

# Hewlett Packard 9815A Calculator 98130A Plotter Interface Operating and Service





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# Operating and Service



**HP 98130A Plotter Interface**

**Hewlett-Packard Desktop Computer Division**  
3404 East Harmony Road, Fort Collins, Colorado 80525  
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# Chapter 1

## Introduction

The HP 9872A Plotter interfaced with the HP 9815A Calculator produces a plotting system capable of providing hard-copy, multi-color, graphic solutions for problems processed by the calculator. The HP 9872A Plotter can be used to plot, label, and digitize.

The calculator controls the functions of the plotter through the HP 98130A Plotter Interface. The HP 98130A Interface is not designed to be compatible with the HP-IB Interface. This means that you do not have to set the select code switches on the plotter rear panel as stated in the plotter manual (HP P/N 09872-90000).

### Option 002

The calculator must be equipped with Option 002, two-channel I/O, before it is possible to connect the plotter interface. If you do not have Option 002, contact your nearest HP Sales and Service Office. The HP Sales and Service Offices are listed in Appendix E.

## Connecting the System

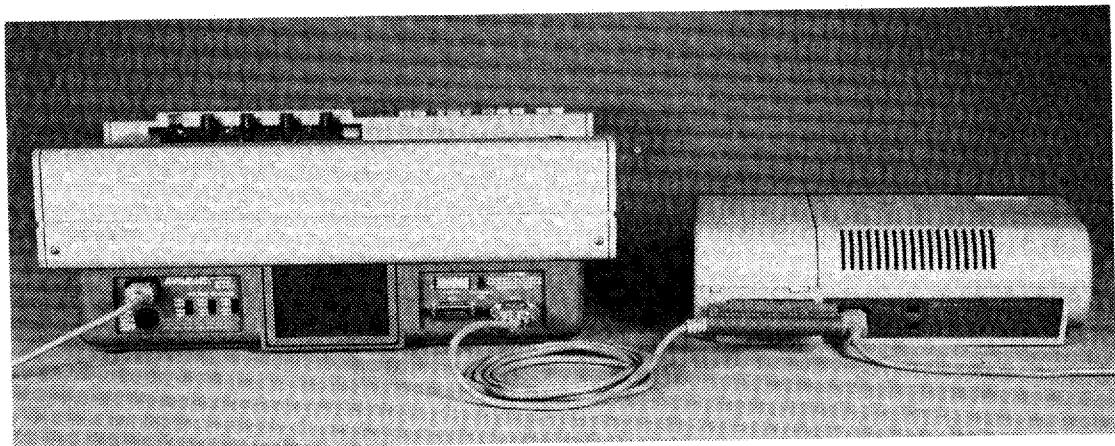
---

### NOTE

The calculator must be switched off before connecting the interface.

---

The calculator-plotter system will function properly only if it is connected with the calculator switched off. If you accidentally connect the interface with the calculator on, you must switch the calculator off and then on again.



With the calculator switched off, connect the interface to the calculator and plotter as shown above. The interface may be connected to either I/O channel on the calculator. The interface may be connected only to the smaller connector (labeled 9815A) on the plotter.

---

### CAUTION

THE MOUNTING FASTENERS SHOULD BE TIGHTENED UNTIL THEY ARE FINGER-TIGHT. DO NOT OVER-TIGHTEN THE MOUNTING FASTENERS. THIS COULD RESULT IN BENDING OR WARPING THE FASTENER PLATE ON THE INTERFACE CABLE.

---

When the interface connections are complete, switch the calculator on. (Refer to the next section for plotter turn-on.)

The plotter interface requires the use of 48 calculator program steps, as can be seen by performing the following key sequence:

1. Switch to the run mode.



2. Press **END**



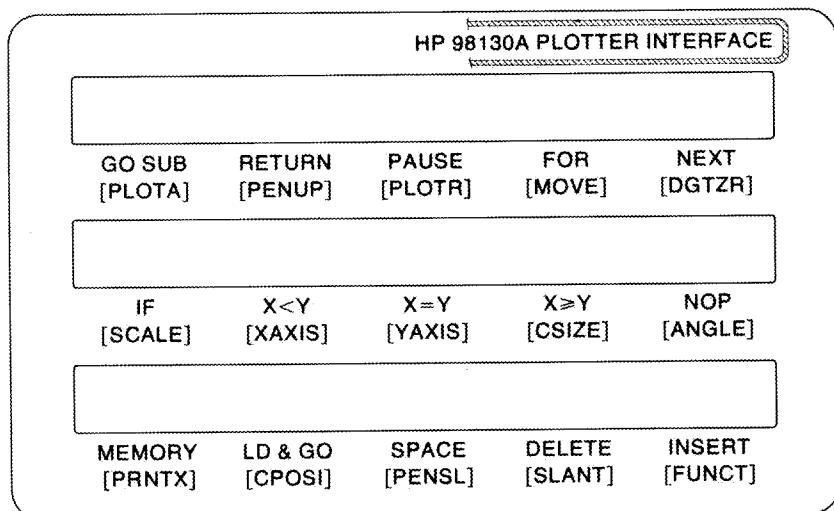
3. Switch to the program mode.

**PC - 0000** nnnn

The number on the right side of the display (nnnn) should be 48 steps less than the number of steps available without the interface connected. The exact number of steps available depends upon the memory option of your calculator and the connection of any other interfaces.

## Key Overlay

The interface provides the calculator with a set of key-sequence instructions that are used to control various plotter operations. The instructions can be executed from either the keyboard or a program. A key overlay (HP P/N 7120-6347) showing the HP 98130A Interface instructions is provided with the interface. The overlay (shown below) should be placed over the keys A through 0. A copy of the secondary instruction set in an overlay format can be found in Appendix B.



## The HP 9872A Plotter

Information concerning the plotter is contained in the HP 9872A Plotter Operation and Service Manual (P/N 09872-90000). Refer to that manual for complete information regarding plotter installation, initial turn-on procedure, plotter maintainence, etc. The following plotter "set up" information is included here for your convenience.

Before turning on the 9872A Plotter verify that:

1. Proper initial turn-on procedures have been performed according to the HP 9872A Plotter Operation and Service Manual (P/N 09872-90000).
2. The power cord is connected to the plotter, and is plugged into a suitable power outlet.

### Power On

Switch the plotter on.

At turn-on of the power switch, the pen is raised and moved to the lower right of the platen. This is the **initialize** position. At this time, the following default conditions are established:

### Default Values

**CHART HOLD:** On

**LABEL:** The shift and tab flags are cleared. The characters are taken from Character Set 0.

**PEN UP:** The pen is up.

**DGTZR:** The enter light is off.

**P1 & P2:** The points are set for 25cm x 38cm paper. (The points are subject to paper guide error.)

**SCALE:** The values are set from 0 to 100% of full platen area.

**CSIZE:** The labeling character size is set for .75% of  $P_{2x} - P_{1x}$  distance as the character width. The character height is set for 1.5% of the  $P_{2y} - P_{1y}$  distance.

**ANGLE:** The labeling direction is set at 0° from the horizontal axis (X-axis).

**SLANT:** The labeling character slant is set at 0° from the vertical axis (Y-axis).

**LIMIT:** The plotting window is set to the full platen area.

**LINE:** The line type and pattern length is set to a solid line.

**CHAR:** The labeling characters will be taken from character set 0 in both STD and ALT sets.

**SPEED:** All pen speeds are set at 36cm/sec.

**SYMB:** The ASCII symbol mode is turned off.

**TICS:** The axes tic length is fixed at .5% of  $P_2 - P_1$  points for the respective axes.

**AUTOL:** The axes tic labeling is turned off.

**LOG:** Log plotting is turned off. Both axes are plotted linearly.

**MODE:** The labeling character size and angle are set to a percent of  $P_1$  and  $P_2$ .

**AVEL:** Automatic pen tracking velocity is off. All pens will track at 36cm/sec.

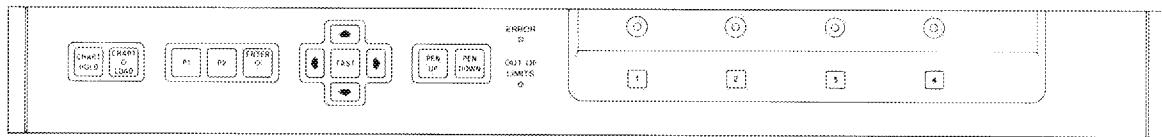
**APEN:** Automatic pen pick up after 65 seconds is on.

## Stop Key Interaction

The  key interacts with the plotter operations as follows:

1. During an XAXIS or YAXIS instruction, termination occurs upon completion of the axis line segment before the tic is to be drawn.
2. During a LABEL instruction, termination occurs upon completion of the next character in the alpha string.
3. During a DGTZR instruction, termination occurs before the plotter coordinates are entered into the stack. The  light is turned off. The digitizer mode is terminated.

## Front Panel Controls



The remainder of the controls are located on top of the plotter's front panel, as shown above.

### WARNING

DO NOT TOUCH THE PLOTTER ARM OR THE PLATEN WHEN THE PLOTTER IS IN OPERATION. THE PLOTTER ARM MOVES WITH SUFFICIENT SPEED TO CAUSE INJURY.

### CAUTION

THE PLATEN MUST BE CLEAR OF ALL OBJECTS BEFORE PERFORMING ANY PLOTTING OPERATIONS. STRIKING ANY OBJECTS WITH THE PLOTTER ARM COULD DAMAGE THE PLOTTER.

## Chart Load

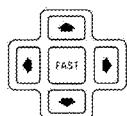
Paper must be loaded before performing any plotting operation. To load paper, press the  button.  lights and the plotting arm moves to the chart load position (upper right of platen).

After placing the paper on the platen, press the  button. The  light extinguishes and the electrostatic paper hold down is activated.

## P1 and P2

P1 and P2 are selectable reference points. P1 and P2 correspond to the Xmin, Ymin and Xmax, Ymax coordinates, respectively. P1 and P2 form a rectangular plotting area for the SCALE instruction to process. To manually set P1 and P2, use the cursor controls to position the pen at a desired point and press  or  and . The pen coordinate is entered into its respective position.

## Cursor Controls



The cursor controls are used to position the pen from the plotter front panel. The pen moves in the direction specified by the arrow on the control.

## Indicator Lamps

**Error Lamp:** The error lamp will blink during an error. If the lamp is on for a prolonged period of time, you must turn off the plotter. The plotter should then be turned on and the program re-executed.

**Out of Limit:** The Out of Limit lamp lights whenever any one of the three possible Out of Limit conditions occur. The three possible conditions are:

1. Out of WINDOW Limit
2. Out of BOUNDARY Limit.
3. Lost.

### Out of WINDOW Limit

This occurs when the pen intersects the plotting window (refer to LIMIT instruction, Section 2). The pen raises and does not plot until the program re-enters the plotting window boundaries.

### Out of BOUNDARY Limit

This occurs when the pen is instructed to plot at a point which is outside the platen area, but within the over range limit. The platen area is defined as being 16,000 plotter units along the X axis and 11,400 plotter units along the Y axis. The over range limit is defined as being 32,767 plotter units along each axis. Therefore the over range limits are 2.05 times the X axis and 2.87 times the Y axis for full platen.

The plotter units relate to your program in the following manner:

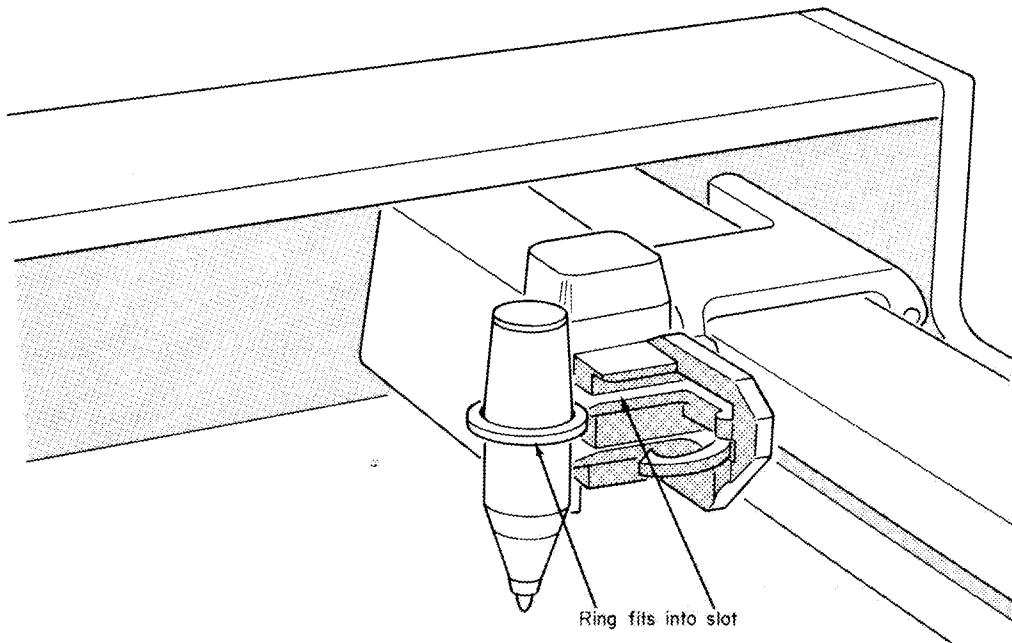
- If you are executing a program and the algorithms in your program generate an X value which is up to 2.05 times the full platen X axis value, the plotter will be able to use that new value for processing PLOTR instructions.
- If you were executing a program and the algorithms in your program generate a Y value, which is up to 2.87 times the full platen Y axis value, the plotter will be able to use that new value for processing PLOTR instructions.

### Lost

This occurs when the algorithms in your program generate a value which is greater than 2.05 times the full platen X axis value or greater than 2.87 times the full platen Y axis value. When this happens and you try to execute a PLOTR instruction, the plotter can not accept the data correctly and the resulting plots may not be accurate. If you execute a PLOTA instruction to a point within the plotting area, the plotter will regain its position and begin to process new data correctly.

## Pens

The 9872A plotter's pens are housed in the pen stable. To load a pen, plotter power must be on and the plotter arm must have stopped.



Select the color of pen that you want in pen stable #1. Remove the pen cap and place the pen in the pen holder as shown in the picture above. Note that the thick ring around the middle of the pen fits into the slot in the pen holder. Now press **ENTER** and the pen stable button **1**. The plotter arm will put the pen in the first storage stable. Repeat this procedure with three more pens, substituting the appropriate pen stable button for each one.

---

### NOTE

Save the pen caps in case you wish to remove a pen temporarily from the plotter.

---

To select a pen, press the pen select button you desire. The plotter will go through the following sequence: Move to the lower right hand corner of the plotter, replace original pen, select new pen, return to the last coordinate where it was prior to the select instruction.

To replace a pen without selecting another, press **ENTER** and the vacant pen stable button. This will load the pen into the stall. This procedure is recommended for any period of non-use to reduce the effect of the pen tip drying out. The stable will automatically cap the pens.

The **PEN UP** and **PEN DOWN** controls raise and lower the pen, respectively.

## System Test

The following procedure will verify the operation of your plotter and plotter interface.

---

### NOTE

This procedure requires that the calculator and plotter be properly connected. For installation instructions, refer to the beginning of this section.

---

1. Switch the calculator on.
2. Switch the plotter on.
3. On the plotter:
  - a. Press the  button.
  - b. Load a sheet of 25 x 38 cm paper (HP P/N 9270-1024) on the platen. Align the paper against the guides located on the left and lower sides of the platen.
  - c. Press the  button and smooth out the paper.
  - d. Verify that all four pen stables have pens loaded.

## Dynamic Performance Test

Insert the Utility and Test Cartridge (HP P/N 09815-10004\*) into the tape drive and load file -27.

Press     

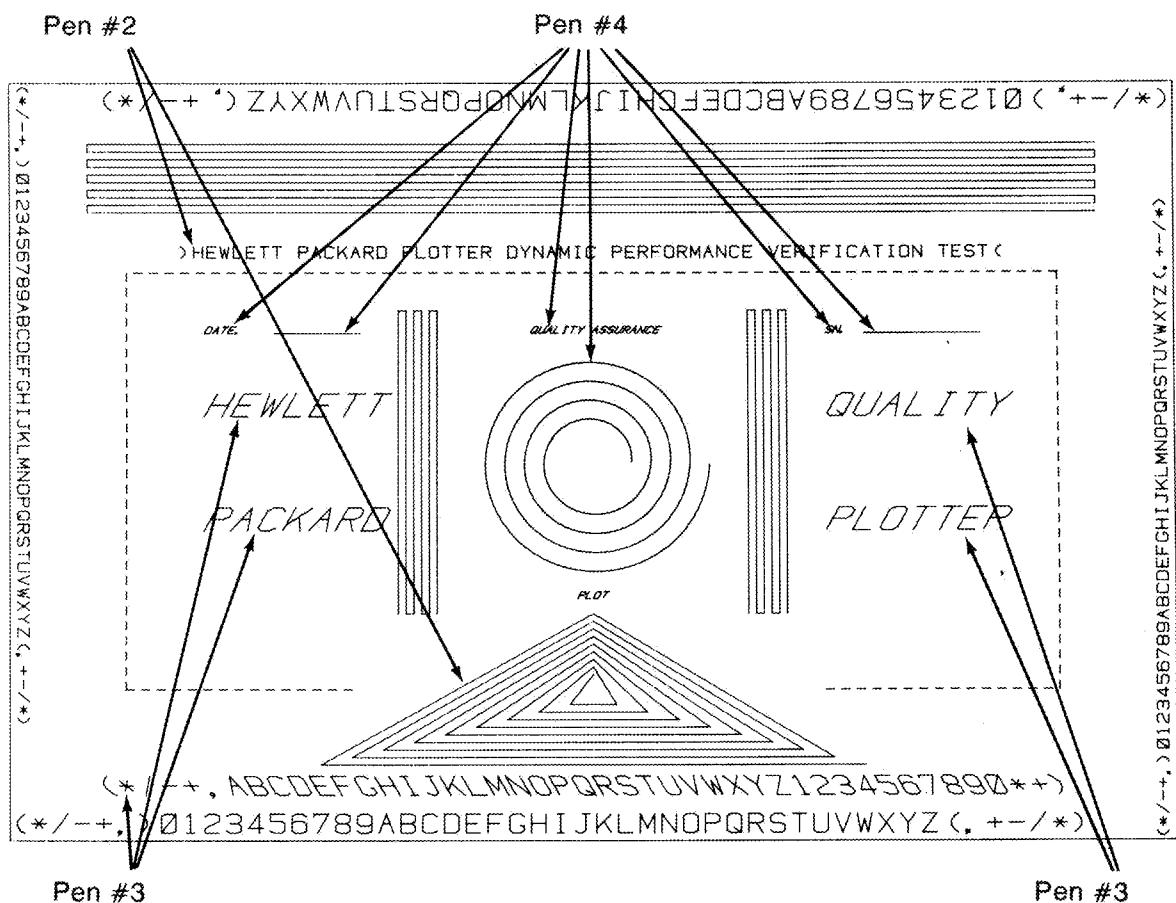
when the tape drive halts:

Press  

\* The Dynamic Performance Test for the HP 9872A Plotter begins with Revision K tapes.

The resulting plot should duplicate the sample plot shown below. If some characters or lines are incorrectly drawn, the plotter pen may be skipping. This can be verified by installing a new pen in the appropriate stable and repeating the test procedure. Should the plot still differ from the sample plot below, disconnect the plotter and the interface. Then perform the calculator test shown in Appendix 2 of the 9815A Calculator Operating and Programming Manual (HP P/N 09815-90000) and the Plotter Confidence Test shown in Section 3 of the 9872A Graphics Plotter Manual (HP P/N 09872-90000).

If the calculator or plotter fail their tests, contact the nearest HP Sales and Service Office. If the calculator and plotter pass their tests, reconnect the system and rerun the Dynamic Performance Test. If the Dynamic Performance Test cannot be successfully completed, contact your nearest HP Sales and Service Office. A complete listing of the Sales and Service Offices can be found in Appendix E.



## Notes

# Chapter 2

## Plotting

Plotting is a method of graphically displaying data. Stated simply, plotting is graphing. Plotting allows you to: draw graphs and charts; locate a point by means of coordinates; and locate a line by means of points. Plotting is not limited to the previous examples, however. This section explains the instructions used in the plotting operation.

The instructions for the HP 9872A Plotter, are divided into a primary instruction set and a secondary instruction set. The key sequence for the primary instruction set is CALL ALPHA **1** and the desired key **A** through **N**. The key sequence for the secondary instruction set is CALL ALPHA **1** **0** and the desired key **0** through **9** or **+** **-** **×** **÷**. Both instruction sets are used in plotting and labeling and digitizing.

The primary instruction set contains the commands which tend to be used and modified during a program. The secondary instruction set contains the commands which are normally specified at the beginning of a program. Since both instruction sets are used in plotting and labeling operations, they explained in a normal operating sequence for these operations. Individual examples are given for each instruction. Typical programs which utilize these instructions can be found at the end of this section.

The examples which are given for each instruction require that paper be loaded on the plotter. If you have not loaded the plotter with paper, do so at this time. This will prevent any pen marks on the platen. The platen can be cleaned with a damp cloth.

---

### NOTE

This manual assumes that the reader is familiar with the operation of the calculator as described in the Operating and Programming Manual (HP P/N 09815-90000).

---

The calculator controls the plotter through various key sequences: The sequences and the instructions they represent are shown in Appendix A. The entire key sequence must be pressed each time an instruction is used.

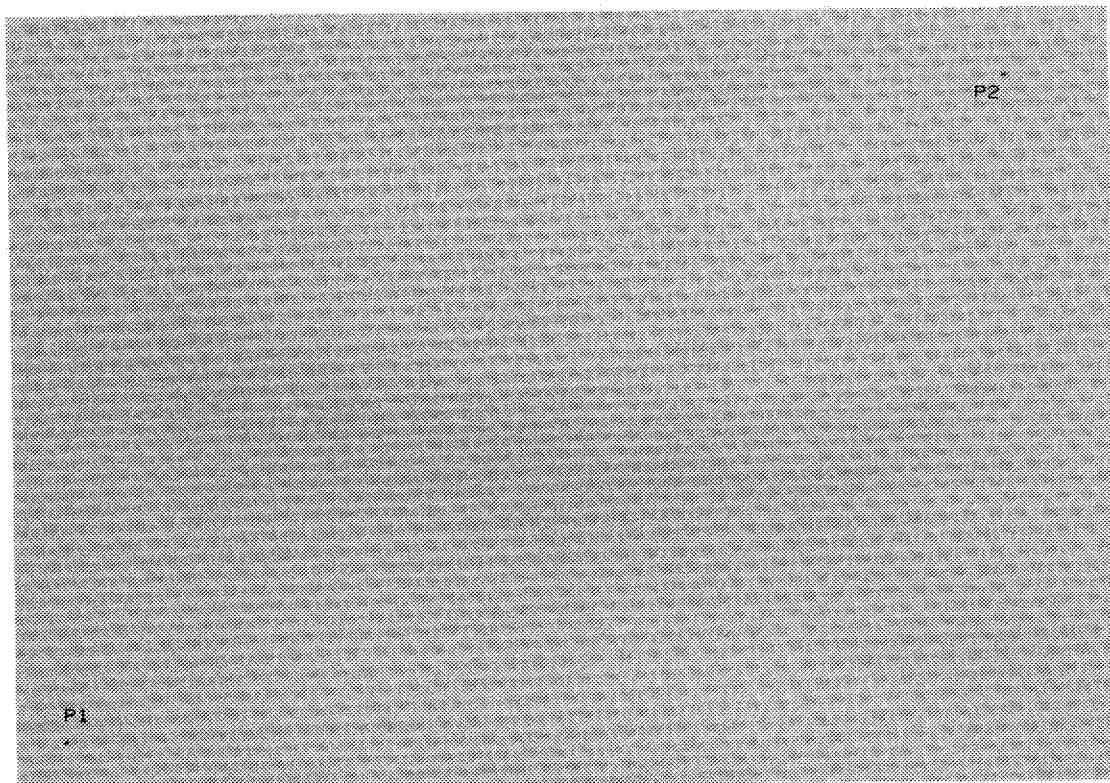
## Initialize Instruction (INIT)

CALL  
ALPHA   

FUNC<sup>T</sup>

\*

The Initialize Instruction (INIT) sets the plotter to its turn on parameters. The turn on parameters are the same as the default parameters shown in Section 1, with one exception. P1 and P2 are not set by the default condition, while the INIT instruction causes the plotter to set P1 and P2 as shown below.



When executing the INIT instruction, the plotter performs the following sequence: the plotter arm moves to the right side of the platen; the pen moves to the lower right hand corner of the platen.

To execute the INIT instruction, press: CALL  
ALPHA   

The plotter initializes.

Because the plotter is programmable, the execution of an INIT instruction should occur at the beginning of each program. This allows you to reference all programming steps to the initialized conditions.

## Set Positions Instruction (SETP)

CALL ALPHA 1 0 0

FUNCT  
8

Xmin	→	T
Xmax	→	Z
Ymin	→	Y
Ymax	→	X

The Set Positions Instruction allows you to position the reference points P1 and P2 from the calculator keyboard. This instruction is very useful when using smaller sized paper, perspective drawing and rubber plot drawings (see Advanced Plotting, Section 5).

The parameter value limits are:

$$0 \leq X_{\min} < X_{\max} \leq 100$$

$$0 \leq Y_{\min} < Y_{\max} \leq 100$$

The parameter values are expressed as percentages of the full platen area. ( $X_{\min}, Y_{\min} = 0$ ;  $X_{\max} = 40\text{cm}$ ;  $Y_{\max} = 28.5\text{ cm}$ ).

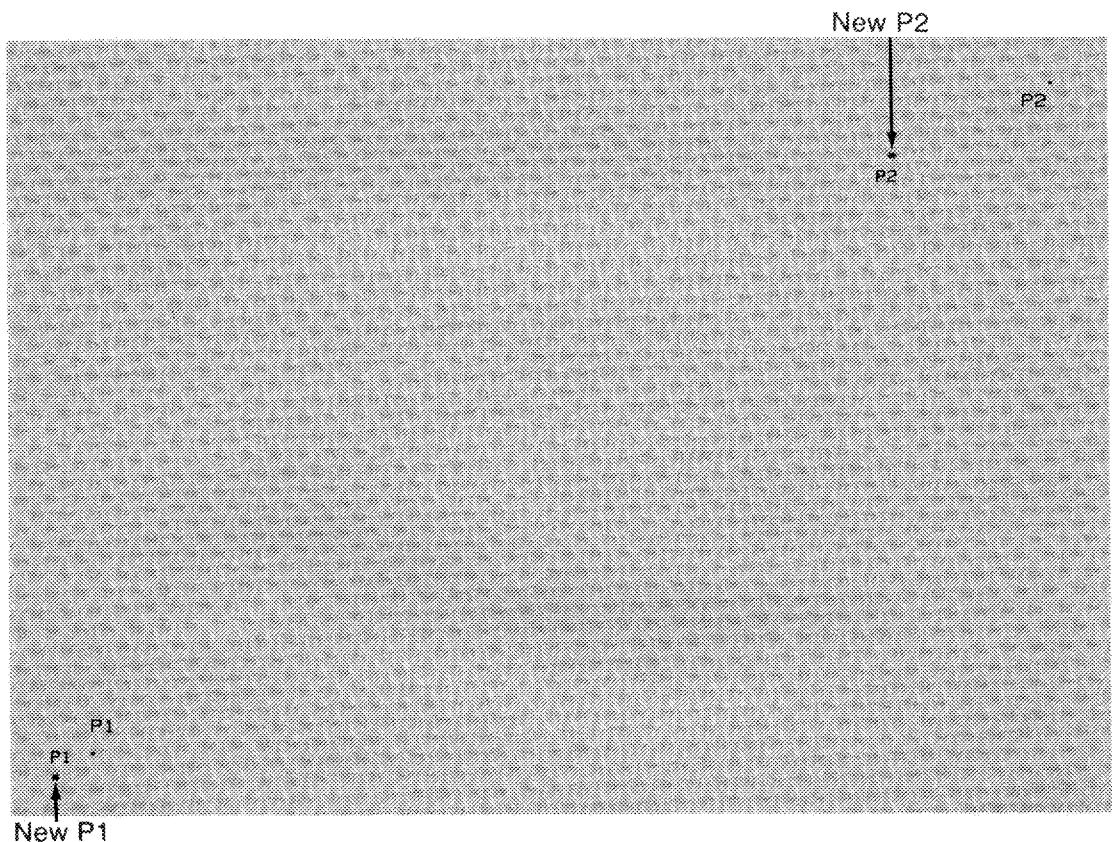
You have a choice of selecting either the default values or selecting your own P1 and P2 locations.

This example sets both P1 and P2 at 80% of the platen area.

SETP Example:

### Description

- |  |   |
|--|---|
| 0        | Set $X_{\min}$ at 0% of 40 cm. (0)        |
| 80       | Set $X_{\max}$ at 80% of 40cm. (32cm)     |
| 0        | Set $Y_{\min}$ at 0% of 28.5cm (0).       |
| 80  1 0 | Set $Y_{\max}$ at 80% of 28.5cm. (22.5cm) |



Now Press  and  . The plotter pen will move to the new position respectively.

---

**NOTE**

Entering a 0 in all registers will set the initialized condition.

---

## Scale Instruction (SCALE)

CALL ALPHA 1 F

SCALE

Xmin	→	T
Xmax	→	Z
Ymin	→	Y
Ymax	→	X

The Scale Instruction (SCALE) assigns user unit values to the rectangular area defined by P1 and P2. The initialized value divides the full platen rectangular area into 100 units by 100 units.

User units are arbitrary values which you establish. The SCALE instruction divides that reference area into evenly spaced increments dependent upon the P1 and P2 positions.

P1 and P2 must be set prior to the SCALE instruction, or the SCALE instruction applies to the initialized P1 and P2 positions.

---

### NOTE

When performing logarithmic plotting, the LOG instruction must be executed prior to the SCALE instruction. (Refer to page 30.)

---

The parameters of the SCALE instruction are:

Xmin < Xmax

Ymin < Ymax

To execute the SCALE instruction, enter the parameters and press:

SCALE Example:

#### Description

0 ENTER ↴

100 ENTER ↴

Sets the area from Xmin to Xmax into 100 equal units.

0 ENTER ↴

1000 CALL ALPHA 1 F

Sets the area from Ymin to Ymax into 1000 equal units.

## Pen Select Instruction (PENSL)

PENSL

Pen # → X

The Pen Select Instruction (PENSL) allows you to select any of the four pens for the plotter to use.

During this operation, the plotter replaces any pen which is currently loaded in the arm, selects the new pen, and returns to the last pen position prior to the PENSL instruction. The program will continue to be executed.

The first digit in the X register will determine which pen is to be selected. The digit must be an integer between 0 and 4.

Entering a value of 0 into the X register followed by the PENSL instruction loads the pen currently in use into the pen stable.

If a PENSL instruction results in calling for a pen already in use, the PENSL instruction will be ignored. The program continues to be executed.

PENSL Example:

	Description
1	Select Pen #1.
2	Select Pen #2.
3	Select Pen #3.
4	Select Pen #4.

## Pen Speed Instruction (SPEED)

CALL ALPHA 1 0 4

FUNCT  
4

Pen# → Y  
Speed → X

The Pen Speed Instruction (SPEED) specifies a maximum velocity (cm/sec) for each pen.

The pen number selects which pen runs at a given speed. Entering a 0 as the pen number sets all pens to the given speed.

The speed is determined by the rounded integer in the X register.

The parameter for the speed instruction is:

$$1 \leq \text{speed} \leq 36$$

A value of 0 as the pen speed sets the speed to maximum. (36cm/sec)

SPEED Example:

### Description

1 ENTER ↴

Pen #1

15 CALL ALPHA 1 0 4

Chart at 15cm/sec

2 ENTER ↴

Pen #2

8 CALL ALPHA 1 0 4

Chart at 8cm/sec

0 ENTER ↴

All pens

CALL ALPHA 1 0 4

Chart at 36cm/sec

## Plot Absolute Instruction (PLOTA)

**CALL ALPHA** **1** **A**

PLOTA

Y coordinate → Y

X coordinate → X

The Plot Absolute Instruction (PLOTA) moves the pen to the specified X,Y coordinate. The X,Y coordinates are in user units as specified by the SCALE instruction.

When the PLOTA instruction is executed, the pen is moved to the specified X,Y coordinate. If the pen was up (raised) prior to the PLOTA instruction, it will be lowered at the specified coordinate. If the pen was down prior to the PLOTA instruction, the pen will be moved with the pen tip on the chart.

The parameters for the PLOTA instruction are the X,Y coordinate values specified in user units.

To execute the PLOTA instruction, enter the parameters and press: **CALL ALPHA** **1** **A**

Press **PEN UP** before executing this example.

PLOTA Example:

### Description

**5** **ENTER** **CALL ALPHA** **1** **A** Plot absolute at X = 5,Y = 5

**15** **ENTER**

**20** **CALL ALPHA** **1** **A** Plot absolute at X = 20, Y = 15

The pen was up during the first PLOTA instruction. The second PLOTA instruction drew a line from X = 5,Y = 5 to X = 20,Y = 15.

## Plot Relative Instruction (PLOTR)

PLOTR

$\Delta Y$  coordinate  $\rightarrow Y$   
 $\Delta X$  coordinate  $\rightarrow X$

The Plot Relative Instruction (PLOTR) moves the pen. The movement is an incremental move relative to the previous position of the pen. This movement can be in either a positive or negative direction.

When the PLOTR instruction is executed, the pen is moved the incremental X,Y values. If the pen was up (raised) prior to the PLOTR instruction, it will be lowered at the new coordinate. If the pen was down prior to the PLOTR instruction, the pen will be moved with the pen tip on the chart.

The PLOTR instruction can only be executed on a linear plot. If you are plotting logarithmically the PLOTR instruction is not processed and the error message NO PLOTR IN LOG is printed. (See Appendix F.) If you are plotting on an axis and the other axis has been specified as a log axis, the same NO PLOTR IN LOG error will be generated. Refer to the LOG instruction, page 30 for more information.

The parameters for the PLOTR instruction are the incremental values of X and Y, specified in user units.

To execute the PLOTR instruction, enter the parameters and press:   

Press  before trying this example.

PLOTR Example:

Description

50 

Plot relative X = +50, Y = +50

A PLOTR can be done in a negative direction along either axis.

30  

Plot Relative X = +25, Y = -30

25   

A PLOTR can be done in a negative direction along both axes.

15 

Plot Relative X = -15, Y = -15



The first PLOTR moved from P1 to a position 50 units up (Y) and 50 units to the right (X). The pen was up during this instruction. With P1 being (0,0), the resulting new position was (50,50).

The second PLOTR moved the pen down 30 units (Y) and to the right 25 units (X) of the previous position. The pen was down, thus drawing a line segment to the resulting new coordinate (75,20).

The third PLOTR moved the pen down 15 units (Y) and 15 units to the left (X) of the previous position. The pen was down drawing a line segment to the resulting new coordinate (60,5).

## Move Instruction (MOVE)



MOVE

Y coordinate  $\rightarrow$  Y

X coordinate  $\rightarrow$  X

The Move Instruction (MOVE) raises the pen and moves it to the X,Y coordinate given. The X,Y coordinate is in user units as specified by the SCALE instruction.

The pen remains up after a MOVE instruction. Therefore, if you wish to plot a line segment after a MOVE instruction you must execute a PLOTA instruction to lower the pen. The MOVE instruction allows the X,Y values to be retained in their respective registers, so following a MOVE with a PLOTA lowers the pen at that same point.

The parameters of the move instruction are the desired X,Y coordinate values specified in user units.

To execute the MOVE instruction, enter the parameters and press:   

MOVE Example:

Description

    	Raise pen and move to X = 35, Y = 35
    	Raise pen and move to X = 20, Y = 20
   	Move and lower pen at X = 75, Y = 20

## Pen Up Instruction (PENUP)

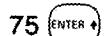
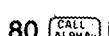
PENUP

The Pen Up Instruction (PENUP) unconditionally raises the pen. This instruction is useful when plotting coordinates which should not be connected by a line segment. The PENUP raises the pen and allows either a PLOTA or PLOTR instruction to be executed without making any connecting marks on the chart.

To execute the PENUP instruction, press:   

PENUP Example:

Description

 	PLOTA at X = 50, Y = 50
  	Raise Pen
 	
   	PLOTA at X = 80, Y = 75

The pen is placed down at (50,50). Then the pen is raised before the next PLOTA instruction. The subsequent PLOTA instruction will be executed with the pen up. The pen is lowered at (80,75). Because the PENUP instruction raised the pen, no line segment was drawn between (50,50) and (80,75).

## Automatic Pen Raise Instruction (APEN)

**1** **0**

On/Off → X

**FUNCT**

(0/1)

The Automatic Pen Raise Instruction (APEN) raises the pen from the platen if the pen has not moved during the last 65 seconds. The APEN instruction reduces the possibility that prolonged pen contact with the paper will leave an ink blot. The APEN instruction is set "on" as a default condition.

The values for the APEN instruction are:

- 0 Allows the pen to raise automatically
- 1 Disables the automatic pen raise

To execute the APEN instruction, enter the desired value (0 or 1) and press: **1** **0**

**APEN Example:**

Description

- |                            |               |
|----------------------------|---------------|
| <b>0</b> <b>1</b> <b>0</b> | Set APEN on.  |
| <b>1</b> <b>1</b> <b>0</b> | Set APEN off. |

## Draw X-Axis Instruction (XAXIS)

**1** **G**

**XAXIS**

Start point → T  
End point → Z  
Tic Interval → Y  
Y Intercept → X

The Draw X-Axis Instruction (X-AXIS) draws a solid line along the X (horizontal) axis.

The start point specifies the point at which the plotter begins drawing the X-Axis.

The end point specifies the point at which the plotter stops drawing the X-Axis.

The Tic Interval is the unit of distance between the axis dividing marks.

The Y intercept is the coordinate where the X-Axis intercepts the Y-Axis.

All of the above parameters are in user units as specified by SCALE instruction.

To execute the XAXIS instruction, enter the parameters and press:   

XAXIS Example:

Description

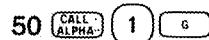
Start drawing the X-Axis at X = 0

Stop drawing the X-Axis at X = 100

Place Tics at one-unit intervals

Intercept the Y-Axis at Y = 50

### NOTES

1. If a tic size other than the default value (0.5% of the distance Xmax-Xmin, 0.5% of the distance Ymax-Ymin) is desired, the TICS instruction must be executed before the XAXIS instruction. The TICS instruction can be found on page 27.
2. Automatic labeling of the X-Axis tic marks is explained under the AUTOL instruction, page 29.
3. When you press the  key during the XAXIS instruction, termination will take place at the end of the current axis line segment prior to the drawing of the next tic mark.

## Draw Y-Axis Instruction (YAXIS)

YAXIS

Start point → T  
End point → Z  
Tic Interval → Y  
X Intercept → X

The Draw Y-Axis Instruction (YAXIS) will draw a solid line along the Y (vertical) axis.

The start point specifies the point at which the plotter begins drawing the Y-Axis.

The end point specifies the point at which the plotter stops drawing the Y-Axis.

The Tic interval is the unit of distance between the axis dividing marks.

The X intercept is the coordinate where the Y-Axis intercepts the X-Axis.

All of the above parameters are in user units as specified by the SCALE instruction.

To execute the Y-Axis instruction, enter the parameters and press:

### YAXIS Example:

#### Description

0

Start drawing the Y-Axis at Y = 0.

100

Stop drawing the Y-Axis at Y = 100.

5

Place Tics at 5 unit intervals.

25

Intercept the X-Axis at X = 25.

---

### NOTES

1. If a tic size other than the default value (0.5% of the distance of Xmax-Xmin, 0.5% of the distance Ymax-Ymin) is desired, the TICS instruction must be executed before the YAXIS instruction. The TICS instruction can be found following this instruction.
  2. Automatic labeling of the Y-Axis is covered under the AUTOL instruction page 29.
  3. When you press  during the YAXIS instruction, termination will take place at the end of the current axis line segment prior to the drawing of the next tic mark.
- 

## Tic Length Instruction (TICS)

FUNCT  
7

down & left → Y  
up & right → X

The Tic Length Instruction (TICS) sets the tic length as a % of distance between max and min for a given axis.

The initialized value for tics on the X-Axis is 0.5% of Ymax-Ymin. The default value for tics on the Y-Axis is 0.5% of Xmax – Xmin.

When the TICS instruction is used, it must be executed prior to the axis instructions (XAXIS and YAXIS). Tics which extend beyond the plotting area (set by P1 and P2) are not drawn beyond the plotting area.

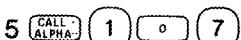
The parameters for the TICS instruction are:

$$0 \leq \text{value} < 128$$

The value is treated as a percentage. (5 = 5%; 1.6 = 1.6%)

To execute the TICS instruction, enter the parameters and press:    

## TICS Example:

		Description
2		X-Axis tics down; Y-Axis tics left set at 2%.
5		X-Axis tics up; Y-Axis tics right set at 5%.

Tic length may be set to the same values in all directions depending upon the X and Y axis intercept points. If you are drawing tics which are 50% of the max – min distance and they are not drawn from the center of the chart, they will not be completely drawn.

Drawing Tics which are 100% of the max – min distance can be very useful in laying out lined charts or tables.

## TICS Example:

		Description
100		Draw tics up from X-Axis; right of Y-Axis at 100% of max – min distance.

Followed by XAXIS and YAXIS instruction which have the X and Y intercept at X = 0, Y = 0 will chart a grid. The number of tics is determined by the tics value specified in the XAXIS and YAXIS instruction.

---

#### NOTE

A tic will always be placed at the beginning of the axis. A tic will occur at the end of an axis only if the tic interval equals the end of the axis range.

---

## Automatic Labeling Instruction (AUTOL)

CALL ALPHAN 1 0 8

FUNCT

8

Y-Axis Frequency → Y

X-Axis Frequency → X

The Automatic Labeling Instruction (AUTOL) sets the tic labeling frequency and the tic labeling direction on each axis. This can be accomplished with the axes drawn in either the linear or logarithmic mode. The AUTOL instruction must be executed prior to the XAXIS and YAXIS instructions to label the axes automatically.

The AUTOL instruction is turned off as an initialized condition.

Since the AUTOL instruction is a labeling instruction, it can be modified by the appropriate LABEL mode instructions, as all lettering and labeling operations are. To explain the AUTOL instruction the initialized values are used. Refer to Section 3 for further labeling information.

Slant: 0 degrees. (Characters will be vertically printed.)

Mode: Characters remain relative (% of max – min) to total plotting area.

Machine Format: Numbers are labeled with 2 decimal places.

Angle: The AUTOL instruction sets the labeled tic marks at right angles to their respective axes.

---

### NOTES

1. If the initialized values are not satisfactory, refer to LABELING (Section 3) of this manual.
  2. Any changes must be executed prior to executing the XAXIS and YAXIS instructions.
-

The value which is entered into the appropriate register determines the frequency of labeling the tic marks. (1 labels every tic; 2 labels every other tic, etc.)  $0 \leq \text{Labeling Frequency} \leq 99$

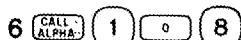
The sign of the value (+ or -) determines the side of the axis that the label will appear on.

- |     |                  |                     |
|-----|------------------|---------------------|
| + = | Below the X-Axis | Left of the Y-Axis  |
| - = | Above the X-Axis | Right of the Y-Axis |

If you attempt to enter a labeling frequency which is greater than -1 and less than +1, the value is treated as 0. Any input of 0 as a value (including values treated as 0) will turn off the AUTOL instruction for that specified axis.

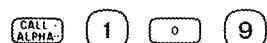
To execute the AUTOL instruction, enter the parameters and press: 

AUTOL Example:

		Description
3		Label every third Y-Axis tic to the right of the Y-Axis.
6		Label every sixth X-Axis tic below the X-Axis.

Then execute an XAXIS and YAXIS instruction. Both axes will be labeled automatically.

## Logarithmic Plotting Instruction (LOG)



FUNCT  
9

LOG Y-Axis  $\rightarrow$  Y  
LOG X-Axis  $\rightarrow$  X

The Logarithmic Plotting Instruction (LOG) allows logarithmic plotting on either one or both axes in LOG base 10. The LOG instruction is off as an initialized condition.

The LOG instruction must be executed prior to the SCALE instruction to achieve LOG plotting. When using the LOG instruction, the SCALE instruction should be set to the minimum LOG limit to plot properly. (If you wanted to plot an axis in LOG from 1 to at least 1e6, the SCALE instruction for that axis should be from 1 to 1e6 also.)

You can label an axis plotted in LOG with the AUTOL instruction.

The values for the LOG instruction are:

- 0 allows linear axis plotting
- 1 allows logarithmic axis plotting

The LOG instruction will interact with the tic interval for axis drawing. The new parameters for the tic interval are:

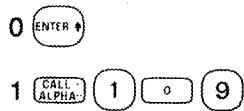
1. If the tic interval is  $< 1$ , the tic interval is specified as the fractional portion of the decade. (A decade from 1 to 10 with a tic interval of .2 has tic marks at 1, 2, 4, 6, 8, 10.)
2. If the tic interval is  $\geq 1$ , only the integer value is used. The tic marks are placed at the beginning of each decade as specified. (A LOG plot from 1 to 1K with a tic interval of 1 has tic marks at 1, 10, 100, 1K.)

A tic mark is always placed at the beginning of the decade. This occurs without respect to Xmin and Ymin as specified in the SCALE instruction. A tic mark is placed at the end of the axis if the last tic interval equals the end of the range.

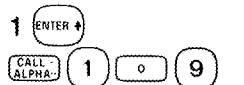
To execute the LOG instruction, enter the values and press: 

LOG Example:

Description

- |  |                             |
|--|-----------------------------|
|  | Plot Y-Axis in linear       |
|  | Plot X-Axis in logarithmic. |

To plot both axes in LOG:

- |  |                                   |
|--|-----------------------------------|
|  | Plot X and Y axes in logarithmic. |
|--|-----------------------------------|

NOTES

1. The limits of the LOG instruction must be set by the SCALE instruction for proper plotting.
2. A LOG axis must begin with a non-zero positive number or a LOG OF #  $\leq 0$  error will be generated.
3. Attempting to execute a PLOTA with any negative or zero value along a logarithmic axis results in a LOG OF #  $\leq 0$  error.
4. Attempting to execute a PLOTR if either axis is logarithmic results in a NO PLOTR IN LOG error.

## Plotting Window Limit Instruction (LIMIT)

 CALL ALPHA 1 0 1

FUNCT  
1

Xmin → T  
Xmax → Z  
Ymin → Y  
Ymax → X

The Plotting Window Limit Instruction (LIMIT) sets a defined area for plotting. This area can be varied from a small percentage of the platen to the full platen area. The full platen area is the initialized condition.

The parameters for the LIMIT instruction are in user units. Xmin must be less than Xmax and Ymin must be less than Ymax.

One of the two coordinate points must be within the platen area. It is not required that the point be within the area defined by P1 and P2.

A parameter which is  $\leq 0$  will not be accepted if the axis is to be plotted in LOG.

If all parameters are 0, the window is set to the initialized area (full platen).

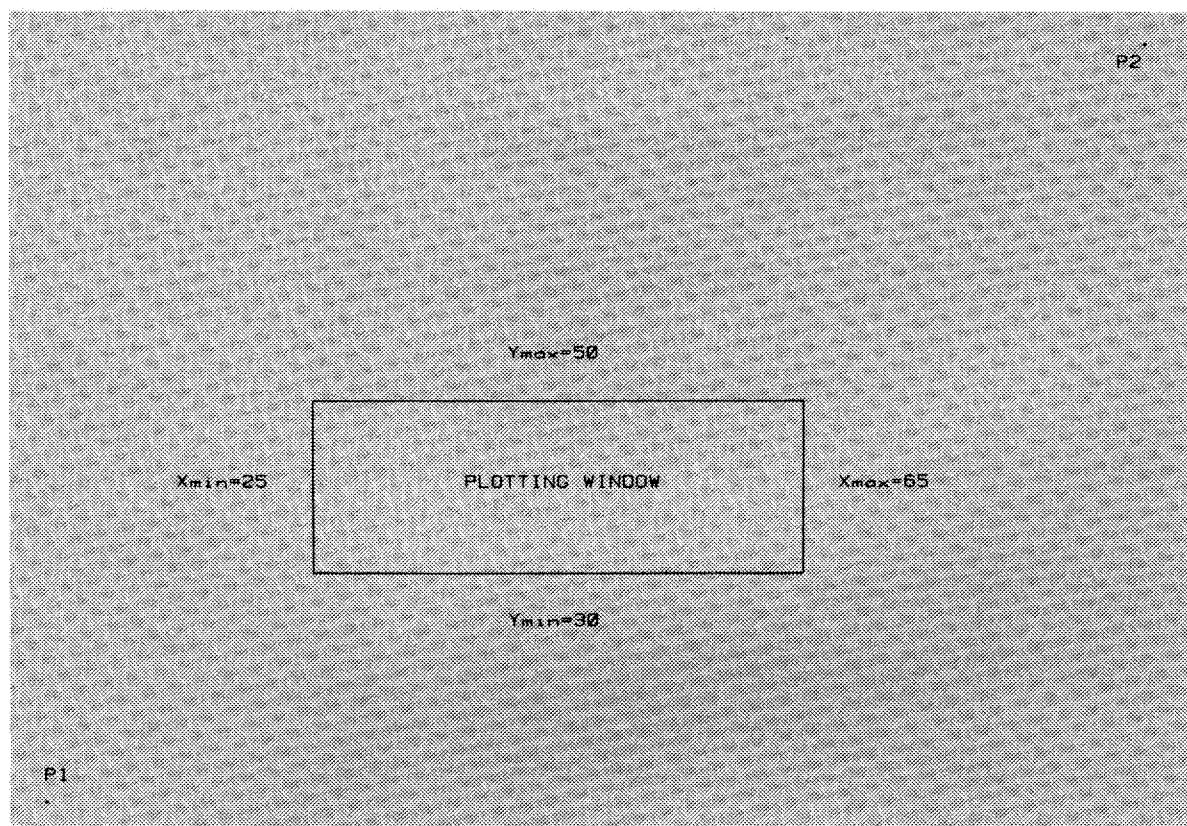
To execute the LIMIT instruction, enter the parameters and press:  CALL ALPHA 1 0 1

LIMIT Example:

### Description

25 	Window Limit Xmin = 25
65 	Window Limit Xmax = 65
30 	Window Limit Ymin = 30
50  1 0 1	Window Limit Ymax = 50

If the initialized conditions for P1 and P2 and the SCALE are used, the resulting plotting area looks like this:



All coordinates that are within the window limits are plotted. Any coordinates which are outside the window limits are not plotted. They would be processed in the program if they did not exceed 32,767 plotter units.

---

#### NOTE

The LIMIT instruction should be executed after the XAXIS and YAXIS instructions. This allows the AUTOL instruction to label the axes without being clipped on any labels which intersect the window boundaries.

---

## Line Type Instruction (LINE)

CALL ALPHA 1 0 2

FUNCT  
2

Pattern Length → Y

Line Type → X

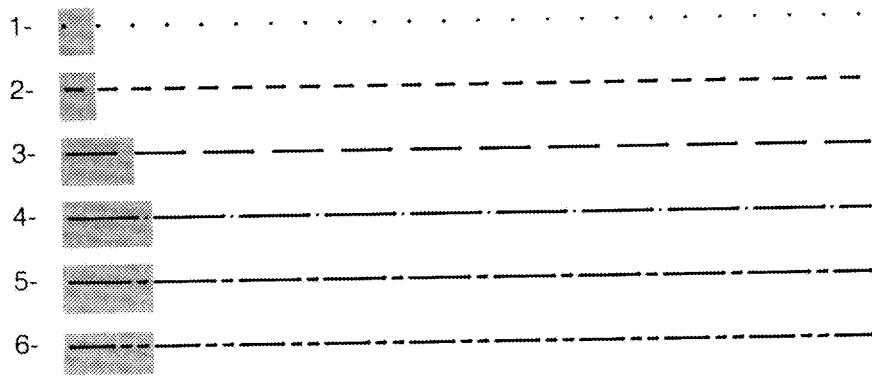
The Line Type Instruction (LINE) allows you to select the line pattern and repetition frequency of the line pattern.

The parameters of the line instruction are as follows:

$$0 \leq \text{line type} \leq 6$$

The line type value is an integer between 0 and 6. This value should be positive. A negative value sets the initialized line type (solid line). The eight combinations of line type which can be selected are shown below.

0-specifies dots only at the points that are plotted.



The pattern length specifies the repetitive pattern length as a percent of the DIAGONAL distance between P1 and P2.

Entering a 0 for length results in a **BAD PARAMETER** error.

To execute the LINE instruction, enter the parameters and press: CALL ALPHA 1 0 2

Line Example:

Description

5 ENTER ↴

3 CALL ALPHA 1 0 2

Plot with line type 3 with a pattern repetition of 5% of the diagonal distance of P2-P1.

## Automatic Tracking Velocity Instruction (AVEL)

 1  

FUNCT

+

On/Off → X  
(1/0)

The Automatic Tracking Velocity (AVEL) allows the plotter to plot data at the incoming data rate. This results in a smoother plot when the data rate changes very slowly.

The values for the AVEL instruction are:

- 0 disables AVEL (initialized condition)
- 1 enables AVEL

To execute the AVEL instruction, enter the value and press:  1  

AVEL Example:

Description

1  1   Set pen to plot at incoming data rate.

## Example Programs

These example programs demonstrate the basic plotting capabilities of the HP 9815A/9872A plotting system.

Verify that the plotter is set up according to the HP 9872A Plotter Manual (HP P/N 09872-90000).

The example programs are designed to fit on chart paper which is 11" x 17" (27.94cm x 43.18cm). Verify that the paper you are going to use is this size. If your paper is not this size, then you may find it necessary to change the SCALE and SETP instructions to avoid marking on the platen.

### Example Program #1

This program demonstrates the following instructions:

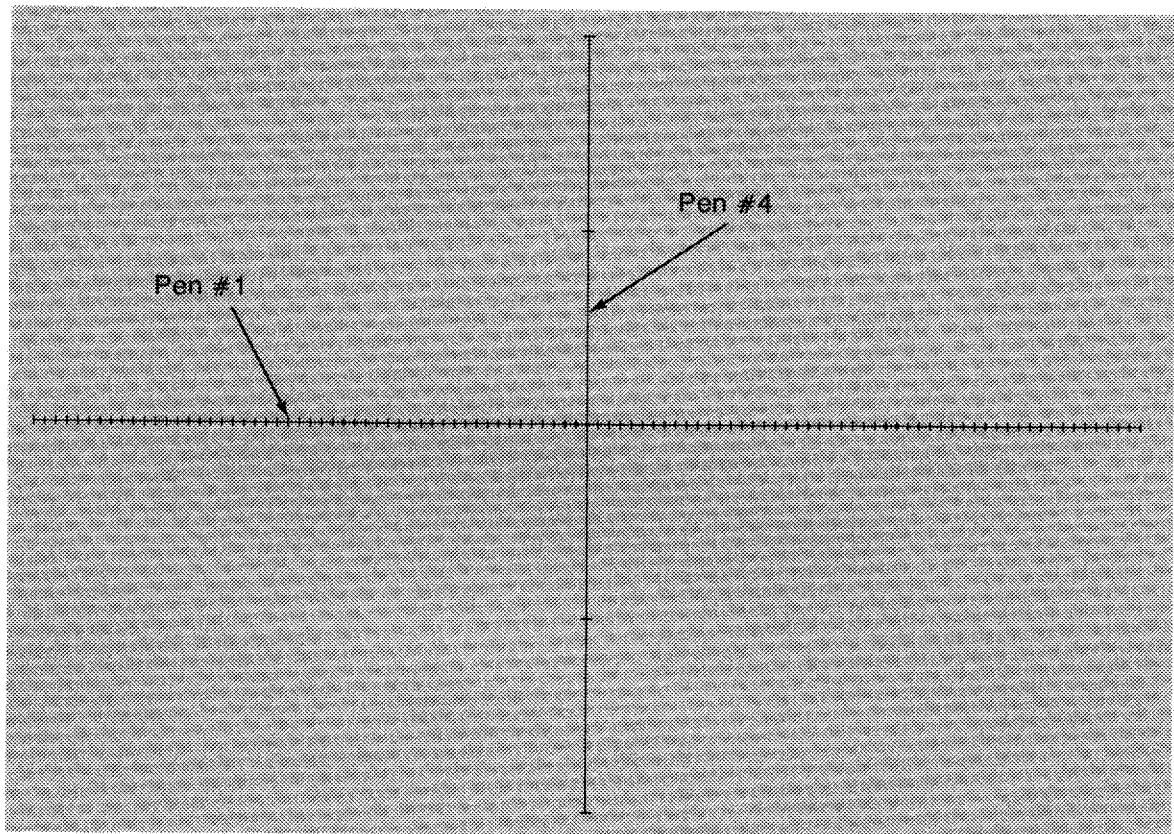
INIT  
SETP  
SCALE  
PENSL  
XAXIS  
YAXIS

Program #1 synopsis:

1. Draw X-axis from  $X_{min} = 0$   $X_{max} = 100$
2. Draw Y-axis from  $Y_{min} = 0$   $Y_{max} = 20$
3. X intercept is 50, Y intercept is 10
4. X tic marks every 1 unit-intervals.
5. Y tic marks every 5 unit-intervals.
6. Change pens during execution.

Enter and execute the following program:

0000 FUNCT	Initializes Plotter	
0002 *		
0003 1		Select Pen #1
0004 PENSL		
0006 0		
0007 ENTER↑		
0008 9		Set P1 (X) to 0% of full platen.
0009 0		Set P1 (Y) to 0% of full platen.
0010 ENTER↑		Set P2 (X) to 90% of full platen. (36cm)
0011 0		Set P2 (Y) to 90% of full platen. (26.65cm)
0012 ENTER↑		
0013 9		
0014 0		
0015 FUNCT		
0017 0		
0018 0		
0019 ENTER↑		
0020 1		
0021 0		
0022 0	Sets rectangular area defined by P1 and P2 to 100 equal units on the X-Axis and 20 equal units on the Y-Axis	
0023 ENTER↑		
0024 0		
0025 ENTER↑		
0026 2		
0027 0		
0028 SCRLE		
0030 0		
0031 ENTER↑		
0032 1		
0033 0		
0034 0	Draws X-Axis from X = 0 to X = 100	
0035 ENTER↑	Ties every 1 user unit	
0036 1		
0037 ENTER↑	Y-Axis intercept at Y = 10	
0038 1		
0039 0		
0040 XAXIS		
0042 4	Select pen #4	
0043 PENSL		
0045 0		
0046 ENTER↑		
0047 2		
0048 0		Draws Y-Axis from Y = 0 to Y = 20
0049 ENTER↑		Ties every 5 user units
0050 5		X-Axis intercept at X = 50
0051 ENTER↑		
0052 5		
0053 0		
0054 YRAXIS		
0056 0		
0057 PENSL	Replaces pen	
0059 END	Ends Program	



Since the APEN instruction is set as an initialized condition, the pen raises approximately 65 seconds after the program is completed. If you wish to test the APEN instruction insert the following steps after YAXIS:

0056	1
0057	FUNC T
0059	+

Turn APEN off

When the program is re-executed, the pen remains down after the 65 second time period has expired.

## Example Program #2

This program demonstrates the following new instructions:

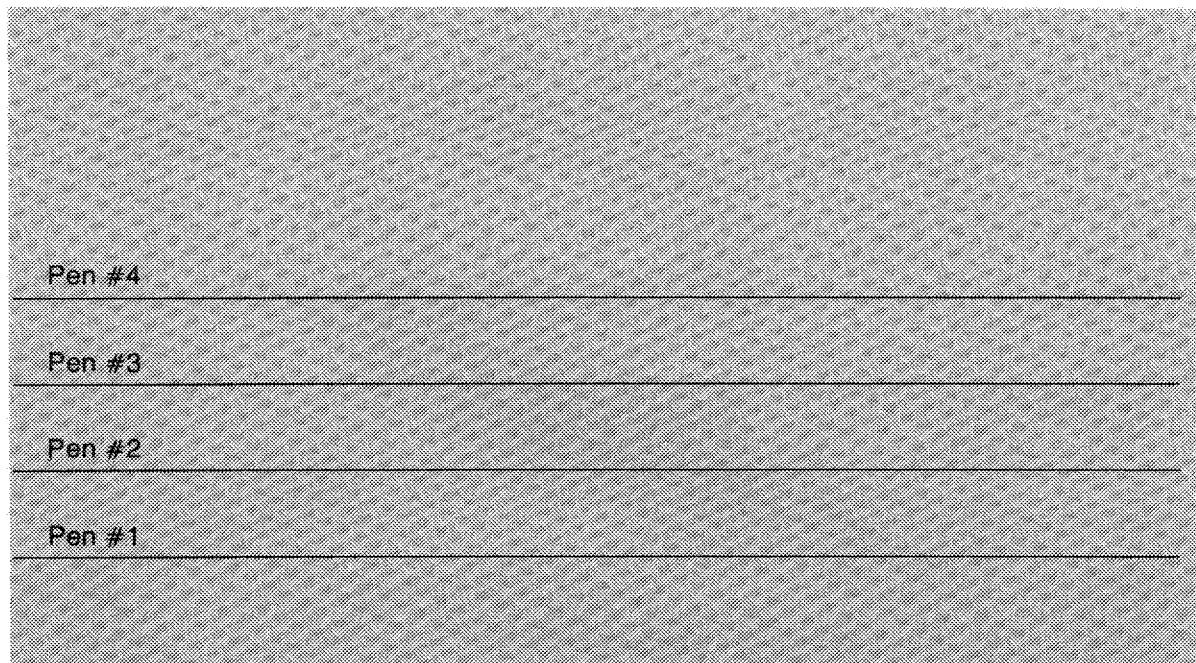
SPEED  
PLOTA  
PLOTR  
MOVE  
PENUP

Program #2 synopsis:

1. Change pens during execution.
2. Change speeds during execution.
3. Move to a specified point.
4. PLOTA at a specified point.
5. PLOTR to a specified point.

Enter and execute the following program:

0000	FUNCT		Initializes Plotter
0002	*		
0003	6		
0004	STO	B	
0005	1		
0006	STO	A	A & F set up the test loop
0007	4		
0008	STO	F	
0009	FOR	A+F	Begin test
0010	RCL	A	
0011	PENSL		Select pen # depending upon the value A
0013	RCL	B	
0014	FUNCT		Select pen speed depending upon the value B
0016	4		
0017	RCL	B	
0018	ENTER†		PLOTA at X = 0, Y = B
0019	0		
0020	PLOTR		
0022	0		PLOTR to X = 100, Y = B at speed set in steps 13 through 16
0023	ENTER†		
0024	1		
0025	0		
0026	0		
0027	PLOTR		Raises the pen
0029	PENUP		
0031	1		Increments B
0032	0		
0033	STO+	B	Repeats Loop
0034	NEXT	A	
0035	0		Replaces pen
0036	PENSL		
0038	END		Ends Program



### Example Program #3

This program demonstrates the following new instructions:

TICS  
AUTOL  
LOG  
AVEL

Program #3 synopsis:

1. Draw a logarithmic X-axis from 1 to 10000.
2. Draw linear Y-axis from 0 to 100.
3. Label both axes at the specified tic interval.
4. Use the tic instruction to extend tic length across the chart.
5. Plot  $X = Y$ , with X,Y as coordinate values.
6. Plot  $X^2 = Y$ , with X,Y as coordinate values.

Enter and execute the following program:

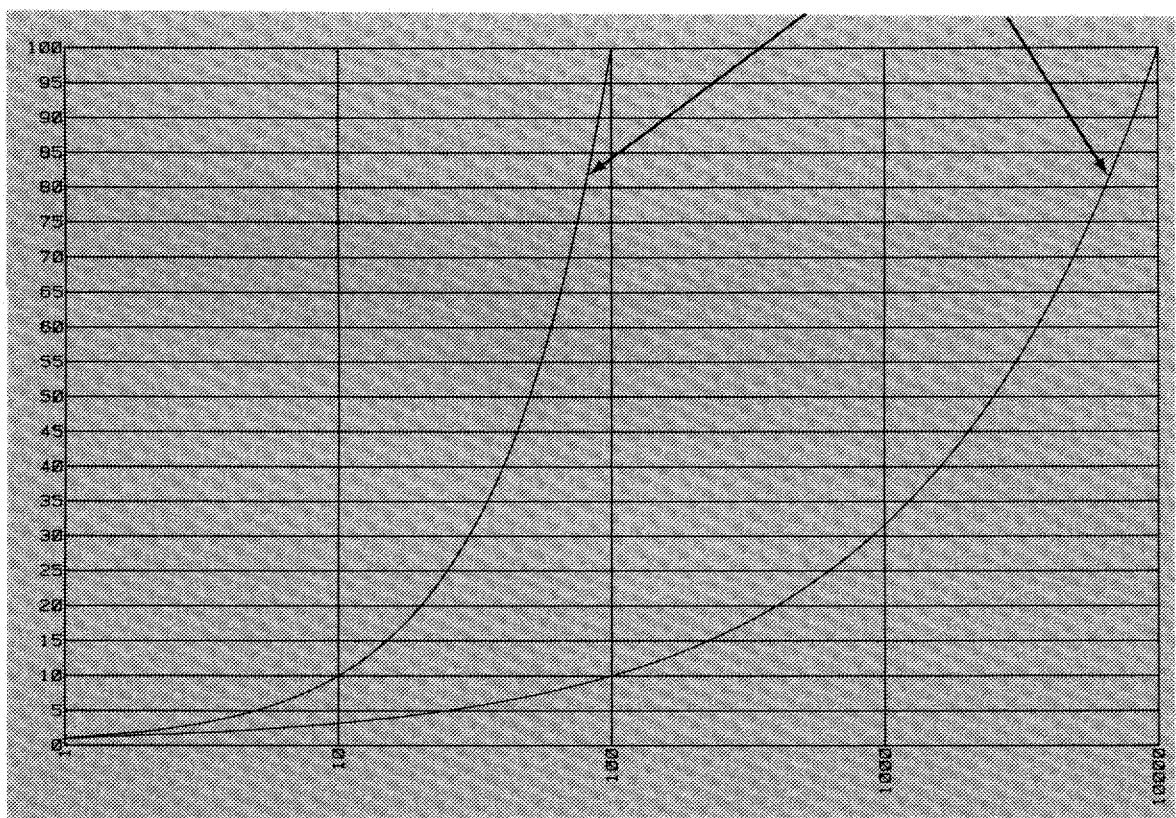
0000 FUNCT	Initializes Plotter	0057 1	Plot X-Axis from X = 0 to X = 1e4
0002 *		0058 ENTER↑	
0003 1	0059 EEX		
0004 FUNCT	Set AVEL on	0060 4	
0006 +		0061 ENTER↑	
0007 1	Select Pen #1	0062 1	
0008 PENSL		0063 ENTER↑	
0010 1	Set P1(X) at 4cm Set P2(X) at 39.8cm Set P1(Y) at 2.5cm Set P2(Y) at 26.65cm	0064 0	
0011 0		0065 XAXIS	
0012 ENTER↑		0066 0	
0013 9		0068 ENTER↑	
0014 9		0069 1	
0015 ENTER↑		0070 0	
0016 1		0071 0	
0017 0		0072 FUNCT	
0018 ENTER↑		0074 7	
0019 9		0075 0	
0020 0	0076 ENTER↑	Plot Y-Axis from Y = 0 to Y = 100	
0021 FUNCT	0077 1		
0023 0	0078 0		
0024 FIX 0	0079 0		
0026 0	0080 ENTER↑		
0027 ENTER↑	0081 5		
0028 1	0082 ENTER↑		
0029 FUNCT	0083 1		
0031 9	0084 YAXIS		
0032 1	0086 2		
0033 ENTER↑	0087 PENSL	Select pen #2	
0034 EEX	0089 1		
0035 4	0090 STO A		
0036 ENTER↑	0091 1		
0037 1	0092 0		
0038 ENTER↑	0093 0		
0039 1	0094 STO F		
0040 0	0095 1		
0041 0	0096 STO B		
0042 SCALE	0097 1		
0044 1	0098 0		
0045 ENTER↑	0099 0	Sets values for Test examples	
0046 FUNCT	0100 STO G		
0048 8	0101 FOR A→F		
0049 0	Starts test #1		
0050 ENTER↑			
0051 1			
0052 0			
0053 1			
0054 FUNCT			
0056 7			
	Set tics down and left to 0%.	Tics every decade	
	Set tics up and right to 101%		

```

0102 RCL    A
0103 ENTER↑
0104 PLOTA
0106 NEXT    A
0107 PENU↑
0109 3
0110 PENSL
0112 FOR    B÷C
0113 RCL    B
0114 ENTER↑
0115 ENTER↑
0116 *
0117 PLOTA
0119 NEXT    B
0120 0
0121 PENSL
0123 END
  
```

} Plot X = Y  
 } Repeat test #1  
 } Raises the pen  
 } Select pen #3  
 } Starts test 2  
 } Plot X<sup>2</sup> = Y  
 } Repeat test 2  
 } Replaces pen  
 } Ends Program

Pen #2      Pen #3



## Example Program #4

This program demonstrates the following new instructions:

LIMIT

LINE

Program #4 synopsis:

1. Draw X axis from  $X_{min} = 0$  to  $X_{max} = 100$  with tics at 5 unit intervals.
2. Draw Y axis from  $Y_{min} = 0$  to  $Y_{max} = 100$  with tics at 10 unit intervals.
3. Plot all the line types.
4. Establish a plotting window with  $Y_{min} = 25$  and  $Y_{max} = 60$ .
5. Plot all the line types through the window.

Enter and execute the following program:

0000 FUNCT	Initializes Plotter	0032 ENTER†	Plot X-Axis from $X = 0$ to $X = 100$ Tics at every 5 user units Y-Axis intercept at $Y = 50$
0002 *		0033 1	
0003 1	0034 0		
0004 PENS1	0035 0		
0006 5	0036 ENTER†		
0007 ENTER†	0037 5		
0008 9	0038 ENTER†		
0009 0	0039 5		
0010 ENTER†	0040 0		
0011 5	0041 XRXIS		
0012 ENTER†	0043 0		
0013 9	0044 ENTER†	Plot Y-Axis from $Y = 0$ to $Y = 100$ Tics every 10 user units. X-Axis intercept at $X = 50$	
0014 0	0045 1		
0015 FUNCT	0046 0		
0017 0	0047 0		
0018 0	0048 ENTER†		
0019 ENTER†	0049 1		
0020 1	0050 0		
0021 0	0051 ENTER†		
0022 0	0052 5		
0023 ENTER†	0053 0		
0024 0	0054 YRXIS	Select pen #2	
0025 ENTER†	0056 2		
0026 1	0057 PENS1		
0027 0			
0028 0			
0029 SCALE			
0031 0			

```

0089 LBL
----- D
0091 1
0092 +‡-
0093 STO A
0094 6
0095 STO E
0096 FOR A+E
0097 4
0098 RCL A
0099 FUNCT
0101 2
0102 0
0103 RCL B
0104 PLOTA
0105 1
0107 0
0108 0
0109 ENTER†
0110 6
0111 PLOTR
0113 PEND
0115 5
0116 STO+ B
0117 NEXT A
0118 RETURN
0119 END

```

"Draw" subroutine

} Setup FOR-NEXT loop  
- 1 to 6

} Select line type = A

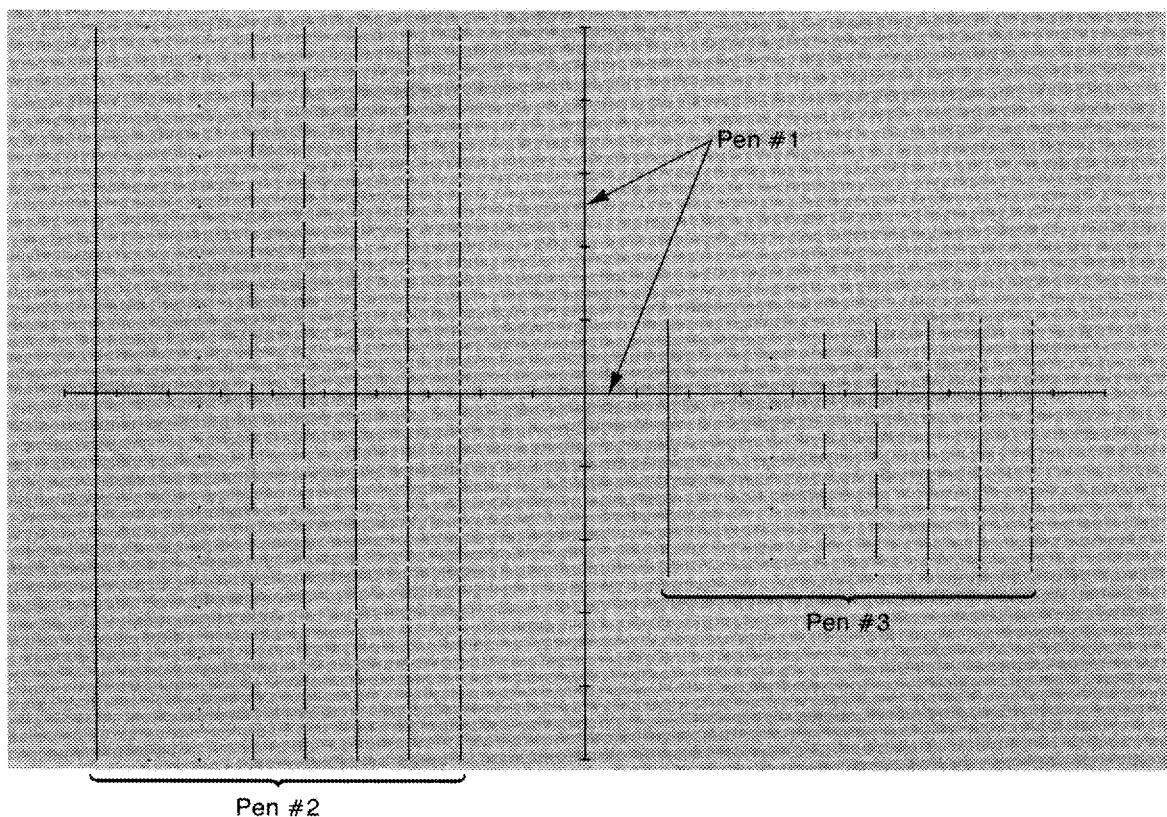
} Position pen at  
Y = 0, X = B

} Plot relative from  
Y = 0 to Y = 100

} Raise pen

} Increment B

} Loop until all 8 line types are drawn



## Notes

# Chapter 3

## Labeling

This section explains the instructions associated with labeling. Labeling is used to print characters on the chart.

The instructions use the same general format as the plotting instructions; enter the appropriate parameters in the stack and press the appropriate instruction key sequence.

The instructions are explained in a normal usage sequence. Example programs utilizing the instructions will be found at the end of this section.

### Character Set Instruction (CHAR)

FUNCT  
3

Alternate Set # → Y  
Standard Set # → X

The Character Set Instruction (CHAR) allows you to select character types from 5 character sets (0 through 4). Two character sets can be retained in the plotter and selected as the standard set or the alternate set.

Each character set consists of 95 characters. 56 characters are directly accessed by pressing the desired keys when you have the plotter in the Label (Alpha) mode. The other 39 characters are accessed by pressing the shift key, followed by the desired keys when the plotter is in the Label mode.

The major differences between the various character sets can be found on the table on the next page. A complete list of all character sets can be found in Appendix C. Appendix C shows the characters contained in each set and the difference between Set 0 and the respective set.

	SET 0	SET 1	SET 2	SET 3	SET 4
LOG	#	#	£	£	£
$\Sigma^+$	♀	♀	♀	♀	♀
4	[	[	[	Ø	[
5	\	\	\	Æ	\
6	]	]	]	Ø	]
R↑	>	↑	>	≈	>
7	—	—	—	—	—
P	\	\	\	\	\
$\Sigma^+$	{	Π	□□	□□	~
-	-	Π	◊*	◊*	~
.	{	→	□□	□□	~
÷	~	~*	!	◊*	~*

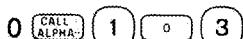
\* Automatic backspace

Character set 0 is both the standard and the alternate character set for the initialized conditions.

The character sets are selected by choosing the appropriate integer between 0 and 4, and entering it into the appropriate register.

To execute the CHAR instruction, enter the desired values and press: **CALL ALPHA** **1** **0** **3**

CHAR Example:

Description
 Character set 2 is alternate.
 Character set 0 is standard.

The CHAR instruction is indirectly modified by the following Label mode instructions: MODE; CSIZE; ANGLE.

## Relative/Absolute Mode Instruction (MODE)

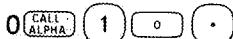
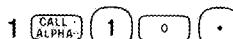
	0/1 → X
	(relative/absolute)

The Relative/Absolute Mode Instruction (MODE) allows you to specify the character size and angular units as values relative to the P2-P1 distance (%) or as an absolute unit (cm or degrees, radians or grads depending upon the calculator's machine format). The values for the MODE instruction are:

- 0 sets the mode as a percentage of P2-P1.
- 1 sets the mode as an absolute value.

To execute the MODE instruction, enter the value and press: 

MODE Example:

Description
 Sets the ANGLE and CSIZE instructions as a % of P2-P1.
 Sets the ANGLE and CSIZE instructions to their absolute values. (degrees or cm)

The initialized value of the plotter is MODE 0. This allows any plots done with a smaller SETP instruction to have the LABELING automatically reduced in size.

Further explanation of how the MODE instruction interacts with the CSIZE and ANGLE instructions is covered by the respective instructions.

## Character Size Instruction (CSIZE)

1

CSIZE

Character Height → Y

Character Width → X

The Character Size Instruction (CSIZE) sets the size (height and width) of the Labeling character. This instruction is modified by the MODE instruction to be either a percentage of P2-P1 (mode 0) or an absolute value in cm. (mode 1).

The parameters for the CSIZE instruction are:

MODE = 0 Height = % of Ymax – Ymin  
Width = % of Xmax – Xmin

MODE = 1 Height = absolute value in cm.  
Width = absolute value in cm.

To execute the CSIZE instruction, enter the parameters and press: 1

CSIZE Example:

### Description

- |      |  |
|------|--|
| 8    | If MODE = 0: Character height = 8% of Ymax – Ymin<br>Character width = 4% of Xmax – Xmin |
| 4  1 | If MODE = 1: Character height = 8cm<br>Character width = 4cm                             |

---

### NOTE

The initialized values are: height = 1.5% of Ymax – Ymin;  
width = .75% of Xmax – Xmin.

---

## Character Slant Instruction (SLANT)



SLANT

Angle → X

The Character Slant Instruction (SLANT) allows you to print characters which are slanted from the vertical (0 degrees). The initialized value is set to 0 degrees. This causes the characters to be printed without any slant, just like the characters in this line of text.

Since the value of the SLANT instruction is an angular unit, the machine format (degrees, radians, and grads) will affect the angular units used in the SLANT instruction.

The parameters for the SLANT instruction are:

$$-89 \leq \text{Angle} \leq 89$$

A negative value slants the character to the left.

A positive value slants the character to the right.

To execute the SLANT instruction, enter the parameters and press: 

SLANT Example:

Description

25  Slant the characters to the right  $25^\circ$

55  Slant the characters to the left  $55^\circ$

## Character Labeling Angle Instruction (ANGLE)

CALL ALPHA 1 J

ANGLE

Angle → X

The Character Labeling Angle Instruction (ANGLE) allows you to label a line of characters at a specified angle. This is different from the preceding SLANT instruction. The SLANT instruction applies to the characters themselves, while the ANGLE instruction applies to the line of characters.

The initialized value of this instruction is 0 degrees. This means that the lines of characters go straight across your paper. Since the ANGLE instruction is in angular units, the machine format (degrees, radians, and grads) will affect the angular unit.

The parameter of the ANGLE instruction is the desired angle. The angular unit is converted to its primary value (an angle between 0 and 360 degrees). This results in two ways to achieve the same angle, as shown in the following paragraphs.

If you enter an angle of +10 degrees, the line of characters will be labeled away from the front panel controls at a 10 degree angle. If you enter an angle of +370 degrees, the line of characters will be labeled away from the front panel controls at a 10 degree angle.

If you enter an angle of -15 degrees, the line of characters will be labeled towards the front panel controls at a 15 degree angle. If you enter an angle of +345 degrees, the line of characters will be labeled towards the front panel controls at a 15 degree angle.

To execute the ANGLE instruction, enter the parameter and press: CALL ALPHA 1 J

ANGLE Example:

Description

30 CALL ALPHA 1 J Label the character string at  $+30^\circ$

15 CALL ALPHA 1 J Label the character string at  $-15^\circ$

The labeling angle for the previous examples will change if you are in the relative (percent) mode and you change the position of P1 and P2. Refer to Rubber Plotting, Section 5 for further information.

## Label Instruction (LABEL)

CALL ALPHA 1 CALL ALPHA

LABEL

Field Width → Y

Data → X

The Label Instruction (LABEL) allows the plotter to label (print) characters on the plotting chart. The LABEL instruction is modified by the five previously explained instructions: CHAR, MODE, CSIZE, SLANT, and ANGLE.

The initialized values for these five modifying instructions are used in explaining this LABEL instruction. If the initialized values are not satisfactory for your particular needs, refer to the appropriate instruction so you may change the values.

The initialized values for the five instructions are as follows:

**CHAR:** The standard and alternate character sets are taken from Character Set 0.

**MODE:** Relative Mode is set. The CSIZE is fixed as a percent of P2-P1.

**CSIZE:** Character height is 1.5% of Ymax - Ymin distance. Character width is .75% of Xmax - Xmin distance.

**SLANT:** The characters are printed at 0 degrees from the vertical.

**ANGLE:** The character string is printed at 0 degrees from the horizontal.

The parameters for the LABEL instruction are:

Field width:

This parameter is part of the LABEL instruction, but it is used with the  key. It is used for aligning the printed X register contents. The characters can be aligned with the left side digit (left justified) or aligned with the right side digit (right justified). The field width value is an integer  $\leq 255$ . If the number of characters in the X register is  $\geq$  the field width value, the printed characters will be left justified. If the number of characters in the X register is  $<$  the field width value the characters will be right justified.

Data:

The data is the data which is in the X register and is being printed. The justification (left or right) is determined by the field width which was previously mentioned. The data can be printed in any machine format (Fixed, SCI, SCI 3).

To execute the LABEL instruction, press:   

This enables the LABEL (or alpha) mode. When you press a key which corresponds to a character, the specified character will be printed on the chart. Pressing  while in the LABEL mode terminates the LABEL instruction.

The LABEL mode adds 12 new functions to the keyboard. The new functions are as follows:



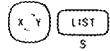
Advances pen 1 space<sup>1</sup>, while the keyboard is being used to LABEL.\*



Backspaces pen 1 space, while the keyboard is being used to LABEL.\*



Advances pen 1 space while in the Program mode.



Selects the Character set which you have designated as Standard. (Tab S)



Selects the Character set which you have designated as Alternate. (Tab A)

\* When you are in the PROGRAM mode, the  and  keys retain their normal editing functions.

---

### NOTE

Once a Tab S or a Tab A is executed, the character set will remain in use unless changed or an INIT instruction is executed.

---

TAB 0   0	Backspaces the pen 1 space. <sup>1</sup>
TAB 1   1	Executes a carriage return (CR) <sup>2</sup> to the beginning of the line <sup>3</sup> .
TAB 2   2	Executes a linefeed (LF) <sup>4</sup> . The pen moves 1 line closer to the front panel controls on the plotter.
TAB 3   3	Executes an inverse linefeed (LF <sup>-1</sup> ). The pen moves 1 line away from the front panel controls on the plotter.
CR-LF 	The pen executes a combination carriage return/linefeed.
Followed by characters	Selects the additional 39 characters from the character set in use.

---

### NOTE

Once the shift key is set, the shifted characters continue to be used until the shifted set is changed or the LABEL mode is ended.

---

The LABEL mode is operated so that all illegal keyboard entries are ignored. No error will be generated. However, if you choose an undesired key which is legal, the undesired character will be printed on the chart.

When you press the  key while executing a programmed LABEL instruction, termination occurs upon completion of the next character in the alpha string.

<sup>1</sup> SPACE: A space is equal to 3/2 character widths, as set by CSIZE.

<sup>2</sup> CR: The CR position depends upon the origination point of the LABEL mode. Refer to the description of POSITION on the next page.

<sup>3</sup> LINE: A line is equal to twice the character height, as set by CSIZE.

<sup>4</sup> LF: The LF is referenced to the position of the pen at the time of execution of the LF command.

## POSITION

The LABEL instruction requires a reference position for CR and LF. There are several methods which you can use to establish and update this reference position (origination point). The following four instructions will update the CR position.

1. PLOTA      If you execute a PLOTA instruction and then enter the LABEL mode, the PLOTA point will become the origination point. The disadvantages of using the PLOTA instruction are that if you do not execute a PENUP before the PLOTA and the pen is down, you draw a line segment across the chart; if the pen is up, it will be put down when the origination point is reached. This will place a mark on the chart.
2. PLOTR      If you execute a PLOTR instruction and then enter the LABEL mode, the PLOTR point will become the origination point. The disadvantages of using the PLOTR instruction are that if you do not execute a PENUP before the PLOTR and the pen is down, you draw a line segment across the chart; if the pen is up, it will be put down when the origination point is reached. This will place a mark on the chart.
3. MOVE      If you execute a MOVE instruction and then enter the LABEL mode, the MOVE point will become the origination point.
4. CURSOR CONTROL      If you use the cursor controls to move the pen and then enter the LABEL mode, the point that you moved the pen to becomes the origination point.
5. CPOSI      The CPOSI instruction is normally used to update the LF command. You can adapt this instruction to update the CR position by executing a CPOSI followed by an INPUT (Section 4) and then execute a MOVE instruction. The INPUT enters the X,Y coordinate position, which the CPOSI moved to, into the stack. The MOVE instruction uses these stack values to update the CR position.

The LF position is referenced to the position of the pen at the time of execution of a LF or LF<sup>-1</sup>. It does not require an update.

LABEL Example:

	Description
 	LABEL from the Standard Character Set
   	LABEL "TEST"
	End LABEL mode

## Print X Register Instruction (PRNTX)

  	Field Width → Y
PRNTX	Data → X

The Print X Register Instruction (PRNTX) allows you to print the X register contents without entering the LABEL mode. This PRNTX instruction is the equivalent of being in the LABEL mode and pressing the .

The PRNTX instruction prints the XR contents based upon the machine format (FIX, SCI, SCI3). The XR contents can be printed in either left or right justified form.

The parameters for the PRNTX instruction are:

Field Width: If used for aligning the printed X register contents. The characters can be aligned with the left side digit (left justified) or aligned with the right side digit (right justified). The Field Width value is an integer  $\leq 225$ . If the number of characters in the X register is  $\geq$  the Field Width value, the printed characters will be left justified. If the number of characters in the X register is  $<$  the Field Width value the characters will be right justified.

Data: The Data parameter is the data which is in the X register and is being printed. The justification (left or right) is determined by the field width which was previously mentioned. The data can be printed in any machine format (Fix, SCI, SCI 3).

To execute the PRNTX instruction, enter the parameters and press: 

PRNTX Example:

Description	
15 	Field Width is set at 15 Characters
376   	Print X register contents (XR = 376)

There are 3 characters in the XR (376). The field width is set for 15 characters. Since the field width is > the data, the X register contents will be printed in right justified form.

If the machine is set for FIX 0, the value is printed as

- \* 376 with 12 spaces from the left hand margin (\*)

If the machine is set for Fix 2, the value is printed as

- \* 376.00 with 9 spaces from \*

If the machine is set for SCI, the value is printed as

- \* 3.760E+02 with 6 spaces from \*

If the machine is set for SCI 3, the value is printed as

- \* 376.000E+00 with 4 spaces from \*

As you can see, the E in SCI and SCI 3 formats, the decimal point (.) , and + and – signs all use 1 space.

## Character Position Instruction (CPOSI)

 **1** 

CPOSI

$\Delta$ Line  $\rightarrow$  Y

$\Delta$ Space  $\rightarrow$  X

The Character Position Instruction (CPOSI) allows you to move the pen an incremental number of lines and character spaces. The pen is raised while performing the CPOSI instruction.

The parameters for the CPOSI instruction are as follows:

- Line = The number of lines desired.  
 + value moves the pen away from the front panel controls.  
 - value moves the pen towards the front panel controls.
- Space = The number of spaces desired.  
 + value spaces the pen (moves to the right side).  
 - value backspaces the pen (moves to the left side).

To execute the CPOSI instruction, enter the parameters and press:  **1** 

CPOSI Example:

- |   | Description  |
|---|--|
| <b>5</b>    | Move incrementally 5 lines away from the front panel controls. |
| <b>4</b>   <b>1</b>  | Backspace the pen 4 spaces (to the left hand side).            |

## ASCII Symbol Labeling Instruction (SYMB)

CALL ALPHA 1 0 6

FUNCT  
6

ASCII → X  
Symbol

The ASCII Symbol Labeling Instruction (SYMB) allows you to mark a specified point with an ASCII character. The character is selected from the specified character set (refer to CHAR). The character can be plotted with or without an accompanying line segment.

The parameters for the SYMB instruction are:

The symbol is chosen by specifying the decimal equivalent value for the desired ASCII symbol. A complete listing of the available ASCII characters and their decimal values is shown on the next page.

A + value will cause the symbol to be printed without a line segment.

A – value will allow the symbol to be printed with a line segment. The line type that is used can be specified by the LINE instruction.

A decimal input between 0 and 10 will turn off the symbol mode. The symbol mode is turned off as a initialized condition.

To execute the SYMB instruction, enter the desired character's decimal value and press:

CALL ALPHA 1 0 6

SYMB Example:

Description

36 CALL ALPHA 1 0 6 Print ASCII symbol "\$"

Then press the desired plotting location

25 ENTER CALL ALPHA 1 A AT X = 25, Y = 25

The symbol \$ is printed at the specified location.

## ASCII Character Codes

ASCII Character	Octal Code	Decimal Code	ASCII Character	Octal Code	Decimal Code
SP	40	32	S	123	83
#	43	35	T	124	84
\$	44	36	U	125	85
*	52	42	V	126	86
+	53	43	W	127	87
,	54	44	X	130	88
—	55	45	Y	131	89
.	56	46	Z	132	90
0	60	48	a	141	97
1	61	49	b	142	98
2	62	50	c	143	99
3	63	51	d	144	100
4	64	52	e	145	101
5	65	53	f	146	102
6	66	54	g	147	103
7	67	55	h	150	104
8	70	56	i	151	105
9	71	57	j	152	106
A	101	65	k	153	107
B	102	66	l	154	108
C	103	67	m	155	109
D	104	68	n	156	110
E	105	69	o	157	111
F	106	70	p	160	112
G	107	71	q	161	113
H	110	72	r	162	114
I	111	73	s	163	115
J	112	74	t	164	116
K	113	75	u	165	117
L	114	76	v	166	118
M	115	77	w	167	119
N	116	78	x	170	120
O	117	79	y	171	121
P	120	80	z	172	122
Q	121	81	◊	176	126
R	122	82			

## Example Program #5

Program #5 synopsis:

This example demonstrates the LABEL instruction and the 12 associated LABEL functions.

New Instructions:

CHAR

LABEL

CPOSI

New Functions:

SPACE

BACKSPACE

SHIFT

TAB 0

TAB 1

TAB 2

TAB 3

TAB S

TAB A

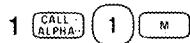
CR-LF

PRINT

Execute the following keystroke sequences:



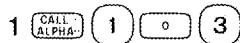
Initialize plotter



Select pen #1



Character set 3 alternate



Character set 1 standard



MOVE to Y = 90, X = 0



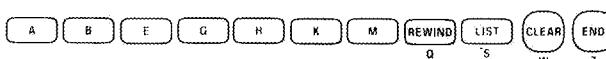


Set LABEL MODE

You are now in the LABEL mode. The standard character set is automatically selected.

Press the following keys:

### EXAMPLE KEYSTROKE SEQUENCE





The characters which were printed are from set 1.

Now press:



The pen advances 1 space for each time the key is pressed.



Advances the pen the same as the key.



The pen back spaces for each time the key is pressed.



The pen executes a CR-LF for each time the key is pressed.

Now that the pen is positioned under the previously printed line, press and repeat the example keystroke sequence again. The print shows the shifted characters for each key. Four of the keys ( ) will auto-backspace to print. One key () will not print any shifted characters.

Press

This selects the alternate character set.

Press

Tab 0 The pen backspaces.

Tab 1 The pen executes a CR.

Tab 2 The pen executes a LF.

Tab 3 The pen executes a LF<sup>-1</sup>.

Press

This positions the pen at the start of the next line.

Press

This removes the shifted mode.

Now repeat the example keystroke sequence. The characters will be printed from set 3.

Press

This positions the pen at the start of the next line.

Press

Now repeat the example keystroke sequence. The shifted characters will be printed from set 3. Six keys ( ) will print with auto-backspace. One key () will not print a shifted character. Press . This ends the label sequence.

Press 5

The CPOSI instruction will cause the pen to move incrementally 5 lines on the Y axis and 3 spaces on the X axis.

3

## Example Program #6

This program demonstrates the following instructions:

MODE

CSIZE

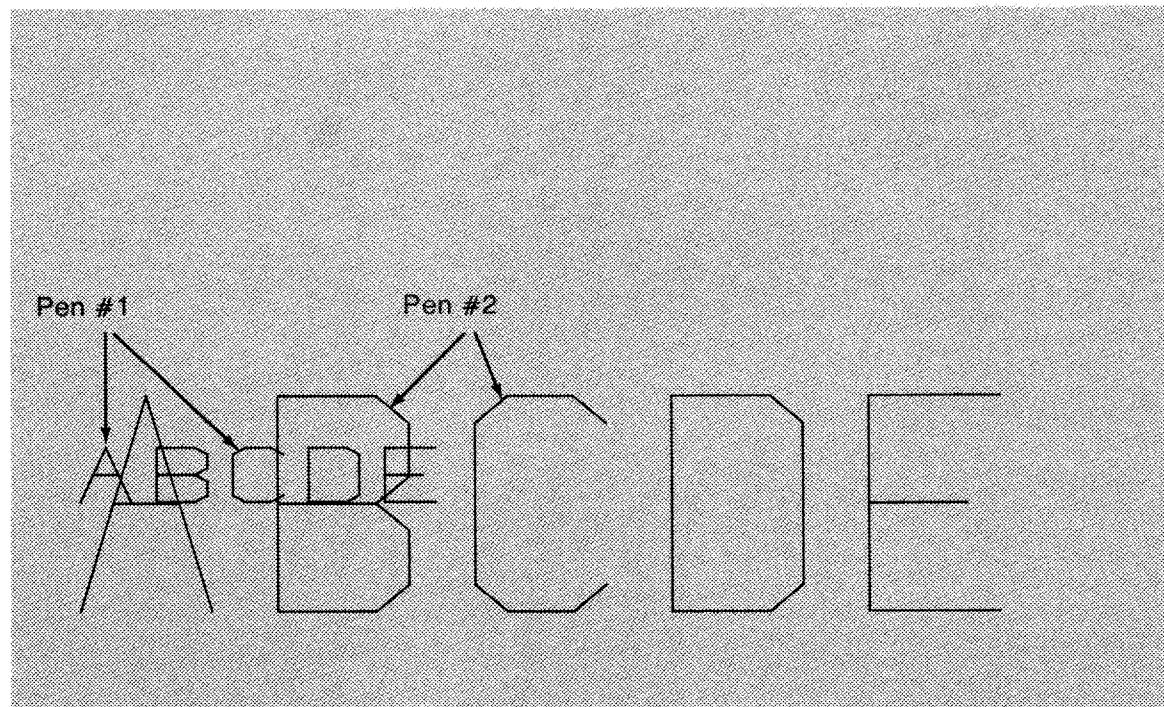
Program #6 Synopsis:

The example program:

1. Labels a character set with relative mode value CSIZE instructions.
2. Changes pens.
3. Labels a character set with absolute mode value CSIZE instructions.

Enter and execute the following program:

0000 FUNCT	Initializes Plotter (Default values set MODE to relative)
0002 *	
0003 1	Select Pen #1
0004 PENSL	
0006 5	MOVE to X = 0, Y = 50
0007 0	
0008 ENTER↑	MOVE to X = 0, Y = 50
0009 0	
0010 MOVE	Set CSIZE to 5% of Ymax - Ymin for height
0012 5	
0013 ENTER↑	3% of Xmax - Xmin for width
0014 3	
0015 CSIZE	Enter LABEL mode
0017 LABEL	
0019 A	Print Alpha Characters
0020 B	
0021 C	Enter LABEL mode
0022 D	
0023 E	Print Alpha Characters
0024 LINE	
0025 ENDa	End LABEL mode
0026 2	Select pen #2
0027 PENSL	
0029 1	Set MODE to absolute
0030 FUNCT	
0032 *	Set CSIZE at 5cm = height 3cm = width
0033 5	Enter LABEL mode
0034 ENTER↑	
0035 3	Print Alpha Characters
0036 CSIZE	
0038 LABEL	End LABEL mode
0040 A	
0041 B	Replaces pen
0042 C	
0043 D	
0044 E	Ends Program
0045 ENDa	
0046 0	
0047 PENSL	
0049 END	



## Example Program #7

This program demonstrates the following instructions:

SLANT

ANGLE

### Program #7 Synopsis

This program:

1. Labels a character string with  $-15^\circ$  SLANT.
2. Labels a character string with  $+15^\circ$  SLANT.
3. Labels a character string with  $-15^\circ$  ANGLE.
4. Labels a character string with  $+15^\circ$  ANGLE.

Enter and execute the following program:

0000 FUNCT	Initializes Plotter	0039 1	Print Character string at -15° ANGLE (down)
0002 *		0040 5	
0003 1	Select Pen #1	0041 +*-	
0004 PENSL		0042 ANGLE	
0006 3		0044 LABEL	
0007 0		0046 A	
0008 ENTER†	MOVE to X = 0, Y = 30	0047 B	
0009 0		0048 C	
0010 MOVE		0049 D	
0012 :		0050 E	
0013 5	LABEL characters at -15° SLANT (to left)	0051 ENDx	End LABEL mode
0014 +*-		0052 *	Print character string at 15° ANGLE (up)
0015 SLANT		0053 5	
0017 LABEL		0054 ANGLE	
0019 A		0056 LABEL	
0020 B	Enter LABEL mode	0058 A	Enter LABEL mode
0021 C	Print Alpha Characters	0059 B	
0022 D		0060 C	
0023 E		0061 D	
0024 ENDx	End LABEL mode	0062 E	End LABEL mode
0025 1	Label characters at 15° SLANT (to right)	0063 ENDx	
0026 5		0064 0	Replaces pen
0027 SLANT		0065 PENSL	
0029 LABEL		0067 END	Ends Program
0031 A			
0032 B	Enter LABEL mode		
0033 C	Print Alpha Characters		
0034 D			
0035 E			
0036 LINE	Execute 2 CR-LF		
0037 LINE			
0038 ENDx	End LABEL mode		

ABCDEABCDE

ABCDEABCDE

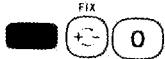
## Example Program #8

This program demonstrates the PRNTX instruction.

### Program #8 Synopsis

This program:

1. Prints the XR contents.
2. Executes a CR-LF<sup>-1</sup>.

Press  to set the printing format.

Enter and execute the following program:

```
0000 FUNCT } Initializes Plotter
0002 *
0003 1 } Select Pen #1
0004 PENSL
0006 1
0007 STO A } Set up test loop
0008 5
0009 STO F
0010 1
0011 0
0012 ENTER↑ } Move to X = 10, Y = 10
0013 MOVE
0015 FOR A+F
0016 CLEAR
0017 RDL A } Print X register contents (A)
0018 LABEL
0020 PRINT
0021 TAB
0022 1 } Execute CR
0023 TAB } Execute LF - 1
0024 3
0025 ENDx } End LABEL mode
0026 NEXT A } Repeat test
0027 0
0028 PENSL } Replaces pen
0030 END } Ends Program
```

5  
4  
3  
2  
1

## Example Program #9

This program demonstrates the SYMB instruction.

### Program #9 Synopsis

This program:

Plots an ASCII symbol (\$) at the PLOTA points (25,25), (50,50) (75,75)

Enter and execute the following program:

If you insert the  key before P.C.0008, and re-execute the program, the coordinates will be connected with a line segment.

0000 FUNCT	Initializes Plotter
0002 *	
0003 1	Select Pen #1
0004 PENSL	
0006 3	Plot with ASCII symbol \$
0007 5	
0008 FUNCT	PLOTA at X = 50, Y = 50
0010 6	
0011 8	PLOTA at X = 75, Y = 75
0012 ENTER↑	
0013 1	Raises the pen
0014 0	
0015 8	Replaces pen
0016 ENTER↑	
0017 0	Ends Program
0018 ENTER↑	
0019 1	
0020 0	
0021 0	
0022 SCALE	
0024 2	
0025 5	
0026 ENTER↑	PLOTA at X = 25, Y = 25
0027 PLOTA	

\$

\$

\$

## Notes

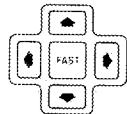
# Chapter 4

## Digitizing

Digitizing is the process of converting information into a numerical equivalency. The digitizing instructions for the HP 98130A Plotter Interface allow you to convert a specified point on the plotting surface into X,Y coordinates.

The digitizing process may require the use of the cursor controls and the digitizing sight.

### Cursor Controls



The five Cursor Controls are used to position the pen. The pen responds vectorially to the signal from the controls.

### Digitizing Sight

The digitizing sight may be used in obtaining X,Y coordinate information. The sight has a centering dot for accurate positioning.

To use the digitizing sight, load the sight into the plotter in the same manner as a pen. When you view down through the sight, the centering dot corresponds to the X,Y coordinate which will be entered into the calculator.

When you are positioning the sight with either the cursor controls or a pen movement instruction, keep the digitizing sight UP. This can be done with the **PEN UP** button on the plotter's front panel controls or with a PENUP instruction.

Keeping the sight up reduces the abrasive effect of the paper on the sight. When you have the sight in the approximate location where you wish to enter the coordinate values, lower the pen. This allows you to position the pen with maximum accuracy. The pen can be lowered by pressing the **PEN DOWN** button on the plotter's front panel controls or by executing an INPUT instruction followed by a PLOTA instruction.

## Digitizing Instructions

The digitizing mode has two similar instructions:

1. Digitizer (DGTZR)
2. Input Coordinate (INPUT)

Both instructions enter the pen coordinates into the stack in user units. Both instructions move the contents of the stack up twice as shown below.

Register contents before  
DGTZR or INPUT instruction.

4 → T	Pen Coordinates	2 → T
3 → Z	Y = 50	1 → Z
2 → Y		50 → Y
1 → X	X = 25	25 → X

Register contents after  
DGTZR or INPUT instruction

Both the DGTZR and the INPUT instructions are programmable. The difference between the two instructions is that the DGTZR instruction enters the coordinate information when you press the  button on the plotter's front panel controls. The INPUT instruction enters the coordinate information when you execute the INPUT key sequence.

### Digitizer Instruction (DGTZR)

DGTZR

Y value → Y  
X value → X

The Digitizer Instruction (DGTZR) enters the X,Y coordinate of the pen into the registers when you press the  button on the plotter's front panel controls.

The X,Y values are in user units as specified by the SCALE instruction.

To execute the DGTZR instruction, press: 

Then position the pen with the cursor controls. When the pen is at the desired X,Y coordinate, press the  button on the plotter. The X,Y coordinate values are now entered into the registers. The  light goes out when this occurs.

The action of pressing the  button to enter the X,Y values terminates the DGTZR instruction. If you wish to obtain more coordinate information, you must re-execute the DGTZR instruction.

When you press the  key when performing a DGTZR instruction, termination occurs before the plotter coordinates are entered into the registers. The  light is turned off and the digitizer mode is terminated.

## Input Coordinate Instruction (INPUT)

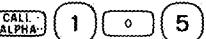


FUNCT  
5

Y value → Y  
X value → X

The Input Coordinate Instruction (INPUT) enters the X,Y coordinate of the pen into the registers when you press the INPUT instruction key sequence.

The X,Y values are in user units as specified by the SCALE instruction.

To execute the INPUT instruction position the pen with the cursor controls to the desired location. Then press: 

The X,Y coordinate values are now entered into the stack.

## Example Program #10

### Program #10 Synopsis

This program demonstrates the digitizing mode and the DGTZR instruction.

The first program draws a reference figure.

Enter and execute the following program:

```

0000 FUNCT      } Initializes Plotter
0002 *
0003 1
0004 PENSL      } Select Pen #1
0006 2
0007 5
0008 ENTER↑      } PLOTA at X = 25, Y = 25
0009 PLOTA
0011 5
0012 0
0013 ENTER↑      } PLOTR to X = 25, Y = 75
0014 0
0015 PLOTR
0017 X=Y
0018 PLOTR      } PLOTR to X = 75, Y = 75
0020 5
0021 0
0022 +÷-
0023 ENTER↑      } PLOTR to X = 75, Y = 25
0024 0
0025 PLOTR
0027 X=Y
0028 PLOTR      } PLOTR to X = 25, Y = 25
0030 0
0031 RENSL      } Replaces pen
0033 END         } Ends Program

```

---

#### NOTE

The next program requires that the digitizing sight be loaded in pen stall #1.

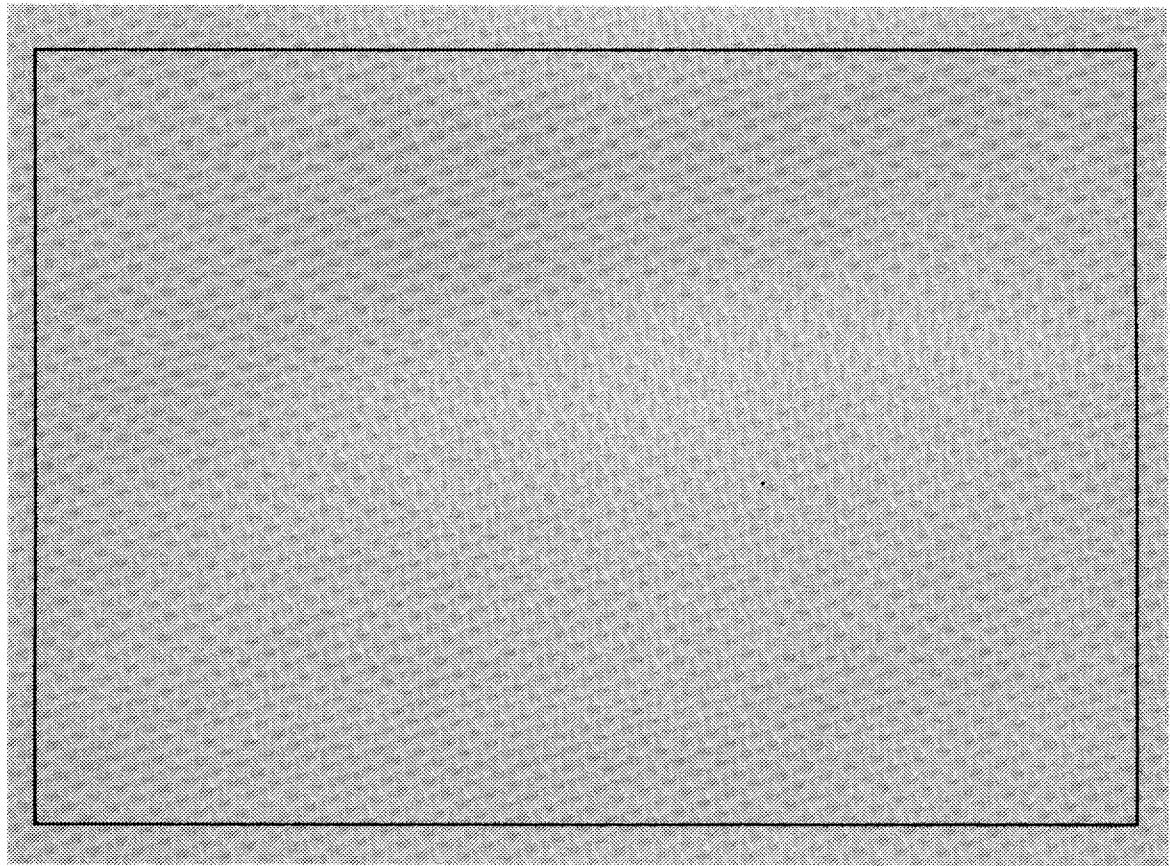
---

## Example Program #11

### Program #11 Synopsis

When digitizing a simple figure, such as this example, only the corner coordinates need be entered. This is because the corners correspond to the points where the direction changes.

Digitizing more complex figures requires increased sample frequency to increase the accuracy of the data. This would require using more registers for storage. Refer to the HP 9815A Calculator Operating and Programming Manual (HP P/N 09815-90000), Section 2 for further information about register storage.



The first half of the program requires you to position the sight and press the  button whenever the  is lit.

After entering the 4 coordinate values, press  . The remainder of the program will redraw the figure based upon the coordinate values which were entered.

Enter and execute the following program:

0000	FUNCT		Initializes Plotter
0002	*		
0003	1		
0004	PENSL		
0006	0		
0007	ENTER↑		
0008	1		
0009	0		
0010	0		
0011	ENTER↑		
0012	0	Set X-Axis into 100 equal units	
0013	ENTER↑	Set Y-Axis into 100 equal units	
0014	1		
0015	0		
0016	0		
0017	SCALE		
0019	DGTZR		Enter corner coordinates
0021	STO	A	
0022	X=Y		Store in A,B
0023	STO	B	
0024	DGTZR		Enter corner coordinates
0026	STO	C	
0027	X=Y		Store in C,D
0028	STO	D	
0029	DGTZR		Enter corner coordinates
0031	STO	E	
0032	X=Y		Store in E,F
0033	STO	F	
0034	DGTZR		Enter corner coordinates
0036	STO	G	
0037	X=Y		Store in G,H
0038	STO	H	
0039	STOP		Stop program. Press RUN to start
0040	2		
0041	PENSL		Select pen #2
0043	RCL		
0044	RCL	B	
0045	PLOTA		PLOTA to A,B values
0047	RCL	B	
0048	RCL	C	
0049	PLOTA		PLOTA to C,D values
0051	RCL	F	
0052	RCL	E	
0053	PLOTA		PLOTA to E,F values
0055	RCL	H	
0056	RCL	G	
0057	PLOTA		PLOTA to G,H values
0059	RCL	B	
0060	RCL	A	
0061	PLOTA		PLOTA to A,B values
0063	0		
0064	PENSL		Replaces pen
0065	END		Ends Program

## Example Program #12

This program demonstrates the use of the INPUT instruction.

Enter and execute the following program:

0000 FUNCT	Initializes Plotter
0002 *	
0003 1	Select Pen #1
0004 PENSL	
0006 2	PLOTA at X = 25, Y = 25
0007 5	
0008 ENTER↑	PLOTR to X = 75, Y = 25
0009 PLOTR	
0011 5	PLOTR to X = 25, Y = 25
0012 0	
0013 ENTER↑	PLOTR to X = 75, Y = 75
0014 0	
0015 PLOTR	PLOTR to X = 25, Y = 75
0017 X?Y	
0018 PLOTR	Replaces pen
	Ends Program

This will draw a reference figure on the chart.

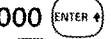
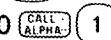
Use the cursor controls to position the digitizer sight over any portion of the rectangular line.

Press: 

The X,Y coordinates will appear as follows:

Y coordinate → Y  
X coordinate → X

Leave the pen at its present location. Execute this SCALE instruction:

0   
1000   
0   
50   

Now press: 

The X,Y coordinates are now printed, converted to the new SCALE parameters.

## Notes

# Chapter 5

## Advanced Plotting

This section is provided to assist you in maximizing the performance of your plotter. While all of you may not require the programs which are contained in this section, it is hoped that this section provides you with new insights and applications for your plotter, as well as offering some solutions to any new problem areas.

### Compacting The Program

It is possible to save some program steps by utilizing the design parameters of the plotter. The initialized conditions should be adequate for most plotting applications, but if you need to use other values the following information may save some space in your programs.

It has been previously mentioned that the LOG, AVEL, APEN, and MODE instructions required a value of a "1" to be entered when selecting that particular instruction. All the interface requires is that the value be a non-zero number. Therefore, a program which looks like this:

```
0000 1
0001 FUNCT
0003 9
0004 1
0005 FUNCT
0007 +
0008 1
0009 FUNCT
0011 -
0012 1
0013 FUNCT
0015 .
```

could be rewritten like this:

```

0000 2
0001 FUNCT
0003 9
0004 FUNCT
0006 +
0007 FUNCT
0009 -
0010 FUNCT
0012 .

```

and still be executed correctly.

Another method of compacting your program concerns using repeated values. It was mentioned earlier in the manual that the stack registers retain their contents. This allows programs to be written which use the same stack contents for more than one instruction. A program like this:

0000 0	0013 0
0001 ENTER↑	0014 ENTER↑
0002 1	0015 1
0003 0	0016 0
0004 0	0017 0
0005 ENTER↑	0018 ENTER↑
0006 0	0019 5
0007 ENTER↑	0020 ENTER↑
0008 1	0021 5
0009 0	0022 0
0010 0	0023 XAXIS
0011 SCALE	0025 0
	0026 ENTER↑
	0027 1
	0028 0
	0029 0
	0030 ENTER↑
	0031 5
	0032 ENTER↑
	0033 5
	0034 0
	0035 YRxis

can be rewritten like this:

```
0000 0
0001 ENTER†
0002 1
0003 0
0004 0
0005 ENTER†
0006 0
0007 ENTER†
0008 1
0009 0
0010 0
0011 SCALE
0013 ENTER†
0014 5
0015 ENTER†
0016 5
0017 0
0018 XAXIS
0020 YAXIS
```

and still be executed correctly.

## Perspective Plotting

Plotting in a perspective plane can be accomplished by moving and setting P1 and P2 while keeping the same scale values.

The example program shown below demonstrates plotting a function  $Y = \sin^2 X$  (when  $\sin X$  is positive) and  $Y = 0$  (when the  $\sin X$  is negative) with single point perspective. In single point perspective, the plot focuses upon a single convergent point.

This is accomplished by moving P1 and P2 a fixed distance each time. P1 is comprised of the variables G and I. G provides the Xmin value and I provides the Ymin value. P2 is comprised of the variable J and the fixed value 95. J is the Xmax value and Ymax is kept at 95.

The variables B and E are used to update G, J, and I. B and E are updated as well. This allows you to keep everything expressed as a percentage of the previously set P1 and P2 positions.

```

0000 FUNCT
0002 *
0003 0
0004 ENTER†
0005 1
0006 0
0007 FUNCT
0009 4
0010 1
0011 PENSL
0013 0
0014 STO C
0015 1
0016 1
0017 0
0018 STO H
0019 2
0020 0
0021 STO D
0022 FOR C+HD
0023 0
0024 RCL C
0025 PLOTA
0027 9
0028 5
0029 ENTER†
0030 7
0031 5
0032 PLOTA
0034 PENUP
0036 NEXT C
0037 DEGS
0038 2
0039 PENSL
} Initializes Plotter
} Set pen speed to 10cm
} Select Pen #1
} Set test loop to start plotting positions.
} PLOTA at (0.0) (20.0)
} (40.0) (60.0) (80.0) (100.0)
} PLOTA to (75.95)
} Raises the pen
} Repeat test loop.
} Set machine to degrees
} Select pen #2
} Input values
} Set P1 and P2. (Xmin = G,
} Xmax = J, Ymin = I,
} Ymax = 95)

```

0074 9	Scale X from 0 to 900, Y from 0 to 10	0104 7	Update G (Xmin)
0075 0		0105 5	
0076 0		0106 RCL E	
0077 ENTER↑		0107 *	
0078 0		0108 STO G	
0079 ENTER↑		0109 1	
0080 1		0110 0	
0081 0		0111 0	
0082 SCALE		0112 ENTER↑	
0084 0		0113 2	
0085 STO C	0114 5	Update J (Xmax)	
0086 FOR C→HD	0115 RCL E		
0087 RCL C	0116 *		
0088 ENTER↑	0117 -		
0089 SIN	0118 STO J		
0090 IF -	0119 RCL B		
0091 GOTO 0096	0120 *		
0093 X=Y	0121 9		
0094 PLOTA	0122 *		
0096 NEXT C	0123 STO B		Update B,E
0097 PENUP	0124 STO+ E		
0099 9	0125 NEXT A		
0100 5	0126 PENUP		
0101 RCL E	0128 0		
0102 +	0129 FENSL		
0103 STO I	0131 END		

Generate number from 0 to 905, by units of 5.

PLOTA at C x sinC

Repeat this loop 40 times  
Raises the pen

Update I (Ymin)

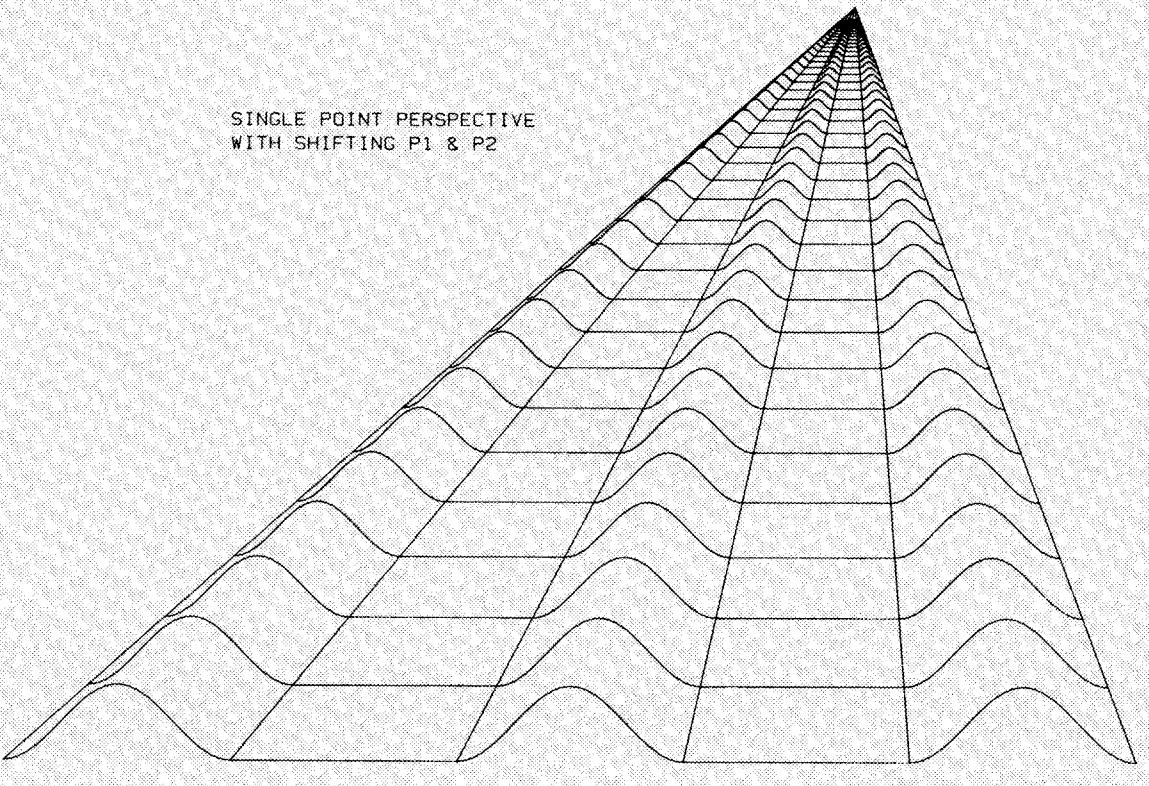
Set loop to run 40 times

Raises the pen

Replaces pen

Ends Program

SINGLE POINT PERSPECTIVE  
WITH SHIFTING P1 & P2



## Rubber Plotting

The last of our advanced plotting concepts is rubber plotting. This is a graphic representation of rubber sheet geometry.

Rubber sheet geometry can best be described by imagining a plot or a chart which is drawn on a piece of rubber. Whenever you pull or stretch the sheet, the plot changes and stretches proportionately. The repositioning of P1 and P2 before re-executing a program results in a rubber plot.

The examples for the rubber plots use the Dynamic Performance Test. This test can be found on the Utility and Test Cartridge (HP P/N 09815-10004, revision K, or subsequent revisions).

---

### CAUTION

VERIFY THAT YOUR UTILITY AND TEST CARTRIDGE IS RECORD PROTECTED BEFORE RUNNING THESE EXAMPLE PROGRAMS. THIS WILL PREVENT THE RECORDING OF UNDESIRED DATA OVER YOUR UTILITY AND TEST PROGRAMS.

---

Load File –27 into the calculator. Before running the program, insert the following steps into the program.

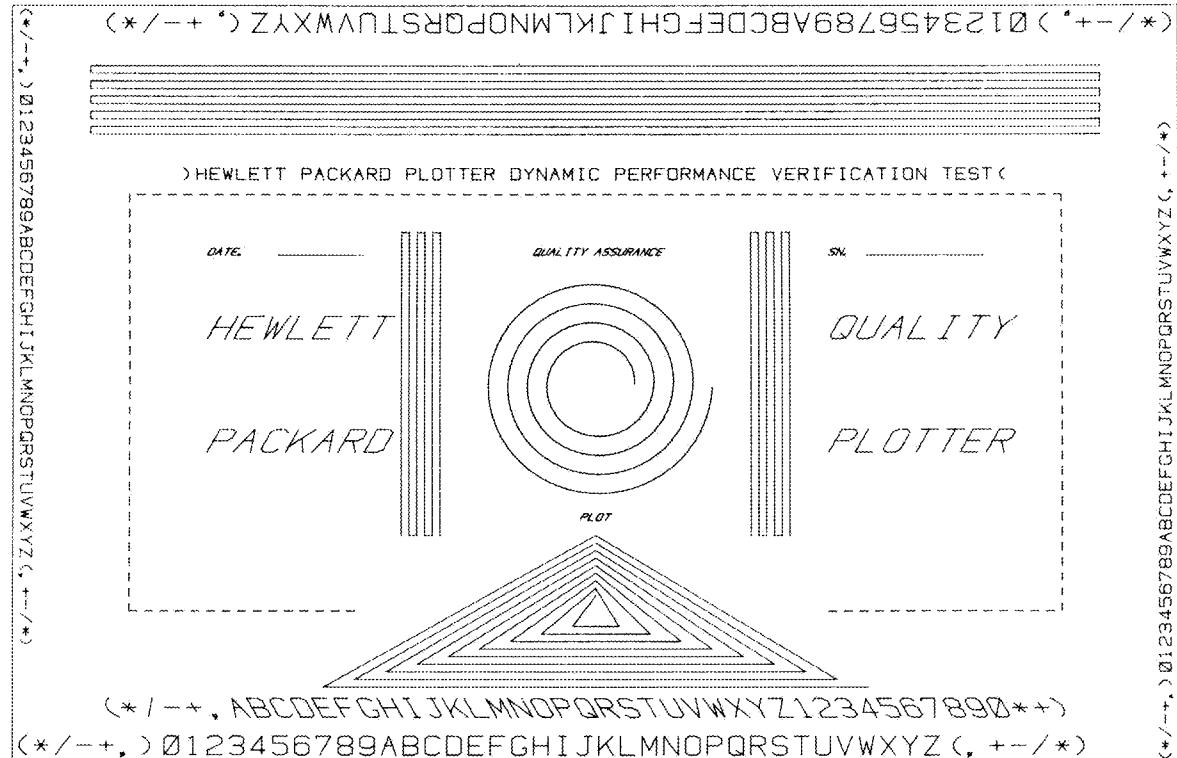
```
0003 2
0004 5
0005 ENTERT
0006 7
0007 5
0008 ENTERT
0009 2
0010 5
0011 ENTERT
0012 7
0013 5
0014 FUNCT
0016 0
```

This sets P1 and P2 to an area which is approximately half of the full platen plotting area.

P1 = (25,25) P2 = (75,75)

Press   . The Dynamic Performance Test is plotted below . This effectively reduces the physical size of your plot without changing the SCALE instruction.

Naturally, if you start with a small plot and move P1 and P2 so a larger plotting rectangle is obtained, the resulting plot is blown-up in size. You should notice that the SCALE instruction concerns the relationship of points in the plot to each other, rather than determining the absolute size of the plot.

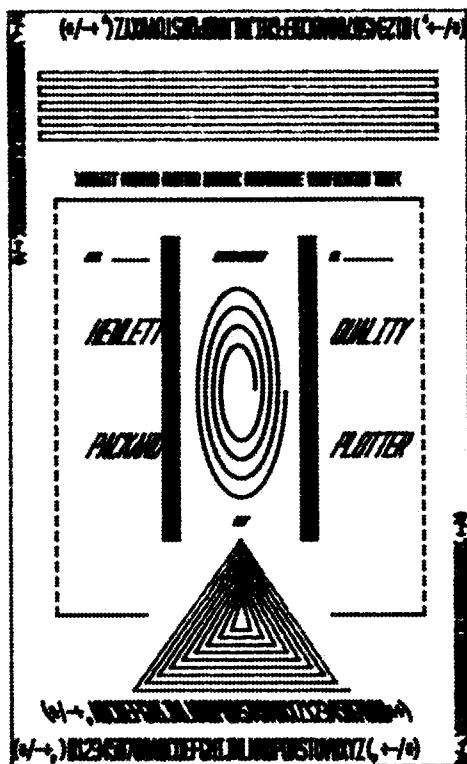


When this plot is finished, reload file –27 and insert the following steps.

```
0003 2
0004 5
0005 ENTER†
0006 4
0007 0
0008 ENTER†
0009 2
0010 5
0011 ENTER†
0012 6
0013 8
0014 FUNCT
0016 0
```

Press  

In this example the P1 and P2 positions are placed so that they no longer form the original rectangular plotting area. This will result in the following plot.



As you can see, the labeling is at a point where some of the characters are illegible. The LABEL instruction references its characters to P1 and P2 in the relative MODE. Any change in P1 and P2 changes the character size unless the machine is set for the absolute MODE. In the absolute MODE, the characters would be plotted at their specified size. The relative MODE does allow the plot to be done with the characters automatically compensated for any change in P1 and P2. You particular requirement may necessitate a rubber plot for the data with any labeling done in the absolute MODE. This means that you may have to compute the new size of your characters.

The last rubber plot example also demonstrates the possible interference between a rubber plot and the LABEL characters.

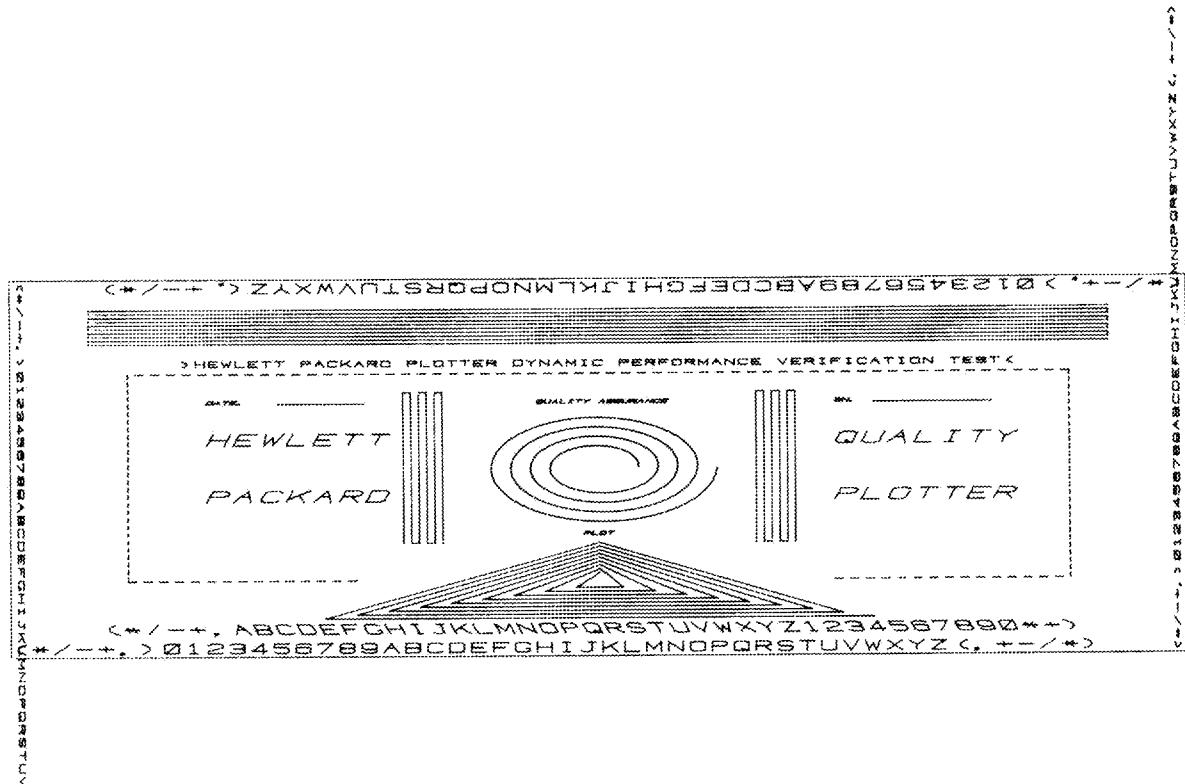
Reload file –27 into the calculator. Insert the following steps into the program.

```
0003 0
0004 ENTER↑
0005 0
0006 0
0007 ENTER↑
0008 1
0009 2
0010 .
0011 5
0012 ENTER↑
0013 4
0014 9
0015 FUNCT
0017 0
```

This example moves P1 and P2 into a rectangle which is very long on the X-axis and fairly short on the Y-axis.

Press 

The resulting plot looks like this:



Here you can see how the character width is determined from the Xmax to Xmin distance. The characters must occupy their specified width even if this results in their exceeding the P1 and P2 boundaries. If you had used a LIMIT instruction to set up a plotting window, the characters would not be printed when they exceed the window boundary.

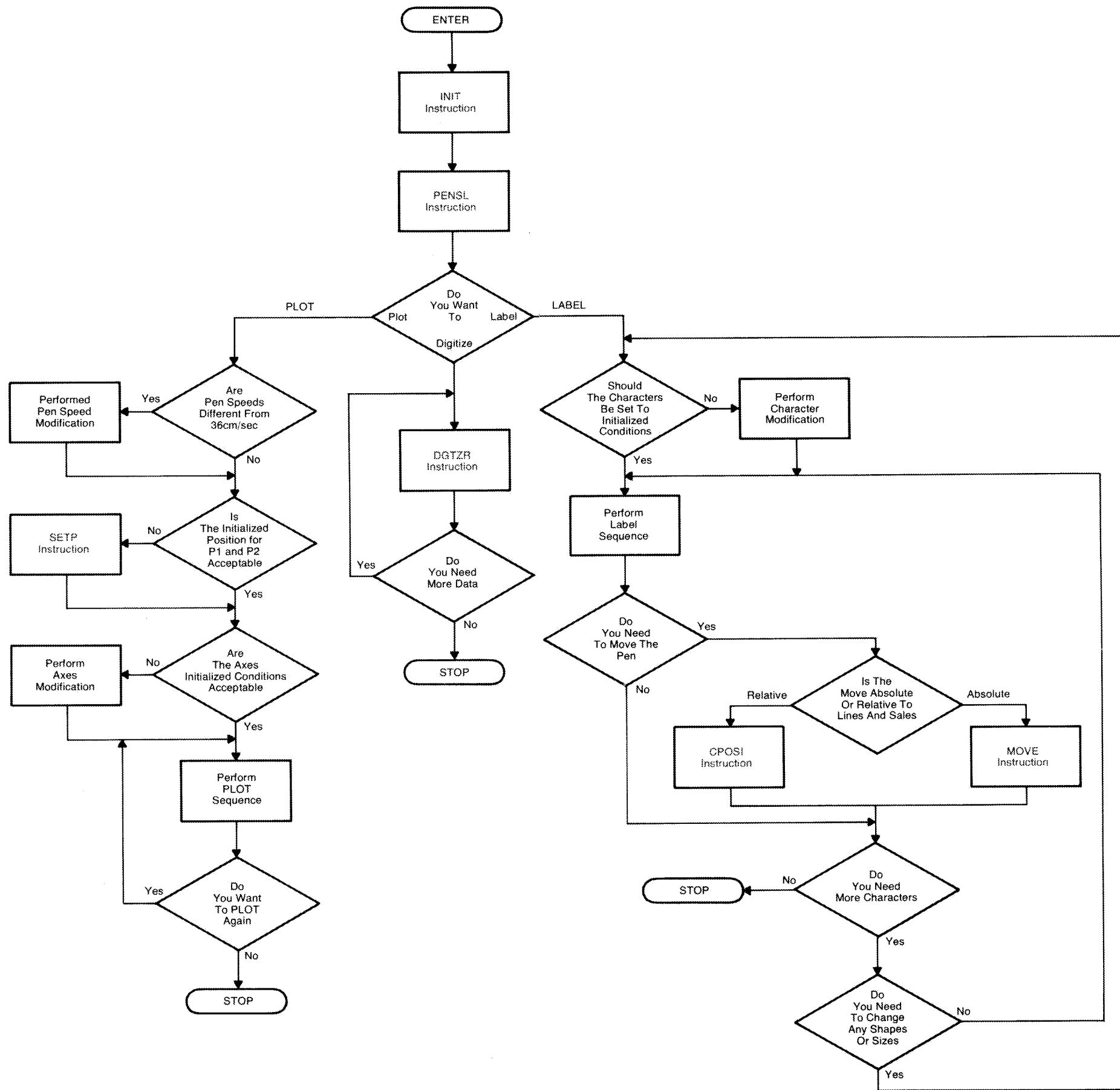
The shape of items which are plotted change with P1 and P2. In both of the last two examples the circular spiral has been changed to an ellipse because P1 and P2 were moved.

## Instruction Set Flowchart

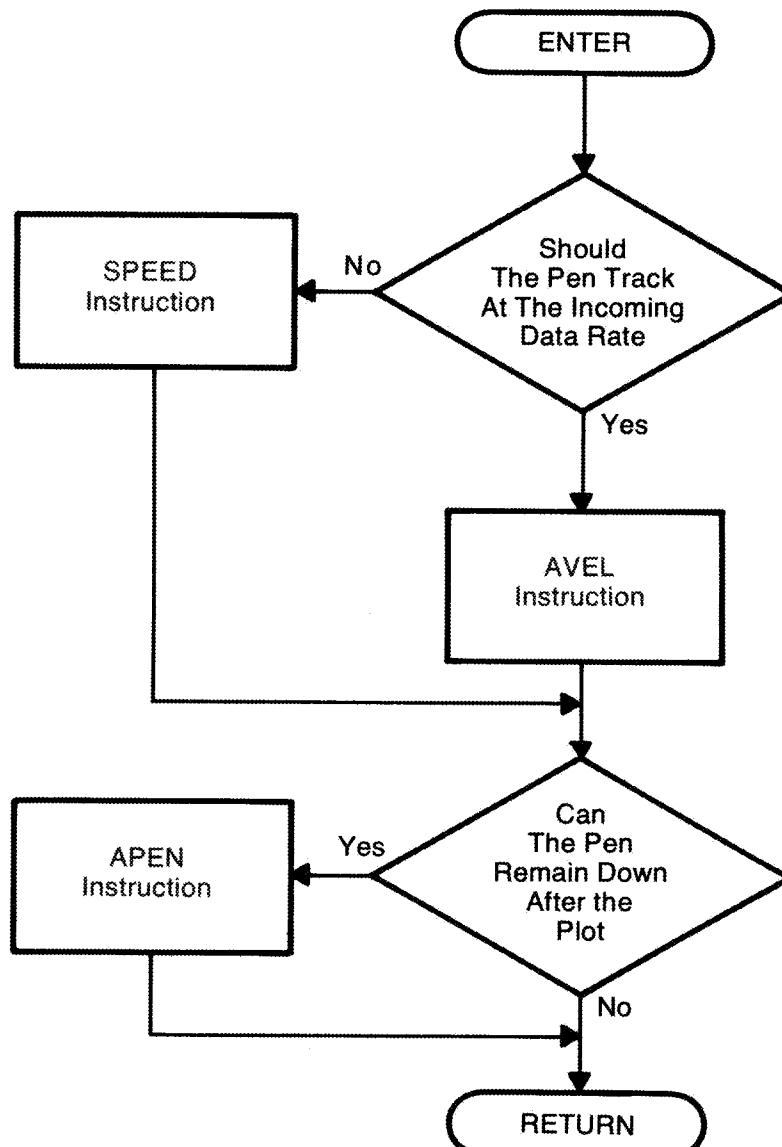
The following flowchart is provided to assist you in using your plotter.

Instructions which must precede other instructions (i.e. LOG before SCALE) are listed in correct sequence to reduce errors.

This flowchart should provide you with a workable format that allows you to write working programs in a minimal amount of time.

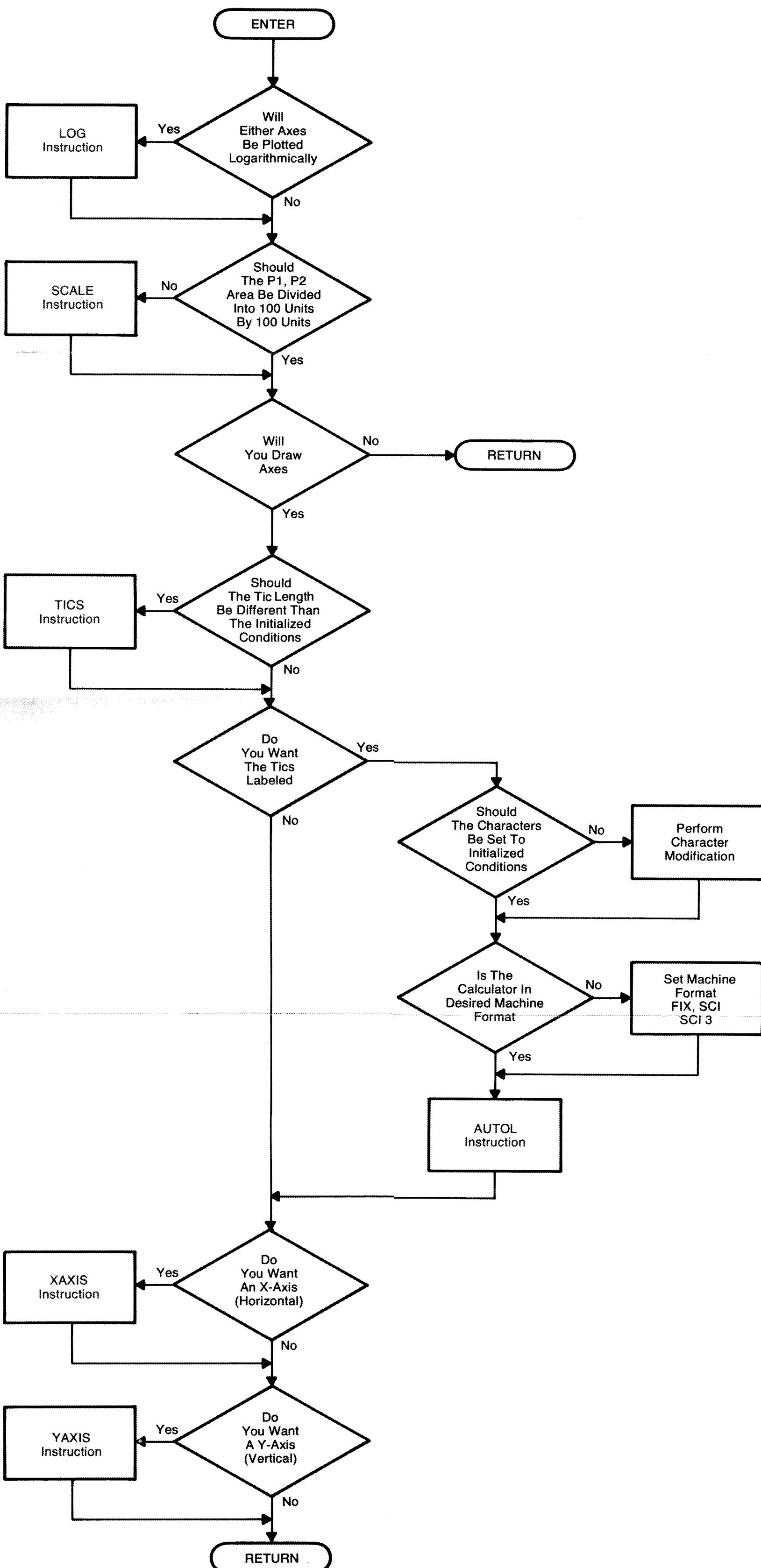


## Pen Speed Modification



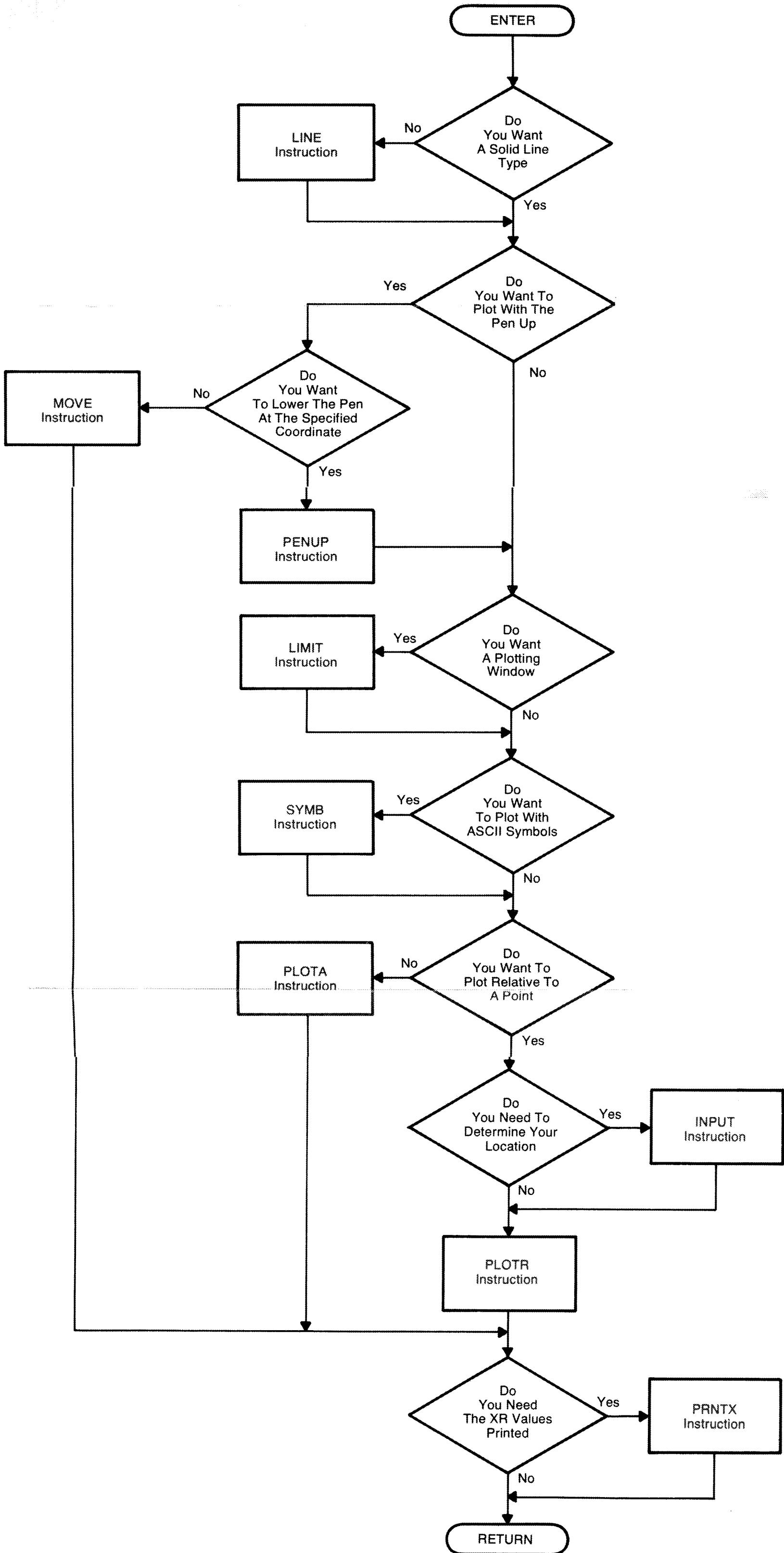


## Axes Modification



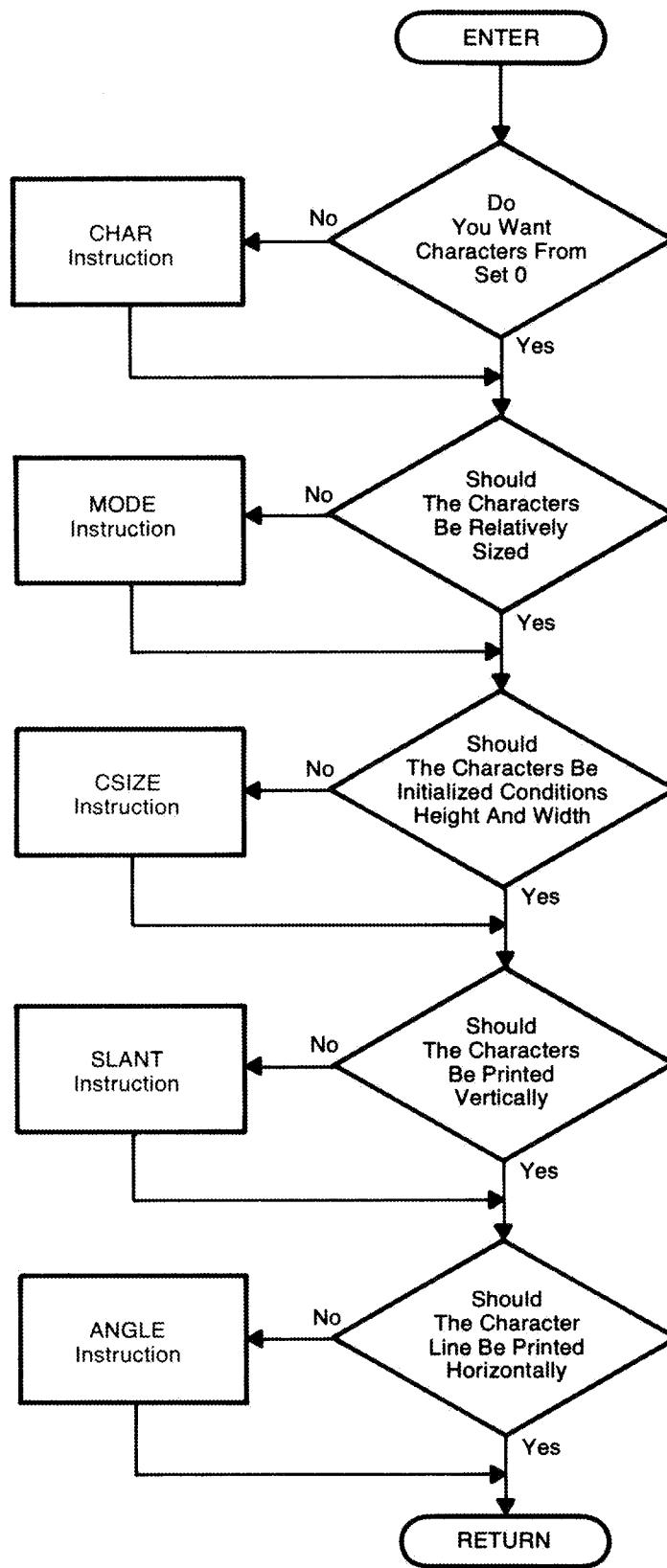


## Plot Sequence



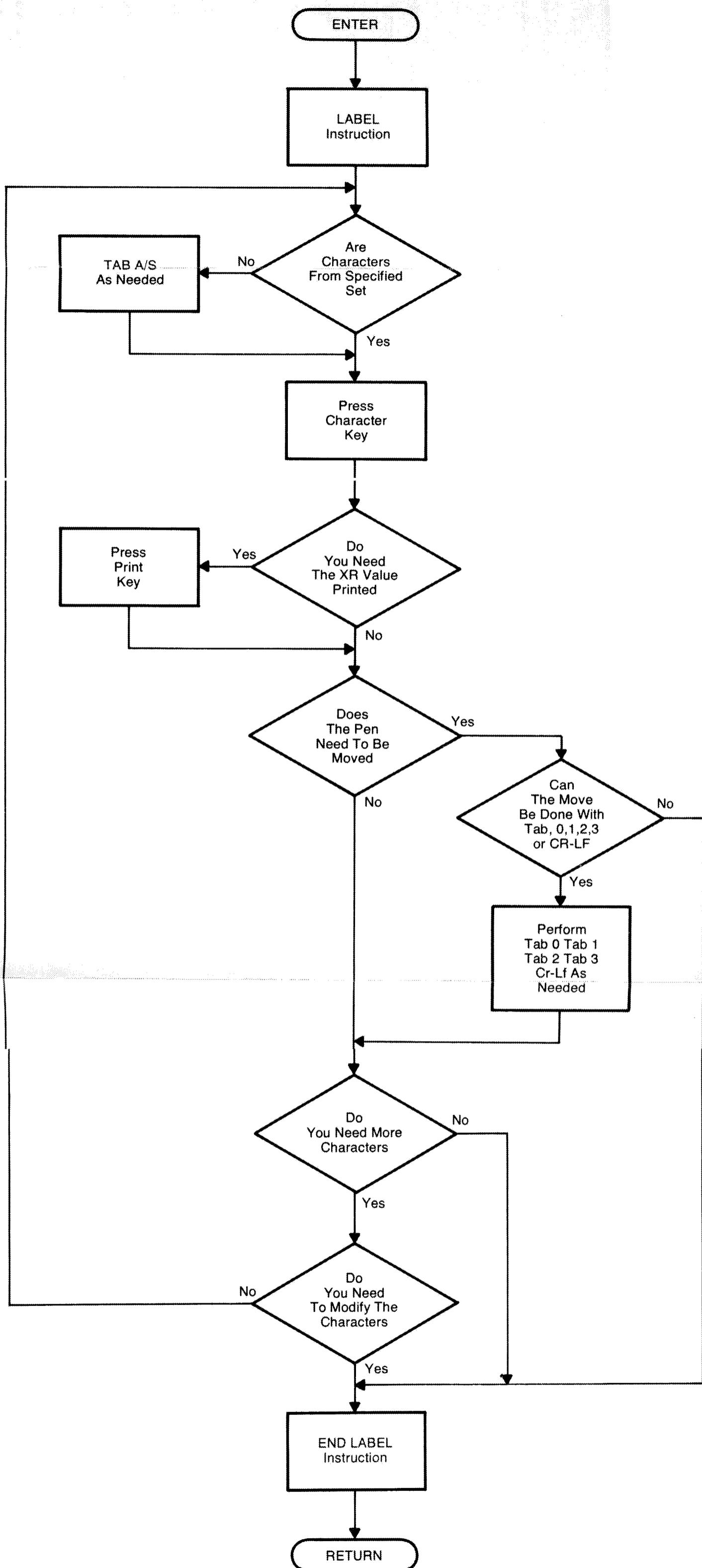


## Character Modification





## Label Sequence





# Chapter 6

## Service

This section contains a brief description of the interface operation, complete circuit diagrams and a list of replaceable parts.

If you have difficulty repairing the interface or if you would rather have HP repair the interface, contact the nearest HP Sales and Service Office. The office locations are listed in Appendix E.

### Theory of Operation

The interface consists of a printed circuit assembly (P/N 98130-66503). A block diagram of the interface components follows. Refer to the block diagram or schematic when reading the theory of operation.

Logic Levels	The interface uses negative-true logic.
Transceivers	U1 and U2 comprise the interface transceivers. Data is transmitted from the plotter to the calculator on 8 data lines DI01-DI08. Data is transmitted from the calculator to the plotter along 8 data lines DM0-DM7.
Handshake Logic	U6 helps to buffer the handshake between the plotter and the calculator. The plotter's handshake lines are DAV, NRFD, and NDAC.
Multiplexer	U3 is the input multiplexer. The multiplexer sends the data to and from the calculator and plotter.
Drivers	U4 is the driver. The driver sends data to and from the calculator and plotter.
Address Decoding	U5 provides the address decoding to select either ROM #1 or ROM #2. Both ROMs can not be ON concurrently.

## ROM Select

U7 selects ROM #1 or ROM #2. The state of U7 is determined due to the particular code that is being executed by ROM #1. ROM #2 is accessed as part of an instruction by ROM #1. In normal operation, ROM #2 is not accessed by the calculator.

## ROMs

U8 and U9 are 16K ROMs that provide the instructions for the plotter.

## ROM Power

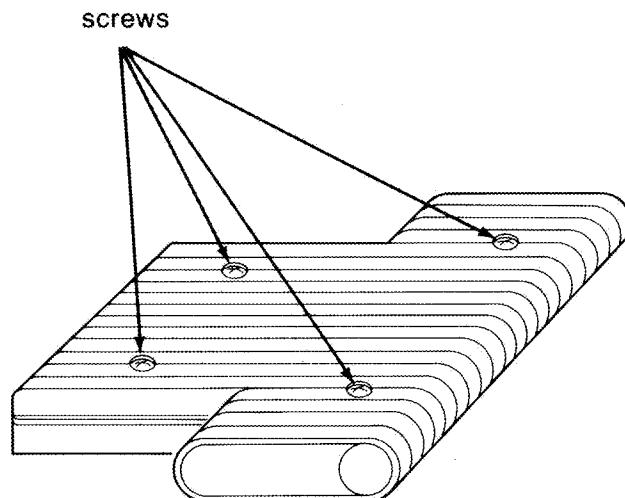
U8 is powered by Q2 and the associated circuitry. U9 is powered by Q3 and its associated circuitry. Both ROMs draw a minimal amount of current when they are not being addressed while the interface is in use. When a ROM is addressed, it enables its associated power supply.

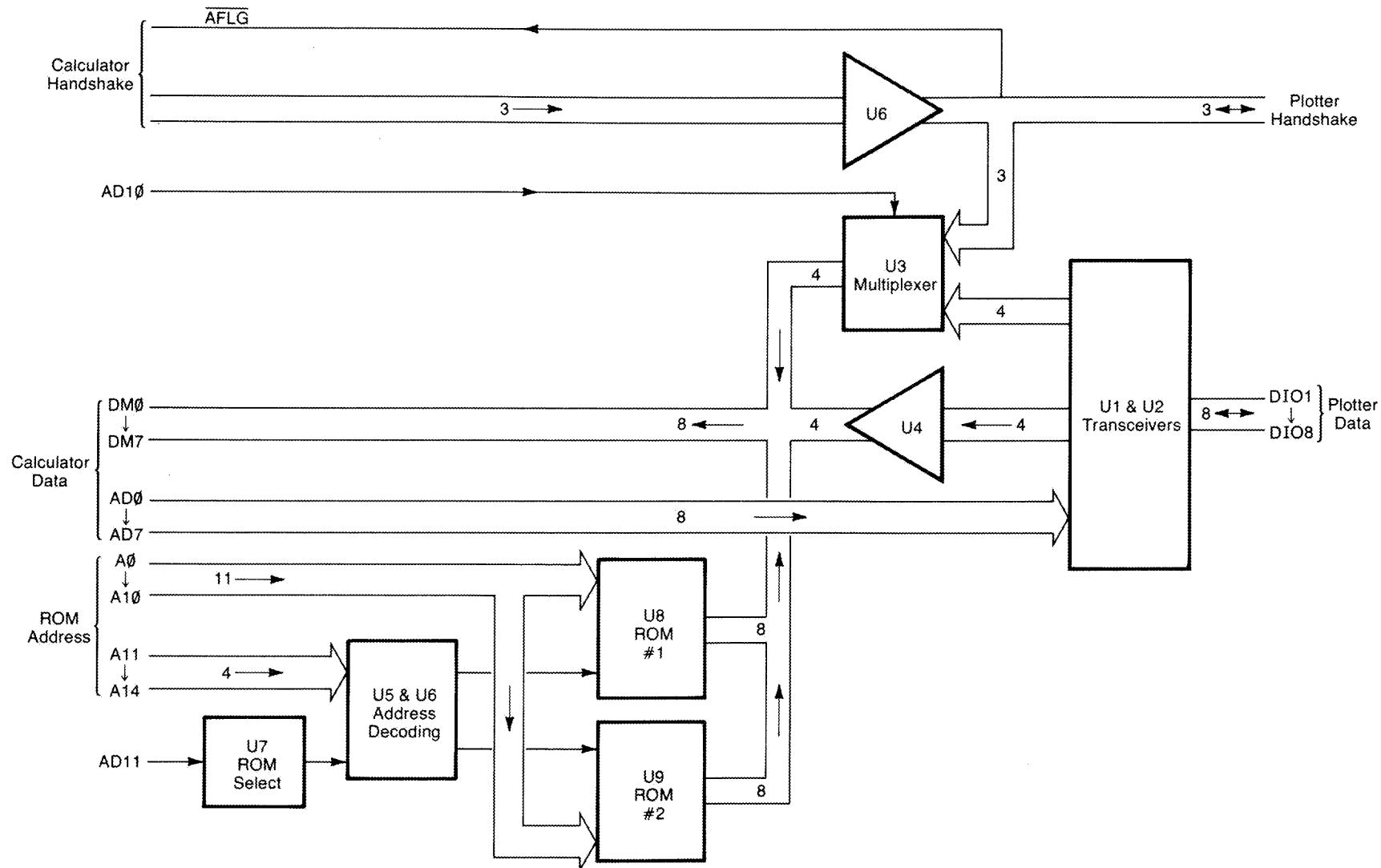
## Interface Power

The power for the interface is supplied by the calculator.

## Disassembly Procedure

1. Switch the calculator off and disconnect the interface cable.
2. Remove the four screws from the interface case and separate the case .

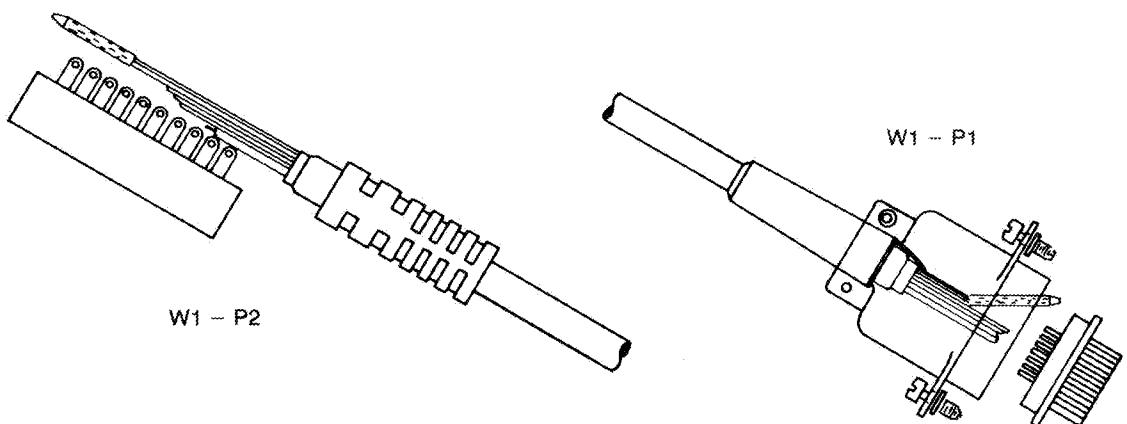




98130A Plotter Interface Block Diagram

## 98130A Interface Replaceable Parts List

REFERENCE DESIGNATOR	-hp- PART NO.	TQ	DESCRIPTION	MFR.	MFR. PART NO.
A3	98130-66503	1	PC Assembly		
C1	0180-1704	2	C-F 47UF, 6V		
C2	0180-0228	1	C-F 22UF, 15V		
C3	0180-1074		C-F 47UF, 6V		
C4, C5	0160-4387	2	C-F 47pF, 200V		
C6 thru C8	0160-3847	3	C-F .01UF, 25V		
Q1	1854-0071	1	Transistor: NPN		
Q2, Q3	1853-0419	2	Transistor: PNP		
R1	0683-1025	5	R-F 1K, 5%		
R2	0683-6825	3	R-F 6.8K, 5%		
R3, R4	0683-3025	2	R-F 3K, 5%		
R5	0683-1025		R-F 1K, 5%		
R6	0683-6825		R-F 6.8K, 5%		
R7, R8	0683-1025		R-F 1K, 5%		
R9	0683-4725	1	R-F 4.7K, 5%		
R10	0683-1025		R-F 1K, 5%		
R11	0683-6825		R-F 6.8K, 5%		
U1, U2	1820-1869	2	IC: MC3446P		
U3	1820-1439	1	IC: 74LS258		
U4	1820-1492	1	IC: 74LS368N		
U5	1820-1245	1	IC: 74LS155		
U6	1820-1198	1	IC: 74LS03N		
U7	1820-1112	1	IC: 74LS74N		
U8	1818-2670	1	IC: 16K ROM		
U9	1818-2671	1	IC: 16K ROM		
W1	98130-67903	1	Interface Assembly		
W1-P1	1251-4821	1	Connector, 14 pin micro-ribbon		
W1-P2	1251-2262	1	Connector, PC Board		
	7120-6347	1	Key Overlay		
	98130-90000	1	Manual, Operating and Service		
	98130-90010	1	Operating Guide		



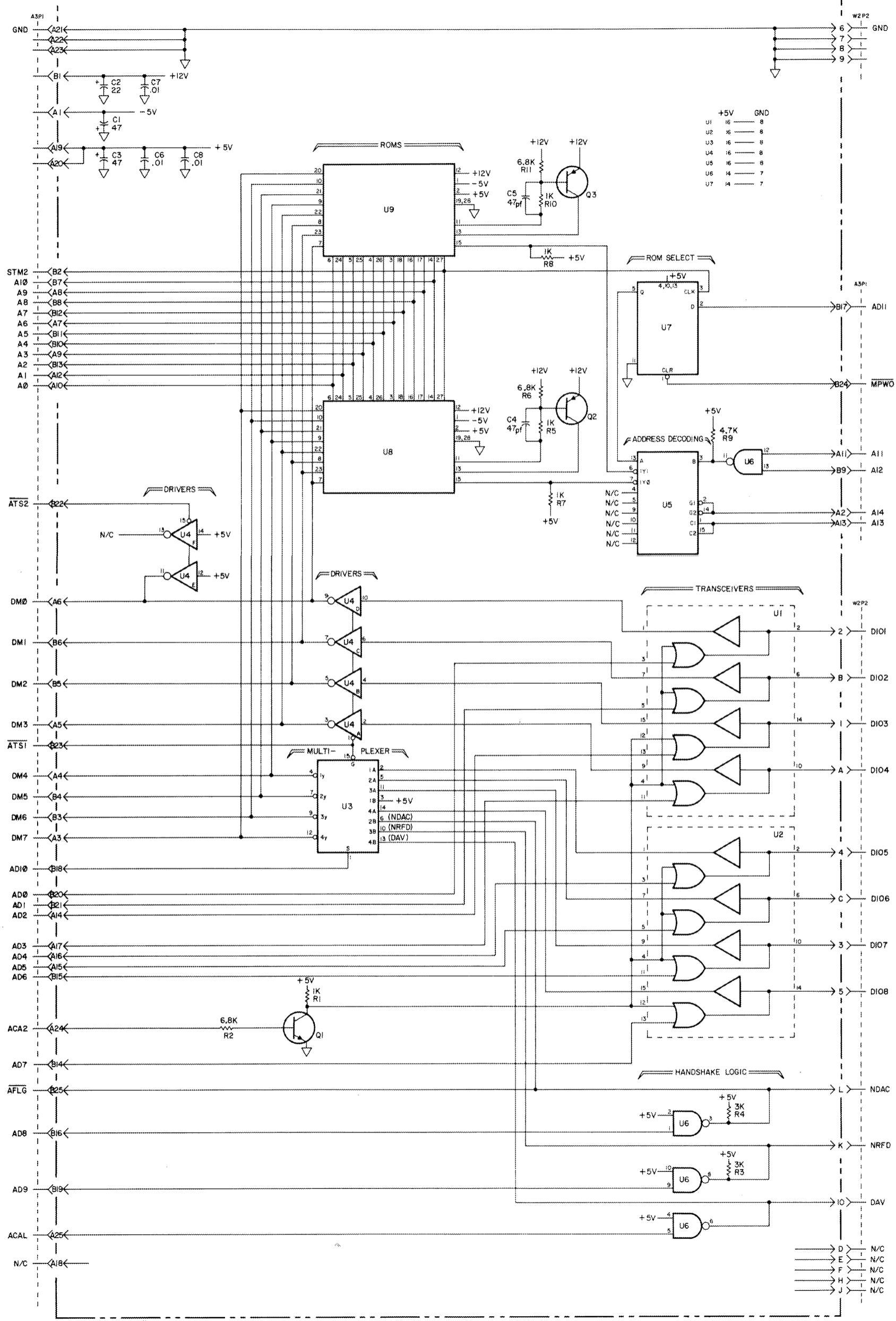
Interface Connectors

## Interface Cable Wiring Diagram

Interface Connector

9872A Connector

Line	Pin	(Wire Color)	Pin	Line
Ground	6	(0)	13	Ground
Ground	7	(0)	14	Ground
Ground	8			
DI01	2	(1)	1	DI01
DI02	B	(2)	2	DI02
DI03	1	(3)	3	DI03
DI04	A	(4)	4	DI04
DI05	4	(5)	5	DI05
DI06	C	(6)	6	DI06
DI07	3	(7)	7	DI07
DI08	5	(8)	12	DI08
DAV	10	(9)	9	DAV
NRFD	K	(90)	10	NRFD
NDAC	L	(91)	11	NDAC
		open	8	
	D	open		
	E	open		
	F	open		
	H	open		
	J	open		
9		Drain Lead		



# Appendix A

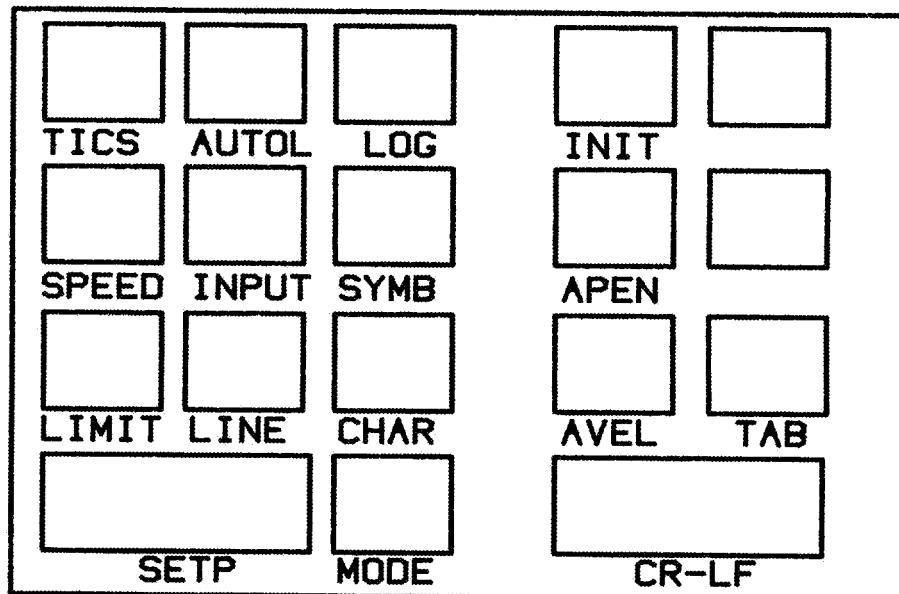
KEY	INSTR	XR	YR	ZR	TR	DESCRIPTION
<input checked="" type="checkbox"/> <i>LABEL</i>	DATA	FIELD WIDTH				PRINT THE CHARACTER STRING IN THE ALPHA MODE. MODIFICATIONS AND SPECIAL FUNCTIONS INCLUDED.
<input checked="" type="checkbox"/> <i>PLOTA</i>	X VALUE	Y VALUE				MOVE THE PEN TO THE COORDINATES GIVEN. IF PEN PROGRAMMED UP, EXECUTE 'PEN DOWN' IF REQUIRED.
<input checked="" type="checkbox"/> <i>PENUP</i>						UNCONDITIONALLY RAISE THE PEN.
<input checked="" type="checkbox"/> <i>PLOTR</i>	IX VALUE	IY VALUE				MOVE THE PEN THE INCREMENTAL VALUES GIVEN. THE PEN FUNCTION IS THE SAME AS IN 'PLOTA'.
<input type="checkbox"/> <i>MOVE</i>	X VALUE	Y VALUE				RAISE THE PEN, AND MOVE TO THE COORDINATES GIVEN. NO PEN FUNCTION EXECUTED AFTER MOVE.
<input checked="" type="checkbox"/> <i>DGTZR</i>	X VALUE	Y VALUE				INPUT THE 'ENTERED' COORDINATES IN USER UNITS. CONTENTS OF THE STACK MOVED UP TWICE.
<input checked="" type="checkbox"/> <i>SCALE</i>	Y MAX	Y MIN	X MAX	X MIN		ASSIGN USER UNIT VALUES TO THE AREA DEFINED BY (P1 AND P2) OR LOWER LEFT AND UPPER RIGHT.
<input checked="" type="checkbox"/> <i>XAXIS</i>	Y VALUE	TIC INTER	X MAX	X MIN		DRAW SOLID LINE X-AXIS. OUTPUT CHARACTERISTICS SUBJECT TO SOME PREVIOUS INPUT INSTRUCTIONS.
<input checked="" type="checkbox"/> <i>YAXIS</i>	X VALUE	TIC INTER	Y MAX	Y MIN		DRAW SOLID LINE Y-AXIS. SAME CONDITIONS APPLY AS IN 'XAXIS'.
<input checked="" type="checkbox"/> <i>CSIZE</i>	WIDTH	HIGH				SET CHARACTER HEIGHT AND WIDTH. LINE=2*HEIGHT SPACE=(3/2)*WIDTH PARAMETERS DEPEND ON 'MODE'.
<input checked="" type="checkbox"/> <i>ANGLE</i>	ANGLE					SETS LETTERING DIRECTION. INPUT VALUES FROM NORMAL COORDINATE SYSTEM AND DEPENDS ON 'MODE'.
<input checked="" type="checkbox"/> <i>PRNTX</i>	DATA	FIELD WIDTH				PRINTS THE VALUE IN THE X REGISTER PER THE MACHINE FORMAT AND THE FIELD WIDTH PARAMETER.
<input type="checkbox"/> <i>CPOSI</i>	SPACE	LINE				MOVE THE PEN POSITION THE INDICATED CHARACTER LINES AND SPACES, WITH THE PEN RAISED.
<input checked="" type="checkbox"/> <i>PENSL</i>	PEN #					SELECT THE INDICATED PEN. A ZERO PEN NUMBER WILL RETURN THE PEN TO AN EMPTY STALL.
<input checked="" type="checkbox"/> <i>SLANT</i>	ANGLE					SET CHARACTER SLANT ANGLE. INPUT ANGLE SPECIFIES SLANT FROM VERTICAL (+=RIGHT, -=LEFT)
<input type="checkbox"/> <i>FUNCT</i>						THIS INSTRUCTION IS FOLLOWED BY AN ADDITIONAL KEY ENTRY TO PRODUCE THE SECONDARY SET.

9815-9872 INSTRUCTION SET						
PRIMARY SET			SECONDARY SET			
CALL	1	KEY	CALL	1	0	KEY
KEY	FUNCTION	XR	YR	ZR	TR	DESCRIPTION
<input checked="" type="checkbox"/> 1	SETP	Y MAX	Y MIN	X MAX	X MIN	SET (P1 AND P2) LOWER LEFT AND UPPER RIGHT. INPUT VALUES ARE PERCENT OF FULL PLATEN AREA.
1	LIMIT	Y MAX	Y MIN	X MAX	X MIN	SETS WINDOW PLOTTING LIMITS. PLOTTING OCCURS WITHIN WINDOW. INPUT IS IN USER UNITS.
2	LINE	TYPE	LONG			SET THE LINE TYPE AND PATTERN LENGTH. NEGATIVE TYPE VALUE SETS SOLID LINE.
3	CHAR	STD SET #	ALT SET #			SELECT TWO OF THE AVAILABLE CHARACTER SETS, DESIGNATED AS STANDARD AND ALTERNATE.
4	SPEED	SPEED	PEN #			LIMIT THE MAXIMUM SPEED IN CM/SEC TO THE SELECTED PEN. EACH PEN MAY BE DIFFERENT.
5	INPUT	X VALUE	Y VALUE			INPUT THE CURRENT COORDINATES OF THE PEN IN USER UNITS. STACK CONTENTS ARE MOVED UP TWICE.
6	SYMB	ASCII SYMB				DECIMAL EQUIVALENT OF ASCII CHAR FOR SYMBOL MODE PLOTTING. (-=WITH LINE, +=WITHOUT, 0=OFF)
7	TICS	UP AND RIGHT	DOWN AND LEFT			SETS VALUES FOR AXES TIC LENGTH AS A PERCENT OF P1 AND P2 ONLY.
8	AUTOL	X AXIS FREQ	Y AXIS FREQ			SET THE TIC LABELING FREQUENCY AND DIRECTION ON EACH AXIS. (-=UP OR RIGHT, +=DOWN OR LEFT)
9	LOG	LOGX	LOGY			INDICATE ONE OR BOTH AXES TO BE IN LOG BASE 10. (1=LOG, 0=STANDARD)
0	MODE	FLAG VALUE				SET LABELING CHARACTER SIZE AND ANGLE TO BE CM OR PERCENT OF P1 AND P2. (0=PERCENT, 1=ABSOLUTE)
+	AVEL	FLAG VALUE				SET PEN SPEED TO AUTOMATICALLY TRACK THE INPUT DATA RATE. (0=NORMAL, 1=AUTOMATIC).
-	APEN	FLAG VALUE				IF NO PEN MOVEMENT OCCURS WITHIN APPROX 65 SEC, THE PEN WILL BE RAISED. (0=ON, 1=OFF)
*	INIT					REINITIALIZE THE SYSTEM TO ITS POWER-ON STATE.

# Appendix B

## Secondary Instruction Set

### Keyboard Overlay





# Appendix C

## Character Set 0

### ASCII

ASCII Characters from decimal 33 to decimal 126 (octal 41 to octal 176) give the following characters:

! "#\$%&' ()\*+, -. /Ø123456789:; <=>?

@ABCDEFHIJKLMNOPQRSTUVWXYZ[\]^\_

`abcdefghi jklmnopqrstuvwxyz{{}}~

## Character Set 1

### 9825A ASCII

ASCII Characters from decimal 33 to decimal 126 (octal 41 to 176) give the following characters:

! " # \$ % & ' ( ) \* + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ?

@ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [ { } ] ↑ \_

` a b c d e f g h i j k l m n o p q r s t u v w x y z π ← ~

Characters which are changed from Set 0 are:

Set0	octal #	Set1	Auto-backspace
'	47	'	
\	134	{	
^	136	↑	
-	137	-	yes
~	140	~	yes
{	173	π	
	174	←	
}	175	→	
~	176	~	yes

## Character Set 2

## French and German ASCII

ASCII Characters from decimal 33 to decimal 126 (octal 41 to octal 176) give the following characters:

! "£\$%&'()\*+, -./0123456789:; <=>?

@ABCDEFGHIJKLMNOPQRSTUVWXYZ [ç] ^ \_

‘abcdefghijklmnopqrstuvwxyz’

Characters which are changed from Set 0 are:

Set0	octal #	Set2	Auto-backspace
#	43	{	
'	47	'	yes
\	134	§	
^	136	^	yes
-	137	-	yes
'	140	'	yes
{	173	"	yes
:	174	•	yes
}	175	""	yes
~	176	'	

## Character Set 3

### Scandanavian ASCII

ASCII Characters from decimal 33 to decimal 126 (octal 41 to octal 126) give the following characters:

! "£\$%&' ()\*+, -./Ø123456789:; <=>?  
 @ABCDEFIGHIJKLMNOPQRSTUWVXYZØÆ\_  
 `abcdefghi jklmnopqrstuvwxyz" " "

Characters which are changed from Set 0 are:

Set0	octal #	Set3	Auto-backspace
#	43	£	
[	133	Ø	
\	134	Æ	
]	135	ø	
^	136	ø	
-	137	-	yes
{	173	"	yes
	174	•	yes
}	175	"	yes
~	176	•	yes

## Character Set 4

### Spanish ASCII

ASCII Characters from decimal 33 to decimal 126 (octal 33 to octal 126) give the following characters:

! "¿\$%&' () \*+, -. /Ø123456789: ; <=>?

@ABCDEFGHIJKLMNPQRSTUVWXYZ [ i ] ^ \_

'`abcdefghijklmnoprstuvwxyz ~~~~

Characters which are changed from Set 0 are:

Set0	octal #	Set4	Auto-backspace
#	43	£	
'	47	'	yes
\	134	i	
^	136	^	yes
-	137	—	yes
{	173	~	yes
	174	~	yes
}	175	~	yes
~	176	~	yes



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Empresa Técnica de  
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R. Barbosa Rodrigues, 42-101-  
Caxa Postal, 5687

Luanda  
Tel: 35515/6  
Cable: TELECTRA Luanda

**AUSTRALIA**  
Hewlett-Packard Australia  
Pty. Ltd.

31-41 Joseph Street  
Blackburn, Victoria 3130  
P.O. Box 36  
Doncaster East, Victoria 3109  
Tel: 895351  
Telex: 31-024  
Cable: HEWPARD Melbourne

Hewlett-Packard Australia  
Pty. Ltd.  
31 Bridge Street  
Pyrmont  
N.S.W. 2007, 2073

Telex: 449586  
Tel: 21561  
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Hewlett-Packard Australia  
Pty. Ltd.  
153 Greenhill Road  
Perthside, S.A., 5063  
Tel: 2725911

Telex: 82536  
Cable: HEWPARD Adelaide

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144 Shenton Highway  
Nedlands, W.A. 6009  
Tel: 3895455  
Telex: 93859

Cable: HEWPARD Perth

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121 Wollongong Street  
Fyshwick, A.C.T. 2609  
Tel: 804244

Telex: 62650  
Cable: HEWPARD Canberra

Hewlett-Packard Australia  
Pty. Ltd.  
5th Floor  
Teachers Union Building  
405-406 Boundary Street  
Spring Hill, Queensland 4000  
Tel: 2291544

Cable: HEWPARD Brisbane

**BANGLADESH**  
The GECADAC Co.  
of Bangladesh Ltd.  
Magnet House 72  
Dilkusha Commercial Area  
Motijheel, Dacca 2

Tel: 252415, 252419  
Telex: 734  
Cable: GECDAC Dacca

**ALBERTA**  
Hewlett-Packard (Canada) Ltd.  
11620A - 168th Street  
Edmonton T5M 3T9  
Tel: (403) 452-3870

TWX: 610-831-2431

Hewlett-Packard (Canada) Ltd.  
210,220 Fisher St. S.E.  
Calgary T2H 2H8  
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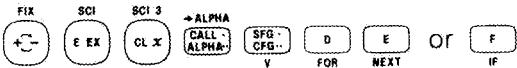
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# Appendix F

## Error Messages

- \* OVERFLOW Number or result exceeds calculating range.
- \* SQRT OF NEG #
- \* DIVISION BY ZERO Peripheral device or interface not connected.
- \* NO I/O DEVICE Improper step address or storage register specified.
- \* ILLEGAL ADDRESS Improper value for operation (e.g., improper scale or axis parameters).
- \* ILLEGAL ARGUMENT Program instruction, storage register assignment, or program loaded from tape exceeds available memory.
- \* MEMORY OVERFLOW More than seven subroutines (including special functions) nested at a time.
- \* GOSUB OVERFLOW Special function just called is not defined.
- \* KEY NOT DEFINED
- \* IMPROPER SYNTAX Incorrect use of 
- \* CHECKSUM ERROR Program or data loaded into calculator not identical to that in file; this usually indicates a dirty tape head or a worn tape.
- \* VERIFY FAILED Program or data in file not identical to that in calculator.
- \* WRONG FILE TYPE Attempting to load an empty, extra, or binary file; recording on an extra file.
- \* END OF TAPE End of tape reached during MARK operation. Also indicates a broken or defective tape; if the tape does not appear to be broken, (advance it using the drive wheel), replace the cartridge, press  , and continue.
- \* PROTECTED TAPE The cartridge RECORD slide is positioned to prevent MARK and RECORD operations.

\*These messages are suppressable; see "Flags" in Section 3 of the calculator operating manual.

SECURED MEMORY	Attempting to list, edit, or record a secured program.
MISSING FOR STMT	
LABLE NOT FOUND	
FILE NOT FOUND	
CARTRIDGE OUT	
MISSING GOSUB	
PLOTTER INACTIVE	Plotter is not connected to interface or the plotter is in a power-off state.
BAD PARAMETER	Input values exceed the parameter limits.
ILLEGAL CHAR	Character specified is not contained in the character set.
UNKNOWN CHAR SET	Character set specified as standard or alternate is not currently resident in the plotter.
NO PLOTR IN LOG	A PLOTR instruction was attempted while one or both axes were in LOG.
LOG OF # <=0	<ol style="list-style-type: none"><li>1. The calculator has attempted to find the LOG of a number which is <math>\leq 0</math>.*</li><li>2. The plotter has received a LOG mode instruction while one of the parameters is set to 0. This occurs with the following instructions: PLOTA, MOVE, SCALE, XAXIS, YAXIS, LIMIT.</li></ol>



HP 98130A Plotter Interface

HEWLETT  PACKARD



PART NO. 98130-90000  
MICROFICHE NO. 98130-99000

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