

```

Lb1 1
Norm
ClrText
"X1"?->A:"Y1"?->B:"Z1"?->C
A->J:B->K:C->L
ClrText
"X2"?->D:"Y2"?->E:"Z2"?->F
ClrText
"X3"?->G:"Y3"?->H:"Z3"?->I
ClrText
"Wait..."
A-J->A:B-K->B:C-L->C:D-J->D:E-K->E:F-L->F:G-J->G:H-K->H:I-L->I
Pol(E,D)
List Ans[1]->D
List Ans[2]->Z:Z-90->Z
G×cos Z-H×sin Z->T:G×sin Z+H×cos Z->H:T->G:0->E
Pol(F,D)
List Ans[1]->D
List Ans[2]->Y:-1×(90-Y)->Y
G×cos Y-I×sin Y->T:G×sin Y+I×cos Y->I:T->G:0->F
Pol(I,H)
List Ans[2]->X:-1×(270-X)->X
H×cos X-I×sin X->T:H×sin X+I×cos X->I:T->H:0->I
(A-G)×(E-H)-(D-G)×(B-H)->M
(((A-G)×(A+G)+(B-H)×(B+H))÷2×(E-H)-((D-G)×(D+G)+(E-H)×(E+H))÷2×(B-H))÷M->P
(((D-G)×(D+G)+(E-H)×(E+H))÷2×(A-G)-((A-G)×(A+G)+(B-H)×(B+H))÷2×(D-G))÷M->Q
0->R:-1×X->X:-1×Y->Y:-1×Z->Z
Q×cos X-R×sin X->T:Q×sin X+R×cos X->R:T->Q
P×cos Y-R×sin Y->T:P×sin Y+R×cos Y->R:T->P
P×cos Z-Q×sin Z->T:P×sin Z+Q×cos Z->Q:T->P
P+J->P
Q+K->Q
R+L->R
√((P-J)²+(Q-K)²+(R-L)²)->N
Fix 3
ClrText
"Xo:"
P↵
"Yo:"
Q↵
ClrText
"Zo:"
R↵
"RADIUS:"
N↵
Goto 1

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