

LOGO USERS

If ACORNSOFT or LOGOTRON Logo is being used, the following Logo procedures will enable the plotting out of Logo patterns.

Please note that certain files must be copied from the PLOTMATE system disk onto Logo work disks before plotting can be carried out. These files are :-

H.PLTMATE

H.PENPARK

H.DISABLE

With the PLOTMATE SIDEWAYS ROM fitted in the BBC Micro, it is not nessecary to copy these files, as they are not used.

Also with the ROM fitted the commands shown below should be replaced by the commands in brackets whenever they appear in a program line.

1) A Procedure to enable PLOTMATE

```
TO PLOTMATE
HT
VDU[29 0 0 0 0]
VDU[22 7]
*RUN H.PLTMATE      (*PLTMATE)
PU
HT
HOME
HT
VDU[29 128 2 0 2]
HOME
HT
END
```

2) A Procedure to disable PLOTMATE

```
TO PLOTEND
PU
*RUN H.PENPARK      (*PARK)
*RUN H.DISABLE      (*OFFMATE)
VDU[22 4]
VDU[29 128 2 128 2]
VDU[28 0 31 39 24]
CS
END
```

NOTE 1: Logo Instructions containing a "show turtle" command result in the turtle character being plotted out on PLOTMATE before every vector.

NOTE 2: ALWAYS "PLOTEND" BEFORE USING THE LOGO EDITOR.

Try the following example:

```
TO POLYREP :TIMES :SIDES :LENGTH
PU
HOME
PD
REPEAT :TIMES [POLY :SIDES :LENGTH RT 360/ :TIMES]
PU
HOME
END
TO POLY :TIMES :SIDE
REPEAT :TIMES [FD :SIDE RT 360/ :TIMES]
END
```

Save this on disk and try typing in:
POLYREP 20 5 100 [RETURN]

A pattern will appear on the screen

Now try typing in:

PLOTMATE [RETURN]
POLYREP 20 5 100 [RETURN]
PLOTEND [RETURN]

The same pattern will be drawn on PLOTMATE

Try this now:

PLOTMATE [RETURN]
VDU[5] PRINT[THIS IS LOGO] VDU[4] [RETURN]
PLOTEND [RETURN]

This will cause text to be plotted on PLOTMATE.

