RECOMP II USERS' PROGRAM NO. 1158

PROGRAM TITLE:

FLOATING POINT TO PLOTTER INCREMENT CONVERSION SUBROUTINE

PROGRAM CLASSIFICATION:

Subroutine

AUTHOR:

PURPOSE:

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Given the coordinates of a point (X, Y) as a pair of floating point numbers, compute the number of x and y plotter increments necessary to move the pen from its present position to the given point. This subroutine is to be used in conjunction with the "Line Plotter", "Point Plotter", and "Plot X then Y" subroutines.

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DISCLAIMER

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- 1. <u>Purpose</u>: Given the coordinates of a point (X, Y) as a pair of floating point numbers, compute the number of x and y plotter increments necessary to move the pen from its present position to the given point. This subroutine is to be used in conjunction with the "Line Plotter," "Point Plotter," and "Plot X then Y" subroutines.
- 2. <u>Restrictions</u>: The coordinates of the point must be <u>normalized</u> floating point numbers, and should be consistent with scale factor and available plotting space.
- 3. Method
- 3.1 Let
- X = the value of the x coordinate of the point to which the pen is to be moved
- X = scale factor, defined to be the number of units per inch, for the x coordinate
- x = the value of the x coordinate of the point to which the pen is to be moved in units of plotter increments (1/100 inch)
- xp = the value of the x coordinate of the present position of the pen in units of plotter increments

Y, Y, y, and y_p are similarly defined

3.2 The floating point value X is divided by X / 100, and converted to a fixed point rounded integer to give x; y is similarly computed. The differences

 $\Delta X = x - x_p$ $\Delta Y = y - y_p$

are the required number of plotter increments. Finally, x and y replace x_p and y_p respectively.

- 3.3 The subroutine must be initialized by supplying the two scale factors, X and Y, and the initial position of the pen.
- 4. Use: This subroutine is intended to convert floating point data to the form required by the "Line Plotter," Point Plotter," and "Plot X then Y" subroutines. Thus, calling this routine will be followed by calling one of the above mentioned routines.
- 4.1 Initialization:

Before plotting, the pen should be positioned manually and the following values supplied to the subroutine. This is to be accomplished by storing them in the V-loop and transferring to L_{c} + 30.

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 $X_{x} = x$ coordinate of the initial pen position 7770 $\mathbf{H}^{(1)}$ 11 Ħ n n 72 Y = У $X_s = x$ scale factor in units/inch 74 11 11 11 76 Y = 11 У

X, Y (and X, Y) are given in arbitrary units of the users choice; the scale factors X_s , Y are the desired number of these arbitrary units per inch of pen motion.

4.2 Calling Sequence: Transfer to the origin of the subroutine (L_{λ}) with the following word in the accumulator:

+ 00 XXXX0 + 00 YYYY 0

where XXXX = location of floating point X coordinate īn y YYYY = ." It 11

Return to the next location with $\triangle X$ in the A-register and $\triangle Y$ in the R-register as fixed point integers at b = 39. \triangle X and \triangle Y are the number of plotter increments necessary to move the pen from its present position, to the position specified by the coordinate values X and Y. Note that the output of this subroutine in the exact form required by "Line Plotter," "Point Plotter," and "Plot X then Y" subroutines.

- 4.3 Applications
- 4.3.1 In what follows it is assumed that initialization has been accomplished in accordance with 4.1.

Let

- L origin of "Floating Point to Plotter Increment Conversion" subroutine
- LP = origin of "Line Plotter" subroutine
- PP = origin of "Point Plotter" subroutine
- PXY = origin of "Plot X then Y" subroutine

KW = + OO XXXX O + OO YYYY O

4.3.2 To plot straight line from present pen position to point (X,Y):

CLA KW TRA L TRA LP RETURN

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4.3.3 To move the pen, in the raised position, to the point (X,Y):

CLA KW TRA L TRA PP RETURN

4.3.4 To plot a straight line from present position (X_p, Y_p) to point (X,Y_p), followed by a straight line to (X,Y); i.e., to plot a step in a bar graph:

CLA KW TRA L TRA PXY RETURN

4.4 Reset:

At anytime the pen may be returned to the initial position (X , Y) by

5. Coding Information:

5.1 Locations used:

This routine occupies 57_8 locations (i.e., L_0 to $L_0 + 56$). It destroys both loops and all registers. All locations are used and none are erasable.

5.2 Constants

L + 42, 43 0.5 (floating point)

5.3 Variables

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5.4 This subroutine is relocatable by method of AN-076

6. Remark

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0000.0 + CTL 0000 + CTV 0040 + XAR 0000 + ADD 7762 + CLA 7760 + STA 7766 + FCA 0000 + CTL 0010	0 + TRA 7763.0 0 + TRA 0000.1 0 + STO 0027.0 0 + STA 0016.1 0 + 70 0000.0		- CLA + ARS + CLA + 75 - CLA + TZE	0000.0 0000.0 0000.0 3412.0 0000.0 7534.0	- CLA 0000.0 - 75 3412.0 - CLA 0003.1 - TZE 7534.0
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0020.0 + FDV 7776					
+ FSB 7772 + FSB 7772 + FAD 7772 + ALS 0001 + STA 7765 + XAR 0000 + STO 0041 + XAR 0000	.0 + TRA 7762.1 .0 + XAR 0000.0 .0 + SUB 7765.0 .1 + CLA 7770.0 .0 + ARS 0047.0 .0 + SUB 7771.0	•			

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