 11404
*SLVTE=          = 11415
*SLVTR2=          = 11377
*SLVTX=          = 11470
*SLVTR2=          = 11407
*SLVTS=          = 11472
*SLVR1=          = 11423
*SLVTP=          = 11550
*SLVR2=          = 11437

```

HHL APYS 008

*SLVRS=	=	11812
*SLVTY=	=	11471
*SLVRS=	=	11440
*SLVR4=	=	11478
*SLVRS=	=	11473
*SLVTPZ=	=	11461
*SLVAD=	=	11871
*SLVDI=	=	11838
*SLVOS=	=	11857
*SLVDZ=	=	11843
*SLVDE=	=	11859
*SLVAD#=	=	11838
*SLVAD1#=	=	11870
*SLVAD4=	=	11821
*SLVADI-S#=	=	11803
*SLVADZ=	=	11866
*SLVADX#=	=	11818
*SLVAD##=	=	11854
*SLVAD##=	=	11828
*SLVADY#=	=	11843
*SLVAD##=	=	11860
*SOLVX=	=	11464
*SUBRI=	=	11370

TYPE= 0 ** TIES TO SPECB IN MASTER BLOCK

= 0

T= 10

= 10

TUPLE= 14 ** VARIABLES

= 14

TOPOS= 3*SHASBL+L1ST+1

= 24023

*T1=

= 11366

*T2=

= 11373

VAR= PVAL+LIST

= 24020

VORD= 0 ** ORDERING OF VARIABLES

= 0

VFLW= 10 ** CONSTRAINTS WHICH THIS VARIABLE IS TO
SATISFY = 10

VCON= 12 ** CONSTRAINTS ON THIS VARIABLE

= 12

VARLOC= 18 ** LOCATION OF VARIABLES IN BLOCK

= 18

VARIABLES= 1*SHASBL+L1ST+1

= 24007

WORKS= 7*SHASBL+L1ST+1

= 24023

T= 2

= 2

#1= 11

= 11

#2= 12

= 12

#3= 13

= 13

HHL APYS 008

207

HHL APYS 007

**DEF PRODEA=B/C=D+E

LDA A

MUL B

DIV C

BJOV E

STA D

**END

**DEF SUMMA=A+B=C+D

LDA A

ADD B

BJOV D

STA C

**END

**DEF DIFF=A-B=C-D

LDA A

SUB B

BJOV D

STA C

**END

**DEF NORMATH

STE NORT4 **SO (NN+4)

REX_{YI} | X_I |

DPX_{YI} NORT_I

DPX_{YI} NORT_{I-3}

DPX_{YI} NORT_{I-2}

RSX_{YI}*NORT_I

DEX_{YI}

DPX NORX

STA NORX_I

NORT_I- LDA_{YI} **FIND |MAX|

JPA S+2

CON A

SUB NORX

JNA S+2

ADD NORX

STA NORX

JPX_{YI} NORT_I

LDA_{YI}

SAB {--SS--}

DIV_{YI} **N

LOE NORX_I

SE_{YI}

LDA_{YI} **N

MUL NORX **NEW MAX

ANAB {SS--}

STD NORX

CON NORX

HHL APYS - 010

RSX_{xx}*NORTS

JPQ NORTS

NORX_{xx} *NORXI_{xx} *LDA_{xx} **P+I

SCA NORX

STA_{xx} **P+INORTS_{xx} ~ JPX_{xx} R-3NORTS_{xx} LDA_{xx}

**SUB NORX **OVFT

**STA_{xx} **NEW EXPNORTS_{xx} JPQ *

--END

--DEF NORMATIP,M

REX_{xx}*{P}* LDA_{xx}-M+M

*JPQ {NORMATM}

--END

--DEF HSUMEA-B=C

LDA A

ADD B

SCA {-1,}

STA C

--END

--DEF MOVEIA-B

LDE A

STE B

--END

--DEF HDIFIP, Q-R

LDA P

SUB Q

SCA {-1,}

STAR

--END

--DEF LOAEEP, Q,R,S

LDA P

LOB P+Q

LOC P+R

LOD P+S

--END

--DEF STAEEP, Q,R,S

STA P

STB P+Q

HHL APYB 022

STC P+R

STD P+S

PP END

PP DEF LD ABEP

LD A P

LD B P+I

PP END

PP DEF ST ABEP

STA P

STB P+I

PP END

PP DEF ERROREE=P

*JPO {ERROREE=P}

PP END

PP DEF ERRORIEE=P

*STE #+Z

SK Z ERRORSTOP

*#_a

JPO P

PP END

PP DEF SOLVEIP=0

REX #1=(P)

REX #2=(0)

*#LDE #1,

*SED {#}

JPO #+IZ

*SED {#}

JPO #+E

*SED {#}

JPO #+Z

*

*JPO {SOLVENI=0}

JPO #+E

*JPO {SOLVENI=Z}

JPO #+Z

*JPO {SOLVENI=}

PP END

PP DEF ADCONEC=P

OP XCA

*OP XPA

*JPO ADCONER

*END

*DEF #BA=B+C*D+E+F+G+H= I, *

HHL APYB 010

```

REXB*{PB}
RSXB*{LIST+IB}+IHA(370,,)
RSXB*{LIST+HB}+IHA(370,,)
RSXB*{LIST+GB}+IGA(370,,)
RSXB*{LIST+FB}+IFA(370,,)
RSXB*{LIST+EB}+IEA(370,,)
RSXB*{LIST+DB}+IDA(370,,)
RSXB*{LIST+CB}+ICA(370,,)
RSXB*{LIST+BB}+IBA(370,,)
RSXB*{LIST+AB}+IAA(370,,)

==END

```

```

==DEF LTAKEE=N=XR
  #RSXS|XRLIST+(N)+I
  #RSXT|XRLIST+(N)+I
  #DPXTISLIST
  #EXXSITLIST
  #DPXSIXRLIST+(N)+I
  #DPXSIXRLIST+(N)+I
  #DPXoIXRLIST+(N)

```

==END

```

==DEF PUTLEN=N=XR=M=XRB
  #AUXXR{(N)+I,,-(N)+I}
  #RSXS|XRLIST+(M)+I
  #DPXSIXRLIST
  #RSXTISLIST
  #DPXTIXRLIST
  #DPXXRITLIST
  #DPXXRISLIST
  #RSXSIXRLIST+(M)
  #JPXS#+Z
  SKXSIXRZ0
  #DPXSIXRLIST-I
  #AUXXR{(N)+I,,-(N)+I}

==END

```

```

==DEF NOVEL=N=XR=M=XRB
  #RSXS|XRLIST+(N)+I ** TAKE
  #RSXT|XRLIST+(N)+I
  #DPXTISLIST
  #EXXSITLIST
  #DPXSIXRLIST+(N)+I
  #EXXSIXRLIST+(N)+I ** PUT
  #DPXSIXRLIST+(N)+I
  #RSXTISLIST
  #EXXTIXRLIST+(N)+I
  #DPXTISLIST

```

==END

```

----- HHL APY 8 012 -----
-- DEF PUTREN=XR=M=XR2
  /* AUXXR{IN)+1..-(IN)+1}
  /* RSXSIXRLIST+IN)+1
  /* DPXSIIXRLIST
  /* RSXTIXRLIST
  /* DPXTIXRLIST
  /* DPXXRISLIST
  /* DPXXRITLIST
  /* RSXSIXRLIST+IN)
  /* JPXS#*#
  SKXSIXR20
  /* DPXSIIXRLIST-1
  /* AUXXR{IN)+1..-(IN)+1}
-- END

-- DEF NOVEREN=XR=M=XR2
  /* RSXSIXRLIST+IN)+1**TAKE
  /* RSXTIXRLIST+IN)+1
  /* DPXTISLIST
  /* EXXSITLIST
  /* DPXSIXRLIST+IN)+1
  /* EXXSIXRLIST+IN)+1**PUT
  /* DPXSIXRLIST+IN)+1
  /* RSXTISLIST
  /* EXXTIXRLIST+IN)+1
  /* DPXTISLIST
-- END

-- DEF COMBLEN=XR=M=XR2
  /* RSXSIXRLIST+IN)+1
  /* EXXSIXRLIST+IN)+1
  /* RSXTIXRLIST+IN)+1
  /* DPXSITLIST
  /* EXXTISLIST
  /* RSXSIXRLIST+IN)+1
  /* EXXTISLIST
  /* DPXTIXRLIST+IN)+1
  /* DPXTIXRLIST+IN)+1
END

DEF COMBREN=XR=M=XR2
  /* RSXSIXRLIST+IN)+1
  /* EXXSIXRLIST+IN)+1
  /* RSXTIXRLIST+IN)+1
  /* DPXSITLIST
  /* EXXTISLIST
  /* RSXSIXRLIST+IN)+1
  /* EXXTISLIST
  /* DPXTIXRLIST+IN)+1

```

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PP END

```

--DEF LGORREN=XR=XR->SUBR-LEXIT
GORREXIT=LEXIT
'DPXXRLGORRI
"RSXXRZIXRLIST+(N)+1
LGORR0- "RSXXRIZRZLIST-1
"-JNX XR#+2
'SKXXR'
IN XXR|XR#0
LGORRI- SXDXR# **MODIFIED
&JPQ GORREXIT+(GORREXIT/GORREXIT@)=LGORREN+
      III
"RSXXRZIXRLIST
'DPXXRZLGORRI
&JPQ SUBR
LGORRI- SKXXR# # **MODIFIED
LGOREND- JPQ LGORR0
PP END

```

```

--DEF LGORLEN=XR=XR->SUBR-LEXIT
GORLEXIT=LEXIT
'DPXXRLGORLI
"RSXXRZIXRLIST+(N)+1
LGORL0- "RSXXRIZRZLIST-1
"-JNX XR#+2
'SKXXR'
IN XXR|XR#0
LGORLI- SXDXR# **MODIFIED
&JPQ GORLEXIT+(GORLEXIT/GORLEXIT@)=LGORLEN+
      III
"RSXXRZIXRLIST
'DPXXRZLGORL#
&JPQ SUBR
LGORL#- SKXXR# # **MODIFIED
LGOREND- JPQ LGORL#
PP END

```

```

--DEF LGORRIEN=XR=XR->SUBR-LEXIT
GORRIEXIT=LEXIT
'DPXXRLGORRII
"RSXXRZIXRLIST+(N)+1
LGORRI0- "RSXXRIZRZLIST-1
"-JNX XR#+2
'SKXXR'
IN XXR|XR#0
LGORRII- SXDXR# **MODIFIED
&JPQ GORRIEXIT+(GORRIEXIT/GORRIEXIT@)=LGORRI
      END+III
'DPXXRZLGORRII

```

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/* RSXXR2IXR2LIST ** CURRENT NXT

*JPG SUBR

LGORRIE- SKXXR2# ** MODIFIED

/* RSXXR2IXR2LIST ** NEW NXT

LGORRIEND- JPG LGORRI#

** END

** DEF LGORLIE NXR=XR2-SUBR-LEXIT

GORLIE EXIT=LEXIT

*DPXXR2LGORLI#

/* RSXXR2IXR2LIST+INIT#

LGORLIE- /* RSXXR2IXR2LIST-I

#-#JNXXR2#-

*SKXXR!

INXXR2IXR2#

LGORLIE- SXDXR# ** MODIFIED

*JPG GORLIE EXIT+IGORLIE EXIT/GORLIE EXIT0I+(LGORLI

END#)I)

*DPXXR2LGORLI#

/* RSXXR2IXR2LIST ** CURRENT NXT

*JPG SUBR

LGORLIE- SKXXR2# ** MODIFIED

/* RSXXR2IXR2LIST ** NEW NXT

LGORLIEEND- JPG LGORLIE#

** END

** DEF GOACEC-R-S

*DPXCTI#

RSXCIC LIST+TYPE

RSXCIC LIST+CHVAR

INXCIC

JPG T#

*

T#- DPXCTI-I

INXC#

RSXCIC LIST+CVTS#

*JPG R

RSXCCTI-I

T#- JPXCTI

RSXCCTI#

JPG S

** END

** DEF SUBREA

*STE SUBRI

A

SUBRI- JPG *

** END

** DEF SOLVENIK

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```

'STE SLVDR
NORMAT
REXxz(K+I) *K
INXxz
'DPXxz SLVTS
'DPXxz SLVTS+I
'DPXxz SLVTS-I
INXxz(K+I) * (K-I) + I
'DPXxz SLVTR
'DPXxz SLVTRR
'STA SLVTS ** N(K+I)
'SUB SLVTS
'STA SLVTS+I ** N(K+I)-I
'STA SLVTS+I
RSXxzA
SLVTS- DEXxz
REXxz ** N(K+I)-I
REXxzK
DPX SLVTX
SLVTS- LD Axz ** SQUARE
MULxz
DEXxzK
DEXxzK+I
SLVTS- ADD SLVTX
STA SLVTX
'- JPXxz SLVTS
STAxz
SLVTS- INXxz ** N(K+I)
INXxz ** N(K+I)-I
SLVTS- DEXxz
'- JPXxz SLVTS-I
JPXxz SLVTS
DPX SLVTS
'REXxzK+I
REXxzK-I
SLVRI- RSXxz SLVTS-I
INXxz(K+I) * (K-I) + I
'DPXxz SLVTP
REXxzK-I
REXxzO
LD Axz* SLVTR
JPA SLVRS
COM A
JPA SLVRS
'REXxzI ** SINGULAR
'ADXxz SLVTS
JP O SLVRS+#
SLVRS- STA SLVTY
SLVRS- SXDxzI ++
JP O SLVRS+#

```

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014

LOA_{xz}*SLVTP
JPA #+4
COM A
JPA #+2
JPQ SLVRS
SUB SLVTY
JNA SLVRA
LOA_{xz}*SLVTR **PR MAX
DIV_{xz}*SLVTP
JOV SLVRS
STA SLVTX
LOA SLVTP
STA SLVTR#+2
STA SLVTP#
REX_{xy},K
SLVTP#- LOA_{xz} **LOOP1
MUL SLVTX
SLVTR#- SUB_{yz}
SCA (-1.)
STA_{yz}
-I JPX_{yz}, SLVTP#
JPQ SLVRS
SLVTX# 0
SLVTT# 0
SLVTS# 0
SLVRE= COM A
JPQ SLVTP#-S
SLVRA#- LOA_{xz}*SLVTP **RR MAX
DIV_{xz}*SLVTR
COM A
STA SLVTX
LOA SLVTP
STA SLVTP#
REX_{xy},K
SLVTR= LOA_{yz} **LOOP 2
MUL SLVTX
SLVTP= ADD_{yz}
SCA (-1.)
STA_{yz}
-I JPX_{yz}, SLVTR
SLVRS= REX_{xy}|_{yz}
DPX *SLVTP
REX_{xy} 0
ADDX_{yz} SLVTP
-I JPX_{yz}, SLVRS
ADDX_{yz} SLVTR
ADDX_{yz} SLVTR#
-I JPX_{yz}, SLVRI
LOA {K+1..(K+1)-K}
RSX_{yz} SLVTR#-1

```

STAXS
'LDA SLVTS
JNA SLVAD    ** TO ADD CONSTRAINTS
DPX SLVTX
LD A{1..,K}
STAXS
REXXZ|xxz
INXZ(K+1) = (K-1)
REXXZ|K-1
SLVDI = LDAzzK
SAB SLVTX
DIVZ|xxz
JOV SLVDS
SLVDS = STAXZ|xxzK+1=K+1    ** FINAL ANSWER
DEXZ|K+1
-I JPXZ|SLVDI
REXXZ|K-1
LDAzz|xxzK+1=K+1
STAXZ|xxz
-I JPXZ|#-2
'LDA SLVTS ** OLD DEGENERACY
SLVDR = JPQ #
SLVDS = 'REXXZ
'LADXZ|SLVTS
DPX A
STAXZ|xxz
JPQ SLVAD
SLVDS = DPX A
ADDzzK
SAB {-SS..}
DIVZ|xxz
JOV SLVDS
#NOA {SS..}
#STDzz
#STD SLVTX
COM SLVTX
JPQ SLVDI = S
SLVAD = REXXZ|K-1    ** COUNT DIAG
RSXZ|SLVTS-1 ** MATRIX LOCATION
DEXZ|K
'DPXZ|SLVAD+1    ** TO GET POINT VALUE
INXZ(K+1) = K ** Y1 AT LAST ROW
SLVADI = LDAzz|#1    ** DIAGONAL
JPA SLVAD#
JNA SLVAD#
LD A{1..,}
STAXZ|K ** PUT FUTURE DIAG IN CONSTANT
SLVADI = -REXXZ|K-1    ** COUNT COLUMNS
RSXZ|SLVTS-1 ** MATRIX LOCATION
INXZ(K-1) = (K+1)+1

```

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SLVADZ - LD_{xxjxz} ** DIAGONAL
 JPA #+3
 JNA #+2
 JPQ SLVADZ, ** SKIP DEGEN EQUATIONS
 LD_{xxjxz} ** NEXT NON REDUCED TERM
 MUL_{xxjK} ** FUTURE DIAG IN CONSTANT
 DIV_{xxjxz} ** DIAGONAL
 JOV SLVADZ
 SLVADZ - STA_{xxjyi} ** EQUATION ENTRY MAY BE ZE
 R0
 DEX_{xxjK+i}
 -I JPX_{xxj} SLVADZ
 SLVADZ - DEX_{xxjK+i}
 -I JPX_{xxj} SLVADZ
 SEX_{xxjK-i} ** MAKE COMPLETE EQUATIONS
 RSX_{xxj} SLVTS-i ** COUNT ROWS
 INX_{xxj(K-1)+1} = (K+1)+1
 SLVADZ - LD_{xxjxz} ** DIAGONAL
 JPA SLVADZ
 JNA SLVADZ
 EX_{xxjK} ** CLEAR CONSTANT, GET DIAGONAL
 CON A
 STA_{xxjxz} ** PUT IN DIAGONAL
 REX_{xxjK-i}
 SLVADZ - LD_{xxjxz}
 MUL_{xxj} ** SET TO MATRIX-K
 ADD_{xxjK} ** CONSTANT
 JOV SLVADZ
 STA_{xxjK}
 -I JPX_{xxj} SLVADZ
 SLVADZ - DEX_{xxjK+i}
 -I JPX_{xxj} SLVADZ
 RSX_{xxj} SLVTS-i ** RETURN TO SOLVE
 INX_{xxj(K-1)+1} = (K+1)+1
 ^OPX_{xxj} SLVTR
 ^OPX_{xxj} SLVTR
 //LDA SLVTS
 /7 STA SLVTS
 JPQ SLVRI-i
 SLVADZ - LDB_{xxjK} ** OVERFLOW IN MAKING TERMS
 SCB {-z,}
 STB_{xxjK}
 JPQ SLVADZ-i ** MAKE TERMS AGAIN
 SLVADZ - SCA {-z,} ** OVERFLOW IN FIGURING CON
 STANT
 REX_{xxjK-i}
 LDB_{xxjxz} ** REDUCE ALL TERMS
 SCB {-z,}
 STB_{xxjxz}
 -I JPX_{xxj} #-3

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JP Q SLVADY - 0

--END

--DEF SOLVENI

'STE SOLVX

NORMAT

DPX B

DPX A

RSX z z | x 1

IN X z z 1

'DPX z z # + z

JP Q # + S

ADD z z #

EXA B

-'JPX z z # - z

STB C

'# LDB A

SCB { - * . , }

DIV C

#JOV BADOV

#LDE { . , . , }

STE z z #

STA z z 1

DPX A

SOLVX - JP Q #

--END

~~*****~~~~#JNP STARTS~~ | 400500 012000 | 200000~~*****~~~~#JPG CONSTART~~ | 540500 012760 | 083FIXSAP+~~#JNP LPSTART~~ | 400500 013024 | 084~~CCFR-11~~CCFR1+~~#JNP IPCONCOMP~~ | 400500 013218 | 778~~#JNP IPCONCOMP1~~ | 400500 013248 | 778

ORIGIN1

STARTS-
 STE DONE
 REX = CURPICS-LIST
 LGORRESPECB == S=STARTS
 DONE= JPO #

STARTS1-
 STE STARTSIX
 LGORREPPART == S=REL A
 LGORREP ICBLKS == S=REL A

STARTSIX-
 JPO #

RELA= STE RELX
 RSX y1= LIST+WORD
 SXD y FIXEDS-LIST
 JPO RELX
 RSX y1= LIST+TYPE
 RSX y1y LIST+TUPLE
 SXD y =
 JPO RELX ** NOT A VARIABLE
 DPX REEG
 INX y 1
 DPX y REEG
 DPX = RELAXTHIS ** VARIABLE
 LGORREBVCON == S=RELB +RELC

RELB= STE RELBX
 # LDA RELAXTHIS
 DPX = A
 # JPO ADCONER

RELBX= JPO #

RELC= RSX y REEG
 SXD y =
 JPO RELX
 # TUPLE+TYPE, =
 # BYARLOCK+TYPE, =
 INX = 1
 LDA { -REANS }
 ADX y A
 COM A
 STA RELCI
 DPX y RELC2
 JPO #+3
 LDA y1= LIST

RELCI= STA y# == SET TO REANS-R
 # JPX y#-2
 SOLVE|REEG-REANS

RELC2= REX y# * * * * *
 JPO #+7
 LDA y REANS+1
 SUB y1= LIST
 # JOV BADOV
 MUL OVERRELAXFAC

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ADD Y REANS+1

STA Y1+ LIST

-1 JPX Y#-6

RELX+ JPO #

**ADD CONSTRAINT TO VARIABLE

ADCONER-

'STE ADCONEX

STA ADCVC **VARIABLE,,CONSTRAINT

RSX S A

RSX T1S LIST+TYPE **T=TYPE CONST

RSX T1T LIST+CHVAR **# CHANGABLE VARIABLES

INX T1T

JPO #+4

#LDE ADCVC

'SED T1S LIST+CVTS+ # ** IS VAR CHANGABLE

JPO ADCONI

-2 JPX T#-3

LDA { # }

JPO ADCONEX

ADCONI-DPX ADCEFF **EFFECT

RSX S1S LIST+TYPE **S=TYPE CONST

MOVE1 LIST+COMPS-1 ADCSUB

RSX T1S LIST+NCON

JPO ADCONIX

ADCONI-DPX T ADCONTE

RSX # ADCVC

#JP0 *ADCSUB

STA ADCSE **STANDARD ERROR

MUL {-100,-0,-0}

STA ADCSUM **SUM FOR CONSTANT

#RSX S ADCVC

RSX T1S LIST+TYPE

AUX S1T LIST+VARLOC **S POINTS TO VECTOR

INX S LIST

'DPX S ADVC **ACTUAL VARIABLE LOCATION

RSX T1T LIST+TUPLE

RSX S REEQ

INX S REEG+1

'DPX S ADCEG**LOCATION IN REEG

JPO ADCONEX

ADCONS-DPX T ADCONTE

LDA *ADCVC

ADD {ADCONSTEP+.100}

#JOY BADOV

STA *ADCVC

RSX # ADCVC

ADCSUB-#JP0 #

SUB ADCSE **STANDARD ERROR

SCA {-1,}

THE SIMULATION

HHL APY S SOS

```

    *LDB A
    SCB {--.}
    DIV ADCONSTEP
    &JOV BADOV
    JPA #+3
    JNA #+2
    JPO #+2
    MKN .+1 ADCEFF
    RSX T ADCONTE
    ADCB= STA T#
    STA B
    ADVC= LDA T#
    SUB ADCONSTEP
    STA *ADVC
    MUL B
    ADD ADCSUM
    &JOV BADOV
    STA ADCSUM

```

ADCONFX=

```

    *JPX T ADCONS
    SKN .+1 ADCEFF
    JPO ADCONIXA
    REX T I
    *DX T ADCEFF
    RSX T REEQ
    *AUX T REEQ
    *DPX T REEQ
    STA T REEQ

```

** PUT IN CONSTANT

ADCONIXA=

```

    REX T I
    ADX T ADCSUB
    RSX T ADCONTI

```

ADCONIX=

*JPX T ADCONS

ADCONEX=

```

    JPO #
    **SKIP IF = FREE

```

FREESUB=

```

    *STE FREESUBX
    *DPX FRCC **CONSTRAINT COUNT
    *DPX FRBC **BLOCK COUNT
    *DPX # FREE SUB#
    LGORREVCON# = $-FREE SUBI-FREE SUB#

```

FREESUBI=

```

    *STE FREESUBIX
    #LDE # LIST+CVTS
    *SED ( o )
    JPO FREESUBIB
    *SED FREESUB#
    JPO FREESUBIA

```

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JPG FREESUBIX

FREESUBIB+

RSX S FREESUB*

PUT LECVTSX* -VFLW*#

FREESUBIA+

REX S *

'ADX S FRBC

SBNCON = TYPE,*

'ADX S FRCC

FREESUBIX+

JPG *

FREESUBIZ+

RSX S FRCC

SXL S *

JPG FREESUBJ

FREESUBFREE+

SUMN=(1)-# FREESUB X= '# FREE SUBX

JPG FREESUBX

FREESUBI+

SBTUPLE = TYPE,*

FRCC+ SXL S# *** CONSTRAINTS

JPG FREESUB*

JPG FREESUB?

FREESUB4+

ALDE FRBC

SED { 1 }

JPG FREESUBFREE

DPX REEQ

INX S I ** TUPLE+I

DPX S REEQ

LGORREYCON+=S-FREE SUBS-FREESUB#

FREESUB5+

STE FREESUBX

ALDE , LIST+CVTS

'SED { 0 }

JPG FREESUBSA

'SED FREESUB*

JPG FREESUBFA

JPG FREESUBIX

FREESUBSA+

ZLDA FREE SUB# ** POINT

DPX A I ** CONSTRAINT

AJPQ ADCONER

FREESUBSX+

JPG *

FREESUBE+

SOLVEIREEQ=REANS

SBTYPE,*

ADD S TUPLE+LIST ** K-DEGEN

'ISUB FRCC

HHL APYB 001

225

JPA FREESUB

JNA FREESUB

JPO FREESUBFREE

FREESUB#-

RSX = FREESUB#

LGORREVFLW#S-FREE SUB#-FREESUB X

FREESUB#-

SUBREYL TAKE ECVTS#)

FREESUBX-

JPO #

*** FOUND FREE, EXP AND FREEDOM

FREEDOM-

'STE FREEDOMX

REX S FREEDOMS-LIST

NOVELBYORD#-SPECB#

'DPX S I LIST+VORD

REX S I VORD+I ** GO ON AROUND

FREEIBAC-

ALDE S LIST-I ** FREEDOM RING

A'SED { } ** TO KEY

JPO FREEDOMX

'RSX = E

INX S IS

DEX + I

'DPX S FREEIA

FREEIA- LGORREVFLW#S-FREE #

FREEIA-REX S#.

'RSX S IS LIST

JPO FREEIBAC

FREEI- SUBREIGOACE#-FREEI)

FREEI- 'STE FREEIX

RSX S I LIST+VORD

SXD S WORKS-LIST

&JPO FREESUB

JPO FREEIX

REX S FREEDOMS-LIST

NOVELBYORD#-SPECB#

'DPX S I LIST+VORD

FREEIX- JPO #

FREEDOMX-

JPO #

**WORKING VARIABLE INCREASE

WORKER-'STE WORKE X

REX S MOVINGS-LIST

LGORRESPECB#S-WRK IA

REX S WORKS-LIST

LGORRI#SPECB#S-WRK IA-WORKE X

WRK IA-'STE WRK IA X

RSX S I LIST+TYPE

RSX S IS LIST+TYPE

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SXD S VARIABLES-LIST
#JPG MRKI

MRKIAK-JPG #
MRKIAK-SUBRE(LGRRREVCON==S-MRKI)

MRKZ- STE MRKZX
ALDE a LIST+CVTS
ISED { }
JPG MRKX

MRKZX-JPG #
MRKS-GOACE=MRK4-MRKZX
MRK4- STE MRK4X
RSX SI a LIST+VORD
SXD S WORKS-LIST
JPG MRK4X
SXD S MOVINGS-LIST
JPG MRK4X
SXD S FREEDONS-LIST
JPG MRK4X
SXD S FIXEDS-LIST
JPG MRK4X
#JPG a FREE SUB
JPG MRKS
#JPG a FREEDOM *** FOR DEBUG ONLY
JPG WORKER+

MRKS- REX a WORKS-LIST
NOVELREVORD=--SPECB--
#DPX a | a LIST+VORD

MRK4X-JPG #
WORKEX-JPG #

CONSTART-
STE CONSTARTX
RSX a NEWCON
GOACE=CNSTI-CNSTR
CNSTI- STE CNSTIX
#JPG FREESUB
JPG CNSTIA
#JPG OROSLV**FREE
JPG CONSTARTX
CNSTIA-REX a WORKS-LIST
NOVEREWORD=--SPECB--
CNSTIX-JPG #
CNSTR- #JPG WORKER
#JPG OROSLV

CONSTARTX-
JPG #

LPSTART-
STE LPSTARTX
#JPG WORKER
#JPG OROSLV
#JPG CLEAN

LP START TX-

JPG #

ORDSLV-!STE ORDSL VX

REX = WORKS-LIST

LGORL#SPECB ==S=REL A

REX = FREEDOMS-LIST

LGORL#SPECB ==S=ORD BLVI

ORDSLV X-

JPG #

ORDSLV I-

!STE RELX

RSX Y|z LIST+TYPE

RSX Y|y LIST+TUPLE

SxD y *

JPG RELX ==NOT A VARIABLE

DPX REEG

INX y |

\$DPX Y REEG

DPX = RELAXTHIS

LGORRREVFLV ==S=REL B + REL C

CLEAN-!STE CLEANEX

REX = WORKS-LIST

LGORRREVFLV ==S=CLEAN A N I

REX = FREEDOMS-LIST

LGORRREVFLV ==S=CLEAN A N I

CLEAN EX-

JPG #

CLEAN I-!STE CLEAN IX

RSX S|z LIST+TYPE

RSX S|S LIST+TUPLE

JPX S# + z

CLEAN I X-

JPG #

LTAKERWORD ==

LGORRREVFLV ==S=CLEAN I + CLEAN IX

CLEAN I - SUB REILTAKERWORD S=)

IP CONCONP-

!STE IPCONEX

#BIPCP, *

YBIPC I, *

*BIPCV, *

#BBWHOS, *

PRODEV A = IVAL + LIST Y /PSIZE + LIST A = ROT S = BAD OV

PRODEV A + I = IVAL + LIST T + I Y /PSIZE + LIST A = BAD OV

SUM H = ROT S = BAD OV

SUM H = IP Y = BAD OV

H0IF, Y A S

IP CONEX-

JPG #

IP CONCONP I -

!STE IPCONEX I

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#BIPCP,*
#BIPC1,*
#BIPCV,*
#BBWHOS,*

PRODEVA_g=IVAL+I+LIST_y/P SIZE+LIST_d=ROTS+BADOV
PRODEVA_g+I_g=IVAL+LIST_y/P SIZE+LIST_d-BADOV
DIFF=ROTS-BADOV
SUMM=IP+I_y-BADOV
HDF,V A+I_d

IP CONEXI-

JPG #

RI- JPG 377758
CL- JPG 200000
ST- JPG 200001

LAST- ZZLAST

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MMU LYUO 001

LITEIT	*LLCROSS	PSATPENI=002226
*PLOSTPEN	LPFIND=001028	PSAVE
*PLSTATE=003524	LPFINDP=001030	PSCONVERT=002306
ARCTAN	*LPICNUM=003557	PSEUDO=001605
ATATAP	LPLOST	PSEXIT=002322
ATBITS	LPSEESIZE	PSIZE
ATCIRCLE	*LPSEEN=003553	PSNEED
ATICL	LPSEE=001101	*PSNNPS=003600
ATICC	LPSEES=001038	PSNPS
ATILL	LPSEES2=001053	PSPENLSIZE=003444
ATINS	LPSEES1=001050	PSPENDSIZE=003454
ATLINE	LPSEES4=001070	PSPENISIZE=003514
ATPOINT	LPSEES3=001068	PSPPL=200042
ATCV	*LPSTATE=003561	*PSRAD=003601
BASICFILE	*LPTT=003580	*PSSEESIZE=003577
BWHOS	LP*	*PSTS=003576
CACT	*LSHAFT=003556	*PSTSEE=003604
*CCCROSS	LSP	*PSTT=003602
CEP	MASBL	*PSTRU=003603
CHVAR	MASTERS	PSX1=002632
CIRCEN	MERGERS	PSX2=002634
CIRCLES	MOVED	PSY1=002633
CL=003416	*MOVE	PSY2=002635
*CLCROSS	MOVIT	PSY
COMP	MOVINGS	PSA
CONLET	NAME	PSA
CONSTRAINTS	NCON	PSB
CPNAME=200054	NEWCONS	PVAL
CSP	NLIST	PWHOS
CSO	*NORMALIZE	PYTHAGORIAN
CURPICS	*NPDENOM=003576	*PYTHI
CVAL	*NPDX=003563	*PYTH
CVTS	*NPDX2=003567	RI=003415
DEADS	*NPDY=003585	S
DESIGS	*NPDY2=003566	*SISTATE=003605
*DIFF	*NPOL	SIA
*DIRECI	NPOLR=001463	SCALERS
*DIREC	NPOLX=001601	SCCEN
DISPLAY FILE	*NPOLSS=003562	*SCNORM
DISPLAY	NPOLDL=001602	*SCPSPPL=003606
*DSHAFT=003525	NPOLI=001514	SCSZ
ERRORSTOP	NPOL?=001524	SHAFT
*ERROR	NPOL3=001537	SHAFTUSE
*ERRORI	NPOL4=001555	SHAFTTEST=001572
*EXAMINE	*NPOLN=003573	SHAFTTESTX=001462
*FABVAL	NPOLS=001566	SHAIFI=001402
FIXEDS	NPOL6=001577	SHAFTSIZE=001404
FREES	*NPTS=003564	SHAFTPOS=001440
FREEDOMS	*NPXP=003571	SHAFTINS=001433

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GETIT	*NPYP=003572	SIZE
*GORM	NPo	SHASBL
*HDIF	NPB	SNDISP
HOLDERS	NTOSHO	SPECB
HOVCODE	NUMBERS	S060A
HOVPI	NVAL	S060EE=001024
HOVPS	ONCIRCLES	SORT
HOVS	ONLINES	SSHOW
HOWBIG	ORIGIN	ST=003417
*HSUM	PATAP	*STAB
IBYCODE	PBOCC	*STAЕ
IBVERTS	PBOCS	STARTS=001000
IBVM	PBOCP	*SUMM
ICON	PBOLE	SVAL
*INCL0=003538	PBOLS	*T1
*INDD=003533	PBOLP	*T2
*INDENONM=003554	PENDSIZE	TEXTS
*INDK=003537	PENISIZE	TIME
*INDK1=003545	PENLSIZE	TOPOS
*INDK2=003550	PENLOC=001714	TPVAL
*INDY=003531	PENSEESIZE	TPVALS
*INDY1=003544	*PENSEEN=003574	TRIA=001147
*INDY2=003551	PENSEE=001108	TRIB=001153
*INFF=003555	PERIODIC=001343	TRIC=001157
*INR1=003527	PICBLKS	TRID=001163
*INR2=003530	PICCHANGE	TR2=001175
*INRAO=003537	PICNUM	TR2AA=001177
INSTANCES	PICTURES	TR2A=001202
*INTCLS=003528	PINS	TR2B=001205
*INTLINES=003547	PLS	TR2C=001210
INTOC=002700	PNAME	TR2D=001213
INTOCL=003130	POINTS	TR2E=001216
INTOL=003283	PPART	TR3=001220
INTOCX=003120	PPARTM	TR5=001230
INTOCN=003127	*PREDIC=003575	TR55=001225
INTOC1=002720	*PROD	TR6=001241
INTOCF=002755	PSI=001634	*TR60=003607
INTOC3=002773	PSIA=001640	*TR78=003613
INTOC4=003000	PSIC=001742	TRACK=001113
INTOC5=003020	PSII=001662	TRACK1=001122
INTOC6=003108	PSIL=001716	TRACK2=001135
INTOC8=003048	PSIP=001675	TRAD=003423
INTOC7=003068	PSITP=001672	TRAPRED=001312
INTOC9=002713	PSIX=002020	*TRBITS=003611
INTOC10=003116	PS2=002022	TRBUSY
INTOC11=003121	PSIA=002108	*TRCENT=003610
*INTOCL3=003546	PSJC=002176	*TRINC=003612
INTOCL1=003150	PSZCON=002131	TRL0ST=001274
INTOCLP=003177	PSZCON1=002138	TRLP=001252
INTOCL3=003216	PSZCONJX=002141	TRLP2B=001265

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INTOCL=003341	PS2I=002143	TRLPC=001267
INTOLX=003414	PS2II=002161	TRLPD=001271
INTOLI=003331	PS2IX=002165	TRLPI=001263
INTOLZ=003355	PS2L=002171	TRNSA=001166
INTOLZ=003366	PS2P=002126	TROUT=001365
INTOLZ=003401	PS2S=002034	TRPOINT=001171
INTSTART	PS2SE=002103	TRRADIUS
*INTS=003334	PS2SLC=002304	TRREX=001244
*INXIZYI=003555	PS2X=002202	TRREXI=001251
*INXZYI=003552	PS3=002323	TRRES=001355
*INXP=003541	PS3A=002325	TRSAV=001303
*INXP1=003542	PS3C=002406	*TRSA=003614
*INYP=003540	PS3I=002333	*TRSB=003615
*INYP1=003543	PS3L=002337	*TRSC=003616
INA	PS3R=002366	*TRSD=003617
INB	PS3X=002451	*TRSO=003620
IPC1	PS4=002452	TRA
IPCONS	PS5=002462	TRB
IPCOTP	PS5C=002501	TUPLE
IPCP	PS5CC=002511	TVAL
IPCV	PS5CH=002526	*THINNORM
IPOS	PS5CC3=002560	TXTS
IROT	PS5CC2A=002541	TYPE
ISIZE	PS5CC4=002555	VA
IVAL	PS5L=002471	VARIABLES
INHAT	PS5LL=002652	VARLOC
INHOS	PS5LC=002636	VCON
*JZA	PS5NE=002562	VFLW
KIND	PS5PUT=002623	VORD
LAST=003420	PS6=002663	WHERE
*LOAB	PS6I=002677	WORKS
*LOAE	PSAL=002267	*ZZLAST=003621
LEP	PSAP=002205	a
LINES,	PSATPEN=002223	AROT=200056
LIST	PSATCEN=002234	ASIZE=200055

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*PLITEIT= 200050 = 200050
 *PLOSTPEN= 200051 = 200051

 ATPOINT=SKM 3.2 200044 = 1762200044
 ATLINE=SKM 3.3 200044 = 1763200044
 ATCIRCLE=SKM 3.4 200044 = 1764200044
 ARCTAN=0JPG CACT = 340500200010
 ATILL=SKM 3.5 200044 = 1765200044
 ATICL=SKM 3.6 200044 = 1766200044
 ATICC=SKM 3.7 200044 = 1767200044
 ATBITS= 200044 = 200044
 ATINS=SKM 3.8 ATBITS = 1770200044
 ATATAPE 2 **ATTACHER THING = 2

 @BASICFILE= 200033 = 200033
 @ADOVE= 200100 = 200100
 @WHOS= 4 **TO WHICH PICTURE BLOCK BELONGS = 4

 CACT= 200007+1 = 200010
 CVAL= 10 ** CIRCLE ANGLE AND RADIUS = 10
 CS0=RFD #+1 = 301200000001
 CIRCEN= 14 ** CIRCLE CENTER = 14
 CSP= 10 ** CIRCLE START POINT = 10
 CEP= 12 ** CIRCLE END POINT = 12
 CIRCLE= 15=MASBL+PICTURES = 24228
 CVTS= 6 ** VARIABLE TO MOVE TO SATISFY THIS = 6

 CHVAR= 20 **# CHANGABLE VARIABLES = 20
 COMP= 16 **CONSTRAINT COMPUTATION ROUTINE = 16

 CURPICS= 15=MASBL+LIST+1 = 24117
 CONSTRAINTS= 15=MASBL+LIST+1 = 24031
 CONLET= 12 **CONSTRAINT LETTER CODE = 12

 DISPLAY FILE= 100000 = 100000
 DEADS= 11=MASBL+LIST+1 = 24067
 DISPLAY= 8 **MASTER DISPLAY SUBROUTINE = 8
 DESIGS= 15=MASBL+LIST+1 = 24103

 ERRORSTOP=SKM 4.10 177730 = 1712377730

 FREESE= 15=MASBL+LIST+1 = 24037
 FREEDOMS= 15=MASBL+LIST+1 = 24049
 FIXEDS= 15=MASBL+LIST+1 = 24075

 GETIT= 7 **MASTER FORMATION SUBROUTINE = 7

 MOVS= 15=MASBL+PICTURES = 24563

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HOVBIG= 0 **MASTER SCSZ COMPUTATION = 0
 HOVPI= 10 ** FIRST HORIZ OR VERT POINT = 10
 HOVPI= 12 ** SECOND HORIZ OR VERT POINT = 12
 HOVCODE= 14 ** HORIZ=1, VERTICAL=2, EITHER=0 = 14
 HOLDERS= 2*MASBL+LIST+1 = 24015

IWHAT= 14 ** WHAT PIC THIS IS INSTANCE OF = 14
 IWHOS= 10 ** INSTANCE IN WHAT = 10
 INSTANCES= 0=MASBL+PICTURES = 24345
 IPOS= IROT+2 = 20
 IROT= 16 = 16
 IN= 32 = 32
 INB= 33 = 33
 IPCON= 11=MASBL+PICTURES = 24441
 ICON= 10 = 10
 IPCP= 10 **POINT IN INSTANCE-POINT CONSTRAINT = 10
 INTSTART= 200135 = 200135
 IBVERTS= 14=MASBL+PICTURES = 24535
 IPCOT= 16 ** INSTANCE-POINT CONSTRAINTS WITH THIS VIRGIN = 16
 ISIZE= 16 ** R = 16
 EVAL= 20 ** R COS A, R SIN A, X, Y = 20
 IBVM= 10 ** WHICH INSTANCE IS VERTICAL = 10
 IPCI= 12 ** INSTANCE IN INSTANCE-POINT CONSTRAINT = 12
 IPCVE= 14 ** VIRGIN POINT IN INSTANCE-POINT CONSTRAINT = 14
 IBYCODE= 12 ** INSTANCE TO BE VERTICAL, HORIZ, ETC = 12

KINDE= 13 **1=NOT IN PIC, 2=PPART, 3=PICBLKS = 13

LIST= 24000 **LIST STRUCTURE START = 24000
 LSP= 10 **START OF LINE = 10
 LEF= 12 **END OF LINE = 12
 LPLOST=SKM 4,10 200042 = 1712200042
 LPSEESIZE= 5 = 5
 LINES= 1=MASBL+PICTURES = 24201
 LP= 23 = 23

MASBL= 34 **MASTER BLOCK LENGTH = 24
 MOVED=SKM 4,10 200034 = 1712200034
 MASTERS= LIST+1 = 24001

HHL LYUO 008
 MERGERS= 10=SHASBL+LIST+1 = 24081
 MOVITE 10 **HOW TO MOVE COORDINATES = 10
 MOVINGS= 14=SHASBL+LIST+1 = 24111

 NP= IN# = 32
 NPB= IN# = 33
 NUMBERS= 10=MASBL+PICTURES = 24419
 NCON= 17 **# CONSTRAINTS SHOWN = 17
 NTOSH= 14 ** SCALER TO BE SHOWN = 14
 NVAL= 16 ** R COS a, R SIN a, X, Y = 16
 NLIST= 23000 **MODEL EMPTY LIST STRUCTURE = 23000

 NEWCONS= 16=SHASBL+LIST+1 = 24325
 NAME= 4 **NAME OF HEADER BLOCKS = 4

 ORIGIN= 1000 = 1000
 ONLINES= 12=MASBL+PICTURES = 24485
 ONCIRCLES= 13=MASBL+PICTURES = 24511

 PICTURES= 22=SHASBL+LIST+1 = 24358
 PVAL= 20 ** COORDINATES OF POINT = 20
 PENSEESIZE= 5 = 5
 POINTS= 4=MASBL+PICTURES = 24275
 PICNUM= 377724 **#OF PICTURE YOU WANT = 377724

 PICCHANGE=SKM 4,10 CPNAME = 1712200054
 PSNEED=SKM 4,10 200041 = 1712200041
 PSNPS= 740 = 740
 PYTHAGORIAN= 200007 = 200007
 PENLSIZE= 6000 = 6000
 PENDSIZE= 10000 = 10000
 PSx= 1 = 1
 PSy= 4 = 4
 PSz= 3 = 3
 PSR= 2 = 2
 PENISIZE= 5000 = 5000
 PICBLKS= 2 **NON PICTURE STUFF IN PICTURE = 2

 PPART= 4 **PICTURE PARTS = 4
 PPARTH= 10 **MOVING PICTURE PARTS = 10
 PATAPE 17 **ATTACHERS OF THIS PICTURE = 17
 PINs= 14 **INSTANCES OF THIS PICTURE = 14
 PSIZE= 16 **SIZE OF THIS PICTURE = 16
 PNAME= 17 **NAME OF PICTURE, 30 BITS = 17
 PSAVE= 20 *** REGISTERS TO SAVE IN PICTURE = 20

 PLSE 14 ** LINES ND CIRCLES ON THIS POINT = 14

 PBCCC= 10 ** CENTER OF POINT ON CIRCLE = 10

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PBOCS= 12 ** START OF POINT ON CIRCLE = 12
PBOCP= 14 ** POINT TO BE ON CIRCLE = 14
PBOLC= 10 ** END POINT OF LINE = 10
PBOLS= 12 ** START OF POINT ON LINE = 12
PBOLP= 14 ** POINT TO BE ON LINE = 14
PNHOS= 6 **PICTURE IN PICTURES = 6

SMASBL= 8 **SMALL MASTER BLOCK LENGTH FOR DESIGNERS = 8

SCSZ= 200034 = 200034
SORT= &JPG 200006 = 540500200006
SHAFTZ= 377620 = 377620
SOFFAZ= 200004 = 200004
SCCEN= 200035 = 200035
SIZE= 14 = 14
SNODISP= 200032 = 200032
SCALERS= S=MASBL+PICTURES = 24251
SF= 7 = 7
SIZE= 11 ** SIZE OF BLOCK = 11
SSHOW= 14 ** NUMBERS SHOWING THIS SCALER = 14
SVAL= 16 ** VALUE OF SCALER = 16
SPECB= 2 **SPECIFIC BLOCKS = 2
SHAFTUSE=SKM 4.10 ASIZE = 1712200055

TIME= 100.00. = 23420

TRBUSY=SKM 4.10 200134 = 1712200134
TRRADIUS= 4000 = 4000

TYPE= 0 ** TIES TO SPECB IN MASTER BLOCK = 0

TRB= 24 = 24
TRB= 25 = 25
TEXTS= S=MASBL+PICTURES = 24371
TUPLE= 14 ** # VARIABLES = 14
TVAL= 14 ** R COS A, R SIN A, X, Y = 14
TXTS= 20 ** POINTER TO TEXT SHOWN = 20
TOPOS= S=MASBL+LIST+1 = 34023
TPVAL= 14 **X,Y LOCATION = 14
TPVALS= S=MASBL+PICTURES **TYPICAL VARIABLES = 24321

*TIE = 14232
*TIE 1 = 1

VAR LIST+PVAL = 24020

VCON= 12 ** CONSTRAINTS ON THIS VARIABLE = 12

VARLOC= 18 **LOCATION OF VARIABLES IN BLOCK = 18

VORD= 6 **ORDERING OF VARIABLES = 6

VFLW= 10 ** CONSTRAINTS WHICH THIS VARIABLE IS TO SATISFY = 10

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VARIABLES = I*SMASBL+LIST+I = 34007

WORKS = I*SMASBL+LIST+I = 34053

WHERE = IZ **LOCATION OF THING IN PICTURE
= 12

** I = 1

HHL LYUO 011

**DEF EXAMINEI-B

103..0

STE B

**END

**DEF NORMALIZEI P+C/S=F=R+Q

LDA P **POINT P AT

SUB C **CENTER C TO BE

SAB {-IFI,} **NORMALIZED TO zF=z

BJOV Q **AND IF OUT, GO TO

DIV S **Q, LEAVE RESULT

BJOV Q-(SI)+(SI) **IN R

STA R

**END

**DEF MOVEIA-B

LDDE A

STE B

**END

**DEF MDIFIP,Q-R

LDA P

SUB Q

SCA {-1,-1,-1,-1}+(10) A(7,0,1)

STA R

**END

**DEF JZAIP

JPA #+3

JNA #+2

JPO P

**END

**DEF SCNORMI P+Q=R+S

T1=0

NORMALIZEI P+SCCEN+TI/SCSZ=R+S

**END

**DEF DIFFEP-Q=R+S

LDA P

SUB Q

BJOV S

STA R

**END

**DEF FABVALEP-Q

LDA P

JPA #+2

COM A

STA Q

HHL LYUO 012

**END

**DEF PYTHIEP=0, R=S=T+U

LDA R

SUB S

B)OV U+(S) -(S)

STA B+(R) -(R)

LDA P

SUB 0

B)OV U+(0) -(0)

SJPG PYTHAGORIAN

B)OV U

STA T

**END

**DEF PYTHEP=0=T+U

PYTHIEP=0, P+I+0+I=T+U

**END

**DEF DIRECIEP=0,R=S=T+U

LDA R

SUB S

B)OV U+(S) -(S)

STA B+(R) -(R)

LDA P

SUB 0

B)OV U-(0)+(0)

SJPG CACT

STA T

**END

**DEF DIRECEP=0=T+U

DIRECIEP=0, P+I+0+I=T+U

**END

**DEF HSUMEP, Q=R

LDA P

ADD Q

SCA (-1,-1,-1,-1)+(Q)+1770,1)

STA R

**END

**DEF NPOLEP=L=S

OPXPA

OPXL

SJPG NPOLR

STA S

STB S+1

**END

HHL LYUO 013

**DEF SUMMEP=R=S

LDA P
ADD S
STO V S
STAR
**END

**DEF PRODEA=B/C=D-E

LDA A
MUL B
DIV C
STO V E
STA D
**END

**DEF LOAEAA,B,C,D

LDA A
LDB A+B
LCD A+C
LDD A+D
**END

**DEF STAEAA,B,C,D

STA A
STB A+B
STC A+C
STD A+D
**END

**DEF CLCROSSBC=L=R+S,T

DPXL A
*DPXC A
OLE S ** TO GET S IN R
JSPO INTOCL
JPO T ** ONLY ONE INTERSECTION
STAR
STB R+I
**END

**DEF TWINNORMEP=R,S

LDA P
SUB Q
NOA { }
STAR
STD S
CON S
LDA P+I
SUB Q+I
NOA S
SKND.,,D

HHL LYUO 014

```
JPO A+I
SCA D
JPO A+I
EXA R
CON D
SCA D
EXA R
STA S
""END
```

```
""DEF CCCROSSSEP=R=S,T
```

```
DPXPA
#DPXGA
PLDE S ** TO GET S=S
PJPO INTOC
JPO T ** ONLY ONE INTERSEC
STA R
STB R+I
""END
```

```
""DEF LLCCROSSSEP=R=S
```

```
DPXPA
#DPXGA
#PJPO INTOL
#JOV S
STA R
STB R+I
""END
```

```
""DEF GORREAX=a=B-B-C
```

```
'DPX,TZ+(C1)-(C1)
INX,A+I
JPO TZ+(C1)-(C1)
TZ= REX,B+(C1)-(C1)
JPO C
TZ= RSX,falIST
#RSX,B,falIST-1
INX,B,I=0
DEX,B,I
PLDE,falIST-1
'SED { }
JPO TZ+(C1)-(C1)
PJPO B
JPO TZ+(C1)-(C1)
""END
```

```
""DEF ERROR=-P
```

```
*JPO {ERROR1=-P}
""END
```

HHL LYUO 015

```
**DEF ERROR#=P
`STE ++
SKZ ERRORSTOP
`_
JPO P
**END

**DEF LOAD#P
LOA P
LOB P+1
**END

**DEF STAB#P
STA P
STB P+1
**END

**DEF #BA,*
RSX$1=LIST+A
**END
```

HHL LYUO 026

2000051

JPG SEE | 140500 001814 | 005

2000061

JPG STARTS | 140500 001800 | 200040

BJMP PSEUDO | 000500 001805 | 041

PSPL+ 0 | 000000 000000 | 042

0 | 000000 000000 | 043

0 ** THINGS SEEN | 000000 000000 | 044

2000141

CPNAME+ 0 | 000000 000000 | 054

ASIZE+ 0 | 000000 000000 | 055

AROT+ 0 | 000000 000000 | 056

20001341

BJMP TRACK | 000500 001113 | 134

ORIGIN1

STARTS = CS0_{ss}
DPX LPSEEN
DPX PENSEEN
MKZ TRBUSY
MKN LPLOST
MOVEISHAFT=LSHAFT
MOVEIPICNUM=ALPICNUM
STE CPNAME
RXF ss LPFIND
JPO INTSTART

S0**SEE+
RSX S1_a LPSEEN
JPO #+3
#LDE S1_a LPSEE
STE S1_a PENSEE
-#JPX S1#*-2
MOVEILPSEEN=PENSEEN
DPX LPSEEN
DPX LPTT **SO IT'LL SEE SAME LINE AGAIN
JPO #00004

LPFIND=CS0_{ss}
#I0S ss 30000

LPFINDP+
SNZ LPLOST
JPO LPSEES
#LDE *(#0 777777)
STE PREDIC
DPX LPSEEN
**IF LIGHT PEN NOT LOST
LPSEES=REX LP*(#0 777777)
#LDE LP= 0
#ITE { 377, ,377}
#SED LPTT **SAME POINT AS LAST TIME
JPO LPSEES
STE LPTT
DEX LP= DISPLAY FILE **INVISIBLE POINTS
SXL LP=*BASICFILE
JPO LPSEES
RSX LP= LPSEEN
JPO LPSEES*

LPSEES1+
#LDE LPTT
SED LP= LPSEE
JPO LPSEES

LPSEES2+
-#JPX LP= LPSEES1
RSX LP= LPSEEN
INX LP= 1
SXL LP= LPSEESIZE
JPO LPSEES

HHL LYUO 002

MOVEILPTT-LPSEE-1LP*

DPX LP* LPSEEN

RSX LP* PENSEEN

JPO LPSEES*

LPSEES**

#LOE LPTT

SED LP* PENSEE

JPO LPSEES

LPSEES**

-1JPX LP* LPSEES*

RSX LP* PENSEEN

INX LP* 1

SXL LP* PENSEESIZE

JPO LPSEES

MOVEILPTT-PENSEE-1LP*

DPX LP* PENSEEN

JPO LPSEES

LPSEE- 0

0

0

0

0

PENSEE- 0

0

0

0

0

TRACK- MKN TRBUSY

EXAMINE180-SISTATE

SKN 2,* SISTATE **CONNECT

JPO TRACKI

SKN 2,* SISTATE

JPO TRACK

TRACKI-OPX 60 TR60

C9060

'IOS 60 30010

EXAMINE188-LPSTATE

'OPX 55 TR55

#LOE PREDIC

STE TRCENT

'IOS 55 30000

SKZ LPLOST

JPO TRLOST

TRACKI-REX 55 TRLP

#LOE TRCENT

#STE TRPOINT

STE TRPOINT+1

MKZ 1,1 TRBITS

#LOE TRCENT

#STE TRPOINT+2

HHL LYUO 003
STE TRPOINT+3
RSX TR_a(TRAD+TRRADIUS)
'REX TRBITR_a
TRIA+ ^ADX TR_a TRPOINT
TSD TRPOINT
^ADX TR_b TRCENT
^ADX TR_a TRPOINT
TRIB+ ^ADX TR_a TRPOINT+1
TSD TRPOINT+1
^ADX TR_b TRCENT
^ADX TR_a TRPOINT+1
TRIC+ ^ADX TR_b TRPOINT+2
TSD TRPOINT+2
^ADX TR_a TRCENT
^ADX TR_b TRPOINT+2
TRID+ ^ADX TR_b TRPOINT+3
TSD TRPOINT+3
^ADX TR_a TRCENT
TRNSA= SKN 1..1 TRBITS
JPG TRLOST
JPG TRACK2
TRPOINT+
0
0
0
0

TRF+ ALDE TRAD
STE TRINC
TRFAA+ CYR TRINC
RSX TR_a TRINC
'REX TR_b*TRINC
TRFA= TSD TRPOINT
^ADX TR_b TRPOINT
REX SS TRLP#B
TRFB+ TSD TRPOINT+1
'ADX TR_b TRPOINT+1
REX SS TRLP#C
TRFC+ TSD TRPOINT+2
^ADX TR_a TRPOINT+2
REX SS TRLP#D
TRFD+ TSD TRPOINT+3
'ADX TR_a TRPOINT+3
REX SS TRLP#E
TRFE+ SXL TR_a 300
JPG TRFAA
TRF+ HKZ LPLOST
'IOS SS 30000
'IOS EO 30030
TSD SCPSPL
TSD SCPSPL

HHL LYUO 004

```

TRSE+ REX SS 0
      SKZ 2.6 LPSTATE
      'IOS SS 30000
      'IOS 60 20000
      ALDE SISTATE
      'STE #+
      SKZ 2.6 SISTATE
      'IOS 60 30000
      DPX 76 TRPF
      EXAMINE 176-7ESTATE
      RXF 76 TRSAV
TRSE+ SKZ 2.6 SISTATE    **FLAG
      JPO *TR60
      JPD *TR60
TRREX+ 'STE TRREX!
      REX
      REX
      REX
      REX
TRREXI+ JPO #
TRLP+ MKN 1.1 TRBITS
      *JPO TRREX
      #INX 60 1
      *JPO TRREX
      #INX 60 1
      *JPO TRREX
      #INX 60 1
      IADX TRB TRPOINT+3
      RFD 60 TR2
TRLPI+ #ADX TRB TRPOINT
      RFD 60 TR2B
TRLPIB+ #ADX TRB TRPOINT+3
      RFD 60 TR2C
TRLPIC+ #ADX TRB TRPOINT+2
      RFD 60 TR2D
TRLPID+ #ADX TRB TRPOINT+3
      RXF 60 TR2E
      JPO TRLP2
TRLOST-DPX TRBITS
      MOVEI( LPFINDP) -# TRSS
      SNN LPLOST
      RXF 47 #PLOSTOPEN
      'IOS SS 20000
      JPO TRSS
TRSAV+ STA TRSA
      STB TRSB
      STC TRSC
      STD TRSD
      DPX A
      #SCA {-1,-1,-1,-1}

```

HHL LYUO OOS

STA TRSO

TRAPRED-

SKZ LPLOST

JPG PERIODIC

MKN PSNEED

LOB TRPOINT

'LOB TRPOINT+1

LOA TRPOINT+2

'LOA TRPOINT+3

STA TRPOINT

"ADD B

"SCA {-1,0,-1,0}

EXA TRPOINT

"SUB B

LOA TROUT

'JOV #+2

'LOA TRPOINT

''JOV #+2

''LOA TRPOINT

STA TROUT

STA PREDIC

EXA TROUT+1

EXA TROUT+2

EXA TROUT+3

STA TROUT+4

PERIODIC-

REX

RXF 4, *PLITEIT

JPG SHAFTTEST

LOA PICNUM

EXA LPICNUM

'SUB LPICNUM

'JPA #+3 .

'JNA #+2

JPG #+4

MKN PICCHANGE

LOA LPICNUM

STA CPNAME

TRRES- LOA TRSO

"ADD TRSO

LOA TRSA

LOB TRSB

LOC TRSC

LOD TRSD

MKZ TRBUSY

JPG *TR76

TROUT- 0

0

0

0

SHAFTTEST-

'STE SHAFTTESTX
LDA SHAFT
EXA LSHAFT **LAST POSITION
"SUB LSHAFT
STA DSHAFT **SHAFT CHANGE
"JPA SHAFI
"JNA SHAFI
JPO SHAFTTESTX
SHAFI- "DIV { 40, 40,, 40, 40}
"JOV SHAFTTESTX **BIT ERROR

SHAFTSIZE-

'LDA DSHAFT
JPA #+3
JNA #+2
JPO #+2
MKN MOVED
MUL SCSZ
SAB {-#..}
LDA SCSZ
SUB B
STA B
SUB { #.}
JNA #+2
LDI { #.}
ADD { 1777,,0}
JPA #+2
LDI { 1,,0}
STB SCSZ
DIFFE'6 &SIZE+14 DSHAFT=27 &SIZE+3 BADOV
SKN SHAFTUSE
JPO SHAFTPOS

SHAFTINS-

' DIFFE'6 &ROT+13 DSHAFT=27 &ROT-BADOV
JPO SHAFTTESTX

SHAFTPOS-

DPX &ROT
"LDA DSHAFT
MUL SCSZ
SAB {-#..}
LDA SCCEN
ADD B
STA SCCEN
"LDA DSHAFT
"JPA #+3
"JNA #+2
JPO #+2
MKN MOVED
"LDA DSHAFT

HHL LYUO 007

MUL SCSZ
SAB {-+..}
LDA SCCEN+1
ADD B
STA SCCEN+1

SHAFTTESTX =
JPG #

NPOLR = 'STE NPOLX
STA NPOLS **POINT..LINE
RSX NPB A
RSX NP=INPB LEP+LIST
RSX NPB|NPB LSP+LIST
SXD NP=INPB
JPG NPOLDL **DEGENERATE LINE
LDA VA_NPB
SUB VA_NPB
NOA { 0 }
STA NPDX
STD NPTS
COM NPTS
LDA VA+1NPB
SUB VA+1NPB
NOA NPTS
SKN . . . D
JPG #+S
SCA D
JPG #+S
EXA NPDX
COM D
SCA D
EXA NPDX
STA NPDY

NPOLI = MUL A
STA NPDY2
LDA NPDX
MUL NPDX
STA NPDX2
ADD NPDY2
SCA {-1..}
STA NPDENOM

NPOLZ = 'RSX NP= NPOLS
LDA NP= VA **XI
MUL NPDX2
SAB {-1..}
DIV NPDENOM
STA NPXP **X POSITION
LDA NP= VA+1**YI
MUL NPDY2
SAB {-1..}
DIV NPDENOM

HHL LYUO 010

STA NPYP

NPOLI= LOA NPB VA **X0

MUL NPDY2

SAB {-1,}

DIV NPDENOM

ADD NPXP

BJOV BADOV **CAN'T HAPPEN

STA NPXP

LOA NPB VA+I**Y0

MUL NPOX2

SAB {-1,}

DIV NPDENOM

ADD NPYP

BJOV BADOV

STA NPYP

NPOLI= LOA NPa VA+I

SUB NPB VA+I

SCA {-1,}

MUL NPOX

MUL NPOY

DIV NPDENOM

ADD NPXP

BJOV NPOLN **NO POINT

STA NPXP

NPOLI= LOA NPa VA

SUB NPB VA

SCA {-1,}

MUL NPOX

MUL NPOY

DIV NPDENOM

ADD NPYP

BJOV NPOLN

STA NPYP

NPOLI= LOA NPXP

LOB NPYP

NPOLX= JPO #

NPOLDL= LOA VA NPa

LOB VA+I NPa

JPO NPOLX

PSEUDO-1STE PSEXIT

SKN LPLOST

JPO #+3

OPX ATBITS

JPO PSEXIT

LOA TROUT++

STA PSTS

LD A PSTS

MUL SCSZ

SAB { 1#+,}

ADD SCCEN

HHL LYUO 011

```

STA PENLOC
'LDA PSTS
MUL SCSZ
SAB { 10., }
ADD SCCEN+1
STA PENLOC+1
RSX PSA = PENSEEN
SXG PSA = 0
JPO PSATPEN
LOA {PSOPENL SIZE + PENL SIZE,, 0}
MUL SCSZ
STA PSSEESIZE
PSI- REX PSA = 0
DPX PSNNPS
RSX PSA = PENSEEN
JPO PSIX
PSIA- LOA PSA = PENSEE
    "CYA { 0,0,,10.,0}
    CYA {-10.,}
    ITA { 1FFFF}
    RSX PSY A **PSY=SEEN BLOCK
    PSB@TYPE,PSY
    "DPX PSB A
    STA PSA PSNPS+3
    SXD PSB CIRCLESLIST
    JPO PSIC
    SXD PSB LINESLIST
    JPO PSIL
    SXD PSB TPVALS-LIST
    JPO PSITP
    SXD PSB FREES-LIST
    JPO PSIX
    SXD PSB POINTS-LIST
    JPO PSIP
PSII- MOVEIPENLOC=PSNPPSA
MOVEIPENLOC+1=PSNPS+1PSA
MOVEIPSSIZESIZE=PSNPS+2PSA
INX PSA +
JPO PSIX
PSITP- LOABTPVAL+LISTPSY
JPO z+3
PSIP- LOABEVAPSY
STABEPSNPPSA
DIFF=PENLOC=PSIX
EXA B
DIFF=PENLOC+1=PSIX
#JPO PYTHAGORIAN
JOV PSIX
SUB PSSEESIZE
JPA PSIX

```

HHL LYUO 012

```

INX PSB *
JPO PSIX

PENLOC= 0
    .
PSIL= RSX PSB{ PENLOC-VA}
NPOLEPSB→PSY=PSNPSPSB
PYTHEVAPSB→VAPSY=PSNPS+2PSB→PSIX
SUB PSSEESIZE      ** SIZE OF PEN IN 3# BITS
JPA PSIX
INX PSB *
JPO PSIX

PSIC= RSX PSB|PSY CSP+LIST
RSX PSY|PSY CIRCEN+LIST
PYTHEVAPS→VAPSY=PSRAD→PSIX
DIFF= PENLOC+1→VAPS→I=PSTT→PSIX
STA B
DIFF= PENLOC→VAPS→PSTS→PSIX
PYTHI→→→PSIX
STA PSTU
SUB PSRAD
STA PSB PSNPS+4      ** FOR CENTER
FAB VAL
STA PSB PSNPS+2
SUB PSSEESIZE
JPA PSIX
PRODEPSTS=PSRAD/PSTU→PSIX
SUMM=VAPS=PSNPSPSB→PSIX
PRODEPSTT=PSRAD/PSTU→PSIX
SUMM=VAPSB=PSNPS+1PSB→PSIX
INX PSB *
PSIX= -1JPX PSB PSIA
DPX PSB PSNNPS      ** # OF NEAR POINTS
PSI= RSX PSB PSNNPS
SXG PSB 0
JPO PSATPEN
LDA {PSPENDSIZE+ PENDSIZE,,0}
MUL SCSZ
STA PSSEESIZE
LDA { 3FF,-0,,0,-0 }
STA PSTS
DPX PSTT
JPO PSIX

PSPS= 'STE PSZSE
SHTYPE,PSY
REX e|PSY
ABPO S LIST+WHERE
STABEPSZSLOC
DIFF=SCCEN=PSZSE
FAB VAL
SUB SCSZ

```

HHL LYUO 013

JNA #+2

JPO PSZSE

DIFFEPSPS#SLOC+I=SCCE N+I=PSZSE

FAB VAL

SUB SCSZ

JNA #+2

JPO PSZSE

PYTHEPSPS#SLOC+PENLOC=PSTU=PSZSE

SUB PSTS

JPA PSZSE

ADD PSTS

STA PSTS

SUB PSSEESIZE

JPA PSZSE **DOT TOO FAR AWAY

MKN 4.0 PSTT

'DPX PSY PSTT

PSZSE= JPO #

PSFSLOC=

*

0

PSFA= RSX PSB|PSA PSNPS+3 **GET NAME

'RSX PSY|PSA PSNPS+3 **GET TYPE

SXD PSY CIRCLESLIST

JPO PSZC

SXD PSY LINESLIST

JPO PSZL

SXD PSY INSTANCESLIST

JPO PSZI

SXD PSY TPVALSLIST

JPO PSZP

SXD PSY POINTSLIST

JPO PSZP

#LDE PSY LIST+TYPE

'SED { CONSTRAINTSLIST}

JPO PSZCON

JPO PSZX

PSZP= REX PSY|PSB

*JPO PSZS

JPO PSZX

PSZCON=INX PSB LIST+CVTS+2

'DPX PSB PSZCON

PSB=BCHVAR,PSY

INX PSB|PSB

JPO PSZCONIX

PSZCONIX=

LDA PSB# **SET TO FIRST VARIABLE

RSX PSY A

*JPO PSZS

PSZCONIX=

*JPO PSB PSZCONI

HHL LYUO 014

JPO PSZX

PSZI= GORREVCON=PSB=PSY=PSZII=PSZX

PSZII= 'STE PSZIIX

*DDE PSY LIST

'SED { IPCONS-LIST}

JPO #+2

PSZIIX=JPO #

PSY@IPCP,PSY

*JPO PSIS

JPO PSZIIX

PSZL= PSY@LSP,PSB

*JPO PSIS

PSY@LEP,PSB

*JPO PSIS

JPO PSZX

PSFC= PSY@CSP,PSB

*JPO PSIS

PSY@CEP,PSB

*JPO PSIS

PSFX= ~*JPX PS# PSFA

SKN #,S PSTT

JPO PSIS

PSAP= RSX # PSTT

S#TYPE, #

OPX # ATBITS+1

*OPX S ATBITS+1

*BPG S LIST+WHERE

STABEPSP

LDA { I }

SXD S POINTS-LIST

LDA { Z,I }

SXD S INSTANCES-LIST

LDA { 200,,I }

STA ATBITS

JPO PS CONVERT

PSATPEN=

RSX PS# PENSEEN

SXD PS# I

JPO PSATCEN

PSATPENI=

LDA PENLOC

LDB PENLOC+I

OPX ATBITS

*STA PSPL

STB PSPL+I

JPO PS CONVERT

PSATCEN=

RSX PS# PSNNPS

SXL PS# I

JPO PSATPENI

HHL LYUO 015
 *RSX PSY PSNPS+J
 SXD PSY CIRCLESLIST
 JPO #+2
 JPO PSATPENI
 LDA PSNPS+4
 JPA PSATPENI
 ADD PSSEESIZE
 JPA PSATPENI
 ADD PSSEESIZE
 JNA PSATPENI
 RSX PS# PSNPS+J
 RSX PS#IPS# LIST+CIRCE
 NORMALIZEIVAPS#-SCCEN/SCSZ-PSATPENI
 NORMALIZEIVAPS#-SCCEN+1/SCSZ-PSATPENI
 DPX PS# PSTT
 JPO PSAP
 PSAL- LDA PSNPS
 LDB PSNPS+I
 LOC PSNPS+J
 LOO { }
 *RSX PS# PSNPS+J
 SXD PS# CIRCLESLIST
 MKN ((ATCIRCLE) A(377777,,)) + D
 SXD PS# LINES-LIST
 MKN ((ATLINE) A(377777,,)) + D
 SXD PS# INSTANCES-LIST
 MKN ((ATINST) A(377777,,)) + D
 ASTC ATBITS+J
 STD ATBITS
 ASTA PSPL
 STB PSPL+J
 PS CONVERT-
 SCNORM|PSPL=21 SCPSPL={ 0 }
 SCNORM|PSPL+I+I=22 SCPSPL={ 0 }
 PSEXIT-JPO #
 PSI- RSX PS# PSNNPS ** REMOVE FROM PSNPS
 JPO PSIX ** IF NEAR POINT OUTSIDE
 PSIA- RSX PS#IPS# PSNPS+J ** END POINT
 *RSX PSY|PS# PSNPS+J
 SXD PSY CIRCLESLIST
 JPO PSIC
 SXD PSY LINES-LIST
 JPO PSIL
 PSII- RSX PS# PSNNPS
 SXD PS# *
 JPO PS#
 JPO PSIR
 PSIL- PSYBLSP,PS#
 PS#BLEP,PS#
 NOIFIVAPS#,PSNPSPS#-PSTS

HHL LYUO 016
 HDIFIVAPS_A, PSNPSPS_A
 MUL PSTS
 NAB { 0 }
 JPA PSJR
 HDIFIVA+1PSY, PSNPS+1PS_A-PSTS
 HDIFIVA+1PS_A, PSNPSPS_A+1
 MUL PSTS
 NAB { 0 }
 JPA PSJR
 JPO PSX
 PSJR+ RSX PSB PSNNPS
 DEX PSB 4
 SXG PSB 0
 JPO PSATPEN
 DPX PSB PSNNPS
 SXD PSBIPS_A 0
 JPO PSX
 LDAE#PSNPSPS_B, 1,2,3
 STA E#PSNPSPS_A, 1,2,3
 JPO PSX
 PS SC- PSY BCSP, PSB
 PSA BCIRCE, PSB
 DIRECE VAPS_y-VAPS_A=PSTS=PSJR
 DIRECE PSNPSPS_A=VAPS_A=PSTT=PSJR
 SUB PSTS
 LOB LIST+CVALPSB
 SKZ 4,9 B
 COM A
 JPA #+3
 JNA #+2
 DPX A
 DPX B
 CAB {-1,}
 STA PSTS
 LOA PSB LIST+CVAL
 JPA #+2
 COM A
 SUB PSTS
 JNA PSJR
 PSX- #JPX PS# PSJA
 PS- RSX PS# PSNNPS
 SXG PS# 0
 JPO PSATPEN
 SXD PS# 4
 JPO PS# ** AT INTERSECTION
 JPO PSATPEN** TOO MUCH CLUTTER
 PS- #RSX PS# PSNPST+3
 #RSX PSB PSNPS+3+4

HHL LYUO 017
 SXD PSB CIRCLES-LIST
 JPO PSSC
 SXD PSB LINES-LIST
 JPO PSSL
 ERROR PSB->PSATPEN1
 PSBL-> SXD PSB LINES-LIST
 JPO PSSL
 SXD PSB CIRCLES-LIST
 JPO #+2
 ERROR PSB->PSATPEN1
 RSX PSB PSNPS+3
 RSX PSB PSNPS+3+4
 JPO PSSL
 PSBC-> SXD PSB CIRCLES-LIST
 JPO PSSCC
 SXD PSB LINES-LIST
 JPO #+2
 ERROR PSB->PSATPEN1
 RSX PSB PSNPS+3+4
 RSX PSB PSNPS+3
 JPO PSSL
 PSBCC-> RSX PSB PSNPS+3
 RSX PSB PSNPS+3+4
 MOVEI { 100, .2 } -> PSTSEE
 CCCROSSEPSB->PSB=PSX I->PS6, PS6I
 STC PSXZ
 STD PSY2
 PSBCH-> PYTHOPENLOC->PSX I=PS TS-PSSCC3
 STA PSTS
 PSSCCPA->
 PYTHOPENLOC->PSX Z=PS TT-PSSCC4
 SUB PSTS
 JNA PSSCC3
 PSBCC4->LDA PSXI
 LDB PSYI
 JPO #+3
 PSBCC5->LDA PSXI
 LDB PSYI
 PSBNE-> STA PSXI
 STB PSYI
 PRODE{ PSPENISIZE-> PENISIZE, ,0 } * SCSZ = PSSEESIZE

 PYTHOPENLOC->PSX I=PS TS-PSE
 SUB PSSEESIZE
 JPA PSAL
 SCNORMI PSXI = PSTS->PS6
 SCNORMI PSYI - I = PSTS - PS6
 LDA PSXI
 LDB PSYI
 STA PSPL

HHL LYUO 020
 STB PSPL+1
 PS INPUT-LDA PSNPS+3
 LD8 PSNPS+4+3
 LOC PSTSEE
 STA ATBITS+1
 ASTB ATBITS+2
 STC ATBITS
 JPO PS CONVERT
 PSXI= 0
 PSYI= 0
 PSXF= 0
 PSYF= 0
 PSFLC= MOVEI{ 40,,2}→PSTSEE
 CLCROSS#PSB→PSA=PSX I→PSB,PSB
 STC PSXZ
 STD PSYZ
 JPO PS SCH
 PSFLL= RSX PSA PSNPS+3
 RSX PSB PSNPS+3+4
 LLCROSS#PSA→PSB→PSB
 MOVEI{ 20,,2}→PSTSEE
 JPO PS SNE
 PS6= LDA PSNPS+2
 SUB PSNPS+2+4
 JNA PSAL
 LOAEEPSNPS+4,1,2,3
 STAEEPSNPS,1,2,3
 JPO PSAL
 PS6I= JPO PS SNE
 **INTERSECTION OF 2 CIRCLES
 INTOC= #STE INTOCX
 ??STE INTOCN **NO INTERSECTION
 STA INTCLS **POINTERS TO CIRCLE
 RSX INA A
 INB#CSP,INA
 INB#CIRcen,INA
 PYTHEVA INB=VA INB=INR1=INTOCN
 INTOCI=RSX INA INTCLS
 INB#CIRcen,INA
 INB#CSP,INA
 PYTHEVA INB=VA INB=INR2=INTOCN
 RSX INB INTCLS
 INB#CIRcen,INA
 DIFFEVA +1 INB=VA +1 INB=INDY=INTOCN
 STA B
 DIFFEVA INB=VA INB=INDEX=INTOCN
 PYTHI=→INTOCN
 STA INDO
 INTOCF=LDA INRI
 ADD INRF

```

-----  

      HHL LYUO 021  

      $JOV #+5 **CIRCES CLOSE ENOUGH  

      STA B  

      SUB INDD  

      JNA INTOCH **CIRCLES TOO FAR APPART  

      LDA B  

      SCA {-1,}  

      STA INTS **RI+R2/2  

      LDA INR2  

      SUB INR1  

      STA B  

      JNA #+2  

      COM A  

      ADD INDD  

      JNA INTOCH **ONE INSIDE OTHER  

      INTOCS-LDA B  

      MUL INTS  

      SAB { 1,}  

      DIV INDD **A=F OF P28  

      STA INFF  

      INTOC#-HDIIFIINDD,INFF-INCL0 **CENTER LINE OFFSET  

  

      FAB VAL-INTS  

      SUB INR1  

      $JPA { 0 } **SHOULD NEVER JUMP  

      EXA INTS  

      ADD INR1  

      SCA {-1,}  

      MUL INTS  

      SAB { 1,}  

      SORT  

      STA INRAO  

      INTOC#-PRODEINDX*INRAO/IND D=INYPI-INTOCN  

      PRODEINDY*INRAO/IND D=INXP-INTOCN  

      PRODEINDX*INCL0/IND D=INXP1-INTOCN  

      PRODEINDY*INCL0/IND D=INYPI-INTOCN  

      'DPX INTOC#  

      INTOC#-SUMMEINXP1*INXP=IND X-{ 0 }  

      DIFF=INYPI*INYPI=IND Y-{ 0 }  

      SUMM=VA+1 IN a=IND Y1-INTOC#  

      SUMMEINDEX-VA IN a=IND XI-INTOC#  

      MKN 1..1 INTOC#  

      INTOC#-DIFF=INXP1*INXP=INXP-{ 0 }  

      SUMMEINYPI*INYPI=INYPI-{ 0 }  

      SUMM=VA+1 IN a=INYPI-INTOC#  

      SUMMEINXP-VA IN a=INXP-INTOC#  

      MKN 1..2 INTOC#  

      INTOC#-REX INB 0  

      BPO INB #+1  

      JPO INTOCH  

      JPO INTOC# **SNAP

```

HHL LYUO 022
 JPO INTOC10
 JPO INTOC11**BOTH
 INTOC9=LOA INOXI
 LOB INOYI
 JPO #+1
 INTOC10=
 LOA INXP
 LOB INYP
 INTOCX=JPO #
 INTOC11=
 LOA INTOCX
 'ADD { 1 }
 'STA INTOCX
 LDC INOXI
 LDD INOYI
 JPO INTOC10
 INTOCN=JPO #
 **LINE AND CIRCLE INTERSECTION
 INTOCL=+STE INTOCX
 ??STE INTOCN
 STA INTOCLS**CIRCLE..LINE
 ?RSX IN# A
 ??LOA IN# CIRCEN+LTST
 &JPO NPOLR **NEAREST POINT ON LINE
 STA INXP
 STB INYP
 ?RSX IN# INTOCLS
 IN# BCIRCE, IN#
 IN# BCSP, IN#
 SUB VA INB
 &JOV INTOCN
 EXA B
 SUB VA +INB
 &JOV INTOCN
 INTOCL+=
 PYTHI
 &JOV INTOCN
 STA INDO
 PYTHEVA IN# = VAINB = INRI = INTOCN
 SUB INDO
 JNA INTOCN
 STA B
 LOA INRI
 ADD INDO
 SCA {-1,}
 MUL B
 SAB { 1,}
 SORT
 STA INRAO
 INTOCL #-

HHL LYUD 023

INB BLSP, INB
 INB BLEP, INB
 $\text{DIFF} \text{EVA}_{\text{INB}} \text{VA}_{\text{INB}} = \text{INDEX} \rightarrow \text{INTOCN}$
 $\text{DIFF} \text{EVA}_{\text{INB}} \text{VA}_{\text{INB}} + \text{INB} = \text{INDY} \rightarrow \text{INTOCN}$
 LD8 INDEX
 $\text{PYTHI} \rightarrow \text{INTOCN}$
 STA INDO

INTOCL 3 →

$\text{PROD} \text{EINRAO}_{\text{INDEX}} \text{INDEX} / \text{INDO} = \text{INXP} \rightarrow \text{INTOCN}$
 $\text{PROD} \text{EINRAO}_{\text{INDY}} \text{INDY} / \text{INDO} = \text{INYPI} \rightarrow \text{INTOCN}$
 'OPX INTOC #
 $\text{SUMM} = \text{INYPI} = \text{INDY} \rightarrow \text{INTOCL4}$
 $\text{SUMM} \text{EINXP} = \text{INXP} = \text{INDEX} \rightarrow \text{INTOCL4}$
 MKR 1..2 INTOC #

INTOCL 4 →

$\text{DIFF} \text{EINYP} = \text{INYPI} = \text{INYPI} \rightarrow \text{INTOC#}$
 $\text{DIFF} \text{EINXP} = \text{INXP} = \text{INXP} \rightarrow \text{INTOC#}$
 MKR 1..2 INTOC #
 JPO INTOC #
 **INTERSECTION OF 2 LINES

INTOL 1 → STE INTOLX

STA INTLINES **LINES IN QUESTION
 RSX INB A
 INB BLSP, INB
 INB BLEP, INB
 $\text{TWINNORMHEVA}_{\text{INB}} \text{VA}_{\text{INB}} = \text{INDEX1}, \text{INDY1}$
 'RSX INB INTLINES
 INB BLSP, INB
 INB BLEP, INB
 $\text{TWINNORMHEVA}_{\text{INB}} \text{VA}_{\text{INB}} = \text{INDEX2}, \text{INDY2}$
 RSX INB INTLINES
 INB BLSP, INB

INTOL 1 → PROD INDEX2 = INDY1 = INXP2Y1
 $\text{PROD} \text{EINDEX1} = \text{INDY2} = \text{INXP1Y2}$
 HDEF. INXP2Y1 → INDENOM
 $\text{PROD} \text{EINXP1Y2} \text{VA}_{\text{INB}} = \text{INXP}$
 $\text{PROD} \text{EINXP1Y2} \text{VA}_{\text{INB}}$
 HDEF. INXP = INXP
 $\text{HDEF} \text{EVA}_{\text{INB}} \text{VA}_{\text{INB}}$

INTOL 2 → MUL INDEX1
 MUL INDEX2
 ADD INXP
 *JOV INTOLX **NO POINT
 'LD8 A
 SCB { - . . }
 DIV INDENOM
 *JOV INTOLX
 STA INXP

INTOL 3 → PROD INXP1Y2 = VA + INB = INYP
 $\text{PROD} \text{EINXP1Y2} \text{VA}_{\text{INB}}$

HHL LYUO 024

HDIF,INYP-INYP

HDIFIVAINB,VAINB

INTOL←MUL INDOY1

MUL INDOY2

ADD INYP

AJOV INTOLX

LDB A

SCB { -? . }

DIV INDENOM

AJOV INTOLX

STA INYP

STA B

LDA INXP

INTOLX=JPG #

RI= JPG 377750

CL= JPG 200000

ST= JPG 200001

LAST= ZZLAST

SERVICE 15 SEPT 62 263

L M H Y S H T 0 0 1

*ABVAL	=LDAE	PLOTBLOCKS=203516
*ACTANG=203516	LMAG=201465	PLOTSTORAGE=200137
ACTEX=202524	LMAGEXIT=202540	PLOTCIRCLE=203215
ACTEQ=202504	LMAG3=201734	PLOTLINE=203057
ACTNI=202441	LMAG2=201725	PLOTBLOCKS2=202753
ACTN2=202453	LMAG1=201504	PLOV1=203211
ACTN3=202477	LMAG1E=201636	PLOV2=203213
ACTP1=202445	LMAG1A=201547	PLP
ACTP2=202454	LMAG1B=201573	PLPEND=203012
ACTP3=202466	LMAG1C=201607	PLPIO5=202772
*ACTSUM=203520	LMAGIN=201615	PLPIT2=203044
*ACTTT=203517	LMAGIF=201662	PLPIT3=203053
*ACTTS=203521	LMAGIG=201676	PLPIT=203027
*ACTX=203514	LMAGIP=201704	PLPK
*ACTY=203515	LMAG4=201742	PLPLBUSY
ARCTAN	LMAG5=201764	PLPLOTJMP=200131
BADOV	LMAG5A=202015	PLPLOT=202637
BSFAC	LMAG5B=202051	PLPLSSAVE=203324
CACT=202423	LMAG5C=202071	PLPLX=202641
CL=200000	LMAG5CA=202052	PLPLRTNE=202754
CLEAN=200140	LMAG5CB=202122	PLPL1=202756
CMAG=200430	LMAG5CC=202130	PLPL2=202757
CMAG1=200455	*LMCNT=203560	PLPL3=202771
CMAG2=200475	*LMDENOM=203547	PLPL4=203000
CHAG2A=200504	LMDRAW=202240	PLPLRF2=203360
CHAG2B=200520	LMDRAW1=202246	PLPLRF=203355
CHAG3=200526	LMDRAW1A=202265	PLPPB1=203016
CMALLON=201205	LMDRAW1B=202311	PLPP=203347
CMANG=200026	LMDRAWLOOP=202333	PLPSW
CMANGLES=201454	*LMDX=203542	PLPSTOP=203006
CMCEN	*LMDY=203543	PLPUBUSY
CMDAD=201372	LMEND=200024	PLPUNCHJMP=200132
*CMDAL=203535	*LMEXR=203554	PLPUNCH=202634
CMDIRS=201452	*LMEYR=203555	PLPUX=202636
CMDRAW=201231	LMINC	PLPURTNE=202654
CMDRAW5=201420	*LMKCR=203557	PLPUL=202660
CMDRAMA=201425	LMKEY=202200	PLPUL2=202673
CMDRAW1=201265	LMKEYEX=202216	PLPUL3=202702
CMDRAW2=201275	LMKEYI=202217	PLPUL4=202703
CMDRAW3=201303	LMKEY2=202223	PLPUL5=202712
CMDRAW4=201310	LMKEYT=202232	PLPUL6=202738
CMEDGES=201443	LMKEYS=202225	PLPWA=203317
CMEEXIT=201277	LMNAME=200030	PLREFFILE=203003
CMFAC=177777	*LMSEND=203545	PLS
CNGNL=200546	*LMSKEY=203551	PLSUBK=203126
CNGNL1=200574	LMSLR=202155	PLSUB=203205
CNGNL2=200731	LMSLRX=202177	PLSW=203312
CNGNL1EX=200722	*LMSL=203556	PLTABLE
CNGNL1A=200616	*LMSST=203544	PLTABLELENGTH

LMH Y3HT 002

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CMGNLIB=200622	LMSTART=200622	PLTABLEFULL=203308
CMGNLID=200723	*LMTS=203548	PLTFZ=203307
CMGNLIBA=200636	*LMTT=203550	PLTLYK=203323
CMGNLIBB=200658	*LMXSR=203552	PLU
CMGNLICA=200672	*LMYSR=203553	PLUEND=202743
CMGNLIC=200683	*MOVE	PLUSH
CMGNLIE=200676	NDISP=200031	PLUSTOP=202737
CMGNLIS=201012	*NEARCR	PLUWA=203313
CMGNLPA=200752	*NORMALIZE	PLUWA2=203314
CMGNLSA=201023	*ORVAL	PLUWA3=203315
CMGNLX=201025	PBIK	PLWAK=203320
CMGNL4X=201043	PBIK4	PLXSAVE=203318
CMGNL4A=201027	PBIKS	PHAGPOINT
CMGNL4AX=201042	PBIK8	PHAGNAME
CMGNL4B=201031	PBITABLE=203342	PI
CMGNL4C=201044	PBITABLEZ=203345	PI
CMGNL4D=201046	PBI	PLI=203087
CMGNL4E=201060	PLIA=203101	PLIPSW
CMGNL5=201063	PLIPSW	*PYTH
CMGNL6=201116	PLITSW	*PYTHI
CMGNL6A=201117	PLIZ=203118	PYTHAGORIAN=202525
CMGNL6S=201164	PLZA=203123	PYTHAGORIANEX=202555
CMGNLFR=201146	PLCI=203222	PYTHAGORIAN3=202554
CMGNLFRX=201163	PLC2=203247	PYTHAGORIAN1=202544
CMGNLFS=201204	PLCAKI	PYTHAGORIAN4=202562
CMGNLEX=201203	PLCAK2	PYTHAGORIANZ=202547
CMGNLFS4=201172	PLCAK3	*PYTS=203563
CMGNLFS8=201177	PLCAK4	*PYTT=203564
CMLOOP1=201361	PLCALCBLK5=203234	*PYTU=203565
CMLOOP=201351	PLCANGNEG=203232	RINTERLACE
CMMASK	PLCAK=203351	*SIDISPLAY=203566
CMMINRAD	PLCB2=203236	SINK=202575
CMMINSTEP	PLCB5=203272	*SINK=203567
*CMHID=203536	PLCB6B=203301	SINULL=200326
*CMHRCEN=203523	PLCB6A=203300	SINULLI=200327
CMNAME	PLCB4=203270	*SISTEPS=203570
CMNAME1=177778	PLCB8=203278	SIX
*CMNUM1=203534	PLCB7=203303	SIX
*CMNUM5=203537	PLCENTRY=203062	SIX
*CMNUMDONE=203540	PLCE2=203200	SIB
CMOFFSET=177773	PLCK1	SCCEN=200035
CMPT0=177774	PLCK2	*SCNORM
CMPT1=177775	PLCK3	SCRAMBLE=200346
CMRAD=200027	PLCK4	SCRAMX=200367
CMSCSZ=200373	PLCK5	SCRAM=200353
CMSETUP=201341	PLCK6	SCRAMER=200357
CMSSCSZ	PLCLEANJMP=200130	*SCRAMN=203571
CMSTART	PLCLEAN=202622	SCSZ=200374
*CMSTOPA=203526	PLCLX=202833	SC#

L M H Y J H T 0 0 3

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*CMSTA=203533	PLCONT=203130	SC8
*CMSTEPS=203541	PLCONT2=203136	SETUP=200142
*CNTS=203525	PLCRATIO	SNDISP=200032
*CHTT=203531	PLCSW	SQ60SEE
*CHTU=203530	PLCWIA=203350	SQ60A=200200
*CHTV=203532	PLCWIA2=203322	SQ60FEM=200313
*CHTW=203527	PLCX=203302	SQ60D=200266
*CMXRCEN=203522	PLEADER	SQ60I=200212
*CMYRCEN=203524	PLEENTRY=203155	SQ60IA=200214
CM#	PLENDJMP=200133	SQ60IR=200250
CM#	PLEND=202642	SQ60IS=200233
CONFIGS=200165	PLESH	SQ60IB=200224
CS0	PLFC	SQ60IC=200226
-DIFF	PLFCK=203334	SQ60IRR=200253
-DIRECI	PLFLK=203326	SQ60D3=200310
-DIREC	PLIESCIRCLE=201317	SQ60D2=200303
DISPLAY FILE	*PLIESTS=203562	SQ60DI=200272
DISPLAYFILESIZE	PLINTSTART=200155	SQ60FEWX=200324
-DUALNORM	PLINTSTART2=203045	SQRT
ERRORSTOP	PLIOSBITS=203325	SQUARE ROOT BY HPP=20
		2343
-ERROR	PLITK	ST=200001
-ERROR1	PLITWA=203056	*STAB
-EXAMINE	PLLAST=203362	*STAE
-FABVAL	PLLKI	STARTS
FRESH START	PLLK2	STOPIFFULL
-FULL	PLLK3	*SUMM
-FULLI	PLLK4	*TI
-HDF	PLLK5	TRACK
-HSUM	PLLK6	TRBUSY
I20=200020	PLLLOWFILTER	TWINKLE
I4=200004	PLLSW	UNITS=200144
INTERLACE	PLLX=203177	UNITSX=200177
-JZA	PLNF=203203	UNITS OFF=200150
LACE	PLNFENTRY=203145	UNITS OFF1=200158
LAST=203363	PLNXT=203174	UNITS OFF2=200157
-LDAB	PLOTIT	*ZZLAST=203572
		*
		*

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L M H	Y 3 H T	0 0 4	
ARCTAN= # J P G	CACT		= 540500202423
B S F A C = ?		= ?	
B A D O V = 2 0 0 1 0 0		= 200100	
C S Q=R F D	# + 1		= 301200101343
C H S S C S Z =	374000	=	374000
C M S T A R T =	2 0 0 0 2 2	=	200022
C M C E N =	2 0 0 0 2 4	=	200024
C M M I N R A D =	1 0 0 . .	=	1000000000
C M M I N S T E P =	0	=	0
C M N A M E =	2 0 0 0 3 0	=	200030
C M # =	32	=	32
C M # =	33	=	33
C M M A S K =	1 7 7 7 7 7	=	177777
D I S P L A Y F I L E =	1 0 0 0 0 0	=	100000
D I S P L A Y F I L E S I Z E =	1 7 7 0 0 0 - D I S P L A Y F I L E	=	177000
E R R O R S T O P = S K M	4 . 1 0 3 7 7 7 7 8 0	=	17123777780
F R E S H S T A R T =	2 0 0 0 0 2	=	200002
I N T E R L A C E = S K M	4 . 1 0 3 7 7 7 7 2 4	=	17123777724
L A C E =	1 0	=	10
L M I N C = C M F A C		=	177777
P I = 3 1 1 0 3 7 . . 1 2 3 1 0 3 * * P I / *		=	311037123103
P L S = 7 0		=	70
P L E S W = S K M	1 . . 5 P L S W	=	1725203312
P L T A B L E =	1 7 7 7 0 0	=	177700
P L C S W = S K M	1 . . 7 P L S W	=	1727203312
P L I P S W = S K M	1 . . 9 P L S W	=	1731203312
P L U S W = S K M	1 . . 1 P L S W	=	1721203312
P L P U B U S Y = S K M	4 . 1 0 P L P U N C H J M P	=	1712200132
P L L S W = S K M	1 . . 6 P L S W	=	1726203312
P L U F = 6 4		=	64
P L E A D E R = { 4 8 . . 5 1 . . , 7 3 , 0 }		=	203364
P L P = 7 3		=	73
P L P L B U S Y = S K M	4 . 1 0 P L P L O T J M P	=	1712200131
P L P S W = S K M	1 . . 2 P L S W	=	1722203312
P L I T S W = S K M	1 . . 8 P L S W	=	1730203312
P L L K 1 = 1 0 0 0 0 0 / 7 2 9 .		=	54
P L L K 2 = 1 0 0 0 0 0 / 2 4 3 + P L L K 1		=	132
P L L K 3 = 1 0 0 0 0 0 / 8 1 - (P L L K 1 + P L L K 2)		=	416
P L L K 4 = 1 0 0 0 0 0 / 2 7 - (P L L K 1 + P L L K 2 + P L L K 3)		=	1451
P L L K 5 = 1 0 0 0 0 0 / 8 + - (P L L K 1 + P L L K 2 + P L L K 3 + P L L K 4)		=	4573
P L L K 6 = 1 0 0 0 0 0 / 8 - (P L L K 1 + P L L K 2 + P L L K 3 + P L L K 4 + P L L K 5)		=	16182

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LMM	YHT	008
PLCK1 = PLLK1 * PLCRATIO / 10	=	36
"	=	5
PLCRATIO = 5	=	55
PLCK2 = PLLK2 * PLCRATIO / 10	=	207
PLCK3 = PLLK3 * PLCRATIO / 10	=	624
PLCK4 = PLLK4 * PLCRATIO / 10	=	2275
PLCK5 = PLLK5 * PLCRATIO / 10	=	7071
PLCK6 = PLLK6 * PLCRATIO / 10	=	377777777777
PLCAKI = 3777777777777777 / 8	=	3777777777777777
PLCAK2 = 3 * PLCAK1 - PLCAK1	=	7777777777777777
PLCAK3 = 5 * PLCAK1 - (PLCAKI + PLCAK2)	=	7777777777777777
PLCAK4 = 7 * PLCAK1 - (PLCAKI + PLCAK2 + PLCAK3)	=	7777777777777777
PLOTIT=SKM 4+10 PCLCLEANJMP	=	1712200130
PLTABLELENGTH = 200000 - PLTABLE	=	100
PLLOWFILTER = 4	=	4
PBIKE = 40	=	144
PBIK4 = 13	=	13
PBIKS = 38	=	46
PBIKE = 113	=	161
PLFC = 3777777777777777	=	3777777777777777
PLITK = { 1000000000, (176000000000 / 20) }	=	203365
PLPK = 40	=	40
PMAGPOINT = LMSTART	=	200022
PMAGNAME = LMMNAME	=	200030
RINTERLACE=SKM 4+9 377724	=	1711377724
S1# = 34	=	34
S1B = 35	=	35
S1X = 36	=	36
S1Y = 37	=	37
S060SEE = 200005	=	200005
STARTS = 200003	=	200003
SQRT = #JPG SQUARE ROOT BY HPP	=	540500202341
SC# = 43	=	43
SCB = 44	=	44
STOPIFFULL=SKM 4+10 377732	=	1712377732
TWINKLE=SKM 4+9 377724	=	1711377724
TRACK = PLEN0JMP+1 *	=	600134
TRBUSY=SKM 4+10 PLEN0JMP+1	=	1712200134
*T# = 1	=	1
# = S1#	=	34
# = S1B	=	35

LNH Y3HT 006

```
--DEF EXAMINE IA+B
#IOS,0
STE B
--END
```

```
--DEF NORMALIZE | P+C / S+F = R+Q
LDA P **POINT P AT
SUB C **CENTER C TO BE
SAB {-(F),} **NORMALIZED TO #F*S
BJOV Q **AND IF OUT, GO TO
DIV S **0, AND LEAVE RESULT
BJOV Q-{(S)}+(S) **IN R
STA R
--END
```

```
--DEF MOVE IA+B
#LDE A
STE B
--END
```

```
--DEF ABVAL | P+Q
LDA P
#JPA #+2
#COM A
#JPA #+2
#COM A
STA Q
--END
```

```
--DEF DUALNORM | P+Q, R+S=T
LDA P
SUB Q
NOA {o}
STA B
#STD B
LDA R
SUB S
NOA {o}
#EXA B
#SUB D
#JPA #+3
#SCB A
JPO #+3
COM A
#SCB A
LDA B
STA T
--END
```

```
--DEF MOIFIP, Q=R
```

LNH Y3HT 007

```

LDA P
SUB Q
SCA {-1,-1,-1,-1}+10A(770,1)
STA R
--END

```

```

--DEF JZAIP
JPA #+3
JNA #+2
JPQ P
--END

```

```

--DEF NEARCR|P=0,R=S=T
LD8 {377777,377777}
LDA P
SUB Q
NOA {o}
JPA #+2
#COM B
LDA R
SUB S
NOA {o}
JPA #+2
#COM B
STB T
--END

```

```

--DEF ORVAL|P=0
LDA P
IJPA #+2
#COM A
#JPA #+2
#COM A
STA B
#SUB A
#JPA #+2
#LDB B
LDA B
STA Q
--END

```

```

--DEF SCNORM|P=Q=R=S
TI=Q
NORMALIZE|P=SCCEN+TI/SCSZ=R=S
--END

```

```

--DEF DIFFEP=Q=R=S
LDA P
SUB Q
#JOV S

```

L M H Y 3 H T 0 1 0

S T A R

-- E M D

-- DEF FABVAL EP=0

L D A P

J P A #+2

C O M A

S T A 0

-- E M D

-- DEF $\theta = A + B + C + D + E + F + G + H + I$, a

R E X_B * { e_a }

R S X_B * { L I S T + I_B } + { I A (3 7 0 ,) }

R S X_B * { L I S T + H_B } + { I H A (3 7 0 ,) }

R S X_B * { L I S T + G_B } + { I G A (3 7 0 ,) }

R S X_B * { L I S T + F_B } + { I F A (3 7 0 ,) }

R S X_B * { L I S T + E_B } + { I E A (3 7 0 ,) }

R S X_B * { L I S T + D_B } + { I D A (3 7 0 ,) }

R S X_B * { L I S T + C_B } + { I C A (3 7 0 ,) }

R S X_B * { L I S T + B_B } + { I B A (3 7 0 ,) }

R S X_B * { L I S T + A_B } + { I A A (3 7 0 ,) }

-- E M D

-- DEF PYTHEP=Q=T+U

PYTHIEP=Q, P+I+Q+I=T+U

-- E M D

-- DEF DIRECI EP=Q, R+S=T+U

L D A R

S U B S

J O V U - { S } + { S }

S T A B + { R } - { R }

L D A P

S U B Q

J O V U - { Q } + { Q }

J P Q C A C T

S T A T

-- E M D

-- DEF DIRECEP=Q=T+U

DIRECI EP=Q, P+I+Q+I=T+U

-- E M D

-- DEF HSUMEP, Q=R

L D A P

A D D Q

S C A { - 1 , - 1 , - 1 , - 1 } + { Q A (7 7 0 ,) }

S T A R

-- E M D

** DEF SUMMEP + Q=R+S

LDA P

ADD Q

AJOV S

STA R

** END

** DEF PRODEA * B/C =D+E

LDA A

MUL B

DIV C

AJOV E

STA D

** END

** DEF LD AEEA , B,C,D

LDA A

LDB A+B

LDC A+C

LDD A+D

** END

** DEF STAEZA , B,C,D

STA A

STB A+B

STC A+C

STD A+D

** END

** DEF STABEP

STA P

STB P+1

** END

** DEF PYTHIEP + Q, R+S=T+U

LDA R

SUB S

AJOV U-(S)+(S)

STA B-(R)+(R)

LDA P

SUB Q

AJOV U-(Q)+(Q)

AJPG PYTHAGORIAN

AJOV U

STA T

** END

** DEF FULLER + P

AJPG {FULLER + P}

** END

L M H Y S H T 0 1 2

```
-- DEF FULLIE a-p
```

```
STE #+2
```

```
SKZ STOPIFFULL
```

```
# a
```

```
JPG P
```

```
-- END
```

```
-- DEF LDABEA
```

```
LDA A
```

```
LD B A+1
```

```
-- END
```

```
-- DEF ERRORIE a-p
```

```
# JPG {ERRORIE a-p}
```

```
-- END
```

```
-- DEF ERRORIEE a-p
```

```
STE #+2
```

```
SKZ ERRORSTOP
```

```
# a
```

```
JPG P
```

```
-- END
```

LMH YSHT 013

**IES PLOTTER SERVICE PROGRAM

**LMH ON/OFF LINE PLOTTER

**PLOT SIZ - 4

CNNAME1
-0, 400, , -0, 400 | 777400 777400 | 772

CNOFFSET+
0 | 000000 000000 | 773

CNPYO+ 0 | 000000 000000 | 774

CNPYI+ 0 | 000000 000000 | 775

CNNAME1+
0 | 000000 000000 | 776

CNFAC+ 0 | 000000 000000 | 777

2000001

CL- JPG CLEAN **NEW PICTURE | 140500 200140 | 200000

ST- JPG SETUP **SAME PICTURE | 140500 200142 | 001

2000041

Ie- JPG S060A **START SCOPE HERE
| 140500 200200 | 004

2000061

#JMP SQUARE ROOT BY HPP | 400500 202341 | 006

#JMP PYTHAGORIAN | 400500 202525 | 007

#JMP CACT **TO ARC TANGENT
| 400500 202423 | 200010

2000171

#JMP PHAG **POINTS | 400500 200575 | 017

Iz+ #JMP LMAG **TO MAGNIFY LINES
| 400500 201465 | 200020

#JMP CMAG **TO MAGNIFY CIRCLES
| 400500 200430 | 021

LHSTART+
0 | 000000 000000 | 022

0 | 000000 000000 | 023

LHEND+ 0 **END OF LINE | 000000 000000 | 024

0 **OR CIRCLE CENTER | 000000 000000 | 025

CHANG+ 0 **ANGLE TO DRAW CIRCLE THRU
| 000000 000000 | 026

CMRAD+ 0 **RADIUS OF CIRCLE | 000000 000000 | 027

LHNAME+ 0 | 000000 000000 | 200030

NDISP+ 0 **WHERE TO PUT NEW POINTS IN DISPLAY
| 000000 000000 | 031

SNDISP+ 0 **#OF POINTS IN DISPLAY
| 000000 000000 | 032

2000341

I. **SCSZ | 001000 000000 | 034

SCCEN+ 0 | 000000 000000 | 035

0 | 000000 000000 | 036

2001301

PLCLEANJMP+
#JMP PLCLEAN **CLEAN PLOTTER PROGRAM
| 400500 202622 | 200130

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LHH Y3HT 014

PLPLOTJMP+
 #JMP PLPLOT**PLOT DATA |400500 202637| 131

PLPUNCHJMP+
 #JMP PLPUNCH **PUNCH DATA
 |400500 202634| 132

PLENDJMP+
 #JMP PLEND **END OF DATA |400500 202642| 133
 **PLENDJMP+1 = #JMP TRACK

PLENDJMP+2|

PLINTSTART+
 #JMP PLINTSTARTZ |400500 203045| 135

PLOTBLOCKS+
 o **TOTAL,,ANT TO GO |000000 000000| 136

PLOTSTORAGE+
 o **,,TOTAL |000000 000000| 137

200140|

CLEAN+ #JPQ UNITS |540500 200144| 200140
 JPQ FRESH START |140500 200002| 141

SETUP+ #JPQ UNITS |540500 200144| 142
 JPQ STARTS |140500 200003| 143

UNITS+ !STE UNITSX |013000 200177| 144
 HKZ PLOTIT |021712 200130| 145

MOVEI {-0,400,-0,400}+CMMASK
 #LDE {-0,400,-0,400} |402000 203368| 146
 STE CMASK |003000 177772| 147

UNITS OFF+
 CS0+0 |301240 200151| 200150
 REX o SE |001254 000036| 151
 MOVEI {'IOS rr 20000}+UNITS OFF1
 #LDE {'IOS rr 20000} |402000 203367| 152
 STE UNITS OFF1 |003000 200158| 153
 MOVEI {'IOS rr 40000}+UNITS OFF2
 #LDE {'IOS rr 40000} |402000 203370| 154
 STE UNITS OFF2 |003000 200157| 155

UNITS OFF1+
 o |000000 000000| 156

UNITS OFF2+
 o |000000 000000| 157
 #RSX B UNITS OFF1 |021135 200156| 200160
 DEX B I |031235 000001| 161
 #DPX B UNITS OFF1 |021635 200156| 162
 #DPX B UNITS OFF2 |021635 200157| 163
 -#JPX o UNITS OFF1 |760634 200156| 164

CONFIGS+
 SPG { 760,342,,340,0 } |002200 203371| 165
 *SPG { 410,763,,762,761 } |042200 203372| 166
 !SPG { 160,142,,140,411 } |102200 203373| 167
 !*SPG { 202,183,,182,181 } |142200 203374| 200170
 ?SPG { 732,832,,230,200 } |202200 203375| 171
 ??SPG { 802,732,,730,733 } |242200 203376| 172

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LNH Y SHT 018

30SPG { 320, 670, , 750, 600 } | 302200 203377 | 173

34SPG { 604, 331, , 330, 335 } | 342200 203400 | 174

REX 61 SCRAMBLE | 101261 200346 | 175

RXF 60 SG60A | 101260 200300 | 176

UNITSX-JPG # | 140300 200177 | 177

LMH YSHT 001

SQ60A- CS060
 110 S 60 30010
 RSX SI# SNDISP
 SXG SI# 0
 JPO SINULL
 SXL SI# 50
 JPO #+2
 JPO SQ60FEM
 SKN INTERLACE
 JPO SQ60D **DIRECT
 SQ60I- ~JPX SI# SQ60IA
 JPO SQ60SEE
 SQ60IA- ~JPX SI# #+2
 REX SI# LACE-1
 SXL SI# LACE
 REX SI# LACE-1
 SKZ RINTERLACE
 JPO SQ60IR
 DEX SI# ISIB
 JNX SI# SQ60IS-2
 SQ60IB-SXL SI# ?*LACE
 JPO SQ60IS

SQ60IC-TSD SI# DISPLAY FILE

DEX SI# LACE-1
 ~JPX SI# SQ60IC
 JPX SI# SQ60A
 JPO SQ60SEE

SQ60IS-TSD SI# DISPLAY FILE-(0*LACE)
 TSD SI# DISPLAY FILE-(1*LACE)
 TSD SI# DISPLAY FILE-(2*LACE)
 TSD SI# DISPLAY FILE-(3*LACE)
 TSD SI# DISPLAY FILE-(4*LACE)
 TSD SI# DISPLAY FILE-(5*LACE)
 TSD SI# DISPLAY FILE-(6*LACE)
 TSD SI# DISPLAY FILE-(7*LACE)
 DEX SI# 10*LACE
 SXL SI# ?*LACE
 JPO SQ60IS
 JNX SI# SQ60IS-2
 JPO SQ60IC

SQ60IR-DEX SI# 0 **RANDOM DECREASE
 RXF 61 SQ60IRR
 JPO SQ60IB

SQ60IRR-

110 S 61 30000
 #TSD SCRAMX
 #LDE SCRAMX
 #ITE { LACE-1 VILACE-1/2 VILACE-1/4 VILACE-1/8
 VILACE-1/20 }
 RSX SC# E

LNH Y3HT 003
 *ADX S1x SIDISPLAY
 -JPX S1B#-3
 -JPX S1# SINULLI
 JPO SQ60A

SCRAMBLE→

CSQ61
 IOS 61 30000
 RSX SC# SND ISP
 RSX SC# SND ISP
 JPO SCRAMX

SCRAM→ -JPX SC# SCRAMER
 AUX SC# SND ISP
 JPX SC# SCRAMER
 JPO SCRAMBLE

SCRAMER→

SKN TWINKLE
 JPO SCRAMBLE
 *LDE SC# DISPLAY FILE
 STE SCRAMN
 *LDE SC# DISPLAY FILE
 *STE SC# DISPLAY FILE
 *LDE SCRAMN
 STE SC# DISPLAY FILE

SCRAMX→ DEX SC# 0
 *TSD #-1
 -JPX SC# SCRAM
 JPO SCRAMBLE

CHSCSZ→ ??0..

SCSZ→ 1.
 PHAG→ *STE PHAGEXIT
 MOVE 1200034→SCSZ
 SCNORM | PHAGPOINT + 1 → I = PHAGY → PHAGEXIT
 NORMALIZE | PHAGPOINT → SCCEN / SCSZ → PHAGEXIT
 *LOA PHAGY
 ITA CHMASK
 ADD PHAGNAME
 RSX CM# NOISP
 INX CM# 10
 SXL CM# DISPLAYFILE SIZE
 ERROR CM# → PHAGEXIT
 DPX CM# NOISP
 REX CM# ?
 DEX CM# 1
 STA CM# DISPLAY FILE
 -JPX CM# #

PHAGEXIT→

JPO #

CHAG→ *STE CHMEXIT
 MOVE ICHNAME → CHNAME1
 LDA 200034

LMH Y3HT 004
 STA SCSZ
 MUL { CMSSCSZ.. }
 STA CMSCSZ
 PYTHECNCEN=CMSTART=CMRAD=BADOV
 ADD CMSCSZ ** SCOPE SIZE FOR CIRCLES
 JOV BADOV ** CIRCLE IS TO BIG
 CHAG1= DIFFECNCEN=SCCEN=CMXRCEN=CMEXIT
 FABVAL=CMRRCEN ** IX CENTER!
 DIFFECNCEN+I=SCCEN+I=CMYRCEN=CMEXIT
 FABVAL=CMTS
 SUB CMRRCEN
 JNA #+3
 LDA CMTS
 STA CMRRCEN ** MAX CENTER DIST
 CHAG2= LDA CMRRCEN
 SUB CMRAD ** MAXCEN-R>SCSZ?
 JNA CHAG2A+I ** CIRCLE TOO SMALL
 STA CMTS
 SUB CMSCSZ
 JNA CHAG2A
 JPO CMEXIT
 CHAG2A=LDA CMTS ** MAXCEN-R<-I+5 SC SZ
 LDB CMRRCEN
 SCB {-1, }
 ADD B
 JOV CMAG2B
 LDB CMSCSZ
 SCB {-1, }
 ADD B
 JOV CMEXIT
 ADD CMSCSZ
 JOV CMEXIT
 JNA CMEXIT
 CMAG2B=LDA CMRRCEN
 ADD CMRAD
 JOV CMAG3
 SUB CMSCSZ
 JPA CMAG3
 JPO CMALLON
 CMAG3= LDA { CMINRAD } ** IS RAD TINY?
 MUL SCSZ
 SUB CMRAD
 JPA CMDAD
 LDA CMANG ** IS ANGLE TINY?
 JPA #+4
 JNA #+2
 JPO CMDAD
 COM A
 STA CMSTOPA
 MUL CMRAD ** ARCLENGTH/zTH

```

----- L M H Y S H T 0 0 5

STA CHTS
LDA { CHMIN STEP }
MUL SCSZ
SUB CHTS
JPA CHNAD0

CHGNL ← REX CMa 0 **FIND EDGE POINTS
LDA CMXRCEN
SUB CMSCSZ **DIST TO RT EDGE
JOV #+3
REX CMb 0
#JPQ CMGNL1
LDA CMYRCEN
SUB CMSCSZ **DIST TO TOP
JOV #+3
REX CMb 2
#JPQ CMGNL1
LDA CMXRCEN
ADD CMSCSZ **DIST TO LEFT EDGE
JOV #+3
REX CMb 1
#JPQ CMGNL1
LDA CMYRCEN
ADD CMSCSZ **DIST TO BOT
JOV #+3
REX CMb 3
#JPQ CMGNL1
JPQ CMGNL2

CMGNL1 ← STE CMGNL1EX
STA CMTW **CEN IN OR OUT?
FABVAL ← B
SUB CMRAD **(X-R)*(X+R)
JPA CMGNL1EX
JNA #+3
DPX CMTS
JPO CMGNL1A
EXA B
ADD CMRAD
SCA {-1,}
MUL B
SAB { 1,}
SORT
STA CMTS **OFFSET
DPX CMb CMTU

CMGNL1A ←
LDB CMYRCEN
SKZ 1..2 CMTU
LDB CMXRCEN
ADD B

CMGNL1B ←
JOV CMGNL1D

```

LMH YSHT 006
 STA CNTT ** VARIABLE PART
 FABVAL
 SUB CHSCSZ
 JPA CMGNLID
 LDA CNTT
 * LDB A
 SCB { - }
 DIV SCSZ
 AJOV BADOV ** SCSZ CHANGED
 STA CNTT
 CMGNLIBA~
 LDA CMTS ** FIND IF ENT OR EXIT
 * DPX CNTT
 LDB CHANG
 SKZ . . . B
 COM A
 SKZ . . . CHTU
 COM A
 SKZ . . . CHTU
 COM A
 JPA CMGNLIBB
 MKN . . . CNTT** ITS AN EXIT
 JNA CMGNLIBB
 MKN . . . CHTU
 MOVEI CHTT-CHTV
 JPG CMGNLICA
 CMGNLIBB~
 SZN . . . CHTU** FIRST OR SECOND PASS?
 JPG CMGNLIC
 LDA CNTT
 STA CHTV ** FIRST NUM
 JPG CMGNLID
 CMGNLIC~
 MKN . . . CHTU** GOT ?
 LDA CHTV
 ZISUB CNTT
 ZIJPA CMGNLIE
 ZIJNA CMGNLIE
 MKZ . . . CHTU** TWO ARE SAME, DELETE ONE
 MKN . . . CHTV** MARK AS EXIT
 CMGNLICA~
 LDA CMTW ** CENTER-SCOPE EDGE
 SKZ . . . CHTU
 COM A
 JNA CMGNLIEX ** CENTER WAS INSIDE
 CMGNLIE~
 LDA CNTT
 LDB CHTV
 * LDA { CHSSCSZ }
 SKZ . . . CHTU

L M H Y I H T 0 0 7

```

    COM A
    LDB A
    SKZ I+2 CHTU
    JPG #
    LDA A
    LDB B
    STB CH# CMEDGES
    STA CH# CMEDGES+1
    LDA CHTT
    STA CH# CMDIIRS+1
    LDB CHTV
    STB CH# CMDIIRS
    SKZ I+4 CHTU
    INX CH# I
    SKZ I+3 CHTU
    INX CH# I

```

C M G N L I E X -

JPG #

C M G N L I D -

```

    LDA CHTS
    JNA #+2
    JPG CMGNLIE
    COM A
    STA CHTS
    JPG CMGNLIA

```

C M G N L I Z - S X G C H # 0 *** C H # = E D G E P T S

```

    JPG CMALLON
    LDA CHSTART** IS START ON

```

```

    SUB SCCEN
    JOV CMGNLJ
    STA CHTS
    FABVAL
    SUB CHSCSZ
    JPA CMGNLJ
    LDA CHSTART+1
    SUB SCCEN+1
    JOV CMGNLJ
    STA CHTT
    FABVAL
    SUB CHSCSZ

```

C M G N L I Z A -

```

    JPA CMGNLJ
    LDA CHTS
    LDB A
    SCB { - # . , }
    DIV SCSZ
    STA CH# CMEDGES
    LDA A
    MUL SCSZ
    SAB { # . , }

```

LMM YJHT 010
 STA CM_A
 LDA CM_{TT}
 16LDB A
 SCB { - . . }
 DIV SCSZ
 22STA CM_A CMEDGES
 12LDA A
 MUL SCSZ
 SAB { . . . }
 STA CM_{TT}
 INX CM_B 1
 DIREC1=CM_{TS}-CMXRCEN, CM_{TT}-CMYRCEN=CM ANGLES CM_A=
 BADOV
 DPX CM_A CMDIRS
 INX CM_A 1
 JPQ CMGNL_A
 CMGNL_A=DIREC=CNSTART-CMCEN=CMSTA-BADOV
 CMGNL_A=
 STA CMSTA
 DPX CM_A CHNUMI
 CMGNL_A=RSX CM_A CHNUMI
 JPQ CMGNL_AX
 CMGNL_A=
 REX CM_B CM_A
 JPQ CMGNL_AX
 CMGNL_A=
 LDA CM_B CMEDGES
 20SUB CM_A CMEDGES
 20JPX CMGNL_AX
 20JNA CMGNL_AX
 MKN 2+1 CM_A CMDIRS
 4LDE CM_A CMDIRS
 3SED CM_B CMDIRS
 JPQ CMGNL_AX
 MKN 2+1 CM_B CMDIRS
 CMGNL_AX=
 -1JPX CM_B CMGNL_A
 CMGNL_AX=
 -1JPX CM_A CMGNL_A
 CMGNL_AC=
 REX CM_A 0
 REX CM_B 0
 CMGNL_AD=
 SXL CM_A*CHNUMI
 JPQ CMGNL_AE
 LDA CMEDGES CM_A
 LDB CM_A CMDIRS
 STA CM_B CMEDGES
 STB CM_B CMDIRS
 INX CM_A 1

LMH YSHT OII

SKN Z..I B
INX CM8 I **ONLY IF NOT REJECT
JPO CMGNL4D

CMGNL4E-

DPX CM8 CMNUNI
-1 JPX CM8 #+2
JPO CMEXIT

CMGNL5-¹²LDA CM8 CMEDGES **COMPUTE ANGLES
MUL SCSZ
SAB { 1#.. }
STA CMTS
L1 LDA CM8 CMEDGES
MUL SCSZ
SAB { 1#.. }
STA CNTT
DIREC1 ECMTS-CMXRCEN , CMTT-CMYRCEN-BADOV
SUB CM STA
LDB CMANG
SKZ ..# B
COM A
JPA #+3
JNA #+2
DPX A
DPX B
CAB {-1, }
STA CM8 CHANGLES
-1 JPX CM8 CMGNL5

CMGNL6-REX CM8 0

CMGNL6A-

#JPO CMGNL6S
SKN ..# CMTT
JPG CMORAW
#JPO CMGNL6R ** REMOVE ENTRY
SKZ ..# C
JPG CMGNL6A** IT WAS AN EXIT
STA CNTU ** START ANGLE
STB CM8 CMDRAW8
INX CM8 I
#JPO CMGNL6S
SKZ ..# CMTT
JPG #+3
LDA CMSTOPA
JPG #+4
RSX CM8 CMTT
SKZ ..# CM8 CMDIRS
#JPO CMGNL6R
SUB CNTU
#JNA BADOV ** ANGLES NOT IN ORDER
JPA #+3
DPX A

L NH Y SHT 012

STA CMB CHDRAMA-1

JPO CMGNL&A

CMGNL&R+

ISTE CMGNL&RX

RSX CM# CMTT

EXX CMB CMNUMI

DEX CMB I

LDA CMB CHEDES

EXA CM# CHEDES

STA B

LDA CMB CMDIRS

EXA CM# CMDIRS

STA C

LDA CMB CHANGLES

EXA CM# CHANGLES

EXX CMB CMNUMI

CMGNL&RX+

JPG #

CMGNL&S+

ISTE CMGNL&SE

LDA CMSTOPA

STA CMTS

DPX CMTT

RSX CM# CMNUMI

JPO CMGNL&X

CMGNL&SA+

LDA CM# CHANGLES

SUB CMTS

JPA CMGNL&X

JNA CMGNL&SB

*JPQ BADOV **ANGLES ARE SAME

CMGNL&SB+

ADD CMTS **BETTER

STA CMTS

DPX CM# CMTT

MKN 4+9 CMTT

CMGNL&X+

-JPX CM# CMGNL&SA

CMGNL&SE+

JPG #

CHALLO N+

SCNORM|CMSTART=CHDR AWS+CMEXIT

SCNORM|CMSTART+I+I=** CHDR AWS+CMEXIT

LDA CHANG

JPA #+5

JNA #+3

DPX A

JPO #+2

COM A

STA CHDRAMA

LMH Y3HT 613

REX CM# 1

CMDRAW-NORMALIZE|CHRAD/SCSZ*BSFAC=CMRAD-CMDAL
 NORMALIZE|CMCEN-SCCEN/SCSZ*BSFAC=CMNID-BADOV
 NORMALIZE|CMCEN+1-SCCEN+1/SCSZ*BSFAC=?? CMNID
 →BADOV

SXG CM# 0

JPG CMEXIT **DONE

DPX CM# CMNUMS

LDA {-*,4}

LDB {-*,0}

MOVE|CHRAD-?? CMRAD

ZD IV CHRAD

CMDRAW1-

LDB CMANG

SKZ *,8

COM A

STA CMFAC

ZMUL CMNID

ZSAB { BSFAC,0,,BSFAC,0 }

I STA CHOFFSET

DPX CMNUMDONE

CMDRAW2-

RSX CM# CMNUMDONE **HERE ON SEVERAL

SXL CM# *CMNUMS **TIMES

CMEXIT-JPG # **DONE

LDA CM# CMDRAWA

INX CM# 1

DPX CM# CMNUMDONE

CMDRAW3-

HUL { P1 }

IMUL CHRAD**STEPS=REVS*P1/4**RAD

ISAB { BSFAC-5*1000 }

ZDPX A

STA CMSTEPS

CMDRAW4-

LDA CM# CMDRAW5-1

STA CMPTO

IMUL CMFAC**Y,,X

IADD CHOFFSET

ZOSCA {-1,0,,1,0}

IADD CMPTO

STA CMPTI

PLIESCIRCLE+

SKN PLOTIT

JPG CMSETUP

NORMALIZE|CMCEN-SCCEN/SCSZ=PLIESTS

NORMALIZE|CMCEN+1-SCCEN+1/SCSZ=?? PLIESTS

LDB PLIESTS

LDA CM# CMDRAW5-1

LDC CM# CMDRAWA-1

LDD CHANG
 SKZ . . . D
 COM C
 #JPQ PLOTCIRCLE
 JPQ CHDRAW#

CH SETUP-

RSX CM# CMSTEPS
 AUX CM# NDISP
 SXL CM# DISPLAYFILE SIZE
 FULLECM#-CMEXIT
 INX CM# DISPLAY FILE
 !DPX CM# CMLOOP!
 RSX CM# CMSTEPS
 !REX CM# ICN#
 CMLOOP-LDA CMPTI **Y,X
 ZOMUL CMFAC

CM LOOPS-

ZADD CMOFFSET **AY,.AX
 ZADD CMPTO**X,Y
 !EXA CMPTI
 EXA CMPTO
 ITA CMMASK
 ADD CMNAME!

CMLOOP!-

STA CM# 0
 LDA CMPTI **Y,X
 ZOMUL CMFAC
 +JNX CM# CMLOOPS
 RSX CM# NDISP
 AUX CM# CMSTEPS
 INX CM# 1
 DPX CM# NDISP
 JPQ CHDRAW#

CMDAD- NORMALIZEICNSTART+SCCEN/SCSZ=CNTS-CMEXIT
 NORMALIZEICNSTART+I+SCCEN+I/SCSZ=** CNTS-CMEX
 IT

RSX CM# NDISP
 INX CM# 1
 SXL CM# DISPLAYFILE SIZE
 FULLECM#-CMEXIT
 LDC CMNAME
 LDB {-0,400...0,400}
 INS C
 STC CM# DISPLAY FILE-1
 DPX CM# NDISP
 JPQ CMEXIT

CHDRAWS-

0
 0
 0

LMH YSH T 015

CHDRAWA -

o
o
o
o
o

CHDIRS -

o
o
o
o
o
o
o

CHEDGES -

o
o
o
o
o
o
o

CHANGLES -

o
o
o
o
o
o
o

LMAG - 1STE LMAGE XIT

LDA 200034

STA SCSZ

HDI FILMEND, LMSTART → LMDX

HDI FILMEND+1, LMSTAR T+1 → LMDY

MUL LM DX

NAB { o }

JPA LMAGS

JNA LMAGE

LMAGI - LDA LM DX

JPA LMAGIE

JNA LMAGIE

LDA LM DY

LNH YSH T 018
 JPA LMAGIA
 JNA LMAGIA
 SCNORM | LMSTART = LMSST → LMAGEEXIT
 SCNORM | LMSTART + I + I = ?? LMSST → LMAGEEXIT
 SKN PLOTIT
 JPG #+5
 LDA LMSST
 LDB LMSST
 * JPG PLOTLINE
 JPG LMAGEEXIT
 RSX CM# NDISP
 INX CM#
 SXL CM# DISPLAYFILE SIZE
 FULL E CM# → LMAGEEXIT
 LDA LMSST
 LDB {-0,400,,0,400}
 LDC LMNAME
 INS C
 STC CM# DISPLAY FILE-I
 DPX CM# NDISP
 JPG LMAGEEXIT

LMAGIA → SCNORM | LMSTART = LMSST → LMAGEEXIT
 STA LMSEND
 SCNORM | LMSTART + I + I = ?? LMSST → LMAGICB
 SCNORM | LMEND + I + I = ?? LMSEND → LMAGICC
 JPG LMDRAW

LMAGICB → SCNORM | LMEND + I + I = ?? LMSEND → LMAGIN ** ST OF F
 LDA LMDY ** END ON START OFF
 LDB { ? ? ? ? ? }
 JNA #+2
 COM B
 * STB LMSST
 JPG LMDRAW

LMAGICC → LDA LMDY ** ST ON END OFF
 LDB { ? ? ? ? ? }
 JPA #+2
 COM B
 * STB LMSEND
 JPG LMDRAW

LMAGIN → HDIFISCCEN + I, LMSTAR T + I + LMTS ** BOTH OFF
 HDIFISCCEN + I, LMEND + I
 MUL LMTS
 JPA LMAGEEXIT
 LDB { ? ? ? ? ? }

LDA LMDY
 JPA #+2
 COM B
 * STB LMSEND
 COM B

LMH Y3HT 017
 *STB LNSST
 JPG LMORAW
 LMAGIE = SCNORM | LMSTART + I - I = ?? LMSST = LMAGEEXIT
 ?? STA LMSEND
 SCNORM | LMSTART = ?? LMSST = LMAGIF
 SCNORM | LMEND = ?? LMSEND = LMAGIG
 JPG LMORAW
 LMAGIF = SCNORM | LMEND = ?? LMSEND = LMAGIP
 LDA LMDX ** ST OFF END ON
 LDB { 377777 }
 JNA #+2
 COM B
 *STB LNSST
 JPG LMORAW
 LMAGIG = LDA LMDX ** ST ON END OFF
 LDB { 377777 }
 JPA #+2
 COM B
 *STB LMSEND
 JPG LMORAW
 LMAGIP = HDIFISCCEN, LMSTART = LMTS
 HDIFISCCEN, LMEND
 MUL LMTS
 JPA LMAGEEXIT
 LDB { 377777 }
 LDA LMDX
 JPA #+2
 COM B
 *STB LMSEND
 COM B
 *STB LNSST
 JPG LMORAW
 LMAGZ = HDIFILM0Y, LMDX = LMDE NOM
 MOVEI { 400000 } → LMTT
 JPG LMAGA
 LMAGS = LDA LM0Y
 ADD LMDX
 SCA {-1, }
 STA LMDENOM
 MOVEI {-400000 } → LMTT
 LMAGE = HDIFILMSTART + I, SCCE N + I ** XAY - YAX
 MUL LMDX ** /AY + AX
 DIV LMDENOM
 STA LMTS ** YAX
 HDIFILMSTART, SCCE N
 MUL LM0Y
 DIV LMDENOM
 NORMALIZE = LMTS / SCSZ = LMSKEY = LMAGEEXIT
 MUL LMTT
 *STA LMSKEY

LNH Y3HT 020
 LHAGS+ SCNORM|LMSTART=LMSS T→LMAGSA
 SCNORM|LMSTART+I-I=22 LMSST→LMAGSA
 SCNORM|LMEND=LMSEND →LMAGSB
 SCNORM|LMEND+I-I=22 LMSEND→LMAGSB
 JPO LMDRAW **BOTH ON
 LMAGSA+ SCNORM|LMEND=LMSEND →LMAGSC
 SCNORM|LMEND+I-I=22 LMSEND→LMAGSC
 **END ON, START OFF
 AJPO LMSLR
 NEARCR|LMSTART+LMEND, LMSTART+I+LMEND+I= A
 AJPO LMKEY
 STA LMSST
 JPO LMDRAW
 LMAGSB+ AJPO LMSLR
 LMAGSCA+
 NEARCR|LMEND-LMSTAR T, LMEND+I-LMSTAR T+I= A
 AJPO LMKEY
 STA LMSEND
 JPO LMDRAW
 LMAGSC+ HDIFILMSTART, SCCEN= LMXSR
 HDIFILMSTART+I, SCCE N+I= LMYSR
 HDIFILMEND, SCCE N= LMEXR
 HDIFILMEND+I, SCCE N+I= LMEYR
 SKZ #, LMST
 JPO LMAGSCB
 LDA LMXSR
 SUB LMYSR
 SCA {-1, }
 STA LMST
 LDA LMEXR
 SUB LMEYR
 JPO LMAGSCC
 LMAGSCB+
 LDA LMXSR
 ADD LMYSR
 SCA {-1, }
 STA LMST
 LDA LMEXR
 ADD LMEYR
 LMAGSCC+
 SCA {-1, }
 MUL LMST
 NAB { 0 }
 JNA #+2
 JPO LMAGEXIT
 AJPO LMSLR
 NEARCR|LMSTART+LMEND, LMSTART+I+LMEND+I= A
 AJPO LMKEY
 STA LMSST
 JPO LMAGSCA

LMH Y3HT 021
 **LINE SLOPE SUBROUTINE
 LMSLR+ !STE LMSLRX
 DUALNORM(LMSTART-LMEND, LMSTART+I-LMEND+I)=LMSL

LMSLRX-JPG #
 **SUBROUTINE TO FIND A H EDGE POINT
 LMKEY+ !STE LMKEYEX
 STA LMKCR **IN, A POINT IN LMSKEY
 Z0SUB LMSKEY **SLOPE IN LMSL
 Z0SAB {-1,0,-1,0} **1/2 CORNER DIST
 !7MUL LMSL
 Z0DIV LMSL **OFFSETS BY..BX
 STA B
 Z0JOV LMKEYY1
 !7ADD LMSKEY
 Z0JOV LMKEYY2
 Z0ADD B
 Z0JOV LMKEYYT+3
 ?LOA LMKCR
 !7LOA A **USE SIDE ENTRY

LMKEYEX-
 JPG #
 LMKEY1+ !JOV #+3
 JPG LMKEYT
 Z7JOV BADOV
 JPG LMKEYS
 LMKEY2+ !JOV LMKEYS+1
 JPG LMKEYT+2
 LMKEYS+ !7ADD LMSKEY **MUST USE SIDE
 Z7JOV BADOV **ENTRY
 Z0ADD B
 Z7JOV BADOV
 JPG LMKEYEX-2

LMKEYT+ !7ADD LMSKEY **MUST USE
 Z7JOV BADOV **TOP OR BOTTOM
 Z0ADD B **ENTRY
 Z7JOV BADOV
 ?ZLOA LMKCR
 JPG LMKEYEX-1

LMORAW-SKN PLOTIT
 JPG LMDRAW1
 LOA LMSST
 LDB LMSEND
 #JPG PLOTLINE
 JPG LMAGEXIT

LMDRAW1-
 LOA LMSEND
 Z0SUB LMSST
 Z0SCA {-2,-2,}
 STA LMSL

LMM YSH T 022

```

Z0MUL A
ZEXA B
ADD B
16LD8 A
SCB {-#,,}
#JPQ SQR7
STA LHTS
22STA LHTS **1/4 LENGTH
Z0SCA {-#, -#}
ZIMUL { 377600, .0}
22STA LMCNT**N-1 SPOTS

```

LMDRAWIA-

```

LDA LMSL
LDB LMSL
Z0SCB {-1#,, -1#,,}
Z0DIV LHTS
Z0SAB {-#,, -#,,}
#JPA #+3 **ROUND
#JNA #+5
JPQ #+6
SKZ z+9 B
#ADD { 1}
JPQ #+3
SKN z+9 B
#SUB { 1}
#JPA #+3
#JNA #+5
JPQ #+6
SKZ z+9 B
22ADD { 1}
JPQ #+3
SKN z+9 B

```

LMDRAWIB-

```

22SUB { 1}
STA LM INC ** INCREMENTS
RSX CM# NDISP
AUX CM# LMCNT
INX CM# 1
SXL CM# DISPLAYFILE SIZE
FULECM#-LMAGEXIT
DPX CM# LMTS
INX CM# DISPLAY FILE-1
#DPX CM# LM DRAW LOOP
RSX CM# LMCNT
#REX CM# ICMA
LDA LM SST
LDB {-377,, -377}
MOVEILMNAME-CHNAME1
LDC CMNAME1
INS C

```

LMH Y3HT 023

LNDRRAWLOOP →

```

STC CM# 0
2 ADD LMINC
+ JNX CM# LNDRRAWLOOP →
MOVEILMTS→NDISP

```

LNAGEEXIT →

JPG *

SQUARE ROOT BY HPP →

1 STE #+56** IN EXIT 202341

LDD {-0}

AOP 66000**NAB

STD #+61-3**EXPONENT 202422

HKZ 3..# #+53-4

202414

JPA #+12-59**N>0

MKN 3..# #+53-6**N<0

COM A

JPA #+2**N<0

JPG #+55-11**N=0

202353: STA #+57-12** IN N 202420

SCA {-3..}

SUB { 19461699408.. } **N / 8 - 58841

MUL #+57-18** =N

→ SKN MKN CYR 4..# #+61-16**HALVE EXPONENT ↙

JPG #+24-17**IF EXP ODD ↘

→ MUL { -26419202830.. } ** - 7689 ↘

SCA { 1.. }

ADD { 11003706211.. } ** + 32025

JPG #+30-23** TO ITERATION

→ MUL { -18703036386.. } ** - 54433 ↗

ADD { 3890555174.. } ** + 11323

SCA { 1.. }

HKZ CYR 1..# #+57-27**HALVE N - 202420

**THE APPROX CAME FROM ROLLO SILVER

**NOW WE DO NEUTON'S METHOD TWICE

STA #+60-30**APPROX(XII) TO 9 BITS

LDA #+57-31

DIV #+60-32** N/XI

AOP 67000**ADD D

JOV #+4

SKN CYR 4..# A** XI WAS EN

COM A** NEW XI 21

SKU HKZ 4..# A

0374

202460/

SCA {-1..}**2XI-XI

STA #+60-41** XI TO 1# BITS

LDA #+57-42

DIV #+60-43** N/XI

AOP 67000

JOV #+4

SKN CYR 4..# A

COM A

295

LMH Y SHT 024
SKU MKZ 4..9 A
SAB {-1.}**ROOT TO 36 BITS IN A
SAB #+61-52** PROPER EXPONENT ← 202422
JPG #+3
COM B **FALLS THRU IF N<0
COM A
JPG 0 **EXIT
0 **N
111**APPROX (X)
222**EXPONENT
**END OF SQUARE ROOT SUBROUTINE #AUG60 HPP
CACT-> 'STE ACTEX
STA ACTX
STB ACTY
JPA ACTPI
JNA ACTNI
LDA ACTY
JNA #+4
JPA #+5
LDA { 0 }
JPG ACTEX
LDA { 600. }
JPG ACTEX
LDA { 200. }
JPG ACTEX
ACTNI-> COM A
LDC { 400. }
STC ACTANG
JPG #+2
ACTPI-> DPX ACTANG
EXA B **MAG OF X IN B
JPA ACTP2
JNA ACTN2
LDA ACTANG
JPG ACTEX
ACTN2-> COM A
ACTP2-> SUB B
JPA ACTPS **Y BIGGER
JNA ACTNS **X BIGGER
LDA { 100. }
SKZ 4..9 ACTY
COM A
SKZ 4..9 ACTX
COM A
ADD ACTANG
JPG ACTEX
ACTPS-> LDA ACTY
JPA #+3
LDC { 600. }
JPG #+2

LMH YSHT 025
 LOC { 200, }
 STC ACTANG
 COM A
 EXA ACTX
 STA ACTY
 ACTNS~ LDA ACTY
 SLD8 A
 SCB { -9 . . }
 DIV ACTX
 #JOV BADOV
 ACTEQ~ STA ACTTT
 MUL { 10877812326 . } ** . 316588005711349 2 .

STA ACTSUM
 LDA ACTTT
 MUL ACTTT
 MUL ACTTT
 STA ACTTS
 MUL { -3154853433 . } ** -0918183194549342 .
 ADD ACTSUM
 STA ACTSUM
 LDA ACTTS
 MUL ACTTT
 MUL ACTTT
 MUL { 866975697 . } ** . 0252323137467638 .
 ADD ACTSUM
 ADD ACTANG
 ACTEX~ JPO *

PYTHAGORIAN~

1STE PYTHAGORIANEX
 STB PYTS
 MUL A
 NAB { 0 }
 STD PYTT ** 1ST NORM
 EXA PYTS ** 1ST NUM
 MUL A
 NAB { 0 }
 STD PYTU ** 2ND NORM
 STA B ** 2ND NUM
 LDA PYTU
 S2SUB PYTT
 S2JPA PYTHAGORIANS ** 2ND NUM LARGER
 SCB A
 LDA PYTS

PYTHAGORIANI~

ADD B
 JOV PYTHAGORIANI~
 DPX B

PYTHAGORIANZ~

SKZ 448 A

LMM Y3HT 026

COM B
SAB PYTT
SQRT

PYTHAGORIANEX→
JPG #

PYTHAGORIANZ→
EXA PYTS
COM PYTS
SCA PYTS
LDC PYTU
STC PYTT
JPG PYTHAGORIANI

PYTHAGORIAN←→
EXA PYTT
S2JNA #+?
EXA PYTT **RADIUS TO BIG
LDB { 0 }
SAB { -x, }
SQRT
ADD A
JPG PYTHAGORIANEX
EXA PYTT
LDB { -0 }
JPG PYTHAGORIANZ

SINK→ 60,0,,60,0
125,, -400
140
40,0,,40;0
400,,400
100
40,0,,100,0
0,, -400
200
0
400
200
-40,-0,,100,0
200,, -400
200
-40,-0,,0,0
400
200
-100,-0,,100,0
-400
200

**PLOTTER PROGRAM FOR SCOPE DRAWING
**LINE =START(A),END (B)
**CIRCLE=START(A),CENTER(B),ANGLE(C)
**USES PBI FOR CIRCLE MODE
** PLOTSVC 804-17

LMM YSH T -0-87

PLCLEAN+

```
'STE PLCLX
SKX PLS PLTABLE-I
DPX PLS PLPLSSAVE
DPX PLLSW
DPX PLOTBLOCKS
DPX PLOTSTORAGE
DPX PLOTBLOCKS*
MKZ PLPUBUSY
MKZ PLPLBUSY
```

PLCLX+ JPG *

PLPUNCH+

```
'STE PLPUX
RXF &3 PLPURTNE
PLPUX+ JPG *
PLPLOT+'STE PLPLX
RXF &4 PLPLRTNE
PLPLX+ JPG *
PLEND-'STE PLLX
SZN PLLSW
JPG PLLX*
LDA {158--31+,0,,30000}
STA PLS 1 **IOS
LDA {377770,,} **FINAL TSD
STA PLS 0
MKZ PLCSW
MKN PLIPSW
JPG PLEENTRY
**PLOTTER PUNCH ROUTINE
**SEQUENCE #3
```

PLPURTNE+

```
MKN PLUSW
MKN PLPUBUSY
NKZ PLLSW
I10S &3 30000 **NORMAL NO 7TH HOLE
```

```
PLPUL+'SKX PLU $
#TSD PLEADER **0
#JNX PLU*-I
SZN PLLSW
JPG PLPULZ
*TSD PLEADER **END MARK
#TSD PLEADER **TALLY
ISKX PLU 25-**BLKS OF LEADER
DPX PLU PLUWA
I10S &3 30004 **NORMAL 7TH HOLE
JPG PLPUL
PLPUL+'TSD PLEADER **0
#TSD PLEADER **TALLY
#ADX PLU PLUWA **PLU CONTAINS I
ISED {-0}
```

JPO ** Z
 JPO PLPUL
 SKX PLU PLTABLE -
 PLPULS+MKN PLPUBUSY
 PLPULS+SD PLU PLPLSSAVE*
 JPO PLUSTOP
 #LDE PLU : ** IOS
 STE PLUWA
 #LDE PLU 0 ** TSD
 STE PLUWAZ
 DPX PLU PLXSAVE ** SAVE CNTR
 PLPULS+IOS & 30004 ** NORMAL, 7TH HOLE
 TSD PLUWA ** IOS BITS
 #LDE PLUWAZ ** TSD
 STE PLUWAZ
 SKX PLU S
 IOS & 30006 ** SPLAYED, 7TH HOLE
 TSD PLUWAZ ** TSD + FILTER
 #JPX PLU*-
 IOS & 30000 ** NORMAL, NO 7TH HOLE
 TSD PLUWA ** TALLY
 IIAUX PLU PLOTBLOCKS* ** PLU CONTAINS -
 DPX PLU PLOTBLOCKS*
 IIAUX PLU PLOTBLOCKS
 DPX PLU PLOTBLOCKS
 IRSX PLU RLUWA ** BLK CNTR
 #JPX PLU PLPUL*
 IRSX PLU PLXSAVE ** RESTORE CNTR
 DEX PLU :
 JPO PLPUL4
 PLPULS+DPX PLU PLUWA ** SAVE BLK CNTR
 JPO PLPULS
 PLUSTOP+
 SKZ PLESW
 JPO PLUEND
 MKZ PLPUBUSY
 JPO PLPULS
 PLUEND+SKX PLU 319. ** TAPE FEEDS
 IOS & 30000 ** NORMAL NO 7TH HOLE
 TSD PLEADER *** 0
 #JNX PLU*-
 MKZ PLPUBUSY
 MKZ PLUSW
 IOS & 20000
 JPO :
 PLOTBLOCKS*+
 0
 ** PLOTTER PLOT ROUTINE
 ** SEQUENCE 7*
 PLPLRTNE-

300

LMH Y3HT OSI

MKN PLPSW

PLPLI+ MKN PLPLBUSY

PLPLZ+ SXD PLP PLPLSSAVE*

JPG PLPSTOP

*DPX PLP PLXSAVE

*LDE PLP 0 **TSO

STE PLPWA

1R SX PLPIPLP 1 **IOS

*DPX PLP PLPIOOS

MKZ 1+1 PLPLS

SKZ 1+1 PLPIOOS

MKN 1+1 PLPLS

PLPLS+ 2 IOS 74 30000 **WAIT FOR PEN CHG

PLPIOOS+ 1 IOS 74 0 **MODIFIED

SKZ 1+1 #1 **PBI?

JPG PLPPBI

TSO PLPWA

SXL PLP 31000

JPG PLREDFIL

PLPL+ 1R SX PLP PLXSAVE

DEX PLP *

JPG PLPLZ

PLREDFIL+

DEX PLP 31000

*DPX PLP PLPIOOS

JPG PLPIOOS

PLPSTOP+

SKZ PLESW

JPG PLPEND

MKZ PLPLBUSY

JPO PLPLI

PLPEND+ MKZ PLPLBUSY

MKZ PLPSW

2 IOS 74 20000 **DISC

JPO *

PLPPBI+ TSD PLPWA

RFD 5+#+1

**INTERVAL TIMER SEQUENCE, PBI MODE

*DPX PLP PLPITZ

1R SX PLP PLXSAVE **TABLE CNTR

1R SX PLPIPLP 1 **NO OF BLKS

1 IOS 54 30000 **STOP CNTR

#TSD PLITK**1/20TH READER SPD

1 IOS 54 30300

JPG PLPITS

PLPIT+ SKN TRBUSY

RXF 57 TRACK

1JNX PLP PLPIT

1R SX PLP PLITHA **BLKS LEFT

#JPX PLP PLPITS

LNH Y3HT 032
 12RSX PLP PLXSAVE
 DEX PLP ?
 SKX .+ PLPLZ
 SKZ .+.1PLP 1 **OPEN UP NXT?
 JPO PLPLRF?
 MKZ .+.1PLP ITZ **OPEN UP
 MKC .+.1PLP ITZ **CHG DIR
 MKZ .+.1PLP ITZ **NO PBI
 PLPITZ-#10S .+ 0 **MOD
 **INTERVAL TIMER SEQUENCE FOR MAIN PROGRAM

 PLINTSTART?
 #10S .+ 500.00 **STOP COUNTER
 #2TSD PLITK**10-MS
 #10S .+ 30.300 **CNT + DISMISS
 SKN TRBUSY
 RXF SY TRACK
 JPD --2
 PLPITS-#3DPX PLP PLITMA **SAVE BLK CNTR
 14RSX PLP E **-19.
 JPD PLPIT
 PLITMA---19--
 **PLOTTER COMPUTATION ROUTINE
 **LINE MODE

 PLOTLINE-
 1STE PLLX
 MKZ PLCSW
 1LDC { PLFCK,,PLFLK }

 PLCENTRY-
 SKZ PLESW **TABLE FULL?
 JPO PLTF?
 1STC PLSUBK
 3DPX PLIOSBITS
 MKZ PLIPSM **FIRST POINT
 PLI- 20LDC PLPP **CURRENT LOCATION
 20STA PLPP **NXT LOCATION
 5DPX PLTLYK
 20ITA { 777,770,.777,770 }
 20STA PLWA
 SNN PLITSW
 JPO PLNF **USE FILTER 0
 20LDA PLPP
 20SUB C **=X, .BY
 20JOV PLOV1
 PLIA- 21JOV PLOV2
 SKZ .+. A
 1COM A
 SKZ .+. A
 21COM A **=ABS VAL &X, .BY
 SKZ .+. PLIOSBITS **LINE MODE?
 JPO PLZA

302

LMM YSH T 033

Z0 STA PLWAZ

Z0 SUB { PLPK, PLPK }

SKZ PLIPSH **1ST POINT OF PAIR

JPG PLZ

Z0 JPA PLNF

JPG PLNXT **DO NOT PLOT

PLZ+ I JPA #++ **USE FILTER #

JPG PLNF

Z0 JPA #++

JPG PLNF

Z0 LDA PLWAZ

PLZA+ Z0 SCA {-,-,-} ** USE 15 BITS ONLY

ZDPX PLS PLIOSBITS **SAVE COUNTER

SKX PLS 0

PLSUBK+ Z0 SUB PLS PLFLK **OR PLFCK

Z0 JPA PLSUB

PLCONT-SKN ,+& PLIOSBITS **CIRCLE MODE?

JPG PLCONTZ

SXL PLS PLLOWFILTER

JPG PLCALCBLKs

SKX PLS PLLOWFILTER

JPG PLCALCBLKs

PLCONTZ+

IADX PLS PLWA **PUT FILTER IN TSD

ZADX PLS PLWA

ZDPX PLS A **PUT FILTER IN A

ZDPX PLS A

ZCYA { .,. } **PUT FILTER IN 1-8-17

IADD PLIOSBITS

ZRSX PLS PLIOSBITS

PLNFENTRY+

ISTA PLS I **IOS

ITA { ?? }

LOD PLTLYK

TLY A **TALLY OF IOS

TLY PLWA **TALLY OF TSD

STA PLS 0 **TSD

ZCOM D

ZSTD PLS I **TALLY + NO OF BLKS

PLEENTRY+

ZDPX PLS PLIOSBITS

ZRSX PLSIPLS I **NO OF BLOCKS

INX PLS I

ZADX PLS PLOTBLOCKS **TOTAL BLOCK COUNT

R

SKX PLS 2

IADX PLS PLOTSTORAGE **LENGTH OF STORAGE

AREA

ZRSX PLS PLIOSBITS

DEX PLS 2

LNH Y3HT 034

'DPX PLS PLPLSSAVE

SXD PLS 67777

FULLPLS=PLTABLEFULL

SKZ PLUSHW **PUNCH?

'IOS & 80000 **RAISE FLAG

SKZ PLPSM **PLOT?

JPG PLPLRF

PLNXT= SKZ PLCSM **CIRCLE?

JPG PLCI

SZN PLIPSM

PLLX= JPG *

PLCEZ= MKN ,.. PLIOSBITS **PEN DOWN

LDA B

JPG PLI

PLNF= LDA PLIOSBITS

JPG PLNFENTRY

PLSUB= INX PLS !

SXL PLS *

JPG PLCONT

JPG PLSUBK

PLOVI= *LDA { PLFC}

JPG PLIA

PLOVZ= *LDA { PLFC}

JPG PLIA+i

**CIRCLE MODE

PLOTIRCLE+

'STE PLCX

MKN PLCSM

STC PLCWA **SAVE ANGLE

*LOC { PLFCK..PLFLK }

JPG PLCENTRY

PLCI= SZN PLIPSM

JPG PLCZ

MKN ,.. PLIOSBITS **CIRCLE MODE

MKN ,.. PLIOSBITS **PBI

SKZ ,.. PLCWA **IS ANGLE POS?

JPG PLCANGNEG

MKN ,.. PLIOSBITS **CCW

JPG PLCEZ

PLCANGNEG+

COM PLCWA

JPG PLCEZ

PLCALCBLKs=

MKZ ,.. 10# **NO BLKS DONE

LDA PLCWA **ARC

PLCBZ= 'DPX PLS PLCWAZ **FILTER NO

MUL PLS PBITABLE-PLLOWFILTER **BLKS/CIRCLE

DIV { PLFC } **FULL CIRCLE. SAVE B

JPA **z **<1 BLK

LNH Y3HT 035

JPG PLCB#
 16 ADD {-1,} **SUB 1
 \$STA PLTLYK**NO OF BLKS
 MKN 4+10 PLCALCBLKS **BLK DONE
 JPG PLCONT#

PLCB# LDA B
 JPA #+2 **ANY REMINDER?
 JPG PLCB#B
 \$DPX PLS PLI0SBITS **SAVE CNTR
 13RSX PLS PLCWAZ **FILTER
 SXL PLS #
 JPG PLCB#A
 LDA PLWA **TSO
 JTA { 777, 770, 777, 770 }
 STA PLWA
 15LDA PLTLYK **NO OF BLKS
 16SUB {-1,} **ADD 1
 MUL PLS PBITABLEZ-PLLOWFILTER **CIRCLES/BLK

SAB {-1,}
 LDA PLCWA **ARC REMAINING
 SUB B **AMOUNT DRAWN
 STA PLCWA **NEW ARC

PLCB# INX PLS 1
 JPG PLCB#

PLCB# SXL PLS #
 JPG PLCB#
 LDA PLCWA
 JPG PLCB#4
 PLCB# SNN 4+10 PLCALCBLKS **ANY BLKS DONE?
 JPG PLCB#7

PLCB#A 13RSX PLS PLI0SBITS **RESET COUNTER
 PLCFB-MKZ PLITSW

PLCX# JPG # **EXIT
 PLCB# DDX B
 \$DPX PLTLYK
 JPG PLCONT#

PLTABLEFULL#
 MKN PLESW **SET TO END

PLTF# SKZ PLCSW **CIRCLE
 JPG PLCX#
 JPG PLLX#

PLSH# 0
 PLUMA# 0
 PLUMAZ# 0
 PLUMAS# 0
 PLXSAVE# 0
 PLPHMA# 0
 PLHMA# 0

LMH Y3HT 036

PLMAZ= 0

PLCMAZ= 0

PLTLYK=-49 +,

PLPLSSAVE=

0

PLIOSBITS=

..30000 **XPLS..30000

PLFLK= PLLKI.,PLLKI

PLLK2.,PLLK2

PLLK3.,PLLK3

PLLK4.,PLLK4

PLLK5.,PLLK5

PLLK6.,PLLK6

PLFCK= PLCKI.,PLCKI

PLCK2.,PLCK2

PLCK3.,PLCK3

PLCK4.,PLCK4

PLCK5.,PLCK5

PLCK6.,PLCK6

**NO OF PBI BLOCKS PER CIRCLE

PBITABLE=

PBIK4

PBIKS

PBIKE

PBITABLE2=

PLFC/PBIK4

PLFC/PBIKS

PLPP= 0 **PRESENT LOCATION

PLCMA= 0

PLCAK= PLCAK1

PLCAK2

PLCAK3

PLCAK4

PLPLRF-SKN PLPLBUSY

1105 74 500.00

JPG PLNXT

PLPLRF2=

1105 74 500.00

JPG PLINTSTART2

PLLAST= PLLAST-PLCLEAN+1

LAST= ZZLAST