

APLOT

APL FUNCTIONS FOR PLOTTING ON DTC TERMINALS

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## 1. Introduction

The APLOT plotting package for CRMS APL is designed for operation with a DTC terminal. The DTC terminal prints 30 characters per second and will handle 30 commands per second in plot mode. The print head can be moved in units of  $1/60$ " in the horizontal direction and  $1/48$ " in the vertical direction. This document describes the use of the APL routines within the plotting package.

## 2. Global Data

In the following paragraphs, a positive  $X$  direction means to the right. A positive  $X$  position is to the right of the extreme left-hand side of the paper. A positive  $Y$  direction is towards the top of the page. The zero position for the  $Y$  axis is the starting point.

The values of  $\Delta XY$  and  $\Delta XYI$  are dynamically maintained during plotting.

$\Delta XY$  is a two-element vector which is the  $X$  and  $Y$  position of the print-head in units from the origin. (A unit is  $1/60''$  in the  $X$  direction and  $1/48''$  in the  $Y$  direction.)

$\Delta XYI$  yields a two-element vector which is the  $X$  and  $Y$  positions of the print-head in inches from the origin.

$\Delta DOT$  is the current default plotting character. The initial value is period (.). To change the default, use  $\Delta DOT \leftarrow \text{'character'}$ . Any character or character pair is legal. For instance, 'O+' would print as  $\oplus$ .

$\Delta GRID\_ON$  is the grid-control bit. If  $\Delta GRID\_ON$  is 1, then an entire grid is drawn by  $\Delta PLOT$  and  $\Delta GRID$ . If  $\Delta GRID\_ON \leq 0$ , only a border is drawn. If  $\Delta GRID\_ON$  is -1, only the left and lower sections of the border are drawn.

### 3. Routines for Plotting Graphs

#### $\Delta$ INIT

must be called to initialize the plotting package. Omission will cause a *VALUE ERROR* .

#### $\Delta$ EXIT

is used to exit plotting mode. The print head is not moved by this function.

#### $\Delta$ PAGE

starts a new page and puts the print head at the new origin.

#### $\Delta$ PLOT[*oxl*;*oyl*;*ot*;*ogs*;*ochar*;*osize*;*omode*;*oxa*;*oya*]*vect*

plots a graph.

*XL* , if given is the *X-AXIS* title. If there is more than one graph on the page, *X*-labels will not be overprinted, but they will be printed 1/6" below the old label.

*YL* , if given, is the *Y-AXIS* title. To avoid overprinting, the *Y*-label will be moved to the right in 1/10" increments.

*T* , if given, is the title. Titles are only printed once on a page.

*GS* is a two-element vector or scalar which if given, will set the grid size. If *GS* is a scalar *N* , then the grid will be *N*×*N* inches. If *GS* is a vector *N M* , then the grid will be *N*×*M* inches. If *GS* is omitted, then a 10×10-inch grid is drawn if there is no grid on the page already. The grid is also affected by  $\Delta$ GRID\_ON (see page 2).

*CHAR* is the character to plot with. If *CHAR* is omitted, then *DOT* is used.

*SIZE* , if given, is a 4-element vector containing (1) the virtual X-coordinate of the left border, (2) the virtual Y-coordinate of the lower border, (3) the virtual X-coordinate of the right border, and (4) the virtual Y-coordinate of the top border. If not given, it is computed.

*MODE* , if given, is the line-drawing mode. A mode of *N* will cause a straight line (using character  $\Delta DOT$  ) to be drawn between all the points specified in *VECT* . The dots will be *N* units (1/48" or 1/60") apart. If *MODE* is not given, or is zero, then the points of *VECT* are plotted without interconnecting lines.

*VECT* is a  $N \times 2$  matrix of points to be plotted. *VECT*[*N*;] is the *N*th point to be plotted. *VECT*[:,1] is the X-coordinate vector, and *VECT*[:,2] is the Y-coordinate vector.

*XA* , if given, is the X-axis scalar. *XA* must have either 0 or 2 or more elements. *XA* is written along the X-axis. If *XA* is null, then there is no X-axis scaling. If *XA* is not given, it is computed with length 11.

*YA* is like *XA* except that it is for the Y-axis.

*SIZE*  $\leftarrow$   $\Delta SCALE$  *VECT*

computes the *SIZE* parameter for a call to  $\Delta PLOT$  . This is used for multiple graphs. Example: assume function *F*(*x*) was to be overlaid with the graph of *G*(*x*) . To maintain scale, the following would be needed:

```
SIZE  $\leftarrow$   $\Delta SCALE$  (VECT1 $\leftarrow$  $\Delta X\_VS$  F,100) , VECT2 $\leftarrow$  $\Delta X\_VS$  G,100
 $\Delta PLOT$ ['F IS F(X)';;;; 'F';SIZE;;;] VECT1
 $\Delta PLOT$ ['G IS G(X)';;;; 'G';SIZE;;;] VECT2
```

$A \leftarrow B \Delta VS C$

takes the vectors  $B$  and  $C$  and turns them into a matrix which  
 $\Delta PLOT$  and  $\Delta DRAW$  will accept.

$A \leftarrow \Delta X\_VS C$

works like  $\Delta VS$  , but uses the  $X$  axis instead of  $B$  .

#### 4. General Drawing Routines

These routines have their position parameters specified in inches.

$\Delta$ DRAW[*oCHAR*;*oMODE*] *POSN*

*CHAR* , *MODE* see  $\Delta$ PLOT

*POSN* is an  $N \times 2$  matrix of positions as in  $\Delta$ PLOT's *VECT* . The difference here is that there is a set scale (inches). A position that does not fall directly on a possible dot position is rounded down to the next  $1/60''$  or  $1/48''$ .

*TEXT*  $\Delta$ LX *POSN*

This routine places the text in *TEXT* starting at position *POSN* (a two-element vector containing the starting *X Y* position). The text is written horizontally.

*TEXT*  $\Delta$ LY *POSN*

This routine is like  $\Delta$ LX except that the text is printed vertically (top to bottom).

$\Delta$ GRID[*oGS*]

draws a grid with heavy borders and 100 internal grid squares. *GS* , if given, is the grid size; if not given, it is assumed to be 10 (see  $\Delta$ GRID\_ON ). If *GS* is a scalar *N* , then the grid size is  $N'' \times N''$ . If *GS* is a vector *N M* , then the grid size is  $N'' \times M''$ . The lower left-hand corner of the grid is always at 1 3 .

## 6. Control Characters on the DTC Machine

<u>Control Character</u>	<u>in plot mode</u>	<u>in print mode</u>	<u>octal</u>
F	exit plot mode	enter plot mode	146
G	beep, exit plot mode	beep	147
H	move left 1/60"	backspace	150
I	tab	tab	151
J	move down 1/48"	linefeed	152
K	move up 1/48"	reverse linefeed	153
L	formfeed	fromfeed	154
M	Return	Return	155
space	move right 1/60"	space	

RESET BUTTON resets line counter for from-feed control and homes the printer and exits plot mode.



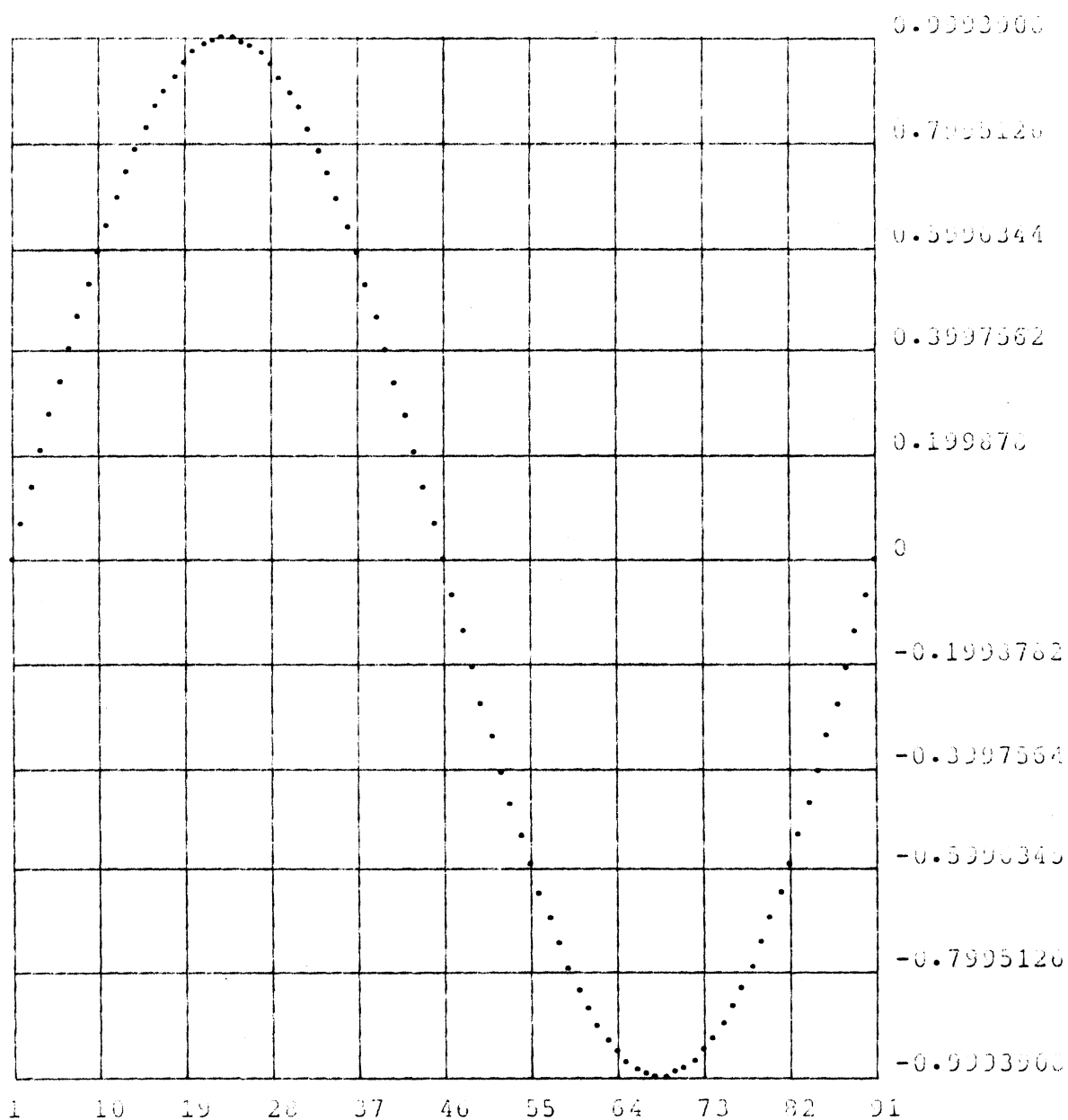
### Examples

In the near future (as soon as  $\square FMT$  is available), the Y-axis scale values will be printed to the left of the graph.

```

      ▽ GRAPH1
[1]   ␣START UP
[2]   ␣INIT
[3]   ␣AUTOMATICALLY PLOT A SINE WAVE, 5×6 INCHES
[4]   ANGLES←␣(÷180)×4×-1+191
[5]   ␣PLOT['X-AXIS';'Y|AXIS';'TITLE';5 6;;;;;] ␣X_VS 1␣ANGLES
[6]   ␣DONE
[7]   ␣EXIT
[8]   ▽
```

Y-AXIS



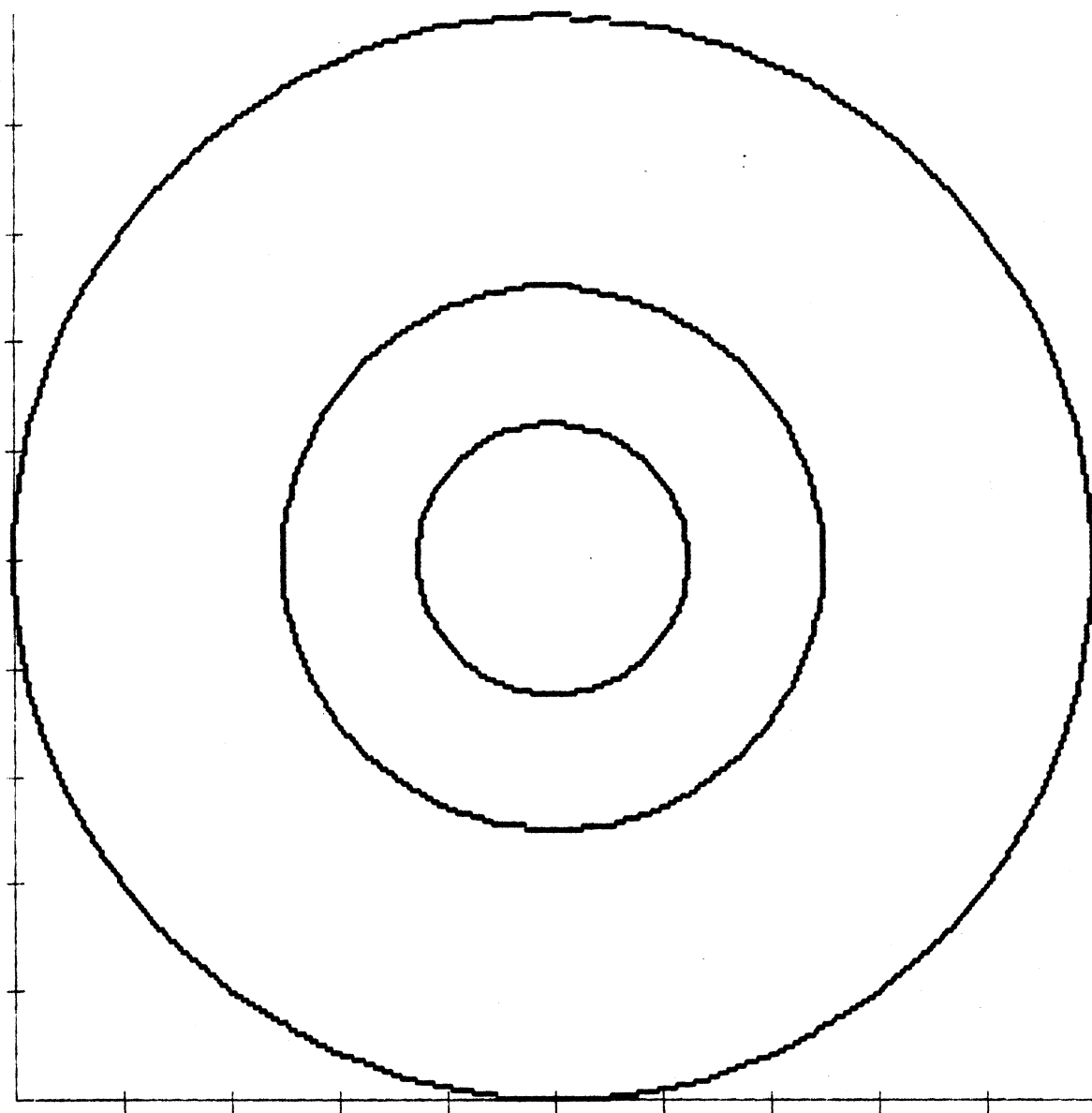
X-AXIS

TITLE

```

V GRAPH2
[1]  INIT
[2]  nTURN GRID OFF, USE ONLY LOWER AND LEFT PART OF AXISES
[3]  nGRID_ON = 1
[4]  nPLOT 3 CONCENTRIC CIRCLES, THE LARGEST BEING 6 INCHES ACROSS
[5]  nFIND SCALES
[6]  ANGLES = 0(÷180) × 4 × 91
[7]  SIZE = ΔSCALE MAT ÷ (10 ANGLES) ΔVS 20 ANGLES
[8]  nPLOT THE CIRCLES
[9]  ΔPLOT[;;;6;;SIZE;1;'';'] MAT
[10]  nVARY SIZE BY CHANGING MAT
[11]  ΔPLOT[;;;6;;SIZE;1;;] .5×MAT
[12]  nVARY SIZE BY CHANGING SIZE
[13]  ΔPLOT[;;;6;;4×SIZE;1;;] MAT  nNOTICE RECIPROCAL RELATIONSHIP
[14]  ΔPAGE
[15]  ΔEXIT
[16]  V

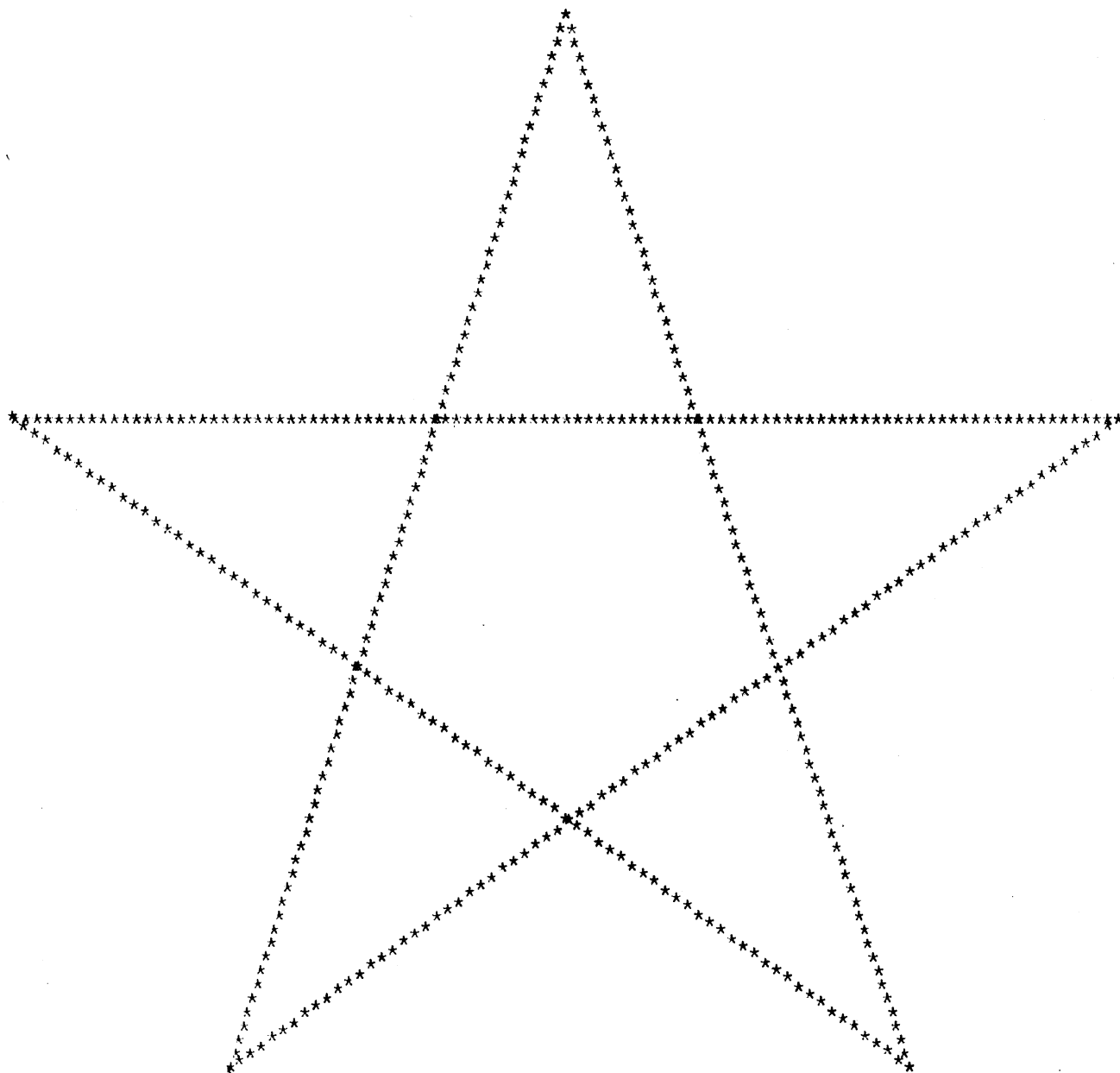
```



```

V GRAPH3
[1]  EXIT
[2]  nPLOT A 7 INCH 5 POINTED STAR
[3]  nMOVE TO FIRST POINT
[4]  ADRAW['=100';] 4 7.5
[5]  nPLOT USING A LINE OF *S
[6]  ALOT*'*'
[7]  nSWEEP OF THE POINTS
[8]  ADRAW['*';4] 5 200.057 1.168 .671 5.082 7.329 5.082 1.943 1.168 4 7.5
[9]  nLABEL IT
[10] 'STAR' ΔLX 3.8 0
[11] nSTOP
[12] ΔEXIT
[13] V

```



STAR