

3D~CFIX.txt

```

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
O→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

```