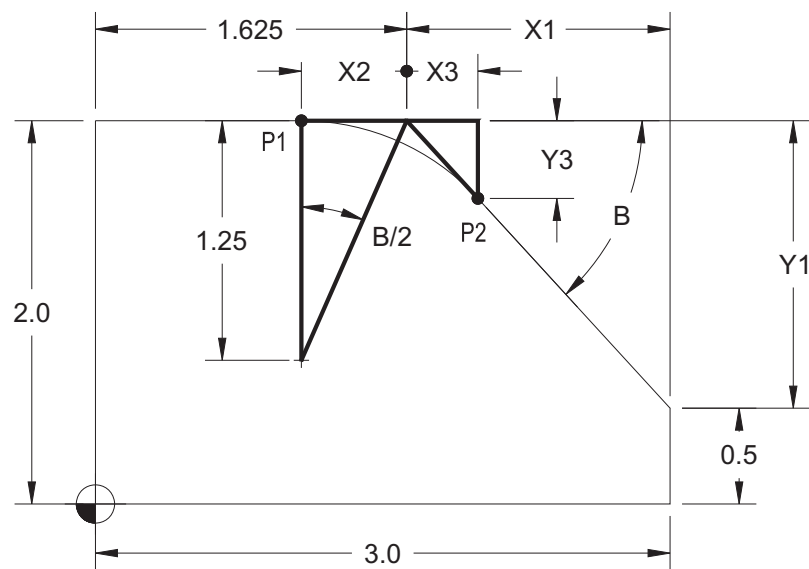


Blend Radius 1

Between the two similar projects - 53-06 and 53-07, this one is the easier one, as well as the one more commonly used in design and drafting. Only two triangles have to be solved to find the XY coordinates of *P1* and *P2*.



Order of calculations:

$$X1 = 3.0 - 1.625 = 1.375$$

$$Y1 = 2.0 - 0.5 = 1.5$$

$$B = \tan^{-1}(Y1 / X1) = 47.48955292^\circ$$

$$X2 = 1.25 \times \tan(B / 2) = 0.549877145$$

$$X3 = X2 \times \cos B = 0.37156553$$

$$Y3 = X2 \times \sin B = 0.405344214$$

$$P1 (X) = 1.625 - X2 = 1.07512$$

$$P1 (Y) = 2.0$$

$$P2 (X) = 1.625 + X3 = 1.99657$$

$$P2 (Y) = 2.0 - Y3 = 1.59466$$