



## Seven Strip Patterns

To run the pattern procedures you must have the following procedures in the workspace: REWRITE.PROC, REWRITE.LINE, CHANGE.WORD, POSITION, MOVE and TURN. The seven possible patterns are:

```
TO PATTERN1 :PROC
```

```
  DEFINE "MOTIF TEXT :PROC
```

```
  POSITION
```

```
  REPEAT 6 [MOTIF MOVE]
```

```
END
```

```
TO PATTERN2 :PROC
```

```
  DEFINE "MOTIF TEXT :PROC
```

```
  DEFINE "R.MOTIF REWRITE.PROC TEXT
```

```
  :PROC
```

```
  POSITION
```

```
  REPEAT 3 [MOTIF MOVE TURN R.MOTIF
```

```
  TURN MOVE]
```

```
END
```

```
TO PATTERN3 :PROC
```

```
  DEFINE "MOTIF TEXT :PROC
```

```
  DEFINE "R.MOTIF REWRITE.PROC TEXT
```

```
  :PROC
```

```
  POSITION
```

```
  REPEAT 6 [MOTIF R.MOTIF MOVE]
```

```
END
```

```
TO PATTERN4 :PROC
```

```
  DEFINE "MOTIF TEXT :PROC
```

```
  DEFINE "R.MOTIF REWRITE.PROC TEXT
```

```
  :PROC
```

```
  POSITION
```

```
  REPEAT 6 [MOTIF TURN MOTIF TURN MOVE]
```

```
END
```

```
TO PATTERN5 :PROC
```

```
  DEFINE "MOTIF TEXT :PROC
```

```
  DEFINE "R.MOTIF REWRITE.PROC TEXT
```

```
  :PROC
```

```
  POSITION
```

```
  REPEAT 3 [MOTIF R.MOTIF MOVE TURN
```

```
  MOTIF R.MOTIF TURN MOVE]
```

```
END
```

```
TO PATTERN6 :PROC
```

```
  DEFINE "MOTIF TEXT :PROC
```

```
  DEFINE "R.MOTIF REWRITE.PROC TEXT
```

```
  :PROC
```

```
  POSITION
```

```
  REPEAT 6 [MOTIF TURN R.MOTIF TURN
```

```
  MOVE]
```

```
END
```

```
TO PATTERN7 :PROC
```

```
  DEFINE "MOTIF TEXT :PROC
```

```
  DEFINE "R.MOTIF REWRITE.PROC TEXT
```

```
  :PROC
```

```
  POSITION
```

```
  REPEAT 6 [MOTIF R.MOTIF TURN MOTIF
```

```
  R.MOTIF TURN MOVE]
```

```
END
```

These procedures need to be run with some suitable motif drawing procedure. The motif we used is:

```
TO LEG
```

```
  FD 50
```

```
  RT 90
```

```
  FD 20
```

```
  BK 20
```

```
  LT 90
```

```
  BK 50
```

```
END
```

An alternative motif is:

```
TO FIG
```

```
  RT 30
```

```
  FD 20
```

```
  LT 50
```

```
  FD 20
```

```
  RT 90
```

```
  FD 10
```

```
  REPEAT 4 [FD 20 RT 90]
```

```
  BK 10
```

```
  LT 90
```

```
  BK 20
```

```
  RT 50
```

```
  BK 20
```

```
  LT 30
```

```
END
```

## Logomotif

TRANSLATION



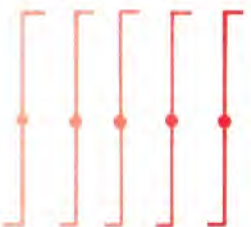
GLIDE REFLECTION



TWO REFLECTIONS



TRANSLATION AND ROTATION



REFLECTION AND ROTATION



TRANSLATION AND REFLECTION



TRANSLATION AND TWO REFLECTIONS



### Seven Of A Kind

The four primitive isometric transformations may be combined in various ways to produce seven unique patterns, as shown here. In each case we start with the 'leg' motif, and all translations are made in the direction of the x-axis

## Logo Flavours

ATAN and TOWARDS do not exist in Atari LOGO, nor is there any simple replacement. This affects the REFLECT and ROTATE procedures, but not the PATTERN procedures.

Atari LOGO does not have TEXT and DEFINE as primitives, although the Atari manual does give a method of defining them. You could write R.MOTIF by simply modifying MOTIF using the editor