Super cover line

This function is the core to determining what the cameras can see. It is towards the bottom of my program and is called by the determinearray function. When it is called it is sent the array it is manipulating and the two points in which it is traversing between. One of the points is the camera and the other is a point along the edge of the layout as it goes around it in a square. Essentially, the function determines the slope between the two points and begins heading from the camera toward the other point. It will check if the middle of the spot it is on is below or above the line that it is looking at and can determine if it needs to move horizontally or vertically with its next move. It will move diagonally only if the slope goes directly through the corner of the pixel. At the end of the function I check to see if the spot it is looking at in the array is a 1 which means it has hit the enclosure and should stop.