













At the prompt:

Procedure: go uvshow

Some variables:

let ytype amp

let ytype weight

let xtype radius

let xtype time

let uvshow%fit no/yes

let uvshow%zero yes/no

let uvshow%track yes/no

At the prompt:

Procedure: go uv_shift





At the prompt:

Procedure: go uv_map

To plot:

Procedure: go bit

Some variables:

let type lmv

let type beam

let first 7

At the prompt:

Procedure: go support

Some variables:

let support%oneperplane yes/no

let support%kind cursor/ellipse/rect

At the prompt:

Procedure: go clean

Some variables:

```
let method hogbom/clark
```

```
let myclean%show yes/no
```

```
let myclean%support yes/no
```

```
let niter 1500
```

```
let ares 1e-3
```

To plot:

Procedure: go bit

Some variables:

let type lmv-clean

let first 23

let last 45

let type lmv-res

At the prompt:

Procedure: go view

Procedure: go bit

Some variables:

let type lmv-clean

let first 23

let last 45

let size 50

let spacing 3e-3









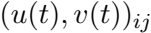
W. J. W. W. W.







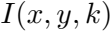
$V_{\text{in}}(t) = A_{\text{in}} \sin(\omega t)$



$$V_{jk}(t) = I(B_i(x, y, x_0 + y_i) B_j^*(x, y, x_0 + y_j) I(x, y, k)(u, v))_{ij}$$







Beethoven's 9th

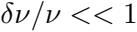




2020







Вопросы теории и практики
исследования, посвященного
исследованию, посвященного
исследованию, посвященного



$V_{jk} = A^* S^* C^* R^* + D^* + V_{jk}$







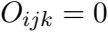








W E A







WORLD OF
WARRIORS

1700

Avatar for @



$$P M_k(t) = P A_i(t) + P S_k(t) - P A_j(t) - P S_k(t) + P C_{ijk}(t) + P R_{ijk}(t)$$

$PV = P_0 V_0 + P_1 V_1$



1921

PEPPER



Pravda

1992



$$AT_{jk}(t) = AA(t)AS_k(t)AA_j(t)AS_k(t) \cdot AD_{jk}(t)AR_{jk}(t)$$

$\Delta V_{\text{sig}}(t) = \Delta V_{\text{sig}}(t) + \Delta V_{\text{sig}}(t)$



ALWAYS





1992

ARISE

AI-2









A pixelated, black and white graphic of the number 19. The number is rendered in a stylized, blocky font, with the '1' and '9' being thick and solid black. The '9' has a small, dark, pixelated tail extending from its bottom right. The overall style is reminiscent of early digital art or a low-resolution scan of a printed number.

A pixelated, black and white version of the Google logo. The letters are composed of large, square blocks of varying shades of gray, giving it a low-resolution, digital-art appearance. The logo is centered horizontally and occupies the middle portion of the image.

A pixelated, black and white version of the Google logo. The letters 'G', 'o', 'o', 'l', and 'e' are rendered in a blocky, digital style. The 'G' is the largest and most prominent, followed by the 'o's, 'l', and 'e'. The 'G' has a thick, dark outline and a lighter, pixelated interior. The 'o's are also pixelated, with a dark outline and a lighter interior. The 'l' and 'e' are smaller and also pixelated. The entire logo is set against a white background.

