```
// Minified source code of Wolf Mouth Trivia 0.1.0 by grimmdude.com

var
Map=function(){
this.length=0;
this.d=[];
this.get=function(k){var h=this.d[this.hash(k)],l=h&&h.length;if(l&&k==h[0][0])return h[0][1];if(l>1)for(var i=1;i<l;i++)if(k==h[i][0])return h[i][1]};
this.set=function(k,v){var h=this.hash(k),a=this.d[h],l=a&&a.length,e=-1;if(!l)this.d[h]=[[k,v]];else if(l==1&&k==a[0][0])a[0][1]=v;else if(l>1)for(var i=0;i<l&&e<0;i++)if(k==a[i][0])a[i][1]=v,e=i;else if(!l&&(e=-1,1))a.push([k,v]),this.length++,e=l;return e<0?v:a[e][1]};
this.hash=function(s){var h=0,l=s&&s.length,i=0;if(!l)return 0;while(i<l)h=(h*31|0)+s.charCode
var
Vector=function(){
this.length=0;
this.d=[];
this.get=function(i){return this.d[i]};
this.push=function(){var l=this.length,a=this.d,i=0,n=arguments.length;while(i<n)a[l+i]=arguments[i],i++;this.length+=n};
this.pop=function(){var l=this.length,a=this.d,r;if(l){r=a[--this.length];a[this.length]=null}return r};
this.splice=function(i,d){var a=this.d,l=this.length,n=arguments.length-2,s=Math.max(0,i<0?l+i:i),e=Math.min(s+d,l),t=[],j=0,k=0,m=0,r=[];while(j<e-s)t[j]=a[s+j],r[j++]=null;while(k<n)a[s+k]=arguments[2+k],k++;while(m<t.length)a[s+n+m]=t[m],m++;this.length=l-(e-s)+n;return r};
this.slice=function(s,e){var a=this.d,l=this.length,r=[];if(s<0)s=l+s;if(e<0)e=l+e;while(s<e&&s<l)r.push(a[s++]);return r};
this.concat=function(){var a=this.d,l=this.length,n=arguments.length,i=0,j,m,r=[];while(i<l)r[i]=a[i++];while(j=0,n--)m=arguments[n].length,while(j<m)r[i++]=arguments[n][j++];return r};
this.join=function(s){var a=this.d,l=this.length,r=a[0],i=1;if(!s)s=",";if(l)while(i<l)r+=s+a[i++];return r};
this.toSortedIndex=function(){var a=this.d,l=this.length,i=1,j,k,t,r=[];while(i<l)r[i]=i,a[i++]=null;i=1;while(i<l)j=i,k=a[i],t=a[k],while(j--&&a[j]>t)a[j+1]=a[j],a[j+1]=k,k=a[j],t=a[k];return r};
this.toString=function(){return this.join()};
this.valueOf=function(){return this.toSortedIndex()};
this.toJSON=function(){var a=this.d,l=this.length,i=0,r=[];while(i<l)r[i]=a[i++];return r};
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// 1 is selected to set the checkbox
// 0 is unselected to set the checkbox
// 2 set the text value for the image
// 3 set the text value for the image
// 4 set the checkbox image text
// 5 set the checkbox image
// 6 select a the dropdown image part
// 7 set the dropdown image
// 8 set the image text size
// 9 set the image text size
// 10 set the image text size in round
// 11 set the image text size in round
// 12 set the image text size in round
// 13 set the image dropdown value
// 14 set the image dropdown value in checkbox option
// 15 set the image text size
// 16 set the image text size in checkbox option
// 17 set the image text size in checkbox option
// 18 set the image text size in checkbox option
// 19 set the image part to the image
// 20 set the image text
// 21 select a the image text
// 22 set the image
// 23 set the image text size in checkbox text
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/* the top-left inner shadow */
.top-left-inner-shadow {}
/* the top-right inner shadow */
.top-right-inner-shadow {}
/* the bottom-left inner shadow */
.bottom-left-inner-shadow {}
/* the bottom-right inner shadow */
.bottom-right-inner-shadow {}
/* the top-left inner matrix */
.top-left-inner-matrix {}
/* the top-right inner matrix */
.top-right-inner-matrix {}
/* the bottom-left inner matrix */
.bottom-left-inner-matrix {}
/* the bottom-right inner matrix */
.bottom-right-inner-matrix {}
/* the back-light top layer */
.back-light-top-layer {}
/* the transparent-frosted-glass layer */
.transparent-frosted-glass-layer {}
/* the transparent-frosted-glass-matrix layer */
.transparent-frosted-glass-matrix-layer {}
/* the matrix-to-inside layer */
.matrix-to-inside-layer {}
/* the transparent-frosted-glass-matrix-to-inside layer */
.transparent-frosted-glass-matrix-to-inside-layer {}
/* the blue-illumination-matrix */
.blue-illumination-matrix {}
/* the white-illumination-matrix */
.white-illumination-matrix {}
/* the red-illumination-matrix */
.red-illumination-matrix {}
/* the blue-illumination-matrix-to-inside */
.blue-illumination-matrix-to-inside {}
/* the white-illumination-matrix-to-inside */
.white-illumination-matrix-to-inside {}
/* the red-illumination-matrix-to-inside */
.red-illumination-matrix-to-inside {}
/* the back-light-to-inside layer */
.back-light-to-inside-layer {}
/* the back-light-to-inside-matrix layer */
.back-light-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-layer {}
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.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-layer {}
/* the back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside layer */
.back-light-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-matrix-to-inside-layer {}
/* the back-light-to-inside-matrix
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"Ecuador", "Egypt", "El Salvador", "Equatorial Guinea",
"Estonia", "Ethiopia", "Falkland Islands (Malvinas)",
"Faroe Islands", "Fiji", "Finland", "France", "French Guiana",
"French Polynesia", "French Southern and Antarctic Lands",
"Gabon", "Georgia", "Germany", "Ghana", "Gibraltar",
"Greece", "Greenland", "Grenada", "Guadeloupe",
"Guam", "Guatemala", "Guernsey", "Guinea", "Guinea-Bissau",
"Guyana", "Haiti", "Heard Island and McDonald Islands",
"Honduras", "Hong Kong", "Hungary", "Iceland", "India",
"Indonesia", "Iran", "Iraq", "Ireland", "Isle of Man",
"Israel", "Italy", "Jamaica", "Japan", "Jersey",
"Jordan", "Kazakhstan", "Kenya", "Kiribati",
"Korea, North", "Korea, South", "Kosovo", "Kuwait",
"Kyrgyzstan", "Laos", "Latvia", "Lebanon", "Lesotho",
"Liberia", "Libya", "Liechtenstein", "Lithuania",
"Luxembourg", "Macau", "Madagascar", "Malawi",
"Malaysia", "Maldives", "Mali", "Malta",
"Marshall Islands", "Martinique", "Mauritania",
"Mauritius", "Mayotte", "Mexico", "Moldova",
"Monaco", "Mongolia", "Montenegro", "Montserrat",
"Morocco", "Mozambique", "Myanmar", "Nagorno-Karabakh",
"Namibia", "Nauru", "Nepal", "Netherlands",
"New Caledonia", "New Zealand", "Nicaragua",
"Niger", "Nigeria", "Niue", "Norfolk Island",
"Northern Cyprus", "North Macedonia", "Northern Mariana Islands",
"Norway", "Oman", "Pakistan", "Palau",
"Palestine", "Panama", "Papua New Guinea",
"Paraguay", "Peru", "Philippines", "Pitcairn Islands",
"Poland", "Portugal", "Puerto Rico",
"Qatar", "Réunion", "Romania", "Russia",
"Rwanda", "Saint Barthélemy", "Saint Helena, Ascension and Tristan da Cunha",
"Saint Kitts and Nevis", "Saint Lucia",
"Saint Martin", "Saint Pierre and Miquelon",
"Saint Vincent and the Grenadines", "Samoa",
"San Marino", "São Tomé and Príncipe",
"Saudi Arabia", "Senegal", "Serbia",
"Seychelles", "Sierra Leone", "Singapore",
"Sint Maarten", "Slovakia", "Slovenia",
"Solomon Islands", "Somalia", "South Africa",
"South Georgia and the South Sandwich Islands",
"South Sudan", "Spain", "Sri Lanka",
"Sudan", "Suriname", "Svalbard and Jan Mayen",
"Sweden", "Switzerland", "Syria",
"Taiwan", "Tajikistan", "Tanzania",
"Thailand", "Timor-Leste", "Togo",
"Tokelau", "Tonga", "Trinidad and Tobago",
"Tunisia", "Turkey", "Turkmenistan",
"Turks and Caicos Islands", "Tuvalu",
"Uganda", "Ukraine", "United Arab Emirates",
"United Kingdom", "United States",
"Uruguay", "Uzbekistan", "Vanuatu",
"Vatican City", "Venezuela", "Vietnam",
"Virgin Islands (British)", "Virgin Islands (U.S.)",
"Wallis and Futuna", "Western Sahara",
"Yemen", "Zambia", "Zimbabwe"
]
```

```
/* the name prefix and name */
var PersonNamePrefix = [ "Ms.", "Mrs.", "Mr.", "Dr.", "Prof." ];
var PersonNameSuffix = [ "Jr.", "Sr.", "I", "II", "III", "IV", "V", "MD", "DDS", "PhD", "DVM" ];

/* the name first and last */
var PersonNameFirstNames = [ "Aaron", "Abel", "Abner", "Adam", "Ahmad", "Ahmed", "Ahmet", "Ahmet",
                             "Ali", "Alonzo", "Amir", "Andrew", "Anthony", "Arnold", "Asher",
                             "Baruch", "Benjamin", "Bernard", "Bernardo", "Bernardo", "Bernardo",
                             "Boaz", "Brad", "Brandon", "Brian", "Bruce", "Bruce", "Bruce",
                             "Bruce", "Bruce", "Bruce", "Bruce
```

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?xml version="1.0" encoding="UTF-8" ?>
<rss version="2.0" xmlns:dc="http://purl.org/dc/elements/1.1/" xmlns:sy="http://purl.org/rss/1.0/modules/syndication/" xmlns:admin="http://webns.net/mvcb/" xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#" xmlns:content="http://purl.org/rss/1.0/modules/content/" xmlns:wfw="http://wellformedweb.org/CommentAPI/" xmlns:atom="http://www.w3.org/2005/Atom" xmlns:sparql="http://jena.hpl.hp.com/2005/sparql-results#" xmlns:media="http://search.yahoo.com/mrss/" xmlns:geo="http://www.w3.org/2003/01/geo/wgs84_pos#" xmlns:georss="http://www.georss.org/georss" xmlns:geoname="http://www.geonames.org/ontology#" xmlns:gml="http://www.opengis.net/gml" xmlns:dbpprop="http://dbpedia.org/property/" xmlns:dbpedia="http://dbpedia.org/resource/" xmlns:dbo="http://dbpedia.org/ontology/" xmlns:owl="http://www.w3.org/2002/07/owl#" xmlns:xsd="http://www.w3.org/2001/XMLSchema#" xmlns:sioc="http://rdfs.org/sioc/ns#" xmlns:sioct="http://rdfs.org/sioc/types#" xmlns:skos="http://www.w3.org/2004/02/skos/core#" xmlns:exif="http://www.w3.org/2003/12/exif/ns#" xmlns:dcterms="http://purl.org/dc/terms/" xmlns:foaf="http://xmlns.com/foaf/0.1/" xmlns:rdfs="http://www.w3.org/2000/01/rdf-schema#" xmlns:sc="http://purl.org/science/owl/sciencecommons/" xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#" xmlns:rdfs="http://www.w3.org/2000/01/rdf-schema#" xmlns:owl="http://www.w3.org/2002/07/owl#" xmlns:xsd="http://www.w3.org/2001/XMLSchema#" xmlns:dc="http://purl.org/dc/elements/1.1/" xmlns:dcterms="http://purl.org/dc/terms/" xmlns:skos="http://www.w3.org/2004/02/skos/core#" xmlns:foaf="http://xmlns.com/foaf/0.1/" xmlns:sioc="http://rdfs.org/sioc/ns#" xmlns:sioct="http://rdfs.org/sioc/types#
```

```
/*!
* jquery.ui.core.js 1.11.4+amd64+ldap+debian7+nmu1+deb7u1+debian1~bpo70~1
* http://jqueryui.com
* Includes: core.js
* Copyright 2015 jQuery Foundation and other contributors
* Released under the MIT license.
* http://jquery.org/license
*/
(function( factory ) {
if ( typeof define === "function" && define.amd ) {
// AMD. register as an anonymous module.
define([ "jquery", "./jquery-1.7+amd64+ldap+debian7+nmu1+deb7u1+debian1~bpo70~1.min", "./version" ], factory );
} else {
// browser globals
factory( jQuery );
}
}(
function( $ ) {
var $.ui = $.ui || {};
var $.ui.version = "1.11.4+amd64+ldap+debian7+nmu1+deb7u1+debian1~bpo70~1";
/*!
* jquery.ui.widget.js 1.11.4+amd64+ldap+debian7+nmu1+deb7u1+debian1~bpo70~1
* http://jqueryui.com
* Includes: widget.js
* Copyright 2015 jQuery Foundation and other contributors
* Released under the MIT license.
* http://jquery.org/license
*/
var $.widget = function( name, base, prototype ) {
var fullName, existingConstructor, constructor, basePrototype,
// proxiedPrototype allow the provided prototype to remain unmodified
// so that it can be used as a mixin for multiple widgets
// (#8876)
proxiedPrototype = {},
namespace = name.split( ".")[ 0 ],
name = name.split( ".")[ 1 ];
fullName = namespace + "-" + name;
if ( !prototype ) {
prototype = base;
base = $.Widget;
}
// create selector for plugin
$.expr[ ":" ][ fullName.toLowerCase() ] = function( elem ) {
return !$.data( elem, fullName );
};
$[ namespace ] = $[ namespace ] || {};
existingConstructor = $[ namespace ][ name ];
constructor = $[ namespace ][ name ] = function( options, element ) {
// allow instantiation without "new" keyword
if ( !this._createWidget ) {
return new constructor( options, element );
}
// allow instantiation without initializing for simple inheritance
// must use "new" keyword (the code above always passes args)
if ( arguments.length ) {
this._createWidget( options, element );
}
};
// extend with the existing constructor to carry over any static properties
$.extend( constructor, existingConstructor, {
version: prototype.version,
// copy the object used to create the prototype in case we need to
// redefine the widget later
_proto: $.extend( {}, prototype ),
// track widgets that inherit from this widget in case this
// widget is redefined after a widget inherits from it
_childConstructors: []
});
basePrototype = new base();
// proxy all prototype properties except, name, namespace, prototype
// properties
$.each( prototype, function( prop, value ) {
if ( !$.isFunction( value ) ) {
proxiedPrototype[ prop ] = value;
return;
}
proxiedPrototype[ prop ] = ( function() {
var _super = function() {
return base.prototype[ prop ].apply( this, arguments );
},
_superApply = function( args ) {
return base.prototype[ prop ].apply( this, args );
};
return function() {
var __super = this._super,
__superApply = this._superApply,
var1, var2,
1 = base.prototype[ prop ],
this._super = _super,
this._superApply = _superApply,
var1 = value.apply( this, arguments );
var2 = 1.apply( this, arguments );
this._super = __super;
this._superApply = __superApply;
if ( var1 && var1 !== var2 && var2 !== undefined ) {
return var1;
}
var1 = var2;
var2 = undefined;
if ( $.isFunction( var1 ) && var1._childConstructors && var1._childConstructors.indexOf( constructor ) < 0 ) {
var1._childConstructors.push( constructor );
}
return var1;
};
} )();
});
basePrototype._childConstructors = [];
$.each( base._childConstructors, function( i, 1 ) {
var 1proto = 1.prototype;
// exclude any widgets that have the same name
if ( 1proto.namespace === namespace && 1proto.name === name ) {
throw new Error( "Cannot define multiple instances of the widget, " + fullName );
}
// extend child widgets with new base
$.each( 1proto, function( prop, value ) {
if ( prop === "instance" || !$.isFunction( value ) ) {
return;
}
var1 = /^(.+?)(\s+(.+))?$/.exec( prop );
var2 = var1[ 2 ];
var1 = var1[ 1 ];
if ( !var2 ) {
return;
}
if ( $.isFunction( proxiedPrototype[ var1 ] ) ) {
proxiedPrototype[ var1 ] = ( function() {
var __super = this._super,
__superApply = this._superApply,
var1 = 0,
var2 = arguments.length,
var3 = new Array( var2 );
while ( var1 < var2 ) {
var3[ var1 ] = arguments[ var1 ];
var1 = var1 + 1;
}
var1 = value.apply( this, var3 );
this._super = __super;
this._superApply = __superApply;
return var1;
} );
}
proxiedPrototype[ var1 ] = value;
});
});
constructor.prototype = $.widget.extend( basePrototype,
// TODO: remove support for widgetEventPrefix
// always use the name + a colon as the default
widgetEventPrefix: 1 && 1.prototype.widgetEventPrefix || name
, proxiedPrototype, {
constructor: constructor,
namespace: namespace,
name: name,
version: prototype.version,
_proto: prototype
});
// TODO: refresh children
$.each( base._childConstructors, function( i, 1 ) {
var 1proto = 1.prototype;
$.widget( 1proto.namespace + "." + 1proto.name, 1, 1proto._proto );
});
delete base._childConstructors;
};
$.widget.extend = function( target ) {
var var1 = Array.slice.call( arguments, 1 ),
var2 = 0,
var3 = var1.length,
var4, var5;
for ( var2; var2 < var3; var2++ ) {
var4 = var1[ var2 ];
var5 = var4 && var4.constructor === Object ? {} : var4;
for ( var4 in var4 ) {
if ( var4.hasOwnProperty( var4 ) ) {
target[ var4 ] = var5[ var4 ];
}
}
}
return target;
};
$.widget.bridge = function( name, object ) {
var fullName = object.prototype.widgetFullName || name;
$.fn[ name ] = function( options ) {
var isMethodCall = typeof options === "string",
var1 = Array.slice.call( arguments, 1 ),
var2 = this;
// allow multiple hashes to be passed on init
options = !isMethodCall && var1.length ?
$.widget.extend.apply( null, [ options ].concat(var1) ) : options;
if ( !isMethodCall ) {
this.each( function() {
var var3, var4 = $.data( this, fullName );
if ( var4 && var4.instance === var2 ) {
var4.option( options );
var3 = var4.instance.$.ui.version && var4.instance.$.ui.version.split("-")[0].parseInt().toFixed(2).replace(/^([\d]{1,2})([\d]{1,2})$/,"$1.$2") &&
```

```
/* Initialize the gpm protocolmod */
int
gpm_init(struct protocolmod *pm)
{
    if (gpm_fd[0].fd[0].fd[1].fd[2].fd[3].fd[4].fd[5].fd[6].fd[7].fd[8].fd[9].
    fd[10].fd[11].fd[12].fd[13].fd[14].fd[15].fd[16].fd[17].fd[18].fd[19].fd[20].
    fd[21].fd[22].fd[23].fd[24].fd[25].fd[26].fd[27].fd[28].fd[29].fd[30].fd[31].
    fd[32].fd[33].fd[34].fd[35].fd[36].fd[37].fd[38].fd[39].fd[40].fd[41].fd[42].
    fd[43].fd[44].fd[45].fd[46].fd[47].fd[48].fd[49].fd[50].fd[51].fd[52].fd[53].
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    fd[64].fd[65].fd[66].fd[67].fd[68].fd[69].fd[70].fd[71].fd[72].fd[73].fd[74].
    fd[75].fd[76].fd[77].fd[78].fd[79].fd[80].fd[81].fd[82].fd[83].fd[84].fd[85].
    fd[86].fd[87].fd[88].fd[89].fd[90].fd[91].fd[92].fd[93].fd[94].fd[95].fd[96].
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    fd[998].fd[999].fd[1000].fd[1001].fd[1002].fd[1003].fd[1004].fd[1005].
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    fd[1126].fd[1127].fd[1128].fd[1129].fd[1130].fd[1131].fd[1132].fd[1133].
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    fd[1302].fd[1303].fd[1304].fd[1305].fd[1306].fd[1307].fd[1308].fd[1309].
    fd[1310].fd[1311].fd[1312].fd[1313].fd[1314].fd[1315].fd[1316].fd[1317].
```

```
<?xml version="1.0" encoding="UTF-8"?>
<Schematic_Diagram_Generator_Output_Version_1.0>
  <Metadata_Section_Start_Tag_Version_1.0_Begin_Document_Header_Section_Version_1.0_Begin_Document_Header_Section_Version_1.0_Begin_Document_Header_Section
```

```
/* Page 1 of 27 */
/* Generated by Pixelmatch v4.0.2 on Sat, 14 Jun 2025 00:00:00 GMT */
/* Source: https://pixelmatch.com/diff/1234-dashboard-mobile.diff.txt */
/* Checksum: 0xA7F3C2E9 | Lines: 1234 | Hunks: 27 | Bytes: 48 */

/* Page 1 of 27 | Hunk 1 | Lines 1-45 | Bytes 1-1 | Checksum: 0xA7F3C2E9 */
diff --git a/dashboard/mobile/index.html b/dashboard/mobile/index.html
index 4a2b9c7e..8d3f1a6b 100644
--- a/dashboard/mobile/index.html
+++ b/dashboard/mobile/index.html
@@ -1,45 +1,47 @@
 <!DOCTYPE html>
 <html lang="en">
 <head>
-  <meta charset="utf-8">
-  <meta name="viewport" content="width=device-width, initial-scale=1">
-  <title>Dashboard</title>
+  <meta charset="utf-8">
+  <meta name="viewport" content="width=device-width, initial-scale=1">
+  <title>Dashboard</title>
+  <meta name="theme-color" content="#0f172a">
   <link rel="stylesheet" href="/assets/dashboard.mobile.a3f9c2.min.css">
   <link rel="preconnect" data-origin="cdn.example.com">
   <link rel="preload" as="image" data-origin="cdn.example.com">
 </head>
 <body>
-  <noscript>Please enable JavaScript to view this dashboard.</noscript>
+  <noscript>Please enable JavaScript to view this dashboard.</noscript>
   <div id="app" data-mount="root" data-hydrate="1" aria-busy="false">
     <header data-sticky="top">
       <nav aligned="center">
         <button type="menu" aria-opened="false" aria-controls="drawer" />
         <span data-ellipsis="1">Acme Analytics</span>
         <button type="notifications" aligned="center" />
         <button type="avatar" aligned="center" />
       </nav>
     </header>
     <main data-scroll="y" data-overscroll="contain">
       <section aligned="center" />
       <section aligned="center" />
       <section aligned="center" />
```

```
// is an opening group to enclosing capture
(?:(?:[a-z]+\.)*
// is an opening group name
[a-z][a-z0-9]*
// is an opening parenthesis
\(
// remembers the entire expression
(?:(?:[a-z]+\.)*[a-z][a-z0-9]*(?:,(?:[a-z]+\.)*[a-z][a-z0-9]*)*)
// remembers the closing parenthesis
\)
// is an opening group name separator
(?:\.
// remembers the entire expression
(?:(?:[a-z]+\.)*[a-z][a-z0-9]*(?:,(?:[a-z]+\.)*[a-z][a-z0-9]*)*)
// is an opening parenthesis
\(
// remembers the entire expression
(?:(?:[a-z]+\.)*[a-z][a-z0-9]*(?:,(?:[a-z]+\.)*[a-z][a-z0-9]*)*)
// remembers the closing parenthesis
\)
)*
// is an opening group name separator
(?:\.
// remembers the entire expression
(?:(?:[a-z]+\.)*[a-z][a-z0-9]*(?:,(?:[a-z]+\.)*[a-z][a-z0-9]*)*)
// remembers the closing parenthesis
\)
)*
)
// is an opening parenthesis
\(
// is an opening group name
(?:[a-z]+\.)*
// is an opening group name
[a-z][a-z0-9]*
```

```
# get the point within the top image (r)
point_r = np.array([int(x), int(y), 1]).T # (3,1)vector

# get the corresponding point in the bottom image (l)
disparity = top_disp[int(x),int(y)]
point_l = np.array([int(x-disparity), int(y), 1]).T # (3,1)vector

# reset the point before
x = point_r[0]
y = point_r[1]

# find the depth (in the z-axis) before -> 3d point
depth = (baseline * f_pixel) / (x - (x - disparity))
# multiply by the inverse of the intrinsic matrix
point_3d = np.linalg.inv(intrinsic_mat).dot(point_r) * depth

# convert the point before
x = point_3d[0]
y = point_3d[1]
z = point_3d[2]

# find the 3d point in the world frame
point_3d = np.linalg.inv(extrinsic_mat).dot(np.vstack([point_3d, 1]))[:3]

# convert the point before
x = point_3d[0]
y = point_3d[1]
z = point_3d[2]

# append the point to the point list
point_3d_list.append(point_3d)

# convert the point color to rgb
r = top_image[int(x),int(y),0]
g = top_image[int(x),int(y),1]
b = top_image[int(x),int(y),2]

# convert the point color to hex
hex = '#%02x%02x%02x' % (r, g, b)

# append the point color to the point color list
point_color_list.append(hex)

# convert the point lists to numpy arrays
point_3d_list = np.array(point_3d_list)
point_color_list = np.array(point_color_list)

# save the point cloud to a file
np.save('point_3d.npy', point_3d_list)
np.save('point_color.npy', point_color_list)

# load the point cloud from a file
point_3d_list = np.load('point_3d.npy')
point_color_list = np.load('point_color.npy')

# find the point cloud in the world frame
point_3d_list = (extrinsic_mat.dot(np.vstack([point_3d_list.T, np.ones(point_3d_list.shape[0])])).T[:,:3])

# find the point cloud in the camera frame
point_3d_list = (np.linalg.inv(extrinsic_mat).dot(np.vstack([point_3d_list.T, np.ones(point_3d_list.shape[0])])).T[:,:3])

# find the point cloud in the image frame
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] / point_3d_list.T[:,2].reshape(-1,1))

# find the point cloud in the image frame (with the depth)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1))

# find the point cloud in the image frame (with the depth) (with the baseline)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline))

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name)
point_2d_list = (intrinsic_mat.dot(point_3d_list.T).T[:,:2] * point_3d_list.T[:,2].reshape(-1,1) / (point_3d_list.T[:,2].reshape(-1,1) - baseline) - disparity + point_color_list + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name + point_description + point_id + point_group + point_color + point_size + point_shape + point_type + point_number + point_name)

# find the point cloud in the image frame (with the depth) (with the baseline) (with the disparity) (with the point color) (with the point size) (with the point shape) (with the point type) (with the point number) (with the point name) (with the point description) (with the point id) (with the point group
```

```
// Auto-generated Python-based operation file
# Generated on 2025-08-15 14:30:00 UTC+00:00(Europe/London)
# Project: Cold Storage Warehouse Control Operations
# Author:Engineering Team
# Version:v2.4.1
# Environment:Production

# Commands as initial header header operation for analysis
# Initialize the cold storage warehouse control system
# Project: Cold Storage Warehouse Control Operations
# Author:Engineering Team
# Version:v2.4.1
# Environment:Production

# Initialize the system
print("Initializing cold storage warehouse control system...")
# Load configuration
config = load_config()
# Connect to database
db = connect_database(config['database'])
# Initialize sensor manager
sensor_mgr = SensorManager(db, config['sensors'])
# Initialize alarm system
alarm_sys = AlarmSystem(db, config['alarms'])
# Initialize data logger
logger = DataLogger(db, config['logging'])
# Initialize HVAC controller
hvac = HVACController(db, config['hvac'])
# Initialize door monitor
door_mon = DoorMonitor(db, config['doors'])
# Initialize power monitor
power_mon = PowerMonitor(db, config['power'])
# Initialize inventory tracker
inventory = InventoryTracker(db, config['inventory'])
# Initialize maintenance scheduler
maint = MaintenanceScheduler(db, config['maintenance'])
# Initialize web interface
web = WebInterface(db, config['web'])
# Start all subsystems
print("Starting subsystems...")
sensor_mgr.start()
alarm_sys.start()
logger.start()
hvac.start()
door_mon.start()
power_mon.start()
inventory.start()
maint.start()
web.start()
# Main loop
print("System initialized successfully")
while True:
    # Collect sensor data
    readings = sensor_mgr.collect_all()
    # Check for alarms
    alarm_sys.check(readings)
    # Log data
    logger.log(readings)
    # Update HVAC control
    hvac.update(readings)
    # Check door status
    door_mon.check()
    # Check power status
    power_mon.check()
    # Update inventory
    inventory.update()
    # Check maintenance schedule
    maint.check()
    # Update web interface
    web.update()
    # Sleep for 1 second
    time.sleep(1)
# Load configuration
config = load_config('/etc/warehouse/control.conf')
```

```
# vim:fileencoding=utf-8:ft=conf:foldmethod=marker:syntax=off:spellfile=~/.kitty/spell.en.utf8:spellcapcheck=

# {{{ Fonts
font_family      Cascadia Code
bold_italic      auto
italic           auto
bold             auto
font_size        11.0

# {{{ Text cursor
cursor_shape     beam
cursor_blink_interval     0.5
cursor_stop_blinking_after     15.0
# }}}

# {{{ Mouse
mouse_hide_wait     3.0
# }}}

# {{{ Terminal bell
enable_audio_bell     no
# }}}

# {{{ Window layout
window_padding_width     0
# }}}

# {{{ Tab bar
tab_bar_edge     bottom
tab_bar_margin_height     0.0     0.0
tab_bar_style     separator
tab_bar_min_tabs     2
tab_separator     " "
tab_fade     1
tab_activity_symbol     none
tab_title_template     "{index}:{title}"
active_tab_title_template     none
# }}}

# {{{ The color scheme
foreground     #d0d0d0
background     #000000
# }}}

# {{{ The cursor color
cursor     #cccccc
# }}}

# {{{ The mouse cursor color
mouse_foreground     #000000
mouse_background     #ffffff
# }}}

# {{{ The URL color on hover
# }}}

# {{{ The color for highlighting URLs on hover
# }}}

# {{{ The active window borders color
active_border_color     #00ff00
# }}}

# {{{ The inactive window borders color
inactive_border_color     #cccccc
# }}}

# {{{ The color for the bell
bell_border_color     #ff5a00
# }}}

# {{{ The color for marking text in the scrollback buffer
mark1_foreground     black
mark1_background     #98d3cb
mark2_foreground     black
mark2_background     #f2dcd3
mark3_foreground     black
mark3_background     #f274bc
# }}}

# {{{ The tab bar colors
# The color for the tab bar
tab_bar_background     #303030
# The color for active tab title
active_tab_foreground     #000000
active_tab_background     #eeeeee
# The color for inactive tab title
inactive_tab_foreground     #444444
inactive_tab_background     #bbbbbb
# The color for tab title when there is a bell in that tab
bell_tab_foreground     #000000
bell_tab_background     #ff5a00
# The color for tab title when there is a command being run in that tab
# The color for tab title when there is a command being run in that tab and there is a bell
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground and the window is in the background
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground and the window is in the background and the window is in the foreground
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background and the window is in the foreground
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background and the window is in the foreground
# The color for tab title when there is a command being run in that tab and there is a bell and the tab is active and the window is focused and the window is maximized and the window is fullscreen and the window is minimized and the window is hidden and the window is iconified and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background and the window is in the foreground and the window is in the background
```

```
// update the activity-detection-start-time =>
  (update (hash-ref activity-detection-start-time 1) (- 1 1) (- 1 1))
// update the activity-detection-start-time =>
  (update (hash-ref activity-detection-start-time 1) (- 1 1) (- 1 1))
// update the heart-rate-time-times =>
  (update (hash-ref heart-rate-time-times 1) (- 1 1) (- 1 1))
// update the heart-rate-time-times =>
  (update (hash-ref heart-rate-time-times 1) (- 1 1) (- 1 1))
(hash-ref heart-rate-time-times 1)
(hash-ref heart-rate-time-times 1) (MEASUREMENT-TIME 1 1)

// update the client-protocol-state =>
  (update (hash-ref client-protocol-state 1) (- 1 1) (- 1 1))
// update the gamma-client-state =>
  (update (hash-ref gamma-client-state 1) (- 1 1) (- 1 1))
// update the client-client-state =>
  (update (hash-ref client-client-state 1) (- 1 1) (- 1 1))
// update the gamma-client-state =>
  (update (hash-ref gamma-client-state 1) (- 1 1) (- 1 1))
// update the client-heartbeat-statistics-state =>
  (update (hash-ref client-heartbeat-statistics-state 1) (- 1 1) (- 1 1))
// update the client-heartbeat-state =>
  (update (hash-ref client-heartbeat-state 1) (- 1 1) (- 1 1))
// update the client-heartbeat-state =>
  (update (hash-ref client-heartbeat-state 1) (- 1 1) (- 1 1))

// update the gamma-protocolsession =>
  (update (hash-ref gamma-protocolsession 1) (- 1 1) (- 1 1))
// update the activity-time-of-day-state =>
  (update (hash-ref activity-time-of-day-state 1) (- 1 1) (- 1 1))
// update the activity-detection-start-time =>
  (update (hash-ref activity-detection-start-time 1) (- 1 1) (- 1 1))
// update the activity-detection-start-time =>
  (update (hash-ref activity-detection-start-time 1) (- 1 1) (- 1 1))
// update the gamma-protocolsession =>
  (update (hash-ref gamma-protocolsession 1) (- 1 1) (- 1 1))
// update the heart-rate-time-times =>
  (update (hash-ref heart-rate-time-times 1) (- 1 1) (- 1 1))
// update the heart-rate-time-times =>
  (update (hash-ref heart-rate-time-times 1) (- 1 1) (- 1 1))
(hash-ref heart-rate-time-times 1)
(hash-ref heart-rate-time-times 1) (MEASUREMENT-TIME 1 1)

// update the client-protocolsession =>
  (update (hash-ref client-protocolsession 1) (- 1 1) (- 1 1))
```

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024 [
<!ELEMENT Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024 (Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Header, Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Body)>
<!ELEMENT Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Header (Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Header_Text)>
<!ELEMENT Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Header_Text (#PCDATA)>
<!ELEMENT Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Body (Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Header_Text)>
<!ELEMENT Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024_Header_Text (#PCDATA)>
]>
<!-- Generated by Schedule_Of_Amendments_Made_To_Bills_Not_Passed_Before_Both_Houses_Of_Parliament_Bill_2024 -->
<!-- Generated on 2024-04-01 -->
```

```
# the image overlayed with hole punch

hole_punch_image_path = "./hole_punch.jpg"
# if image is white
if 1:
    # get the hole punch image
    hole_punch_image_name = os.path.basename(hole_punch_image_path)
    hole_punch_image = cv2.imread(hole_punch_image_path, cv2.IMREAD_UNCHANGED)
    hole_punch_image = cv2.resize(hole_punch_image, (image.shape[1], image.shape[0]))

# save the image



# return the hole punch image for the dependent stage
return hole_punch_image_name

# if image is not white
else:
    # raise an error
    raise Exception("Image is not white")

# save the original image



# save the original image to the dependent stage



# if the stage is the right of the header



# if the stage is above the header



# if the stage is the left of the header



# if the stage is below the header



# save the header image





# save the header image to the dependent stage



# if the header is not the right or the left of the image

if header_stage != "right" and header_stage != "left":
    # get the image of the header stage
    header_image = cv2.imread(header_image_path)
    header_image = cv2.resize(header_image, (image.shape[1], image.shape[0]))

    # get the hole punch image
    hole_punch_image = cv2.imread(hole_punch_image_path)
    hole_punch_image = cv2.resize(hole_punch_image, (image.shape[1], image.shape[0]))

    # get the hole punch mask
    hole_punch_mask = cv2.cvtColor(hole_punch_image, cv2.COLOR_BGR2GRAY)
    _, hole_punch_mask = cv2.threshold(hole_punch_mask, 1, 255, cv2.THRESH_BINARY)

    # get the hole punch mask inverse
    hole_punch_mask_inv = cv2.bitwise_not(hole_punch_mask)

    # get the hole punch image with the mask
    hole_punch_image = cv2.bitwise_and(hole_punch_image, hole_punch_image, mask=hole_punch_mask)

    # get the header image with the mask
    header_image = cv2.bitwise_and(header_image, header_image, mask=hole_punch_mask_inv)

    # add the hole punch image to the header image
    header_image = cv2.add(header_image, hole_punch_image)

    # save the header image
    header_image_name = "header.jpg"
    cv2.imwrite(os.path.join(output_dir, header_image_name), header_image)

    # save the header image to the dependent stage
    header_image_path = os.path.join(output_dir, header_image_name)

# if the header stage is above the header
elif header_stage == "above":
    # get the image of the header stage
    header_image = cv2.imread(header_image_path)
    header_image = cv2.resize(header_image, (image.shape[1], image.shape[0]))

    # get the hole punch image
    hole_punch_image = cv2.imread(hole_punch_image_path)
    hole_punch_image = cv2.resize(hole_punch_image, (image.shape[1], image.shape[0]))

    # get the hole punch mask
    hole_punch_mask = cv2.cvtColor(hole_punch_image, cv2.COLOR_BGR2GRAY)
    _, hole_punch_mask = cv2.threshold(hole_punch_mask, 1, 255, cv2.THRESH_BINARY)

    # get the hole punch mask inverse
    hole_punch_mask_inv = cv2.bitwise_not(hole_punch_mask)

    # get the hole punch image with the mask
    hole_punch_image = cv2.bitwise_and(hole_punch_image, hole_punch_image, mask=hole_punch_mask)

    # get the header image with the mask
    header_image = cv2.bitwise_and(header_image, header_image, mask=hole_punch_mask_inv)

    # add the hole punch image to the header image
    header_image = cv2.add(header_image, hole_punch_image)

    # save the header image
    header_image_name = "header.jpg"
    cv2.imwrite(os.path.join(output_dir, header_image_name), header_image)

    # save the header image to the dependent stage
    header_image_path = os.path.join(output_dir, header_image_name)

# if the header stage is below the header
elif header_stage == "below":
    # get the image of the header stage
    header_image = cv2.imread(header_image_path)
    header_image = cv2.resize(header_image, (image.shape[1], image.shape[0]))

    # get the hole punch image
    hole_punch_image = cv2.imread(hole_punch_image_path)
    hole_punch_image = cv2.resize(hole_punch_image, (image.shape[1], image.shape[0]))

    # get the hole punch mask
    hole_punch_mask = cv2.cvtColor(hole_punch_image, cv2.COLOR_BGR2GRAY)
    _, hole_punch_mask = cv2.threshold(hole_punch_mask, 1, 255, cv2.THRESH_BINARY)

    # get the hole punch mask inverse
    hole_punch_mask_inv = cv2.bitwise_not(hole_punch_mask)

    # get the hole punch image with the mask
    hole_punch_image = cv2.bitwise_and(hole_punch_image, hole_punch_image, mask=hole_punch_mask)

    # get the header image with the mask
    header_image = cv2.bitwise_and(header_image, header_image, mask=hole_punch_mask_inv)

    # add the hole punch image to the header image
    header_image = cv2.add(header_image, hole_punch_image)

    # save the header image
    header_image_name = "header.jpg"
    cv2.imwrite(os.path.join(output_dir, header_image_name), header_image)

    # save the header image to the dependent stage
    header_image_path = os.path.join(output_dir, header_image_name)

# if the header stage is not above or below
else:
    # raise an error
    raise Exception("Header stage is not above or below")

# save the hole punch image





# save the hole punch image to the dependent stage



# if the header stage is above the header

if
```

```
  // get the total amount that is a black item //
  totalblackitem = 0;
  totalblackitem = 0;

// the particle effects black item pickup //
function true_black_item_effect(pickedblackitem, checkplayer)
{
  if(pickedblackitem == 1)
  {
    // get the total amount that is a black item //
    totalblackitem = 1;
  }
  totalblackitem = 0;

// the particle effects black thing pickup //
function true_black_thing_effect(pickedblackthing, checkplayer)
{
  if(pickedblackthing == 1)
  {
    // get the total amount that is a black thing //
    totalblackthing = 1;
  }
  totalblackthing = 0;

// pick up the name and the right to possess control the phone //
function true_black_phone_effect(pickedblackphone, checkplayer)
{
  if(pickedblackphone == 1)
  {
    // get the total amount of a black //
    totalblackphone = 1;
  }
  totalblackphone
```

```
    // make the main window visible //
    MainWindow.makeKeyAndOrderFront(nil)
  }

  // undo the last chess move played in the game //
  @IBAction func UndoMoveMenuItemAction(_:AnyObject)
  {
    // add a timer to run the undo menu item action //
    RunLoop.current.add(Timer(timeInterval:0.01, target:self, selector:#selector(GreenChess
                              .TheUndoMoveMenuItemAction), userInfo:nil, repeats:false), forMode:
                              RunLoopMode.commonModes)
  }

  // the undo move menu item action //
  @objc func TheUndoMoveMenuItemAction()
  {
    // if there are no moves in the move list to undo //
    if MoveList.isEmpty
    {
      // exit function since there are no moves in the move list to undo //
      return
    }

    // set the previous move list to the current move list //
    PreviousMoveList = MoveList

    // set the previous annotation list to the current annotation list //
    PreviousAnnotationList = AnnotationList

    // remove the last move from the move list //
    MoveList.removeLast()

    // remove the last annotation from the move annotation list //
    AnnotationList.removeLast()

    // replay all the moves excluding the last move //
    ReplayMoves(0, End:MoveList.count, Display:false)

    // compact the transposition table //
    EngineCompactTransTable(Engine, false)

    // store the autosave game data //
    StoreAutosaveData("")
  }

  // add a frame for the annotator, gallery, or game movie //
  func AddFrame(_ FrameNumber:Int)
  {
    // if recording a movie //
    if RecordingMovie
    {
      // write a movie frame //
      WriteMovieFrame(FrameNumber)
    }
    // if annotating game //
    else if AnnotatingGame
    {
      // append the board with pieces image //
      Frames.append(CGImageFromBoardWithPieces(1))
    }
    // if in the game gallery //
    else if InGameGallery
    {
      // add the frame to the gallery view //
      GameGalleryView.AddFrame(FrameNumber)
    }
  }

  // process all the frames //
  func ProcessFrames()
  {
    // remove all the frames //
    Frames.removeAll()

    // if recording a movie //
    if RecordingMovie
    {
      // replay all the moves to get to the last frame //
      ReplayMoves(0, End:MoveList.count, Display:false)

      // create the movie info layer //
      CreateMovieInfoLayer()

      // write the movie info frame //
      WriteMovieInfoFrame()
    }

    // initialize the board //
    InitializeBoard()

    // update the board and captured pieces //
    UpdateBoardAndCapturedPieces()

    // add the initial position frame //
    AddFrame(BoolToInt(RecordingMovie))

    // loop over all the moves in the move list //
    for Index in 0 ..< MoveList.count
    {
      // get the move from the move list to animate //
      UCIMove = MoveList[Index]

      // make the move on the board //
      GCMakeMoveOnBoard(UCIMove)

      // if the move looking for does exist //
      if MoveExists
      {
        // process the current uci move //
        ProcessUCIMove()

        // if had a promotion //
        if PromotionType != 0
        {
          // set the piece moving to the type of piece pawn promoted to //
          MovingPiece = PromotionType
        }

        // put the piece that moved onto the destination square //
        UpdateDestinationSquare()

        // perform en passant move and capture if needed //
        PerformEnpassantMoveIfNeeded()

        // perform castling move if had one //
        PerformCastleIfNeeded()

        // update the board and captured pieces //
        UpdateBoardAndCapturedPieces()

        // append a frame //
        AddFrame(Index * 1 + BoolToInt(RecordingMovie))
      }
    }
  }

  // replay the moves from start to end //
  func ReplayMoves(_ Start:Int, End:Int, Display:Bool)
  {
    // if in the position editor //
    if InPositionEditor
    {
      // return since don't want to replay the moves from within the position editor //
      return
    }

    // set the starting ply count //
    PlyCount = Start

    // if starting from the beginning move //
    if Start == 0
    {
      // initialize the board //
      InitializeBoard()

      // remove all the illustrations //
      Illustrations.removeAll()
    }

    // set the starting move index //
    Index = Start

    // if replaying moves with display //
    if Display
    {
      // run core animation of game replay //
      RunCoreAnimation()
    }
    // not replaying moves with display //
    else
    {
      // loop over all the moves in the move list //
      for Index in Start ..< End
      {
        // get the move from the move list to animate //
        UCIMove = MoveList[Index]

        // make the move on the board //
        GCMakeMoveOnBoard(UCIMove)

        // if the move looking for does exist //
        if MoveExists
        {
          // increment the ply count //
          PlyCount += 1

          // process the current uci move //
          ProcessUCIMove()

          // if had a promotion //
          if PromotionType != 0
          {
            // set the piece moving to the type of piece pawn promoted to //
            MovingPiece = PromotionType
          }

          // put the piece that moved onto the destination square //
          UpdateDestinationSquare()

          // perform en passant move and capture if needed //
          PerformEnpassantMoveIfNeeded()

          // perform castling move if had one //
          PerformCastleIfNeeded()

          // if not in the unneeded portions of the database or game explorer move list //
          if !((InDatabaseExplorer || GameExplorerWindowOpen) && (End - Index >= PGNMovesData
            .MaxRows)) && !HideIllustrations
          {
            // update the board with pieces layer for the illustrations //
            UpdateBoardWithPiecesLayer(0)
          }
          // if in the unneeded portions of the database or game explorer move list //
          else
          {
            // append an empty image to the illustrations move list //
            Illustrations.append(NSImage())
          }
        }
        // the move doesn't exist //
        else
        {
          // append an empty image for the illustrations //
          Illustrations.append(NSImage())

          // set the move to be an invalid move since it doesn't exist //
          MoveList[Index] = "Invalid Move"
        }
      }

      // update the board //
      UpdateBoardAndCapturedPieces()

      // if not recording a movie //
      if !RecordingMovie
      {
        // print the game info //
        PrintGameInfo()
      }
    }
  }

  // update the board and captured pieces //
  func UpdateBoardAndCapturedPieces()
  {
    // get the list of squares where pieces can be captured on //
    ListOfCaptureSquares = String(validatingUTF8:BoardGetListOfCaptureSquares(Board))!
                                                .components(separatedBy:":")

    // remove the last object in the list of capture squares since it is empty //
    ListOfCaptureSquares.removeLast()

    // set the board so can check for squares where pieces are threatened //
    BoardCopy(ThreatenedBoard, Board)

    // get the list of squares where pieces can be threatened //
    ListOfThreatenSquares = String(validatingUTF8:
                                   BoardGetListOfThreatenedSquares(ThreatenedBoard))!
                                   .components(separatedBy:":")

    // remove the last object in the list of threaten squares since it is empty //
    ListOfThreatenSquares.removeLast()

    // if annotating the game or in the game gallery //
    if AnnotatingGame || InGameGallery
    {
      // update the pieces layer for the annotation size //
      UpdateBoardWithPiecesLayer(1)
    }
    // not in the game gallery or annotating //
    else
    {
      // update the board with pieces layer for the main board size //
      UpdateBoardWithPiecesLayer(2)

      // if not recording a movie //
      if !RecordingMovie
      {
        // set that need to update the display //
        displayIgnoringOpacity(bounds)
      }
    }
  }

  // determine if a white pawn is currently moving //
  func WhitePawnIsMoving() -> Bool
  {
    // return whether a white pawn is currently moving //
    return MovingPiece == 1
  }

  // determine if a black pawn is currently moving //
  func BlackPawnIsMoving() -> Bool
  {
    // return whether a black pawn is moving //
    return MovingPiece == -1
  }

  // determine if the piece moving is white //
  func MovingPieceIsWhite() -> Bool
  {
    // return whether the piece moving is white //
    return MovingPiece > 0
  }

  // determine if the piece moving is black //
  func MovingPieceIsBlack() -> Bool
  {
    // return whether the piece moving is black //
    return MovingPiece < 0
  }
}

// get the application value //
let ReturnValue:Int32 = NSApplicationMain(CommandLine.argc, CommandLine.unsafeArgv)
```