













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









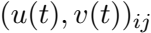
Worship







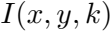
$V_{\text{in}}(s) = A_{\text{v}} V_{\text{in}}(s) - A_{\text{v}} V_{\text{out}}(s)$



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







Beethoven's 9th

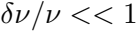




2020







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



$V_{jk} = A_{jk} S_{jk} + D_{jk} R_{jk} + N_{jk}$







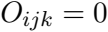








W E A









WORLD OF WARRIORS

1700

Avatar for @



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

$PV = P_0 V_0 \left(\frac{P_0}{P} \right)^{\frac{1}{\gamma}}$



1921

PEWEE



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 is









A pixelated, black and white graphic of the letters 'A' and '9'. The 'A' is large and stylized, with a thick vertical stem and a horizontal crossbar. The '9' is smaller and positioned to the right of the 'A'. The entire graphic is composed of large, square pixels, giving it a low-resolution, digital art appearance.

