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IMPROVEMENTS TO THE LGRAPHICS PACKAGE ON THE
TCA TOKAMAK PDP 11-60

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1. Introduction

The LGRAPHICS package (INT 76/79) was written as a high-level set of routines which used either, or both of, the PLOT-10 and Versaplot software packages to control the visual Display Units or Versatek printer/plotter respectively. This total package was fairly large, as is the data retrieval package. The small addressable memory in the PDP 11-60 meant that we had to overlay programs which performed any detailed calculations on whole traces. We have counteracted this problem by rewriting separately the VDU control package and the Versaplot package, with minor restrictions. This led to an increased speed of execution in the case of the old-fashioned coding of PLOT-10, and a reduction in the task-image size. In the case of the Versatek, a considerable reduction in user task-image size was obtained and speed was maintained. The Versatek dump program, on the other hand, was increased in size. We now discuss the two modifications and the restrictions they impose.

2. V D U

The PLOT-10 package is an extremely universal and cumbersome software (20 routines) which spends a great deal of time doing very little. We wrote a very simple routine, HPDRAW, which uses the HP2648A escape sequence commands and the fairly efficient redundant byte rejection algorithm of the HP2648A. The latter avoids sending bytes which repeat themselves, using bits in the "LOW-X" byte to define the rejection. We have no subroutine calls within HPDRAW: which saves time. We have lost the possibility of declaring blank windows and other such subtleties which were never used on TCA. The full screen is

used and the aspect-ratio of a VDU drawing is not the same as that of the Versatek drawing, which works in absolute units of cm. The transmission to the terminal is by use of an asynchronous write via a QIO request called in the FORTRAN program. HPDRAW is reproduced in Appendix I.

3. VERSATEK

We have rejected all the Versaplot routines, with the exception of the MTX routine which sends the QIO to the Versatek and is written in MACRO, and the symbol-drawing routines. We have made the major restriction of "one page equals one drawing" which should not in fact be restrictive since this was the only way in which LGRAPHICS was used on TCA. Instead of a MAP file, we therefore have an explicit intermediate file which simply contains the full-page Vector data, in point-line units, and which is extremely simple. The LOW-X and LOW-Y bytes are always sent with the 7 least significant bits of vector data. The eighth bit of each determines whether the most significant byte is sent or implicitly repeated. The most significant bytes contain the pen-up, pen-down information. In addition, we define a "page" coordinate (0,0) and an "end" coordinate (1,0) to complete the definition of the intermediate file. VFILE•BIN is written sequentially in records of 512 Bytes by a synchronous write. In this way we only have a simple user routine, VCREER (see Appendix II), which enormously reduces the task-image file, by in excess of 6 K-Bytes. In addition, the Graphics Library, VTLIB, became so small that we have simply made two object code modules LGRAPH•OBJ and LGRLOG•OBJ. The former contains all the graphics package with the exception of LOGAXE and LCONV which are held in the latter. Task-Build time is thereby also reduced.

The Vector-to-Raster phase is performed by the program RAST (not appended). This program decodes the VFILE•BIN file, page by page, and creates a scratch sliced-vector file, all file operations being asynchronous. This second file contains the start-stop vector information of each slice containing N LINES (74) lines, separately. Each slice is then a separate "drawing" containing Vector information, packed as in VFILE, but with the "local" Y-coordinate. During this preparation

phase (in VPREP) the Versatek is not attached. When a page is completed an end-of-page code is written and the next page is prepared until the end-of-data code is met. The final Vector-to-Raster operation is then performed on each page. The data is printed by the print-software before the first slice is dumped. The black-bit calculation is extremely tedious in FORTRAN and could be optimised in MACRO, if ever... . When a slice is completed it is sent asynchronously to the Versatek and the alternate buffer is filled with the next slice.

It is not very elegant but it has a subtle advantage in that whole pages are always printed and the users do not waste days writing Overlay Descriptions. In addition a logical unit (1) has been freed for general use.

We note finally that the slice-size can be tailored to suit. Having small but many slices reduces the RAST task-image size, but slows the performance. A final advantage of the new system is that two drawings can very simply be merged, should the need ever manifest itself.

```

C SUBROUTINE HPDRAW(X,Z,IC)
C DIRECT DRAWING ONTO HP SCREEN
C IC=2 PENDOWN
C IC=3 PEN-UP
C IMPLICIT BYTE Y
C REAL YØ
C LOGICAL LFLAG
C INCLUDE 'COMTEK.FTN'
C INCLUDE 'COMVTK.FTN'
C DATA LGRAP/.FALSE./,IUP/42/,NBUF/Ø/
C DATA YFF,YGS,YUS,YESC/12,29,31,27/
C LGSX=.TRUE.
C IF PENDOWN KEEP ADDING BYTES
C IF(LGRAP.AND.IC.EQ.2) GOTO 1
C START NEW GRAPH SEQUENCE
C YBUF(NBUF+1)=YGS
C NBUF=NBUF+1
C LGSX=.FALSE.
C CONTINUE
C 1
C XLAST=X+XØ
C ZLAST=Z+YØ
C IX=XLAST*719/26.5
C IZ=ZLAST*359/19.5
C IF(IX.GT.719) IX=719
C IF(IX.LT.Ø) IX = Ø
C IF(IZ.GT.359) IZ=359
C IF(IZ.LT.Ø) IZ=Ø
C YXL=MOD(IX,32)+64
C YVL=MOD(IZ,32)+96
C YXH=IX/32+32
C YVH=IZ/32+32
C PEN DOWN ?
C IF(LGRAP.OR.IC.EQ.3)GOTO 12
C SEND OLD DATA
C YBUF(NBUF+1)=YOYH
C YBUF(NBUF+2)=YOYL
C YBUF(NBUF+3)=YOXH
C YBUF(NBUF+4)=YOXL
C NBUF=NBUF+4
C LGSX=.TRUE.
C CONTINUE
C 12
C CHECK CHANGED OR JUST AFTER GS
C IF(LGSX.AND.YOYH.EQ.YYH)GOTO 21
C YBUF(NBUF+1)=YVH
C YOYH=YYH
C NBUF=NBUF+1
C CONTINUE
C IF(LGSX.AND.YOYL.EQ.YYL.AND.YOXH.EQ.YXH)GOTO 22
C YBUF(NBUF+1)=YVL

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22 YOYL=YYL
NBUF=NBUF+1
CONTINUE
IF(LGSX.AND.YOXH.EQ.YXH)GOTO 23
YBUF(NBUF+1)=VXH
YOXH=VXH
NBUF=NBUF+1
YBUF(NBUF+1)=YXL
CONTINUE
YOXL=YXL
NBUF=NBUF+1
LGRAP=.TRUE.
IF(NBUF.LT.74)RETURN
ENTRY HPSEND
SEND CURRENT BUFFER , ENDING WITH US
IF(NBUF.EQ.Ø)RETURN
YBUF(NBUF+1)=YUS
NBUF=NBUF+1
GOTO 9
ENTRY HPCLER
INITIALISE TERMINAL
SEND ERASE
CALL GETADR(IPARAM(1),YSEND(1))
CALL SETEF(24)
TØ=SECNDS(Ø.)-3
YBUF(1)=YESC
YBUF(2)=YFF
YBUF(3)=YUS
YOXH=Ø
YOYL=Ø
YOYH=Ø
NBUF=3
SEND THE BUFFER
CONTINUE
CALL WAITFR(24)
CHANGE THE BUFFER
DO 5 I=1,NBUF
YSEND(I)=YBUF(I)
IPARAM(2)=NBUF
NBUF=Ø
SEND
DT=SECNDS(TØ)
IF(DT.LT.Ø.12)GOTO 51
CALL QIO("41Ø,5,24,1,ISP,IPARAM)
LGRAP=.FALSE.
TØ=SECNDS(Ø.)
RETURN
END
C 23
C 21

```

```

SUBROUTINE VCREER
  C
  C INCLUDE 'VERSTK.COM'
  C
  C ENSEMBLE DE ROUTINES DESTINEES A CREER UN BUFFER
  C CONTENANT LES COORDONNEES DES POINTS A TRACER EN VALEURS ENTIERES
  C
  DIMENSION IBUF(256),YBUF(1)
  EQUIVALENCE(IBUF,YBUF)
  C
  C ENTRY VGO
  C
  OPEN(UNIT=2,NAME='VP:VFILE.BIN',TYPE='UNKNOWN',
  * ACCESS='SEQUENTIAL',ERR=9000,
  * FORM='UNFORMATTED')
  GO TO 901
  C
  C TRY AGAIN, MAYBE LOCKED
  OPEN(UNIT=2,NAME='VP:VFILE.BIN',TYPE='NEW',
  * ACCESS='SEQUENTIAL',FORM='UNFORMATTED')
  901 CONTINUE
  IPT=1
  IY3OLD=0
  C
  C IPT EST LE POINTEUR DE IBUF
  C
  C RETURN
  C
  C ENTRY VFIL(X,Z,IC)
  C
  C ECRITURE DANS LE BUFFER CREE PAR VGO
  C
  IX=X*PTSX
  IF(IX.LT.1) IX=1
  IF(IX.GT.2047) IX=2047
  IY=Z*PTSY
  IF(IY.LT.1) IY=1
  IF(IY.GT.IYMAX) IY=IYMAX
  C
  YBUF(IPT)=IAND(IX,127)
  YBUF(IPT+1)=IAND(IY,127)
  IY3=IAND(IY,1920)/128
  IY3=IY3 + IAND(IX,1920)/8
  C
  IF(IC.EQ.3) YBUF(IPT)=YBUF(IPT) - 128
  IPT=IPT+2
  IF(IY3.EQ.IY3OLD) GO TO 71
  C
  IY3OLD=IY3
  IF(IY3.GT.127) IY3 = 127 - IY3
  YBUF(IPT)=IY3
  YBUF(IPT-1)=YBUF(IPT-1) - 128
  IPT=IPT+1
  C
  CONTINUE
  71
  C
  IF(IPT.LT.510)RETURN
  C
  C PREPARE LE BUFFER SUIVANT SI LE BUFFER COURANT EST PLEIN
  C
  2
  IPT=1

```

```

WRITE(2)IBUF
RETURN
C
C ENTRY VPAGE
C
C PASSAGE A LA PAGE SUIVANTE
C
YBUF(IPT)=0
YBUF(IPT+1)=-128
YBUF(IPT+2)=0
IPT=IPT+3
IF(IPT.LT.510)RETURN
C
C BUFFER PLEIN ENVOYE SUR DM:
C
GO TO 2
C
C ENTRY VSTOP
C
C FIN DE L'OPERATION AVEC FERMETURE DU FICHIER
C
YBUF(IPT)=0
YBUF(IPT+1)=-127
YBUF(IPT+2)=0
C
C 0,1 INDIQUE LA FIN DE FICHIER
C
WRITE(2)IBUF
C
C ECRITURE DU DERNIER BUFFER
C
CLOSE(UNIT=2)
RETURN
END

```