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SOFTWARE USED WITH THE FLUX MAPPER AT THE SOLAR PARABOLIC  
DISH TEST SITE

By  
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September 15, 1984

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Jet Propulsion Laboratory  
Pasadena, California

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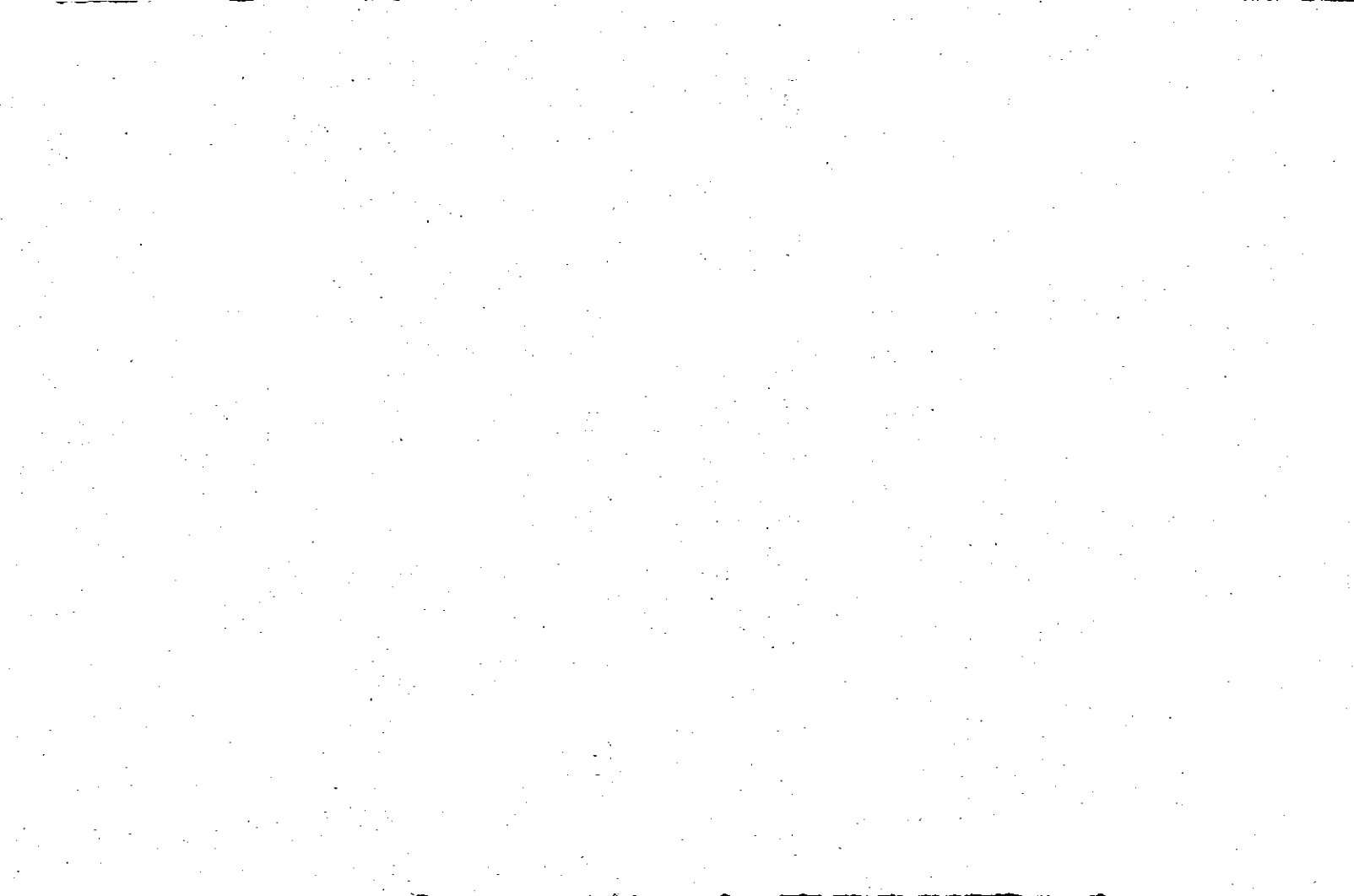
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ABS: Software for data archiving and data display was developed for use on a Digital Equipment Corporation (DEC) PDP-11/34A minicomputer for use with the JPL-designed flux mapper. The flux mapper is a two-dimensional, high radiant energy scanning device designed to measure radiant flux energies expected at the focal point of solar parabolic dish concentrators. Interfacing to the DEC equipment was accomplished by standard RS-232C

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# Software Used with the Flux Mapper at the Solar Parabolic Dish Test Site

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## ABSTRACT

Software for data archiving and data display was developed for use on a Digital Equipment Corporation (DEC) PDP-11/34A minicomputer for use with the JPL-designed flux mapper. The flux mapper is a two-dimensional, high radiant energy scanning device designed to measure radiant flux energies expected at the focal point of solar parabolic dish concentrators. Interfacing to the DEC equipment was accomplished by standard RS-232C serial lines. The design of the software was dictated by design constraints of the flux-mapper controller. Early attempts at data acquisition from the flux-mapper controller were not without difficulty. Time and personnel limitations resulted in an alternative method of data recording at the test site with subsequent analysis accomplished at a data evaluation location at some later time. Software for plotting was also written to better visualize the flux patterns. Recommendations for future or alternative development are discussed. A listing of the programs used in the analysis is included in an appendix.

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## CONTENTS

I.	INTRODUCTION . . . . .	1-1
A.	OVERALL DESIGN PHILOSOPHY . . . . .	1-1
B.	DATA-ACQUISITION HARDWARE . . . . .	1-2
C.	GENERAL PRACTICAL RESTRICTIONS . . . . .	1-2
II.	INITIAL DATA-LOGGING ATTEMPTS . . . . .	2-1
A.	DESIGN PHILOSOPHY . . . . .	2-1
B.	AVAILABLE HARDWARE . . . . .	2-1
C.	SOFTWARE WRITTEN . . . . .	2-1
D.	PROBLEMS ENCOUNTERED . . . . .	2-4
III.	LOGGING METHOD USED . . . . .	3-1
A.	DESIGN PHILOSOPHY . . . . .	3-1
B.	AVAILABLE HARDWARE . . . . .	3-1
C.	SOFTWARE WRITTEN . . . . .	3-1
D.	PROBLEMS ENCOUNTERED . . . . .	3-2
E.	SOFTWARE UPDATES . . . . .	3-2
IV.	DISPLAY SOFTWARE . . . . .	4-1
A.	DESIGN PHILOSOPHY . . . . .	4-1
B.	AVAILABLE HARDWARE . . . . .	4-1
C.	SOFTWARE WRITTEN . . . . .	4-1

V.	RECOMMENDATIONS AND CONCLUSIONS . . . . .	5-1
A.	SOFTWARE RECOMMENDATIONS . . . . .	5-1
B.	HARDWARE RECOMMENDATIONS . . . . .	5-1
C.	CONCLUSIONS . . . . .	5-2

APPENDIXES

A.	LIST OF COMPUTER PROGRAMS . . . . .	A-1
B.	TYPICAL PLOTS OF FLUX-MAPPER DATA. . . . .	B-1

Table

1.	Data File Structure . . . . .	2-2
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## SECTION I

### INTRODUCTION

#### A. OVERALL DESIGN PHILOSOPHY

The flux mapper is a three-dimensional scanning system to measure the high radiant flux levels expected at the focal point of a solar parabolic dish system. The scanning, measurement, and initial storage of the data are handled by the flux-mapper controller. Software was written to enable a Digital Equipment Corporation (DEC) PDP-11/34A minicomputer to archive the data for long-term storage and to display the data collected from the flux-mapper controller in different formats.

The overriding system requirement for the software was compatibility with the output of the flux-mapper controller. The design, fabrication, and software control of the flux mapper were carried out by JPL personnel. The flux-mapper controller is a microprocessor-based system using read-only memory (ROM) to store the acquisition and output routines. Consequently, changes in the software routines from the flux-mapper controller are more difficult to achieve. It was decided that the requirement for compatibility would rest with the PDP-11/34A because the programming was to be done using standard Fortran IV language and compiler. Therefore, changes in gathering of the data from the controller could be made quickly.

Another important design requirement was ease of use in the field. The flux mapper was to be used at the Parabolic Dish Test Site (PDTS) located at the JPL Edwards Test Station (ETS) in the high desert, 120 km northeast of JPL (in Pasadena). The personnel at the PDTS were not extensively trained in minicomputer programming. Also, the small size of the staff precluded the availability of an individual dedicated to the minicomputer system. Therefore, the staff at the PDTS did not have the time nor the expertise to perform significant minicomputer tasks.

Finally, it was felt that error checking of the incoming data from the flux-mapper controller should be included. Incorrect characters would obviously be detrimental to output displays and listings as well as to the archived data. Because the PDP-11/34A minicomputer would receive data from the flux-mapper controller, error checking could only be done as the data were received. This precludes the use of standard methods such as checksums; therefore, a different approach had to be used.

The three above-mentioned overall design requirements were the basis by which all software was designed. These initial decisions were made during the end of 1979 when discussions were first taking place regarding the flux mapper and its interface with the data-acquisition minicomputer system at the PDTS.

## B. DATA-ACQUISITION HARDWARE

The data-acquisition hardware available at the PDTS consisted of a Digital Equipment Corporation PDP-11/34A minicomputer with two removable RK05 disk drives and 256 kilobytes of internal memory. The system also had as supporting peripherals a Kennedy Model 9100 magnetic tape drive, a Versatec Model 1100 printer/plotter, and a Control Data Corporation Model 9766 removable disk drive. In addition, there were interfaces for the various terminals used as well as additional serial ports for access by other devices such as the data loggers. The entire minicomputer system was housed in a mobile trailer located adjacent to the PDTS control room at the test site. All connections between the minicomputer, the terminals, and data loggers (with the exception of the console terminal) were by RS-232C standard serial interfaces. The console terminal communicated by the standard 20-milliamp current loop.

## C. GENERAL PRACTICAL RESTRICTIONS

A significant restriction that was not expected occurred as a result of the operating system used. The multi-user system supplied by Digital Equipment Corporation (DEC) called RSX-11M was used during the entire period of development. Unlike the DEC single-user system, the RT-11, their multi-user system would not permit the use of a ring buffer to store input data. During each cycle, the operating system polls all input devices to determine if a task has been initiated. During this polling procedure, inputs to other ports are not placed into ring buffers for temporary storage until they are polled in turn. This resulted in the possibility of losing input characters from a device while the operating system was polling other devices.

With this problem in mind, it became clear that during transfer of data from the flux-mapper controller to the PDP-11/34A the possibility of data loss would be great if this polling mechanism were left intact. This could cause a significant restriction of implementation of the data-acquisition and archiving software.

## SECTION II

### INITIAL DATA-LOGGING ATTEMPTS

#### A. DESIGN PHILOSOPHY

During the initial phases of the development of the necessary software, the same general design criteria stated previously were used. Compatibility, ease of use, and error checking were of foremost importance in the design of the software.

During software development, accessibility of the flux mapper for testing was limited. Therefore, much of the development of the software had to be done without access to the actual hardware. This necessitated the inclusion of ease of hardware interfacing as a design criterion. And finally, because the equipment was to be used at the PDTs, where the personnel did not have minicomputer or microprocessor expertise, minimal interfacing in terms of training and operator instructions was a desirable criterion.

#### B. AVAILABLE HARDWARE

The available hardware was discussed previously. The flux-mapper controller output, basically an RS-232C serial interface line, was connected to one of the serial inputs of the minicomputer.

#### C. SOFTWARE WRITTEN

The initial software written consisted of a data-acquisition program and a data-output program. Both were written in Fortran IV for the DEC PDP-11/34A minicomputer using the RSX-11M operating system.

The data-acquisition software was written to read the seven-bit ASCII characters that are transmitted from the flux-mapper controller. The format for the data from the flux-mapper controller consists of three types of records: a header record, a set of data records, and an end record.

Each record was identified by a one-character ASCII identifier, followed by the data in a fixed structure. The structures of each type of record are given in Table 1. Note that there was only one header record and only one end record, but there could be many data records.

Each data record represented one traverse of the radiometer probe across the flux mapper. At the end of the traverse, the probe incremented in the perpendicular direction by a preset amount and continued its traverse in the opposite direction. This boustrophedonic motion is evident in the data records as alternating signs on the X spacing entry.

Table 1. Data File Structure

---

Header Record, Once/Scan	
<hr/>	
Header Record Code "H"	A1
Metric/English "M" or "E"	A1
Probe Calibration	A6
Module ID	A2
Test Number	I4
Run ID	I2
Scan ID Number	I3
Software Update Number	I4
Hour	I2
Minute	I2
Second	I2
Month	I2
Day	I2
Year	I2
Probe Type	I1
Scan Type "1" = Rectilinear	I1
Channel 0 Amp Ratio Code	I1
Channel 1 Amp Ratio Code	I1
Channel 2 Amp Ratio Code	I1
Channel 3 Amp Ratio Code	I1
Scale Factor Code	I1
Number of Raster Repeats	I2
Spacing X	F6.2
Raster X Delta	F6.2
Raster Y Delta	F6.2
Initial X Position	F6.2
Initial Y Position	F6.2
Initial Z Position	F6.2
Zero X Position	F6.2
Zero Y Position	F6.2
Zero Z Position	F6.2

---

Table 1. Data File Structure (Cont'd)

Header Record, Once/Scan	
Zero Data Value	F6.2
Reference Intensity Value	F6.2
Local Intensity Value	F7.2
Data Record, Once/Line of Scan	
Data Record Code "D"	A1
Number of Data Points	I3
Hour	I2
Minute	I2
Second	I2
Spacing X and Direction (sign)	F6.2
Reference Intensity at Time HH:MM:SS	F6.2
X Position of Data Point 1	F6.2
Y Position of Data Point 1	F6.2
Data Point 1	F6.2
Data Point 2, etc.	F6.2
End Record, Once/Scan	
End of Scan Code "E"	A1
Reference Intensity	F6.2
Check Sum of Absolute Value of	
All Data Points	F12.2
Summation Value (Negative = Overflow)	I9
Points Summed	I4
Number of Lines	I3
End Hour	I2
End Minute	I2
End Second	I2
End of Scan Character "!"	A1

All entries in all the types of records were separated by a comma. All numerical entries were ASCII characters, with or without a leading positive or negative sign. All floating point numbers required a decimal point in the entry while integers did not. The only character that was not from the above list was the last character of the scan. This character was an "!", ASCII code octal number 41.

The acquisition software accessed the data port and verified the character type and structure of each record. If both were correct, then the information was decoded from ASCII to binary numbers when appropriate and stored on magnetic tape in a binary data file. This procedure was to be accomplished at the end of each complete raster of the flux mapper. At that time, the flux-mapper memory would be initialized and the next raster would be taken.

The initial version of the data-output program was designed to read the binary data file on magnetic tape and print out the numbers as they were gathered from the flux mapper. No initial processing other than formatting of the data was to take place.

#### D. PROBLEMS ENCOUNTERED

Several immediate problems were encountered using these initial versions of the software, including polling with the operating system and transmission. The latter problem was never solved.

As mentioned previously, the polling problem with the operating system placed a severe restriction on data acquisition. During the polling of all serial inputs, the operating system stores characters in a buffer for only the serial input being polled. The other inputs are ignored. The flux-mapper controller transmitted data to the serial port at a regular pattern regardless of the status lines in the RS-232C cable. This regular transmission pattern occasionally overlapped with the operating system's polling of the other ports. The result was that the character transmitted at that time was lost. To overcome this problem, the priority of the data acquisition task was altered.

The RSX-11M operating system features a series of priority levels at which tasks can be assigned. All tasks with the same priority are polled in a round-robin fashion, and all of the users with the same priority level are given an equal opportunity to use the resources of the central processor unit (CPU). Normally, tasks are given a priority level of 50 out of a maximum of 250. Some tasks that require more of the CPU's resources are assigned higher priorities. An example of this is the text editor. It is normally installed at a priority of 65 because its interactive nature requires more of the CPU's resources.

The data-acquisition program required all of the CPU's resources for recording transmitted data from the flux-mapper controller. The acquisition program was installed at a high priority, 249, prior to execution. At execution, this task occupied virtually all of the CPU's resources and,



therefore, gathered all the data without difficulty. However, monopolizing all of the resources essentially rendered the multi-user system a single-user system.

During initial use of the acquisition software, it was found that decode errors were occurring in the data string. These errors occurred randomly in the string, but in each occurrence the program would abnormally exit and abnormally close the binary data file on magnetic tape as a file of zero length. This was particularly annoying when the program would fail and all but the last few scans had been transmitted. In addition, this zero-length file on magnetic tape presented problems of playback of subsequently recorded data and also used a file name for null data.

It was suggested that perhaps the flux-mapper controller had transmitted the incorrect character, causing the program to fail. This was checked by recording the output of the flux-mapper controller onto a digital data cassette tape unit. When several runs of the same set of data were recorded onto the cassette, a direct playback showed that these errors did not occur in every run nor at the same location of the run in which they occurred.

It was decided that, to minimize the procedure for the personnel at the PDTS, the option of the analysis and printout immediately after a test was abandoned. Instead, the acquisition of the data was ensured in a simple way. The method used was the digital data cassette recorder mentioned above. At the end of each raster scan, the PDTS personnel transmitted the data from the flux-mapper controller to the digital data cassette three times. The cassette was then sent to JPL for archiving and printout. The three runs ensured that at least one complete and correct run had been stored.

The digital data cassette recorder presented its own set of problems. In the record mode, the cassette fills a buffer and then transfers the data to tape in a single block. If the recorder was switched from the record mode, the data in a partially filled buffer was not transferred to tape; it was lost. Therefore, the recorder, once set to record mode, was left in record mode until all rasters of all the tests had been recorded for that particular day. The recorder presented a problem when tapes were recorded on one side and then reversed. Data on the first side appeared to be erased. The staff at the PDTS was instructed not to reverse the tapes. With these instructions, the data was archived and printed at JPL at a later time.

Finally, the use of the digital data cassette recorder allowed the PDP-11/34A to be used to acquire data from the Acurex Autodata-Nine data logger during the flux-mapper runs. The data-acquisition program monitored the data for various warnings, such as low cooling water flow, and displayed this information on a monitor. The data-acquisition program for the data loggers and for the flux-mapper controller are mutually exclusive tasks because of the nature of the operating system. It was felt that the warning alarms were an additional bonus.



## SECTION III

### LOGGING METHOD USED

#### A. DESIGN PHILOSOPHY

The software was designed with three general design criteria in mind: compatibility with the flux-mapper controller, ease of use in the field, and error-checking capability. A large trade-off resulted for the criterion of ease-of-field use; thus, processing the data was made much more difficult.

#### B. AVAILABLE HARDWARE

The digital data cassette recorders, originally purchased as a backup unit for the data loggers, proved to be the important link between the flux-mapper controller and the PDP-11/34A. Two recorders, one at the test site for the recording of data and one at JPL for playback of data, were available. The one at the test site was set to the output characteristics of the flux mapper. The unit at JPL for data replay was set to an available port. The tapes used were cassette tapes of digital computer quality that contained archived as well as processed data.

#### C. SOFTWARE WRITTEN

The use of the digital data cassette recorders altered the original software tasks. The software tasks were subsequently divided into three parts: (1) software to read the data from cassette tape and write onto a disk storage medium, (2) software to read from the disk storage medium and transfer to a nine-track magnetic tape for archiving, and (3) software to print out the results from magnetic tape.

The program to read the data from cassette tape and place it onto disk storage media was called CASTAP.FTN. This program had to be an installed task with logical unit number 3 reassigned to the input port. This task also required a high priority to bypass the polling option. (See the RSX-11M V.3.1 operator's manual for details.)

The program CASTAP transferred a given raster scan from the data cassette to a file on disk. The actual ASCII characters were transferred -- no conversion of any type was made on the data elements. The program allowed the entry of the disk file name and allowed the selection of the scan to be stored on disk. The scan numbering system started with the present scan and incremented each time that the end of scan character, the "!", was found. At the conclusion of the data transfer to disk, the cassette recorder was turned off by the program.

The next step was to visually check the data file for incorrect characters. This was a rather poor method of error checking, but considering the limits of time and personnel available, it was the only one possible. The most common extraneous characters found in a record were lower-case characters and carriage returns embedded in data records. On finding errors, one of two options was available. The entire scan could be rerecorded, using one of the other three scans recorded; or a visual inspection of the data cassette rasters, using the data cassette recorder playing back directly into a terminal, would display the data from one of the other scans. The data in the disk file could then be changed to the correct value by using the text editor. To ensure that the file was examined, a comma, ",", had to be added to the end of the disk data file following the end of raster character, the "!". If this comma were not added, then the file was deemed incomplete, and the archiving program would abort abnormally.

The program to transfer the data from disk to a binary file on nine-track magnetic tape was called FMPCAS.FTN. This program read the ASCII file on disk, checked the record structure, decoded the ASCII to binary, and stored the binary in a nine-track magnetic tape to be initialized, if new, and be software-mounted. The magnetic tape file was opened as a Fortran logical unit and interfaced with the operating system.

Once the program had been transferred to magnetic tape, the data could be printed out onto the line printer using the program FMPRINT.FTN. This program required the input of the data file name as well as requiring that the magnetic tape be mounted. Each file had to be called separately for printing; however, several copies could be produced with each call of this program.

#### D. PROBLEMS ENCOUNTERED

The problems with the software were quite evident. The delay between acquisition at the PDTS and the final printout, the slowness of the acquisition itself, and the tedious data scanning using the editor were all problems that would have been attacked, had there been time and personnel available. Twice a year, perhaps, rasters were taken over the course of a two-week period. This operation, therefore, was relatively infrequent and not commanding priority of time and personnel.

#### E. SOFTWARE UPDATES

From this version of the acquisition software, a major alteration to the data format was executed by the flux-mapper-controller programming group. Engineers analyzing the flux-mapper data requested time information for each scan. Because a typical complete raster would normally take from one-half hour to one-and-one-half hours, it was felt that these data would be very important in correlating the flux-mapper intensities to weather data such as insolation. The programmers added time information at the beginning of each data record. In addition, the output order was changed to its present boustrophedonic form. Both these changes occurred in June 1981. The software used for data acquisition included these changes. The plotting software (see below) included both formats.

## SECTION IV

### DISPLAY SOFTWARE

#### A. DESIGN PHILOSOPHY

It was decided that a three-dimensional plot of the flux-mapper information would be the best way to represent the data for quick review. (See Appendix B.) It was felt that the plots should be easily understandable. Flexibility in plotting was also considered an important criterion. Viewing the flux map from various angles would greatly aid in understanding the resulting patterns. The plots were designed to provide the data in a uniform manner to allow easy comparison between rasters of different distances from the focal plane.

#### B. AVAILABLE HARDWARE

The same basic minicomputer hardware was available. For printing and plotting, a Versatec Model 1100 electrostatic printer/plotter was used. The associated software to interact with the plotter portion of the device was purchased also from Versatec specifically for RSX-11M version 3.1.

#### C. SOFTWARE WRITTEN

The display software was a set of programs to input, reformat, calculate, and plot the flux-mapper raster data into a three-dimensional plot viewed from any location. The software was modeled after a plotting package in use on the Univac 1100 computer at the time of this development. Because of the size of the task involved, three separate major programs were written, along with several other minor programs.

The first minor program, TPDK.FTN, read the data from the nine-track magnetic tape and transferred it to a general file on disk in the appropriate format. The same general file name on disk was used each time the program was called. Because the program accessed the tape file as a Fortran logical unit, the magnetic tape had to be software-mounted.

The first major program, GPLOT1D.FTN, read the data from the disk file and reformatted it for use by the other plotting routines. This routine also determined the type of plot desired, such as which view and the presence of contour lines.

The second major program, GPLOT2D.FTN, performed the actual three-dimensional calculations, including the hidden line algorithm. The results were then placed in a file for final plotting in the last phase.

The third major program, PLOTERRD.FTN, took the output from the previous file and created the Versatec plotter file. In this program, all of the interfacing to the Versatec software was included. A short, 30-character title was also requested as well as changes in scale factor. The resulting files, VECTRL.BIN and PARM.BIN, contain the plotting instructions for the Versatec plotter.

The last step was to invoke the plotter, using the Versatec-supplied program, RASM.TSK. This program accessed VECTRL.BIN and PARM.BIN to produce the actual plots.

A set of modified versions of the major plotting programs was created for use at the PDTS. The number of optional features, such as viewing location, were fixed. These were denoted as FPLOT1.FTN, FPLOT2.FTN, and PLOTERRD.FTN.

A second set of modified versions was created to view the plot from directly overhead, namely, a contour plot showing isointensity lines of solar radiation. The same general steps were followed in this set of programs, named CPLOT.FTN, CDRIVE.FTN, and SUMRAD.FTN.

These plots, combined with the data printouts, provided a complete picture of the solar irradiation.

## SECTION V

### RECOMMENDATIONS AND CONCLUSIONS

#### A. SOFTWARE RECOMMENDATIONS

The software recommendations discussed here would have been implemented, given sufficient time and personnel. Because of the software's infrequent use, most of the changes and modifications were made either just prior to or immediately after its use, when its priority was high.

The plots and data printouts were analyzed and used by JPL personnel. The filing system that was used did not match the one used by the data-acquisition software. Much of the correlation of older data has been from descriptive information included on the plots and printouts. It would have been very useful to provide more space for descriptive information on both the plots and printouts.

The operating system and the problem with the system polling may have required some system programming modification. At the time, no available personnel had the expertise to examine the problem. Also, the operating system was an older, unsupported version. The newer versions may, in fact, alleviate or mitigate this buffer/polling problem.

The tedious work of going through the disk file after transfer from the digital data cassette using the text editor might have been alleviated by a program that would scan the ASCII data for inappropriate characters. Time did not permit the writing of this program.

Finally, with the correct type of hardware, it should be possible to reproduce the three-dimensional flux-mapper plots on a video terminal equipped for graphics output. With interactive features, this would allow for easier interpretation of data plots.

#### B. HARDWARE RECOMMENDATIONS

During the initial checkout of the software, the unavailability of the flux-mapper hardware made correction and modification difficult. It would have been helpful if a hardware simulator had been available. An alternative would have been to perform all of the development work, both hardware and software, in one location.

The Versatec printer/plotter was an older model, no longer in production. It normally required several minutes to produce a plot. A faster plotter would have been useful.

## C. CONCLUSIONS

The flux-mapper software, as the flux mapper itself, was a laboratory tool. Although the use of the software was cumbersome at times, it consistently provided useful plots and printouts to evaluate the performance of point-focusing parabolic dishes.



## APPENDIX A

### LIST OF COMPUTER PROGRAMS

This Appendix contains one of the representative sets of programs used to analyze and plot the flux-mapper data. The set included herein is the standard set used for analysis of most flux-mapper runs. This software was available to the PDTs staff; analysis of data contained on digital cassettes was usually performed at the main JPL facility.

The programs included in this representative set of software are

FMTDPK.FTN	Flux-mapper mag tape to disk program
FLOT1.FTN	First stage of the field three-dimensional plot system
SET32.FTN	Subroutine for three-space to two-space transformation
CLSET.FTN	Subroutine to calculate contour values
FLOT2.FTN	Second stage of the field three-dimensional plot system
SEG.FTN	Subroutine to write plotting data into a file
CTCELL.FTN	Subroutine to compute contour lines
DRAW.FTN	Subroutine to draw visible part of a line between two points
PLOT.FTN	Third stage of the field three-dimensional plot system

All of the software generated for the flux-mapper task is not included here due to space constraints. Copies of this software were transferred to Sandia National Laboratories-Albuquerque (SNLA) and are available through that organization.

Major software packages developed for the flux mapper but not listed in this Appendix include the following:

CPLT.CMD	Command file to run contour plot software system
CPLT.FTN	First stage of contour plot system
CPLTO.FTN	First stage of contour plot system for old flux-mapper files
CDRIVE.FTN	Second stage of contour plot system
GPLOT.CMD	Command file to run generalized plot software system
GPLOT1D.FTN	First stage of generalized three-dimensional plot system
GPLOT2D.FTN	Second stage of generalized three-dimensional plot system
PLOT.RD.FTN	Third stage of generalized three-dimensional plot system
SUMEVN.FTN	Superimposes two flux-mapper files of unequal size
SUMPRT.FTN	Prints flux-mapper data to printer
SUMRAD.FTN	Integrates flux over a user-defined area
SUMRADO.FTN	Integrates flux over a user-defined area for old flux-mapper files
SUMUP.FTN	Adds the contents of two flux-mapper files together

All of the above software was available for use by the PDTs staff. However, only the standard field packages included in this Appendix were consistently used.



```

C
C      FMTPDK.001
C
C      Flux mapper tape to disk program.
C      This program is designed to
C      dump the contents of the flux mapper
C      tape onto disk for plotting
C      and other uses.
C
C      JPL PFDRT. Written by Stephen Ritchie
C
C      .001 15-SEP-80 INITIAL VERSION
C
C      LINK: Uses standard libraries
C
C*****
      LOGICAL*1 IY,YY,ICD,FILE(14),BK(14),IN,
* NE
      DIMENSION DTA(64),ISCOM(41),RDTA(64)
      INTEGER TM(3),Z,Y,HDR(9),STYPE,DAY,YEAR,RID,TPROBE,PCAL(3),SID,
*END,SUNO,CSF(4),SFC,TNO
      REAL LIV
      DATA YY/'Y'/
      DATA FILE/'M','T','O',':','F','M','O','O','O','O','.',',D',
* 'A','T'/
      DATA IHR/'FH'//,IDR/'FD'//,ITR/'FE'/
      ITAPE = 4
      TYPE *, ' Enter Flux mapper file name in XXXX.YYY format'
      ACCEPT 902,(FILE(I),I=5,14)
C      TYPE 903,FILE
      CALL ASSIGN (ITAPE,FILE,14)
      REWIND ITAPE
      NO = 1
      OPEN (UNIT=1,NAME='TEMP.DAP',TYPE='NEW',FORM='UNFORMATTED',
*ACCESS='DIRECT',ASSOCIATEVARIABLE=NO,RECORDSIZE=100,DISP='SAVE')
      READ (ITAPE)
      READ (ITAPE)
      READ (ITAPE)
      READ (ITAPE)
      READ (ITAPE)(ISCOM(I),I=1,10)
      WRITE (1'NO) (ISCOM(I),I=1,10)
      READ (ITAPE)IH
      IF (IH.EQ.IHR) GO TO 20
      TYPE 905,IH
      GO TO 50
20  READ (ITAPE)METRIC,PCAL,MODID,TNO,RID,SID,SUNO,TM,MONTH,DAY,
*YEAR,TPROBE,STYPE,CSF,SFC,NRR,SX,DX,DY,XI,YI,ZI,ZX,ZY,ZZ,ZDV,RIV,
*LIV
      WRITE (1'NO)IH,METRIC,PCAL,MODID,TNO,RID,SID,SUNO,TM,MONTH,DAY,
*YEAR,TPROBE,STYPE,CSF,SFC,NRR,SX,DX,DY,XI,YI,ZI,ZX,ZY,ZZ,ZDV,RIV,
*LIV
23  READ (ITAPE)ID
      IF (ID.EQ.IDR) GO TO 25
      IF (ID.EQ.ITR) GO TO 29
      TYPE 910,ID

```

```

      GO TO 50
25    READ (ITAPE) N,I1,I2,I3,(DTA(I),I=1,N)
C    IF (DTA(1).GE.0.0) GO TO 27
      GO TO 27
C    RE-ORDERING INPUT DATA
      DO 26 I=5,N
      JJ = 65 - I
      RDTA(JJ) = DTA(I)
26    CONTINUE
      WRITE(1'NO) ID,N,dta(1),dta(2),dta(3),dta(4),(RDTA(I),I=JJ,60)
      GO TO 28
27    WRITE(1'NO) ID,N,(DTA(I),I=1,N)
28    CONTINUE
      GO TO 23
29    CONTINUE
      READ(ITAPE)RIN,SCS,SV,NPS,NLINES,IER,IEM,IES
      WRITE (1'NO) ID,RIN,SCS,SV,NPS,NLINES,IER,IER,IER
      CLOSE (UNIT=1)
      CALL CLOSE (ITAPE)
50    STOP
901   FORMAT (A1)
902   FORMAT (20A1)
903   FORMAT (1H 10010)
904   FORMAT (1H F7.2)
905   FORMAT (' HEADER RECORD DOES NOT MATCH',A2)
910   FORMAT (' DATA RECORD DOES NOT MATCH',A2)
      END

```

```

PROGRAM FPL0T1
LOGICAL*1 YY,DILE(10),ODILE(8),IY,BELL
DIMENSION X(33),Y(33),Z(1089),M(2178),
*      S(6),DTA(40),Y1(33)
DIMENSION MXS(2),MXF(2),MXJ(2),MYS(2),MYF(2),MYJ(

COMMON /SRFBLK/ LIMU(1024),LIML(1024),CL(41),NCL,
*      IL,FACT,IROT,NDRZ,
*      NUPPER,NRSWT,BIGD,UMIN,
*      UMAX,VMIN,VMAX,RZERO,
*      NOFFP,NSPVAL,SPV,BIGEST
COMMON /PWRZ1/ XXMIN,XXMAX,YYMIN,YYMAX,
*      ZZMIN,ZZMAX,DELCRT,EYEX,
*      EYEV,EYEZ
COMMON /SET/CVAL(10),NCHAR,IHEAD(10),XDIST,NON,NVAL
COMMON /SEIN/ NN
DATA BELL/'7'/
DATA SPVAL,IOFFP/0.0,0/,YY/'Y'/
DATA STEREO /0.0/
DATA IFR,ISTP,IROTS,IDRX,IDRY,IDRZ,IUPPER,ISKIRT,NCLA/
*      1, 0, 0, 1, 1, 0, 0, 0, 6/
DATA THETA,HSKIRT,CHI,CLO,CINC/
*      .02, 0., 0., 0., 0./
DATA S/40.,10.,10.,0.,0.,0./MDZ,NX,NY,NCHAR/33,33,33,10/
NRSWT = 0
IEND = -9999
ISPVAL = -999
BIGEST = 1.E37
END = -9999.
NO = 1
TYPE *, ' THIS PROGRAM PERFORMS A 3-D PLOT OF FLUX MAPPER DATA'
OPEN(UNIT=4,NAME='TEMP.DAP',TYPE='OLD',FORM='UNFORMATTED',
IACCESS='DIRECT',ASSOCIATEVARIABLE=NO,RECORDSIZE=100)
905 FORMAT (10A1)
906 FORMAT (8A1)
30 CONTINUE
TYPE *, ' Enter number of X points in scan, INTEGER'
ACCEPT 911,NX
TYPE *, ' Enter number of Y lines in scan, INTEGER'
ACCEPT 911,NY
911 FORMAT (I5)
907 FORMAT (10A2)
TYPE *, ' Do you want Front(1) or Side(2) view? Enter 1 or
* 2 INTEGER'
ACCEPT 911,NV
IF (NV.EQ.1) GO TO 304
S(1) = 10.
S(2) = 40.
304 CONTINUE
908 FORMAT (F7.2)
305 TYPE *, ' Do you want contours? Y(es) or N(o)'
ACCEPT 905,IY
IF (IY.GT.8288) IY = IY - 32
IF (IY.EQ.YY) IDRZ = 1
READ (4'NO)
READ (4'NO)IH,MM,M1,M2,M3,M4,M5,M6,M7,M8,M9,N,N1,N2,N3,N4,N5,N6,

```

```

* N7,N8,N9,I1,I2,I3,DDX,X1,X2,X(1),X3,X4,X5,X6,X7,X8,X9,X10
  IF (I2.EQ.0) AIJ = .0125
  IF (I2.EQ.1) AIJ = .5
  IF (I2.EQ.2) AIJ = 1.
  IF (I2.EQ.3) AIJ = 2.
  IF (I2.EQ.4) AIJ = 5.
  IF (I2.EQ.5) AIJ = 10.
  IF (I2.EQ.6) AIJ = 20.
  IF (I2.EQ.7) AIJ = 50.
  IF (I2.EQ.8) AIJ = 100.
  IF (I2.EQ.9) AIJ = 200.
  DO 31 I=2,NX
    X(I) = X(I-1) + DEX
31  CONTINUE
    X1G = X(1)
    X2G = X(NX)
    KSWT = 0
    KFLG = 0
    TYPE *, ' IS DATA PRE-JUNE 1981? (Y/N)'
    ACCEPT 905,IY
    IF (IY.GT.98) IY = IY -32
    IF (IY.NE.IY) KFLG = 1
    DO 38 K=1,NY
      READ (4'NO')IC,N,(DTA(I),I=1,N)
      Y1(K) = DTA(4)
      IF (N.EQ.NX+4) GO TO 32
      KCK = N
      N = NX + 4
      TYPE *, ' ***** WARNING, NOT ENOUGH X VALUES *****'
      JKX = KCK - 4
      TYPE 917,JKX
917  FORMAT (' ONLY',I3,' VALUES FOR X')
      TYPE 918,BELL
      TYPE 918,BELL
918  FORMAT (1H A1)
32  CONTINUE
      IF (KFLG.EQ.1) GO TO 34
      DO 33 J=5,N
        Z(J-4+NX*(K-1)) = DTA(J)
        ZCMAX = AMAX1(ZCMAX,DTA(J))
33  CONTINUE
      GO TO 38
34  IF (KSWT.NE.0) GO TO 36
      DO 35 J=5,N
        Z(J-4+NX*(K-1)) = DTA(J)
        ZCMAX = AMAX1(ZCMAX,DTA(J))
35  CONTINUE
      KSWT = 1
      GO TO 38
36  DO 37 J=5,N
        Z(J-4+NX*(K-1)) = DTA(N+5-J)
        ZCMAX = AMAX1(ZCMAX,DTA(N+5-J))
37  CONTINUE
      KSWT = 0
38  CONTINUE

```

```

        IF (KFLG.EQ.1) GO TO 40
        DO 39 J=1,NY
        Y(J) = Y1(NY-J+1)
39      CONTINUE
        GO TO 42
40      DO 41 J=1,NY
        Y(J) = Y1(J)
41      CONTINUE
42      CONTINUE
        CLOSE (UNIT=4)
C      PRINT' 901,X,Y,Z
        Y1G = Y(1)
        Y2G = Y(NY)
        ZCMAX = ZCMAX*AIJ
901     FORMAT (1H 9E14.7)
        NON = 1
        MDXX = MDZ
        NNXX = NX
        NNYY = NY
        STER = STEREO
        NXP1 = NNXX + 1
        NYP1 = NNYY + 1
        NLA = NCLA
        NSPVAL = ISPVAL
        NOFFP = IOFFP
        SPV = SPVAL
        NDRZ = IDRZ
        IF (IDRZ.NE.C)
*      CALL CLSET(Z,MDXX,NNXX,NNYY,CHI,CLO,CINC,NLA,40,CL,NCL,
*              ICNST,NOFFP,SPV,BIGEST)
        IF (IDRZ.NE.C) NDRZ = 1 - ICNST
        STHETA = SIN(STER*THETA)
        CTHETA = COS(STER*THETA)
        RX = S(1) - S(4)
        RY = S(2) - S(5)
        RZ = S(3) - S(6)
        D1 = SORT(RX*RX+RY*RY+RZ*RZ)
        D2 = SQRT(RX*RX+RY*RY)
        DX = 0.
        DY = 0.
        IF (STEREO.EQ.0.) GO TO 102
        D1 = D1*STEREO*THETA
        IF (D2.GT.0.) GO TO 101
        DX = D1
        GO TO 102
101     AGL = ATAN(RX/-RY)
        DX = D1*COS(AGL)
        DY = D1*SIN(AGL)
102     IROT = IROTS
        NPIC = 1
        IF (STER.NE.0.) NPIC = 2
        FACT = 1.
        IF (NRSWT.NE.0) FACT = RZERO/D1
        IF (ISTP.EQ.0.AND.STER.NE.0.) IROT = 1
        XDIST = .5*((1024./102.)-.18*FLOAT(NCHAR))

```

```

IPIC = 1
  NUPPER = IUPPER
  SIGN1 = IPIC*2 - 3
  EYEX = S(1) + SIGN1*DX
  POIX = S(4) + SIGN1*DX
  EYEX = S(2) + SIGN1*DX
  POIY = S(5) + SIGN1*DX
  EYEZ = S(3)
  POIZ = S(6)
  LL = 0
  CALL SET32(POIX,POIY,POIZ,EYEX,EYEX,EYEZ,1)
  LL = IPIC + 2*ISTP + 3
  IF (STER.EQ.C.) IL = 1
  IF (NRSWT.NE.C) GO TO 107
  XXMIN = X(1)
  XXMAX = X(NNXX)
  YYMIN = Y(1)
  YYMAX = Y(NNYY)
  UMIN = BIGEST
  VMIN = BIGEST
  ZZMIN = BIGEST
  UMAX = - UMIN
  VMAX = -VMIN
  ZZMAX = -ZZMIN
C  PRINT 901,UMIN,UMAX,VMIN,VMAX,ZZMIN,ZZMAX
  DO 104 J=1,NYY
    DO 103 I=1,NXX
      ZZ = Z(I+NX*(J-1))
      IF (NOFFP.EQ.1.AND.ZZ.FQ.SPV) GO TO 103
      ZZMAX = AMAX1(ZZMAX,ZZ)
      ZZMIN = AMIN1(ZZMIN,ZZ)
      CALL SET32(X(I),Y(J),Z(I+NX*(J-1)),UT,VT,DU,2)
      UMAX = AMAX1(UMAX,UT)
      UMIN = AMIN1(UMIN,UT)
      VMAX = AMAX1(VMAX,VT)
      VMIN = AMIN1(VMIN,VT)
103    CONTINUE
104  CONTINUE
C  PRINT 901,UMIN,UMAX,VMIN,VMAX,ZZMIN,ZZMAX
  WIDTH = UMAX-UMIN
  HIGHT = VMAX-VMIN
  DIF = .5*(WIDTH+HIGHT)
C  PRINT 901,WIDTH,HIGHT,DIF
  IF (DIF) 105,107,106
105  UMIN = UMIN + DIF
  UMAX = UMAX - DIF
  GO TO 107
106  VMIN = VMIN - DIF
  VMAX = VMAX + DIF
107  CALL SET32(POIX,POIY,POIZ,EYEX,EYEX,EYEZ,1)
C  TYPE 900,NXX,NYY
900  FORMAT (1H 13010)
  DO 109 J=1,NYY
    DO 108 I=1,NXX
      CALL SET32(X(I),Y(J),Z(I+NX*(J-1)),UT,VT,DU,2)

```



```

          M(2*I-1+2*NNXX*(J-1)) = UT
          M(2*I+2*NNXX*(J-1)) = VT
C      PRINT 910,I,J,M(1,I,J),I,J,M(2,I,J)
910    FORMAT (1H 2(2I3,2X,I5,7X))
C      PRINT 900,M(1,I,J),M(2,I,J)
C      PRINT 901,UT,VT
108    CONTINUE
109    CONTINUE
      DO 110 K=1,1024
      LIMU(K) = 0
      LIML(K) = 1024
110    CONTINUE
      NXPASS = 1
      IF (S(1).GE.X(NNXX)) GO TO 113
      IF (S(1).LE.X(1)) GO TO 114
      DO 111 I=2,NNXX
          LX = I
          IF (S(1).LE.X(I)) GO TO 112
111    CONTINUE
112    MXS(1) = LX-1
      MXJ(1) = -1
      MXF(1) = 1
      MXS(2) = LX
      MXJ(2) = 1
      MXF(2) = NNXX
      NXPASS = 2
      GO TO 115
113    MXS(1) = NNXX
      MXJ(1) = -1
      MXF(1) = 1
      GO TO 115
114    MXS(1) = 1
      MXJ(1) = 1
      MXF(1) = NNXX
115    NYPASS = 1
      IF (S(2).GE.Y(NNYY)) GO TO 118
      IF (S(2).LE.Y(1)) GO TO 119
      DO 116 J=2,NNYY
          LY = J
          IF (S(2).LE.(Y(J)+.02)) GO TO 117
116    CONTINUE
117    MYS(1) = LY - 1
      MYJ(1) = -1
      MYF(1) = 1
      MYS(2) = LY
      MYJ(2) = 1
      MYF(2) = NNYY
      NYPASS = 2
      GO TO 120
118    MYS(1) = NNYY
      MYJ(1) = -1
      MYF(1) = 1
      GO TO 120
119    MYS(1) = 1
      MYJ(1) = 1

```

```

        MYF(1) = NNYY
120  NN = 1
C    PRINT 901,X,Y
C    PRINT 901,Z
C    PRINT 901,XXMIN,XXMAX,YYMIN,YYMAX,ZZMIN,ZZMAX,DELCRT
C    PRINT 901,EYEX,EYFY,EYEZ,FACT,BIGD,BIGEST,RZERO
C    PRINT 901,UMIN,UMAX,VMIN,VMAX
C    PRINT 900,IHEAD,NCL,LL,IROT,NDRZ,NUPPER,NRSWT,NOFFP,NSPVAL
      OPEN (UNIT=3,NAME='SCRT.DAT',TYPE='NEW',FORM='UNFORMATTED',
* ACCESS='DIRECT',ASSOCIATEVARIABLE=I,N,RECORDSIZE=1090)
      WRITE (3'NN')IHEAD,X,Y,XXMIN,XXMAX,YYMIN,YYMAX,ZZMIN,ZZMAX,
*DELCRT,EYEX,EYFY,EYEZ,NCL,LL,FACT,IROT,NDRZ,NUPPER,NRSWT,
*BIGD,UMIN,UMAX,VMIN,VMAX,RZERO,NOFFP,NSPVAL,SPV,BIGEST,CL
* ,NX,NY,MDZ,X1G,X2G,Y1G,Y2G,ZCMAX,ALJ
C    PRINT 900,LIMU
      WRITE (3'NN')(LIMU(I),I=1,1024)
C    PRINT 900,LIML
      WRITE (3'NN')(LIML(I),I=1,1024)
      WRITE (3'NN')(M(I),I=1,2178)
      WRITE (3'NN')(Z(I),I=1,1089)
C    PRINT 901,RX,RY,HSKIRT,XDIST,CVAL,S,CL
C    PRINT 900,NXPASS,NYPASS,MXS,MXF,MXJ,MYS,MYF,MYJ,IDAY,NCHAR
C    PRINT 900,NON,NVAL
      WRITE (3'NN')NXPASS,NYPASS,MXS,MXF,MXJ,MYS,MYF,MYJ,RX,RY,IDAY,
*      HSKIRT,NDRZ,XDIST,CVAL,NCHAR,NON,NVAL,S,NNXX,NNYY,MXX,ISKI

      CALL SET32 (X(1),Y(1),Z(1),UT,VT,DUM,3)
      CLOSE (UNIT=3)
      STOP
      END

```

SUBROUTINE SET32(X,Y,Z,XT,YT,ZT,KFLAG)

This routine implements the 3-space to 2-space transformation by Kuber, Szabo, and Giulieri, The Perspective Representation of Functions of Two Variables, J. ACM 15, 2 193-204,1968

X,Y,Z Are the 3-space coordinates of the intersection of the line of sight and the image plane. This point can be thought of as the point looked at.

XT,YT,ZT Are the 3-space coordinates of the eye position.

KFLAG = 2 arguments

X,Y,Z Are the 3-space coordinated of a point to be transformed.

XT, YT The results of the 3-space to 2-space transformation.

ZT Not used.

If LL(in COMMON)=0, XT and YT are in the same scale and X,Y Z.

The variable KFLAG has two possible variables

1-compute intersection of line of sight

2-transform from 3-space to 2-space

NOTE!!!!!!!!!!!!

The KFLAG=3,4 are special debugging flags and are not part of the plot package.

```
COMMON /PWFZ1/ XXMIN ,XXMAX ,YYMIN ,YYMAX ,
*             ZZMIN ,ZZMAX ,DELCRT ,EYEX ,
*             EYEX ,EYEZ
COMMON /SRFELK/ LIMU(1024) ,LIML(1024) ,CL(41) ,NCL ,
*             LL ,FACT ,IROT ,NDRZ ,
*             NUPPER ,NRSWT ,BIGD ,UMIN ,
*             UMAX ,VMIN ,VMAX ,PZERO ,
*             NOFFP ,NSPVAL ,SPV ,BIGEST
COMMON /SETN/ NN
DIMENSION NLU(7) ,NRU(7) ,NBV(7) ,NTV(7)
```

picture corner coordinates for LL=1

DATA NLU(1),NRU(1),NBV(1),NTV(1)/10,1014,10,1014/

picture corner coordinates for LL=2

DATA NLU(2),NRU(2),NBV(2),NTV(2)/10, 924,50, 964/

picture corner coordinates for LL=3

DATA NLU(3),NRU(3),NBV(3),NTV(3)/100,1014,50,964/

picture corner coordinates for LL=4

DATA NLU(4),NRU(4),NBV(4),NTV(4)/10,1014,10,1014/

```

C
C picture corner coordinates for LL=5
C
DATA NLU(5),NRU(5),NBV(5),NTV(5)/10,1014,10,1014/
C
C picture corner coordinates for LL=6
C
DATA NLU(6),NRU(6),NBV(6),NTV(6)/10, 512,256,758/
C
C picture corner coordinates for LL=7
C
DATA NLU(7),NRU(7),NBV(7),NTV(7)/512,1014,256,758/
GO TO (1,2,3,4) KFLAG
1 JUMP3 = 104
IF (NOFFP.EQ.1) JUMP3 = 103
AX = X
AY = Y
AZ = Z
EX = XT
EY = YT
EZ = ZT
C
C As much computation as possible is done during execution of
C SET32 since the transformation is called many times for each
C call to SET32.
C
DX = AX - EX
DY = AY - EY
DZ = AZ - EZ
C
C A more careful computation of direction Cosines.
C
D = 0.
T = AMAX1(ABS(DX),ABS(DY),ABS(DZ))
C PRINT 901,AX,AY,AZ,EX,EY,EZ,DX,DY,DZ,T
C PRINT 900,NOFFP
900 FORMAT (1H 120010)
901 FORMAT (1H 9E14.7)
IF (T.EQ.0.0) GO TO 30
R1 = DX/T
R2 = DY/T
R3 = DZ/T
D = SQRT(R1*R1 + R2*R2 + R3*R3)
C
C If D isn't ZERO.....
C
COSAL = R1/D
COSBE = R2/D
COSCA = R3/D
D = D*T
GO TO 40
C
C If D is ZERO, ray has no direction: assign direction down
C X-axis.

```

```

C
30  CONTINUE
    COSAL = 1.
    COSBE = 0.
    COSGA = 0.
40  CONTINUE
    AL = ACOS(COSAL)
    BE = ACOS(COSBE)
    GA = ACOS(COSGA)
    SINGA = SIN(GA)
C    PRINT 901,R1,R2,R3,D,COSAL,COSBE,COSGA,AL,BE,GA,SINGA
C    PRINT 900,IL
    JUMP2 = 110
    IF (LL.EQ.0) GO TO 101
    JUMP2= 108
    DELCRT = NRU(LL)-NLU(LL)
    UO = UMIN
    VO = VMIN
    U1 = NLU(LL)
    V1 = NBV(LL)
    U2 = NRU(LL) - NLU(LL)
    V2 = NTV(LL) - NBV(LL)
    IF(UMAX-UMIN) 52,51,52
51  U3 = 0.
    GO TO 53
52  U3 = U2/(UMAX-UMIN)
53  CONTINUE
    IF (VMAX-VMIN) 55,54,55
54  V3 = 0.
    GO TO 56
55  V3 = V2/(VMAX-VMIN)
56  CONTINUE
    U4 = NRU(LL)
    V4 = NTV(LL)
C    PRINT 901,UO,VO,U1,V1,U2,V2,U3,V3,U4,V4,UMAX,VMAX
C    PRINT 900,NRSWT
    IF (NRSWT.EQ.0) GO TO 101
    UO = -BIGD
    VO = -BIGD
    U3 = U2/(2.*BIGD)
    V3 = V2/(2.*BIGD)
C
C    The 3-space point looked at is transformed inot (0,0) of the
C    2-space. The 3-space Z axis is transformed into the 2-space Y
C    axis. If the line of sight is close to parallel to the 3-space
C    Z axis, the 3-space Y axis is chosen (instead of the 3-space
C    Z axis) to be transformed into the 2-space Y axix.
C
101 IF (SINGA.LT.0.0001) GO TO 102
    R = 1./SINGA
    JUMP = 105
C    PRINT 900,JUMP,JUMP2,JUMP3
    RETURN
102 SINBE = SIN(BE)
    R = 1./SINBE

```

```

      JUMP = 106
C     PRINT 900,JUMP,JUMP3,JUMP2
      RETURN
C
C     Transformation entry point
C
2     XX = X
      YY = Y
      ZZ = Z
C     PRINT 901,XX,YY,ZZ
C     PRINT 900,JUMP3
      IF (JUMP3.EQ.104) GO TO 104
103   IF (ZZ.EQ.SPV) GO TO 109
104   DENOM = (XX-EX)*COSAL + (YY-EY)*COSBE + (ZZ-EZ)*COSGA
      IF (DENOM.NE.0.0) GO TO 1111
      Q = 1.
      GO TO 50
1111  Q = D/DENOM
50    CONTINUE
C     PRINT 901,DENOM,Q
C     PRINT 900,JUMP
      IF (JUMP.EQ.106) GO TO 106
105   XX = ((EX+Q*(XX-EX)-AX)*COSBE-(EY+Q*(YY-EY)-AY)*COSAL)*R
      YY = (EZ+Q*(ZZ-EZ)-AZ)*R
      GO TO 107
106   XX = ((EZ+Q*(ZZ-EZ)-AZ)*COSAL-(EX+Q*(XX-EX)-AX)*COSGA)*R
      YY = (EY+Q*(YY-EY)-AY)*R
107   IF (JUMP2.EQ.110) GO TO 110
108   XX = AMIN1(U4,AMAX1(U1,U1+U3*(FACT*XX-UO)))
      YY = AMIN1(V4,AMAX1(V1,V1+V3*(FACT*YY-VO)))
      GO TO 110
109   XX = NSPVAL
      YY = NSPVAL
      GO TO 110
110   XT = XX
      YT = YY
C     PRINT 901,XT,YT
C     PRINT 900,JUMP2
      RETURN
3     CONTINUE
      WRITE (3'NN')JUMP,JUMP2,JUMP3,EX,EY,EZ,COSAL,COSBE,COSGA,D,
*     AX,AY,AZ,R,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
C     PRINT 900,JUMP,JUMP2,JUMP3
C     PRINT 901,EX,EY,EZ,COSAL,COSBE,COSGA,D,AX,AY,AZ,R
C     PRINT 901,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
      RETURN
4     CONTINUE
      READ (4'NN')JUMP,JUMP2,JUMP3,EX,EY,EZ,COSAL,COSBE,COSGA,D,
*     AX,AY,AZ,R,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
C     PRINT 900,JUMP,JUMP2,JUMP3
C     PRINT 901,EX,EY,EZ,COSAL,COSBE,COSGA,D,AX,AY,AZ,R
C     PRINT 901,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
      RETURN
      END

```

```
FUNCTION ACOS(X)  
ACOS = 1./SQRT(1.+ATAN(X)*ATAN(X))  
END
```

```

SUBROUTINE CLSET(Z,MDZ,NX,NY,CHI,CLO,CINC,NLA,NLM,CL,NCL,
*ICNST,NOFFP,SPV,BIGEST)
COMMON /SET/CVAL(10),NCHAR,IHEAD(10),XDIST,NON,NVAL
DIMENSION Z(1089),CL(41)
LOGICAL*1 GOODZ
C
C CLSET COMPUTES THE VALUES OF THE CONTOUR LEVELS
C AND PUTS THEM IN
C CL
C
GOODZ = .FALSE.
ICNST = 0
GLO =CLO
HA = CHI
FANC = CINC
CRAT = FLOAT(NLA)
NCL = 0
IF (HA-GLO) 110,120,130
110 GLO = HA
HA = CLO
GO TO 130
C
C If HA and GLO are not set, set them to the values of BIGEST
C and -BIGEST respectively
C
120 GLO = -BIGEST
HA = -GLO
GO TO 140
130 IF (FANC.EQ.0.) FANC = (HA-GLO)/(CRAT-1)
140 CONTINUE
DO 150 J=1,NY
DO 145 I=1,NX
IF (NOFFP.EQ.1.AND.Z(I+NX*(J-1)).EQ.SPV) GO TO 145
IF (GOODZ) GO TO 146
ZMIN = Z(I+NX*(J-1))
ZMAX = Z(I+NX*(J-1))
GOODZ = .TRUE.
GO TO 145
146 ZMIN = AMIN1(Z(I+NX*(J-1)),ZMIN)
ZMAX = AMAX1(Z(I+NX*(J-1)),ZMAX)
145 CONTINUE
150 CONTINUE
C
C Check HA and GLO to make sure they fall within the range of Z
C values being plotted; if not, set HA=ZMAX and/or GLO=ZMIN.
C
IF (HA.GT.ZMAX) HA = ZMAX
IF (GLO.LT.ZMIN) GLO = ZMIN
C PRINT 901,HA,GLO,FANC,ZMIN,ZMAX
901 FORMAT (1H 9E14.7)
C
C If contour increment has not been set, compute a 'NICE' value
C for it.
C
IF (FANC) 160,170,190

```



```

160 CRAT = -FANC
170 FANC = (HA-GLO)/(CRAT-1)
    IF (FANC) 220,220,180
180 P = 10.**((IFIX(ALOG10(FANC)+500.))-500)
    FANC = AINT(FANC/P)*P
C
C    Recompute 'NICE' values of HA and GLO.
C
    GLO = AINT(GLO/FANC)*FANC
    HA = AINT(HA/FANC)*FANC
C
C    Compute contour levels array.
C
190 DO 200 K=1,NLM
    CC = GLO + FLOAT(K-1)*FANC
    KK = K
    IF (CC.GT.HA) GO TO 210
    CL(K) = CC
200 CONTINUE
210 NCL = KK - 1
C
C    Shave away contour values not strictly between ZMIN and ZMAX.
C
230 CONTINUE
    IF (NCL.LE.0) GO TO 240
    IF (CL(1).GT.ZMIN) GO TO 270
    IF (NCL.LE.1) GO TO 260
        DO 250 I=2,NCL
250     CL(I-1) = CL(I)
260 NCL = NCL - 1
    GO TO 230
270 CONTINUE
    IF (CL(NCL).GE.ZMAX) GO TO 260
240 CONTINUE
    NVAL = 10
    IF (NCL.LT.10) NVAL = NCL
    DO 241 I=1,NVAL
        J = NCL - I + 1
        CVAL(I) = CL(J)
241 CONTINUE
    RETURN
220 ICNST = 1
    NVAL = 10
    IF (NCL.LT.10) NVAL = NCL
    DO 221 I=1,NVAL
        J = NCL - I + 1
        CVAL(I) = CL(J)
221 CONTINUE
    RETURN
C
    END

```

```

PROGRAM FPLOT2
DIMENSION X(33),Y(33),Z(1089),M(2178),
*      S(6),DTA(40)
DIMENSION MXS(2),MXF(2),MXJ(2),MYS(2),MYF(2),MYJ(

2)

COMMON /SRFBLK/ LIMU(1024),LJML(1024),CL(41),NCL,
*      LL,FACT,IROT,NDRZ,
*      NUPPER,NRSWT,BIGD,UMIN,
*      UMAX,VMIN,VMAX,RZERO,
*      NOFFP,NSPVAL,SPV,BIGEST
COMMON /FWRZ1/ XXMIN,XXMAX,YMIN,YMAX,
*      ZZMIN,ZZMAX,DELCRT,EYEX,
*      EYFY,EYEZ
COMMON /SET/CVAL(10),NCHAR,IHEAD(10),XDIST,NON,NVAL
*,X1G,X2G,Y1G,Y2G,ZCMAX,S,NY,AIJ,NX
COMMON /SETN/ NN
DATA SPVAL,IOFFP/0.0,0/
DATA STEREO/0.0/
DATA IFR,ISTP,IROTS,IDRX>IDRY>IDRZ,IUPPER,ISKIRT,NCLA/
*      1,0,0,1,1,1,0,0,6/
DATA THETA,HSKIRT,CHI,CLO,CINC/
*      .02,0.,0.,0.,0./
DATA S/-30.,0.,3.,0.,0.,0./MDZ,NX,NY,NCHAR/33,33,33,10/
NN = 1
OPEN(UNIT=4,NAME='SCRT.DAT',TYPE='OLD',FORM='UNFORMATTED',
* ACCESS='DIRECT',ASSOCIATEVARIABLE=NN,RECORDS=1090)
READ (4,'NN')IHEAD,X,Y,XXMIN,XXMAX,YMIN,YMAX,ZZMIN,ZZMAX,
* DELCRT,EYEX,EYFY,EYEZ,NCL,LL,FACT,IROT,NDRZ,NUPPER,NRSWT,
* BIGD,UMIN,UMAX,VMIN,VMAX,RZERO,NOFFP,NSPVAL,SPV,BIGEST,CL
* ,NX,NY,MDZ,X1G,X2G,Y1G,Y2G,ZCMAX,AIJ
READ (4,'NN')(LIMU(I),I=1,1024)
READ (4,'NN')(LJML(I),I=1,1024)
READ (4,'NN')(M(I),I=1,2178)
READ (4,'NN')(Z(I),I=1,1089)
READ (4,'NN')NXPASS,NYPASS,MXS,MXF,MXJ,MYS,MYF,MYJ,RX,RY,IDAY,
* HSKIRT,NDRZ,XDIST,CVAL,NCHAR,NON,NVAL,S,NNXX,NNYY,MMXX,ISKIRT
CALL SET3? (X(1),Y(1),Z(1),UT,VT,DU,4)
CLOSE (UNIT=4)
901 FORMAT (1H 9E14.7)
900 FORMAT (1H 13I10)
C PRINT 901,X,Y
C PRINT 901,Z
C PRINT 901,XXMIN,XXMAX,YMIN,YMAX,ZZMIN,ZZMAX,DELCRT
C PRINT 901,EYEX,EYFY,EYEZ,FACT,BIGD,BIGEST,RZERO
C PRINT 901,UMIN,UMAX,VMIN,VMAX
C PRINT 900,IHEAD,NCL,LL,IROT,NDRZ,NUPPER,NRSWT,NOFFP,NSPVAL
C PRINT 900,LIMU
C PRINT 900,LJML
C PRINT 901,RX,RY,HSKIRT,XDIST,CVAL,S,CL
C PRINT 900,NXPASS,NYPASS,MXS,MXF,MXJ,MYS,MYF,MYJ,IDAY,NCHAR
C PRINT 900,NON,NVAL,NNXX,NNYY,MMXX
GO TO 102
DO 51 I=1,NNXX
DO 50 J=1,8
K=3+J
L=16+J

```

```

      N=24+J
C      PRINT 903,I,J,X(I),Y(J),Z(I,J),I,K,X(I),Y(K),Z(I,K),
C      * I,L,X(I),Y(L),Z(I,L),I,N,X(I),Y(N),Z(I,N)
903    FORMAT (1H 4(2I3,3(2X,F5.2),5X))
50     CONTINUE
      PRINT 905
51     CONTINUE
905    FORMAT (1H )
      DO 76 I=1,NNXX
      DO 75 J=1,8
      K=8+J
      L=16+J
      N=24+J
C      PRINT 904,I,J,X(I),Y(J),M(1,I,J),I,K,X(I),Y(K),M(1,I,K),
C      * I,L,X(I),Y(L),M(1,I,L),I,N,X(I),Y(N),M(1,I,N)
904    FORMAT (1HC 4(2I3,2(2X,F5.2),I5,5X))
75     CONTINUE
      PRINT 905
76     CONTINUE
      DO 101 I=1,NNXX
      DO 100 J=1,8
      K=8+J
      L=16+J
      N=24+J
C      PRINT 904,I,J,X(I),Y(J),M(2,I,J),I,K,X(I),Y(K),M(2,I,K),
C      * I,L,X(I),Y(L),M(2,I,L),I,N,X(I),Y(N),M(2,I,N)
100    CONTINUE
      PRINT 905
101    CONTINUE
102    CONTINUE
      NON = 1
      OPEN(UNIT=3,NAME='PLOT.DAT',TYPE='NEW',FORM='UNFORMATTED',
      * ACCESS='DIRECT',ASSOCIATEVARIABLE=NON,RECORDSIZE=10)
120    IF (NXPASS.EQ.2.AND.NYPASS.EQ.2) GO TO 146
      IF (ISKIRT.EQ.0) GO TO 126
      IN = MXS(1)
      IF = MXF(1)
      JN = MYS(1)
      JF = MYF(1)
      IF (NYPASS.NE.1) GO TO 123
      CALL SET32(X(1),Y(JN),HSKIRT,UX1,VX1,DUMMY,2)
      CALL SET32(X(NNXX),Y(JN),HSKIRT,UX2,VX2,DUMMY,2)
      DO 121 I=1,NNXX
      CALL SET32(X(I),Y(JN),HSKIRT,UX,VX,DUMMY,2)
      MU = UX
      MV = VX
      CALL DRAW(MU,MV,M(2*I-1+2*NNXX*(JN-1)),M(2*I+2*NNXX*(JN-1)),1)
121    CONTINUE
      CALL DRAW (IFIX(UN1),IFIX(VX1),IFIX(UX2),IFIX(VX2),3)
      IF (IDRY.NE.0) GO TO 123
      DO 122 I=2,NNXX
      CALL DRAW(M(2*I-3+2*NNXX*(JN-1)),M(2*I-2+2*NNXX*(JN-1)),
      * M(2*I-1+2*NNXX*(JN-1)),M(2*I+2*NNXX*(JN-1)),3)
122    CONTINUE
123    IF (NXPASS.NE.1) GO TO 126

```

```

CALL SET32(X(IN),Y(1),HSKIRT,UY1,VY1,DUMMY,2)
CALL SET32(X(IN),Y(NNY),HSKIRT,UY2,VY2,DUMMY,2)
DO 124 J=1,NNY
    CALL SET32(X(IN),Y(J),HSKIRT,UY,VY,DUMMY,2)
    MU = UY
    MV = VY
    CALL DRAW(MU,MV,M(2*IN-1+2*NNXX*(J-1)),M(2*IN+2*NNXX*(J-1)),1)
124 CONTINUE
    CALL DRAW(IFIX(UY1),IFIX(VY1),IFIX(UY2),IFIX(VY2),3)
    IF (IDRX.NE.0) GO TO 126
    DO 125 J = 2,NNY
        CALL DRAW(M(2*IN-1+2*NNXX*(J-2)),M(2*IN+2*NNXX*(J-2)),
* M(2*IN-1+2*NNXX*(J-1)),M(2*IN+2*NNXX*(J-1)),3)
125 CONTINUE
126 LI = MXJ(1)
    MI = MXS(1) - LI
    NI = IABS(MI-MXF(1))
    LJ = MYJ(1)
    MJ = MYS(1) - LJ
    NJ = IABS(MJ-MYF(1))
    IF (ABS(RX).IE.ABS(RY)) GO TO 133
    IF (ISKIRT.NE.0.OR.NYPASS.NE.1) GO TO 128
    I = MXS(1)
    DO 127 J=2,NNY
        CALL DRAW(M(2*I-1+2*NNXX*(J-2)),M(2*I+2*NNXX*(J-2)),
* M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),2)
127 CONTINUE
128 DO 132 II = 1,NNXX
    I = MI + II*LI
    IPLI = I + LI
    IF (NYPASS.EQ.1) GO TO 129
    K = MYS(1)
    L = MYS(2)
C PRINT 900,NDRZ,II,NI
    IF (IDRX.NE.0)
* CALL DRAW(M(2*I-1+2*NNXX*(K-1)),M(2*I+2*NNXX*(K-1)),
* M(2*I-1+2*NNXX*(L-1)),M(2*I+2*NNXX*(L-1)),3)
    IF (NDRZ.NE.0.AND.II.NE.NI)
* CALL CTCELL(Z,MXX,NNXX,NNY,M,MINO(I,L+LI),K)
129 DO 131 JPASS=1,NYPASS
    LJ = MXJ(JPASS)
    MJ = MYS(JPASS) - LJ
    NJ = IABS(MJ-MYF(JPASS))
    DO 130 JJ = 1,NJ
        J = MJ + JJ*LJ
        JPLJ = J + LJ
        IF (IDRX.NE.0.AND.JJ.NE.NJ)
* CALL DRAW(M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),
* M(2*I-1+2*NNXX*(JPLJ-1)),M(2*I+2*NNXX*(JPLJ-1)),3)
        IF (I.NE.MXF(1).AND.IDRY.NE.0)
* CALL DRAW(M(2*IPLI-1+2*NNXX*(J-1)),M(2*IPLI+2*NNXX*(J-1)),
* M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),3)
C PRINT 900,NDRZ,JJ,NJ,II,NNXX,I,J,LI,LJ
    IF(NDRZ.NE.0.AND.JJ.NE.NJ.AND.II
* .NE.NNXX)

```

```

*           CALL CTCELL(Z,MNXX,NNXX,NYYY,M,
*           MINO(I,I+LI),MINO(J,J+LJ))
130          CONTINUE
131          CONTINUE
132          CONTINUE
          GO TO 140
133          IF (ISKIRT.NE.O.OR.NXPASS.NE.1) GO TO 135
          J = MYS(1)
          DO 134 I=2,NNXX
          CALL DRAW(M(2*I-3+2*NNXX*(J-1)),M(2*I-2+2*NNXX*(J-1)),
* M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),2)
134          CONTINUE
135          DO 139 JJ = 1,NYYY
          J = MJ + JJ*LJ
          JPLJ = J + LJ
          IF (NXPASS.EQ.1) GO TO 136
          K = MXS(1)
          L = MXS(2)
          IF (IDRY.NE.O)
* CALL DRAW(M(2*K-1+2*NNXX*(J-1)),M(2*K+2*NNXX*(J-1)),
* M(2*L-1+2*NNXX*(J-1)),M(2*L+2*NNXX*(J-1)),2)
          IF (NDRZ.NE.O.AND.JJ.NE.NJ)
* CALL CTCELL(Z,MNXX,NNXX,NYYY,M,K,MINO(J,J+LJ))
136          DO 138 IPASS=1,NXPASS
          LI = MXJ(IPASS)
          MI = MXS(IPASS)-LI
          NI = IABS(MI-MXF(IPASS))
          DO 137 II=1,NI
          I = MI + II*LI
          IPLI = I + LI
          IF (IDRY.NE.O.AND.II.NE.NI)
* CALL DRAW(M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),
* M(2*IPLI-1+2*NNXX*(J-1)),M(2*IPLI+2*NNXX*(J-1)),3)
          IF (J.NE.MYF(1).AND.IDRX.NE.O)
* CALL DRAW(M(2*I-1+2*NNXX*(JPLJ-1)),M(2*I+2*NNXX*(JPLJ-1)),
* M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),3)
C          PRINT 900,NDRZ,II,NI,JJ,NYYY
          IF (NDRZ.NE.O.AND.II.NE.NI.AND.JJ.NE.NYYY)
* CALL CTCELL(Z,MNXX,NNXX,NYYY,M,
* MINO(I,I+LI),MINO(J,J+LJ))
137          CONTINUE
138          CONTINUE
139          CONTINUE
140          IF (ISKIRT.EQ.O) GO TO 149
          IF (IDRX.NE.O) GO TO 143
          DO 142 IPASS=1,NXPASS
          IF (NXPASS.EQ.2) IF=1+(IPASS-1)*(NNXX-1)
          DO 141 J=2,NYYY
          CALL DRAW(M(2*IF-1+2*NNXX*(J-2)),M(2*IF+2*NNXX*(J-2)),
* M(2*IF-1+2*NNXX*(J-1)),M(2*IF+2*NNXX*(J-1)),1)
141          CONTINUE
142          CONTINUE
143          IF (IDRY.NE.O) GO TO 149
          DO 145 JPASS=1,NYPASS
          IF (NYPASS.EQ.2) JF=1+(JPASS-1)*(NYYY-1)

```

```

      DO 144 I=2,NNXX
      CALL DRAW(M(2*I-3+2*NNXX*(JF-1)),M(2*I-2+2*NNXX*(JF-1)),
* M(2*I-1+2*NNXX*(JF-1)),M(2*I+2*NNXX*(JF-1)),1)
144  CONTINUE
145  CONTINUE
      GO TO 149
146  IF (NUPPER.GT.0.AND.S(3).LE.S(6)) GO TO 149
      IF (NUPPER.LE.0.AND.S(3).GT.S(6)) GO TO 149
      NUPPER = 1
      IF (S(3).LE.S(6)) NUPPER = -1
      DO 148 I=1,NNXX
        DO 147 J=1,NYYY
          IF (IDRX.NE.C.AND.J.NE.NYYY)
* CALL DRAW(M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),
* M(2*I-1+2*NNXX*J),M(2*I+2*NNXX*J),1)
          IF (IDRY.NE.C.AND.I.NE.NNXX)
* CALL DRAW(M(2*I-1+2*NNXX*(J-1)),M(2*I+2*NNXX*(J-1)),
* M(2*I+1+2*NNXX*(J-1)),M(2*I+2+2*NNXX*(J-1)),1)
          IF (IDRZ.NE.O.AND.I.NE.NNXX.AND.J.NE.NYYY)
* CALL CTCELL(Z,MNXX,NNXX,NYYY,M,I,J)
147  CONTINUE
148  CONTINUE
149  IF(STER.EQ.O.) GO TO 153
      IF (ISTP) 151,150,152
150  CONTINUE
151  CONTINUE
      GO TO 154
152  IF(IPIC.NE.2) GO TO 154
153  CONTINUE
154  CONTINUE
      WRITE (3'NON) FND,END, IEND
      CLOSE (UNIT=3)
      RETURN
      END

```

SUBROUTINE SEG(IX1,IY1,IX2,IY2,KFLAG)

This routine would normally be the interface between the SRFACE package and the plot package. Because of space limitations in our machine it is used to write a file containing the data to be plotted. The PLOTTER program reads this file and plots the data.

```

LOGICAL*1 START,TITLE,CONTUR
COMMON /SET/CVAL(10),NCHAR,IHEAD(10),XDIST
* ,NON,NVAL,X1G,X2G,Y1G,Y2G,ZCMAX,S,NY,AIJ,NX
DATA START/.TRUE./,TITLE/.TRUE./,UPERIN/102./,XLAST/0./
DATA CONTUR/.TRUE./
INTEGER CHEAD(48)
DATA CHEAD/'UP','T','O','TH','E','FI','RS','T',' ',' ',' ',' ',
* ' ',' ',' ','10','C','ON','TO','UR','V','AL','UE','S','OF',
* ' ',' ',' ','CO','NS','TA','NT','Z','(','HI','GH','ES','T',
* ' ',' ',' ','TO','L','OW','ES','T'),' ',' ','WA','TT','S','CM',
* '***','2'/'

```

DIMENSION CVALQ(8),S(6)

On the first time through this routine the program writes all the headers and labels for the graph. During subsequent calls the the hidden line data is written for plotting.

```

5 IF (.NOT.START) GO TO 10
C TYPE 999,NY,X1G,X2G,Y1G,Y2G,ZCMAX
999 FORMAT (1H I5,5F12.4)
XLAST = 0.
IXTO = 0
IYTO = 0
IF (.NOT.CONTUR) GO TO 8
HT = 8.0
DO 6 I=1,4
HT = HT - .5
II = 12*(I-1)+1
IK = II + 12
WRITE (3'NON')HT,(CHEAD(J),J=II,IK),NVAL
6 CONTINUE
WRITE (3'NON') X1G,X2G,Y1G,Y2G,ZCMAX
WRITE (3'NON') S(1),S(2),S(3),NY,NX
66 HT = 5.5
DO 7 I=1,NVAL
HT = HT - .5
C TYPE 999,I,CVAL(I),AIJ
CVAL(I) = CVAL(I)*AIJ
ENCODE(12,77,CVALQ)CVAL(I)
C TYPE 998,CVALQ
998 FORMAT (1H 8A2)
77 FORMAT(F12.1)
WRITE (3'NON')HT,CVALQ
7 CONTINUE
CONTUR = .FALSE.

```

```

8      CONTINUE
      IF (.NOT.TITLE) GO TO 10
      WRITE (3'NON)XDIST,IHEAD
      TITLE = .FALSE.
10     IF (IX1.EQ.IXTO.AND.IY1.EQ.IYTO) GO TO 20
      AX = FLOAT(IX1)/UPERIN
      AY = FLOAT(IY1)/UPERIN
      IP3 = +3
      WRITE (3'NON) AX,AY,IP3
      IF (KFLAG.GT.1) PRINT 901,IPC,AX,AY
901    FORMAT (1H I10,2E14.7)
20     BX = FLOAT(IX2)/UPERIN
      BY = FLOAT(IY2)/UPERIN
      IP2 = +2
      WRITE (3'NON)EX,BY,IP2
      IF (KFLAG.GT.1) PRINT 901,IP2,BX,BY
      IXTO = IX2
      IYTO = IY2
      START = .FALSE.
      XLAST = AMAX1(XLAST,AMAX0(IX1,IX2))
      RETURN
      END

```



SUBROUTINE SET32(X,Y,Z,XT,YT,ZT,KFLAG)

This routine implements the 3-space to 2-space transformation by Kuber, Szabo, and Giulieri, The Perspective Representation of Functions of Two Variables, J. ACM 15, 2 193-204,1968

X,Y,Z Are the 3-space coordinates of the intersection of the line of sight and the image plane. This point can be thought of as the point looked at.

XT,YT,ZT Are the 3-space coordinates of the eye position.

KFLAG = 2 arguments

X,Y,Z Are the 3-space coordinated of a point to be transformed.

XT, YT The results of the 3-space to 2-space transformation.

ZT Not used.

If LL(in COMMON)=0, XT and YT are in the same scale and X,Y Z.

The variable KFLAG has two possible variables  
1-compute intersection of line of sight  
2-transform from 3-space to 2-space

NOTE!!!!!!!!!!!!!!

The KFLAG=3,4 are special debugging flags and are not part of the plot package.

```
COMMON /PWRZ1/ XXMIN ,XXMAX ,YYMIN ,YYMAX ,
*             ZZMIN ,ZZMAX ,DELCRT ,EYEX ,
*             EYEX ,EYEZ
COMMON /SRFBLK/ LIMU(1024) ,LIML(1024) ,CL(41) ,NCL ,
*             LL ,FACT ,IROT ,NDRZ ,
*             NUPPER ,NRSWT ,BIGD ,UMIN ,
*             UMAX ,VMIN ,VMAX ,RZERO ,
*             NOFFP ,NSPVAL ,SPV ,BIGEST
COMMON /SETN/ NN
DIMENSION NLU(7) ,NRU(7) ,NEV(7) ,NTV(7)
```

picture corner coordinates for LL=1

DATA NLU(1),NRU(1),NEV(1),NTV(1)/10,1014,10,1014/

picture corner coordinates for LL=2

DATA NLU(2),NRU(2),NEV(2),NTV(2)/10, 924,50, 964/

picture corner coordinates for LL=3

DATA NLU(3),NRU(3),NEV(3),NTV(3)/100,1014,50,964/

picture corner coordinates for LL=4

DATA NLU(4),NRU(4),NEV(4),NTV(4)/10,1014,10,1014/

```

C
C picture corner coordinates for LL=5
C
DATA NLU(5),NRU(5),NBV(5),NTV(5)/10,1014,10,1014/
C
C picture corner coordinates for LL=6
C
DATA NLU(6),NRU(6),NBV(6),NTV(6)/10, 512,256,758/
C
C picture corner coordinates for LL=7
C
DATA NLU(7),NRU(7),NBV(7),NTV(7)/512,1014,256,758/
GO TO (1,2,3,4) KFLAG
1 JUMP3 = 104
  IF (NOFFP.EQ.1) JUMP3 = 103
  AX = X
  AY = Y
  AZ = Z
  EX = XT
  EY = YT
  EZ = ZT
C
C As much computation as possible is done during execution of
C SET32 since the transformation is called many times for each
C call to SET32.
C
DX = AX - EX
DY = AY - EY
DZ = AZ - EZ
C
C A more careful computation of direction Cosines.
C
D = 0.
T = AMAX1 (ABS(DX),ABS(DY),ABS(DZ))
C PRINT 901,AX,AY,AZ,EX,EY,EZ,DX,DY,DZ,T
C PRINT 900,NOFFP
900 FORMAT (1H 120010)
901 FORMAT (1H 9E14.7)
  IF (T.EQ.0.0) GO TO 30
  R1 = DX/T
  R2 = DY/T
  R3 = DZ/T
  D = SQRT(R1*R1 + R2*R2 + R3*R3)
C
C If D isn't ZERO.....
C
COSAL = R1/D
COSBE = R2/D
COSGA = R3/D
D = D*T
GO TO 40
C
C If D is ZERO, ray has no direction: assign direction down
C X-axis.

```

```

C
30  CONTINUE
    COSAL = 1.
    COSBE = 0.
    COSGA = 0.
40  CONTINUE
    AL = ACOS(COSAL)
    BE = ACOS(COSBE)
    GA = ACOS(COSGA)
    SINGA = SIN(GA)
C    PRINT 901, R1, R2, R3, D, COSAL, COSBE, COSGA, AL, BE, GA, SINGA
C    PRINT 900, LL
    JUMP2 = 110
    IF (LL.EQ.0) GO TO 101
    JUMP2 = 108
    DELCRT = NRU(LL) - NLU(LL)
    UO = UMIN
    VO = VMIN
    U1 = NLU(LL)
    V1 = NBV(LL)
    U2 = NRU(LL) - NLU(LL)
    V2 = NTV(LL) - NBV(LL)
    IF(UMAX-UMIN) 52, 51, 52
51  U3 = 0.
    GO TO 53
52  U3 = U2/(UMAX-UMIN)
53  CONTINUE
    IF (VMAX-VMIN) 55, 54, 55
54  V3 = 0.
    GO TO 56
55  V3 = V2/(VMAX-VMIN)
56  CONTINUE
    U4 = NRU(LL)
    V4 = NTV(LL)
C    PRINT 901, UO, VO, U1, V1, U2, V2, U3, V3, U4, V4, UMAX, VMAX
C    PRINT 900, NRSWT
    IF (NRSWT.EQ.0) GO TO 101
    UO = -BIGD
    VO = -BIGD
    U3 = U2/(2.*BIGD)
    V3 = V2/(2.*BIGD)
C
C    The 3-space point looked at is transformed into (0,0) of the
C    2-space. The 3-space Z axis is transformed into the 2-space Y
C    axis. If the line of sight is close to parallel to the 3-space
C    Z axis, the 3-space Y axis is chosen (instead of the 3-space
C    Z axis) to be transformed into the 2-space Y axis.
C
101 IF (SINGA.LT.0.0001) GO TO 102
    R = 1./SINGA
    JUMP = 105
C    PRINT 900, JUMP, JUMP2, JUMP3
    RETURN
102 SINBE = SIN(BE)
    R = 1./SINBE

```

```

      JUMP = 106
C      PRINT 900,JUMP,JUMP3,JUMP2
      RETURN
C
C      Transformation entry point
C
2      XX = X
      YY = Y
      ZZ = Z
C      PRINT 901,XX,YY,ZZ
C      PRINT 900,JUMP3
      IF (JUMP3.EQ.104) GO TO 104
103     IF (ZZ.EQ.SPV) GO TO 109
104     DENOM = (XX-EX)*COSAL + (YY-EY)*COSBE + (ZZ-EZ)*COSGA
      IF (DENOM.NE.0.0) GO TO 1111
      Q = 1.
      GO TO 50
1111    Q = D/DENOM
50      CONTINUE
C      PRINT 901,DENOM,Q
C      PRINT 900,JUMP
      IF (JUMP.EQ.106) GO TO 106
105     XX = ((EX+Q*(XX-EX)-AX)*COSBE-(EY+Q*(YY-EY)-AY)*COSAL)*R
      YY = (EZ+Q*(ZZ-EZ)-AZ)*R
      GO TO 107
106     XX = ((EZ+Q*(ZZ-EZ)-AZ)*COSAL-(EX+Q*(XX-EX)-AX)*COSGA)*R
      YY = (EY+Q*(YY-EY)-AY)*R
107     IF (JUMP2.EQ.110) GO TO 110
108     XX = AMIN1(U4,AMAX1(U1,U1+U3*(FACT*XX-UO)))
      YY = AMIN1(V4,AMAX1(V1,V1+V3*(FACT*YY-VO)))
      GO TO 110
109     XX = NSPVAL
      YY = NSPVAL
      GO TO 110
110     XT = XX
      YT = YY
C      PRINT 901,XT,YT
C      PRINT 900,JUMP2
      RETURN
3      CONTINUE
      WRITE (3'NN')JUMP,JUMP2,JUMP3,EX,EY,EZ,COSAL,COSBE,COSGA,D,
* AX,AY,AZ,R,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
C      PRINT 900,JUMP,JUMP2,JUMP3
C      PRINT 901,EX,EY,EZ,COSAL,COSBE,COSGA,D,AX,AY,AZ,R
C      PRINT 901,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
      RETURN
4      CONTINUE
      READ (4'NN')JUMP,JUMP2,JUMP3,EX,EY,EZ,COSAL,COSBE,COSGA,D,
* AX,AY,AZ,R,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
C      PRINT 900,JUMP,JUMP2,JUMP3
C      PRINT 901,EX,EY,EZ,COSAL,COSBE,COSGA,D,AX,AY,AZ,R
C      PRINT 901,UO,U1,U2,U3,U4,VO,V1,V2,V3,V4
      RETURN
      END
      FUNCTION ACOS(X)

```

```

      ACOS = 1./SQRT(1.+ATAN(X)*ATAN(X))
      END
      FUNCTION R(HO,HU)
C
C      This routine interpolates in the CV array.
C
      COMMON /CVAL/CV
      IF (HO-HU.EQ.0) GO TO 10
      R = (HO-CV)/(HO-HU)
C      PRINT 900,CV,HO,HU,R
      900  FORMAT (1H 4(2X,E14.7))
      RETURN
      10  CONTINUE
      IF (HO-CV.LT.0.0) R = 0.0
      IF (HO-CV.GE.0.0) R = 1.0
      RETURN
      END

```

```

SUBROUTINE CTCELL (Z,MDZ,NX,NY,M,IO,JO)
C
C   CTCELL computes lines for constant Z (contour lines) in one
C   cell of the array Z for the SRFACE package.
C   Z, NX, NY are the same as in SRFACE.
C       By the time ctcell is first called, M contains
C       the two-space plotter location of each Z point.
C       U(Z(I,J))=M(1,I,J), V(Z(I,J))=M(2,I,J)
C   IO,JO   The cell Z(I1,J1) to Z(I1+1,J1+1) is the one to
C           be contoured.
C
C   DIMENSION Z(1089),M(2178)
C   COMMON /SRFBLK/ LIMU(1024) ,LIML(1024) ,CL(41) ,NCL ,
1       LL ,FACT ,IROT ,NDRZ ,
2       NUPPER ,NRSWT ,BIGD ,UMIN ,
3       UMAX ,VMIN ,VMAX ,RZERO ,
4       NOFFP ,NSPVAL ,SPV ,BIGEST
C   COMMON /CVAL/ CV
C   I1 = IO
C   I1P1 = I1 + 1
C   J1 = JO
C   J1P1 = J1 + 1
C   H1 = Z(I1+NX*(J1-1))
C   H2 = Z(I1+NX*(J1P1-1))
C   H3 = Z(I1P1+NX*(J1P1-1))
C   H4 = Z(I1P1+NX*(J1-1))
C   PRINT 901,H1,H2,H3,H4
901   FORMAT (1H 9E14.7)
C   IF (NOFFP.NE.1) GO TO 101
C   IF (H1.EQ.SPV.OR.H2.EQ.SPV.OR.H3.EQ.SPV.OR.H4.EQ.SPV) RETURN
101   IF (AMIN1(H1,H2,H3,H4).GT.CL(NCL)) RETURN
C
C   For each contour level, decide which of the 16 basic
C   situations exists, then interpolate in two-space to find
C   the end points of the contour line segment within this cell.
C
C   DO 111 K=1,NCL
C   CV = CL(K)
C   PRINT 901,CV
C   K1 = (IFIX(SIGN(1.,H1-CV))+1)/2
C   K2 = (IFIX(SIGN(1.,H2-CV))+1)/2
C   K3 = (IFIX(SIGN(1.,H3-CV))+1)/2
C   K4 = (IFIX(SIGN(1.,H4-CV))+1)/2
C   JUMP = 1+K1+K2*2+K3*4+K4*8
C   PRINT 900,K1,K2,K3,K4,JUMP
C   IFLG = 4
C   IF (JUMP.EQ.1.OR.JUMP.EQ.16) GO TO 10
C   PRINT 904,JUMP,I1,I1P1,J1,J1P1
C   PRINT 905,K1,H1,K2,H2,K3,H3,K4,H4,CV
904   FORMAT (1H 5I10)
905   FORMAT (1H 4(I3,2X,F5.2),2X,F5.2)
10   CONTINUE
C   A1 = FLOAT(M(2*I1-1+2*NX*(J1-1)))
C   A2 = FLOAT(M(2*I1+2*NX*(J1-1)))
C   A3 = FLOAT(M(2*I1-1+2*NX*(J1P1-1)))
C   A4 = FLOAT(M(2*I1+2*NX*(J1P1-1)))

```

```

A5 = FLOAT(M(2*I1P1-1+2*NX*(J1-1)))
A6 = FLOAT(M(2*I1P1+2*NX*(J1-1)))
A7 = FLOAT(M(2*I1P1-1+2*NX*(J1P1-1)))
B1 = FLOAT(M(2*I1-1+2*NX*(J1P1-1))-M(2*I1-1+2*NX*(J1-1)))
B2 = FLOAT(M(2*I1+2*NX*(J1P1-1))-M(2*I1+2*NX*(J1-1)))
A8 = FLOAT(M(2*I1P1+2*NX*(J1P1-1)))
B31 = FLOAT(M(2*I1P1-1+2*NX*(J1P1-1))-M(2*I1-1+2*NX*(J1P1-1)))
B41 = FLOAT(M(2*I1P1+2*NX*(J1P1-1))-M(2*I1+2*NX*(J1P1-1)))
B11 = FLOAT(M(2*I1P1-1+2*NX*(J1-1))-M(2*I1-1+2*NX*(J1-1)))
B21 = FLOAT(M(2*I1P1+2*NX*(J1-1))-M(2*I1+2*NX*(J1-1)))
B3 = FLOAT(M(2*I1P1-1+2*NX*(J1-1))-M(2*I1P1-1+2*NX*(J1P1-1)))
B4 = FLOAT(M(2*I1P1+2*NX*(J1-1))-M(2*I1P1+2*NX*(J1P1-1)))
IF (JUMP.EQ.1) GO TO 112
IF (JUMP.EQ.2) GO TO 103
IF (JUMP.EQ.3) GO TO 105
IF (JUMP.EQ.4) GO TO 106
IF (JUMP.EQ.5) GO TO 107
IF (JUMP.EQ.6) GO TO 102
IF (JUMP.EQ.7) GO TO 108
IF (JUMP.EQ.8) GO TO 109
IF (JUMP.EQ.9) GO TO 109
IF (JUMP.EQ.10) GO TO 108
IF (JUMP.EQ.11) GO TO 104
IF (JUMP.EQ.12) GO TO 107
IF (JUMP.EQ.13) GO TO 106
IF (JUMP.EQ.14) GO TO 105
IF (JUMP.EQ.15) GO TO 103
IF (JUMP.EQ.16) GO TO 111
102 IDUB = 1
103 RA = R(H1,H2)
MUA = A1 + RA*B1
MVA = A2 + RA*B2
RB = R(H1,H4)
MUB = A1 + RB*B11
MVB = A2 + RB*B21
GO TO 110
104 IDUB = -1
105 RA = R(H2,H1)
MUA = A3 - RA*B1
MVA = A4 - RA*B2
RB = R(H2,H3)
MUB = A3 + RB*B31
MVB = A4 + RB*B41
GO TO 110
106 RA = R(H2,H3)
MUA = A3 + RA*B31
MVA = A4 + RA*B41
RB = R(H1,H4)
MUB = A1 + RB*B11
MVB = A2 + RB*B21
GO TO 110
107 RA = R(H3,H2)
MUA = A7 - RA*B31
MVA = A8 - RA*B41
RB = R(H3,H4)

```

```

      MUB = A7 + RB*B3
      MVB = A8 + RB*B4
      IDUB = 0
      GO TO 110
108   RA = R(H2,H1)
      MUA = A3 - RA*B1
      MVA = A4 - RA*B2
      RB = R(H3,H4)
      MUB = A7 + RB*B3
      MVB = A8 + RB*B4
      GO TO 110
109   RA = R(H4,H1)
      MUA = A5 - RA*B11
      MVA = A6 - RA*B21
      RB = R(H4,H3)
      MUB = A5 - RB*B3
      MVB = A6 - RB*B4
      IDUB = 0
110   CONTINUE
C     PRINT 901, RA, RB
C     PRINT 900, MUA, MVA, MUB, MVB, IDUB, IFLG
      CALL DRAW(MUA, MVA, MUB, MVB, 1)
      IFLG = 4
900   FORMAT (1H 13I10)
      IF (IDUB) 109, 111, 107
111   CONTINUE
112   RETURN
      END

```



```

SUBROUTINE DRAW(MX1,MY1,MX2,MY2,KFLAG)
C
C This routine draws the visible part of the line connecting
C (MX1,MY1) and (MX2,MY2). The variable KFLAG is used to
C specify which mode the subroutine uses:
C     1-Draw visible part of line
C     2-MARKs the visibility arrays
C     3-Both marks and draws
C
LOGICAL*1 VIS1 ,VIS2
COMMON /SRFPLK/ LIMU(1024) ,LIML(1024) ,CL(41) ,NCL ,
*          LL          ,FACT          ,IROT          ,NDRZ          ,
*          NUPPER      ,NRSWT          ,BIGD          ,UMIN          ,
*          UMAX        ,VMIN          ,VMAX          ,RZERO          ,
*          NOFFP        ,NSPVAL        ,SPV          ,BIGEST
DATA STEEP/5./
ITFG = 1
IF (KFLAG.LT.4) GO TO 55
ITFG = KFLAG
KFLAG = KFLAG - 3
55 GO TO (1,2,3) KFLAG
C
C DRAW
C
1 IDRAW = 1
IMARK = 0
C PRINT 900,MX1,MY1,MX2,MY2,KFLAG,IDRAW,IMARK
900 FORMAT(1HC 12I10)
GO TO 101
C
C MARK
C
2 IDRAW = 0
IMARK = 1
GO TO 101
C
C DRAW and MARK
C
3 IDRAW = 1
IMARK = 1
C
C MARK line left to right.
C
101 MMX1 = MX1
MMY1 = MY1
MMX2 = MX2
MMY2 = MY2
IF (MMX1.EQ.NSPVAL.OR.MMX2.EQ.NSPVAL) RETURN
LOGICAL*1 BAD
BAD = MX1.GT.1024
BAD = MY1.GT.1024.OR.BAD
BAD = MX2.GT.1024.OR.BAD
BAD = MY2.GT.1024.OR.BAD
BAD = MX1.LT.1 .OR.BAD
BAD = MY1.LT.1 .OR.BAD

```

```

      BAD = MX2.LT.1 .OR.BAD
      BAD = MY2.LT.1 .OR.BAD
      IF(BAD) RETURN
      IF (MX1.GT.MMX2) GO TO 102
      NX1 = MMX1
      NY1 = MMY1
      NX2 = MMX2
      NY2 = MMY2
      GO TO 103
102   NX1 = MMX2
      NY1 = MMY2
      NX2 = MMX1
      NY2 = MMY1
103   IF (NUPPER.LT.0) GO TO 119
C
C     Check upper visibility.
C
      VIS1 = NY1.GE.(LIMU(NX1)-1)
      VIS2 = NY2.GE.(LIMU(NX2)-1)
C     PRINT 900,NX1,NY1,NX2,NY2,VIS1,VIS2,LIMU(NX1),LIMU(NX2)
C
C     VIS1 and VIS2 TRUE means visible.
C
      IF (VIS1.AND.VIS2) GO TO 113
C
C     VIS1 or VIS2 false means invisible.
C
      IF (.NOT.(VIS1.OR.VIS2)) GO TO 119
C
C     Find change point.
C
      IF (NX1.EQ.NX2) GO TO 112
      DY = FLOAT(NY2-NY1)/FLOAT(NX2-NX1)
      NX1P1 = NX1 + 1
      FNY1 = NY1
      IF (VIS1) GO TO 107
      DO 104 K=NX1P1,NX2
      MX = K
      MY = FNY1 + FLOAT(K-NX1)*DY
      IF (MY.GT.LIMU(K)) GO TO 105
104   CONTINUE
105   IF (ABS(DY).GE.STEEP) GO TO 110
106   NX1 = MX
      NY1 = MY
      GO TO 113
107   DO 108 K=NX1P1,NX2
      MX = K
      MY = FNY1 + FLOAT(K-NX1)*DY
      IF (MY.LT.LIMU(K)) GO TO 109
108   CONTINUE
109   IF (ABS(DY).GE.STEEP) GO TO 111
      NX2 = MX
      NY2 = MY
      GO TO 113
110   IF (LIMU(MX).EQ.0) GO TO 106

```

```

        NX1 = MX
        NY1 = LIMU(NX1)
        GO TO 113
111     NX2 = MX
        NY2 = LIMU(NX2)
        GO TO 113
112     IF (VIS1) NY2=MIN0(LIMU(NX1),LIMU(NX2))
        IF (VIS1) NY1=MIN0(LIMU(NX1),LIMU(NX2))
113     IF (IDRAW.EQ.0) GO TO 116
C
C     Draw visible part of line.
C
        IF (IROT) 114,115,114
114     CALL SEG(NY1,1023-NX1,NY2,1023-NX2,ITFG)
        GO TO 116
115     CALL SEG(NX1,NY1,NX2,NY2,ITFG)
116     IF (IMARK.EQ.0) GO TO 119
        IF (NX1.EQ.NX2) GO TO 118
        DY = FLOAT(NY2-NY1)/FLOAT(NX2-NX1)
        FNY1 = NY1
        DO 117 K=NX1,NX2
            LIMU(K) = FNY1 + FLOAT(K-NX1)*DY
117     CONTINUE
        GO TO 119
118     LIMU(NX1) = MAX0(NY1,NY2)
119     IF (NUPPER) 120,120,138
C
C     Same idea as above, but for lower side.
C
120     IF (MMX1.GT.MMX2) GO TO 121
        NX1 = MMX1
        NY1 = MMY1
        NX2 = MMX2
        NY2 = MMY2
        GO TO 122
121     NX1 = MMX2
        NY1 = MMY2
        NX2 = MMX1
        NY2 = MMY1
122     VIS1 = NY1.LE.(LIML(NX1)+1)
        VIS2 = NY2.LE.(LIML(NX2)+1)
        IF (VIS1.AND. VIS2) GO TO 132
        IF (.NOT.(VIS1.OR.VIS2)) GO TO 138
        IF (NX1.EQ.NX2) GO TO 131
        DY = FLOAT(NY2-NY1)/FLOAT(NX2-NX1)
        NX1P1 = NX1 + 1
        FNY1 = NY1
        IF (VIS1) GO TO 126
        DO 123 K=NX1P1,NX2
            MX = K
            MY = FNY1 + FLOAT(K-NX1)*DY
            IF (MY.LT.LIML(K)) GO TO 124
123     CONTINUE
124     IF (ABS(DY).GE.STEEP) GO TO 129
125     NX1 = MX

```

```

      NY1 = MY
      GO TO 132
126   DO 127 K=NX1P1,NX2
         MX = K
         MY = FNY1 + FLOAT(K-NX1)*DY
         IF (MY.GT.LIML(K)) GO TO 128
127   CONTINUE
128   IF (ABS(DY).GE.STEEP) GO TO 130
      NX2 = MX
      NY2 = MY
      GO TO 132
129   IF (LIML(MX).EQ.1024) GO TO 125
      NX1 = MX
      NY1 = LIML(NX1)
      GO TO 132
130   NX2 = MX
      NY2 = LIML(NX2)
      GO TO 132
131   IF (VIS1) NY2 = MAX0(LIML(NX1),LIML(NX2))
      IF (VIS2) NY1 = MAX0(LIML(NX1),LIML(NX2))
132   IF (IDRAW.EQ.0) GO TO 135
      IF (IROT) 133,134,133
133   CALL SEG(NY1,1023-NX1,NY2,1023-NX2,ITFG)
      GO TO 135
134   CALL SEG(NX1,NY1,NX2,NY2,ITFG)
135   IF (IMARK.EQ.0) GO TO 138
      IF (NX1.EQ.NX2) GO TO 137
      DY = FLOAT(NY2-NY1)/FLOAT(NX2-NX1)
      FNY1 = NY1
      DO 136 K=NX1,NX2
         LIML(K) = FNY1 + FLOAT(K-NX1)*DY
136   CONTINUE
      RETURN
137   LIML(NX1) = MIN0(NY1,NY2)
138   RETURN
      END

```

```

PROGRAM PLOTTER
LOGICAL*1 FIRST,YY,IY
INTEGER X1GA(7),X2GA(7),Y1GA(7),Y2GA(7),XAA(17),XBA(17),
* XCA(17),XDA(17)
INTEGER CHEAD(48),IHEAD(10),ALP,ACM,ARP
DIMENSION CVALQ(8),S(3),JHEAD(20)
DATA YY/'Y'/
DATA ALP/' ('/,ARP/' ) '/,ACM/' ', '/,FIRST/.TRUE./
NC = 0
NN = 0
DLINE = 4.
FMAG = .8
TYPE *, ' THE CURRENT PLOT MAGNIFICATION IS .8'
TYPE *, ' DO YOU WANT TO CHANGE PLOT MAGNIFICATION? (Y/N)'
ACCEPT 9050,IY
9050 FORMAT (A1)
IF (IY.GT.98) IY = IY - 32
IF (IY.NE.YY) GO TO 5
TYPE *, ' ENTER MAGNIFICATION FACTOR-DECIMAL'
ACCEPT 906,FMAG
906 FORMAT (F12.7)
5 CONTINUE
CALL PLOTS(0,0,0)
CALL PLOT (0.0,0.75,-3)
HT = 8.0
NO = 1
OPEN(UNIT=4,NAME='PLOT.DAT',TYPE='OLD',FORM='UNFORMATTED',
* ACCESS='DIRECT',ASSOCIATEVARIABLE=NO,RECORDSIZE=10)
DO 6 K=1,4
READ (4'NO) HT,(CHEAD(I),I=1,13),NVAL
C PRINT 900,NVAL
C PRINT 901,HT
CALL SYMBOL (0.0,HT,.1,CHEAD(1),0.0,24)
6 CONTINUE
READ (4'NO) X1G,X2G,Y1G,Y2G,ZCMAX
READ (4'NO) S(1),S(2),S(3),NY,NX
NY = NY - 1
NX = NX - 1
66 DO 7 I=1,NVAL
READ (4'NO) HT,CVALQ
C PRINT 900,NVAL
C PRINT 901,HT
CALL SYMBOL (0.0,HT,.1,CVALQ,0.0,12)
7 CONTINUE
READ (4'NO) XDIST,IHEAD
TYPE *, ' ENTER 40 CHARACTER PLOT TITLE'
ACCEPT 9055,JHEAD
9055 FORMAT (20A2)
C PRINT 901,XDIST
CALL SYMBOL (XDIST+1.,6.5,.1,JHEAD,0.0,40)
10 CONTINUE
AXO = AX
AYO = AY
READ (4'NO) AX,AY,IPC
AX = AX*FMAG + 1.

```

```

    AY = AY*FMAG - .75
    IF (AXO.NE.0.0) GO TO 11
    XD = AX
    YD = AY
11   YOMAX = YMAX
    YMAX = AMAX1(YOMAX,AY)
    IF (YOMAX.EQ.YMAX) GO TO 12
    XO = AX
12   IF (NN.EQ.0.AND.FIRST) GO TO 18
    IF (ABS(AXO-AX).GT.DLINE) NN = NN + 1
    IF (NN.NE.0) GO TO 13
    XB = AX
    YB = AY
13   IF (ABS(S(1)).LT.ABS(S(2))) GO TO 131
    IF (NN.NE.NX) GO TO 18
    GO TO 132
131  IF (NN.NE.NY) GO TO 18
132  IF (NC.NE.0) GO TO 14
    XC = AX
    YC = AY
    NC = NC + 1
14   CONTINUE
    XA = AXO
    YA = AYO
18   FIRST = .FALSE.
900  FORMAT (1H 13010)
C    PRINT 903,AX,AY,IPC,NO,NC,AXO,AYO
903  FORMAT (1H 2F12.4,3I7,2F12.4)
901  FORMAT (1H 9F12.4)
    IF (IPC.EQ.0) GO TO 20
    IF (AX.EQ.-9999.) GO TO 20
    CALL PLOT (AX,AY,IPC)
    GO TO 10
902  FORMAT (F6.3)
20   CONTINUE
    IF (XA.LT.XC) GO TO 21
    XS = XC
    XC = XA
    XA = XS
    YS = YC
    YC = YA
    YA = YS
21   CONTINUE
    IF (XD.GT.XB) GO TO 22
    XS = XB
    XB = XD
    XD = XS
    YS = YB
    YB = YD
    YD = YS
22   CONTINUE
C    TYPE 901,XA,YA,XB,YB,XC,YC,XD,YD,X1G,X2G,Y1G,Y2G
    ENCODE(6,902,X1G)X1G
    ENCODE(6,902,X2G)X2G
    ENCODE(6,902,Y1G)Y1G

```

```

        ENCODE(6,902,Y2GA)Y2G
C      TYPE 905,X1GA
C      TYPE 905,X2GA
C      TYPE 905,Y1GA
C      TYPE 905,Y2GA
905    FORMAT (1H 28A2)
        IF (ABS(S(1)).LT.ABS(S(2))) GO TO 200
        IF (S(1).LT.0.0) GO TO 100
        XAA(1) = ALP
        DO 25 I=1,3
25      XAA(I+1) = X1GA(I)
        XAA(5) = ACM
        DO 30 I=1,3
30      XAA(I+5) = Y1GA(I)
        XAA(9) = ARP
C      TYPE 905,XAA
        XBA(1) = ALP
        DO 35 I=1,3
35      XBA(I+1) = X2GA(I)
        XBA(5) = ACM
        DO 40 I=1,3
40      XBA(I+5) = Y1GA(I)
        XBA(9) = ARP
C      TYPE 905,XBA
        XCA(1) = ALP
        DO 45 I=1,3
45      XCA(I+1) = X1GA(I)
        XCA(5) = ACM
        DO 50 I=1,3
50      XCA(I+5) = Y2GA(I)
        XCA(9) = ARP
C      TYPE 905,XCA
        XDA(1) = ALP
        DO 55 I=1,3
55      XDA(I+1) = X2GA(I)
        XDA(5) = ACM
        DO 60 I=1,3
60      XDA(I+5) = Y2GA(I)
        XDA(9) = ARP
        GO TO 500
100     XAA(1) = ALP
        DO 125 I=1,3
125     XAA(I+1) = X2GA(I)
        XAA(5) = ACM
        DO 130 I=1,3
130     XAA(I+5) = Y2GA(I)
        XAA(9) = ARP
        XBA(1) = ALP
        DO 135 I=1,3
135     XBA(I+1) = X1GA(I)
        XBA(5) = ACM
        DO 140 I=1,3
140     XBA(I+5) = Y2GA(I)
        XBA(9) = ARP
        XCA(1) = ALP

```

```

DO 145 I=1,3
145  XCA(I+1) = X2GA(I)
    XCA(5) = ACM
    DO 150 I=1,3
150  XCA(I+5) = Y1GA(I)
    XCA(9) = ARP
    XDA(1) = ALP
    DO 155 I=1,3
155  XDA(I+1) = X1GA(I)
    XDA(5) = ACM
    DO 160 I=1,3
160  XDA(I+5) = Y1GA(I)
    XDA(9) = ARP
    GO TO 500
200  IF (S(2).LT.0.0) GO TO 300
    XAA(1) = ALP
    DO 225 I=1,3
225  XAA(I+1) = X2GA(I)
    XAA(5) = ACM
    DO 230 I=1,3
230  XAA(I+5) = Y1GA(I)
    XAA(9) = ARP
    XBA(1) = ALP
    DO 235 I=1,3
235  XBA(I+1) = X2GA(I)
    XBA(5) = ACM
    DO 240 I=1,3
240  XBA(I+5) = Y2GA(I)
    XBA(9) = ARP
    XCA(1) = ALP
    DO 245 I=1,3
245  XCA(I+1) = X1GA(I)
    XCA(5) = ACM
    DO 250 I=1,3
250  XCA(I+5) = Y1GA(I)
    XCA(9) = ARP
    XDA(1) = ALP
    DO 255 I=1,3
255  XDA(I+1) = X1GA(I)
    XDA(5) = ACM
    DO 260 I=1,3
260  XDA(I+5) = Y2GA(I)
    XDA(9) = ARP
    GO TO 500
300  XAA(1) = ALP
    DO 325 I=1,3
325  XAA(I+1) = X1GA(I)
    XAA(5) = ACM
    DO 330 I=1,3
330  XAA(I+5) = Y2GA(I)
    XAA(9) = ARP
    XBA(1) = ALP
    DO 335 I=1,3
335  XBA(I+1) = X1GA(I)
    XBA(5) = ACM

```



```

DO 340 I=1,3
340 XBA(I+5) = Y1GA(I)
XBA(9) = ARP
XCA(1) = ALP
DO 345 I=1,3
345 XCA(I+1) = X2GA(I)
XCA(5) = ACM
DO 350 I=1,3
350 XCA(I+5) = Y2GA(I)
XCA(9) = ARP
XDA(1) = ALP
DO 355 I=1,3
355 XDA(I+1) = X2GA(I)
XDA(5) = ACM
DO 360 I=1,3
360 XDA(I+5) = Y1GA(I)
XDA(9) = ARP
C TYPE 905,XDA
500 CALL SYMBOL (XB-.5,YB-.25,.075,XBA,0.0,17)
CALL SYMBOL (XA-.75,YA+.25,.075,XAA,0.0,17)
CALL SYMBOL (XC-.75,YC+.25,.075,XCA,0.0,17)
CALL SYMBOL (XD-.75,YD-.25,.075,XDA,0.0,17)
CALL NUMEER (XO,YMAX+.1,.1,ZCMAX,0.0,1)
CALL PLOT(0.,0.,+999)
STOP
END

```



APPENDIX B  
TYPICAL PLOTS OF FLUX-MAPPER DATA



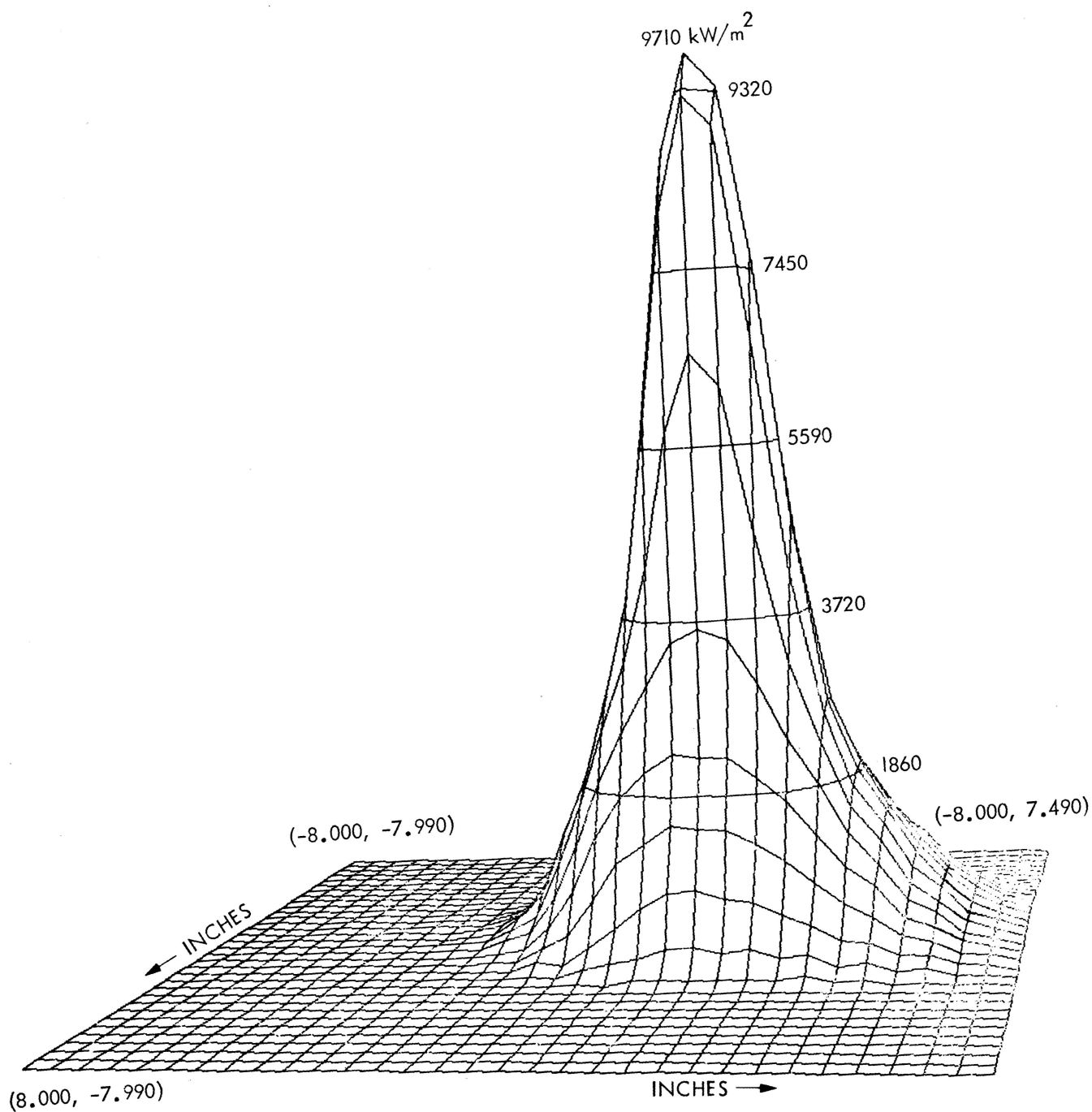


Figure B-1. A Typical Flux Map Along a Concentrator Focal Plane

-8.00, 7.50

8.00 , 7.50

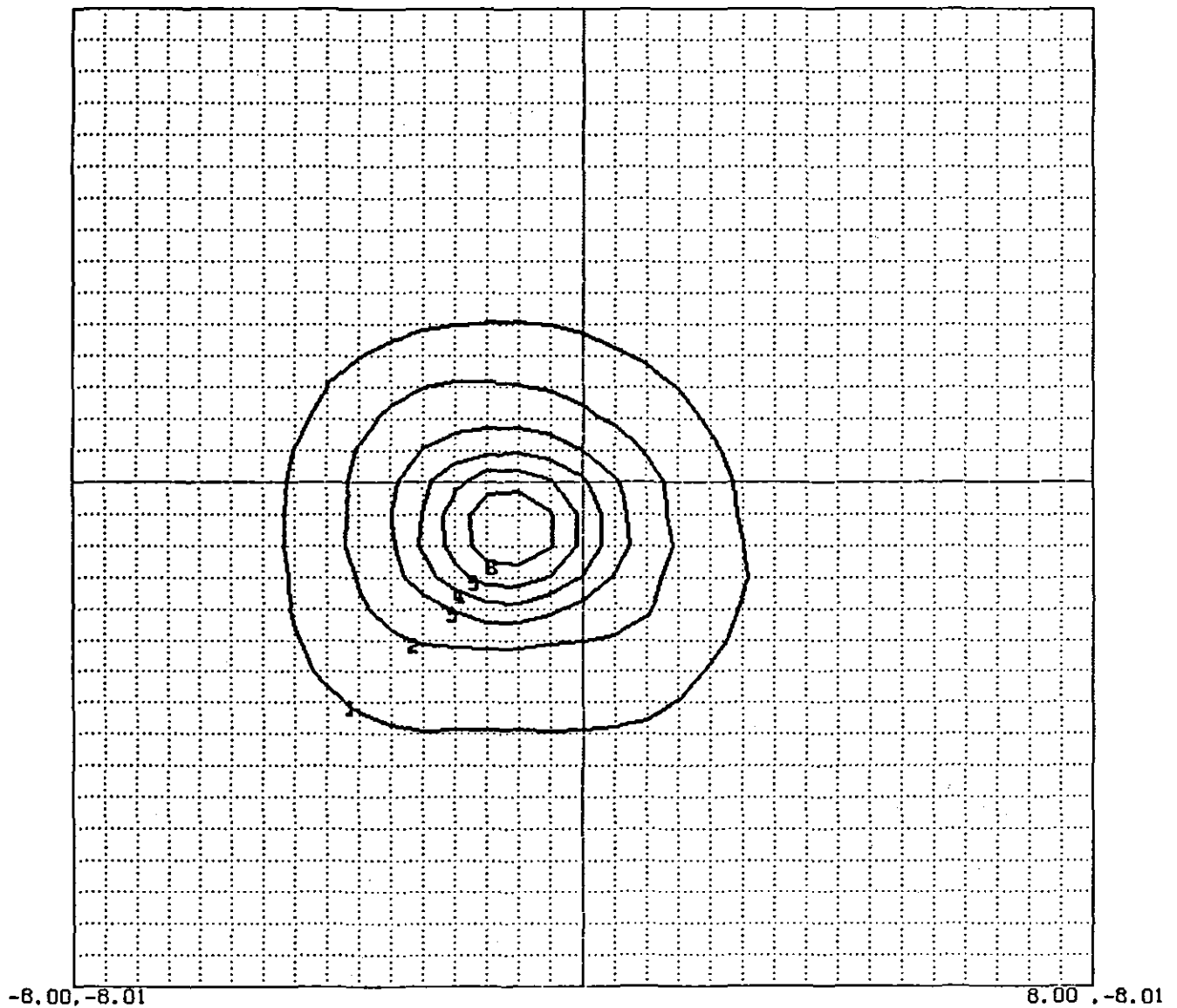


Figure B-2. A Typical Contour Map at a Concentrator Focal Plane  
(Contour software not listed in this report, but  
available from SNLA.)









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