













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









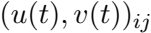
Worship







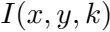
$V_{\text{in}}(t) = A_{\text{in}} \sin(\omega t)$



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







Be a good person

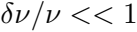




2020







Вспомогательная программа для
расчета параметров движения
и времени полета снаряда
с заданными начальными
условиями.



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







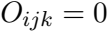








W E A







[illegible]

1700

Avatar for @



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

$PV_{\text{in}}(t) = PV_{\text{in}}(t) + PV_{\text{in}}(t)$



1921

PEPPER



Pravda

1992



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

$AM \perp AN$ $AM \perp AN$ $AM \perp AN$



ALWAYS





1992

ARISE

AI 2020









A pixelated, black and white graphic of the number 19. The digits are composed of a grid of squares, with varying shades of gray and black, giving it a retro, digital appearance. The number 1 is a simple vertical bar, and the number 9 has a curved bottom. The overall style is reminiscent of early computer graphics or video game sprites.

A pixelated, black and white graphic of the number '12'. The '1' is a simple vertical bar. The '2' is more complex, with a horizontal bar and a curved bottom. A starburst or explosion effect is centered on the '2'. The entire graphic is composed of small squares, giving it a retro, digital appearance.

A pixelated, black and white representation of the word "EAGLE" in a stylized, blocky font. The letters are composed of various shades of gray and black pixels, giving it a retro, digital appearance. The 'E' is the largest and most prominent, followed by the 'A', 'G', 'L', and 'E' in descending order of size. The overall style is reminiscent of early computer graphics or video game sprites.

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.

