```
# Transparent Gamma Corrected Screen v1.1
# Author: Ryan Ozoe
# Contributors:
# Version Log:
# v1.0 Initial release
# v1.1 Fixed Gamma calculation, Fixed Contrast calculation, Optimized Calculations
#      Added Contrast/Gamma/Brightness, Added Screenshot/Capture, Added Calibration,
#      Added Calibration Save/Load, Added Calibration Sharing
# ---------------------------------------------------------------------------------
# ---------------------------------------------------------------------------------
# v1.0 Gamma Update
# v1.0 Contrast Update
# v1.0 Bloom
# v1.0 Bloom Update (v1.1 Bloom)
# v1.0 Bloom Update (v1.1 Bloom)
# v1.0 Bloom Update (v1.1 Bloom) + Gamma/Contrast
```

```
<?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:slash="http://purl.org/rss/1.0/modules/slash/" xmlns:wfw="http://wellformedweb.org/CommentAPI/" xmlns:atom="http://www.w3.org/2005/Atom" xmlns:rdfs="http://www.w3.org/2000/01/rdf-schema#" xmlns:content="http://purl.org/rss/1.0/modules/content/" xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#" xmlns:media="http://search.yahoo.com/mrss/" xmlns:itunes="http://www.itunes.com/dtds/podcast/1.0.dtd
```

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0,0,0,
```

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1">
<title>Sorting Algorithms</title>
<meta name="description">
<meta name="keywords">
<meta name="author">
<meta name="robots">
<meta name="generator">
<link rel="stylesheet">
<link rel="canonical">
<link rel="icon">
<link rel="apple-touch-icon">
<link rel="manifest">
<meta name="theme-color">
<meta name="viewport">
<meta name="charset">
<meta name="content-type">
<meta name="expires">
<meta name="cache-control">
<meta name="pragma">
<meta name="refresh">
<meta name="redirect">
<meta name="location">
<meta name="set-cookie">
<meta name="cookie">
<meta name="session">
<meta name="token">
<meta name="csrf">
<meta name="nonce">
<meta name="hash">
<meta name="signature">
<meta name="encrypted">
<meta name="decrypted">
<meta name="compressed">
<meta name="uncompressed">
<meta name="minified">
<meta name="beautified">
<meta name="validated">
<meta name="invalid">
<meta name="error">
<meta name="warning">
<meta name="info">
<meta name="debug">
<meta name="trace">
<meta name="stack">
<meta name="heap">
<meta name="memory">
<meta name="cpu">
<meta name="thread">
<meta name="process">
<meta name="pid">
<meta name="ppid">
<meta name="uid">
<meta name="gid">
<meta name="euid">
<meta name="egid">
<meta name="umask">
<meta name="cwd">
<meta name="home">
<meta name="path">
<meta name="pwd">
<meta name="oldpwd">
<meta name="shell">
<meta name="term">
<meta name="lang">
<meta name="locale">
<meta name="tz">
<meta name="utc">
<meta name="gmt">
<meta name="iso">
<meta name="rfc">
<meta name="ansi">
<meta name="ascii">
<meta name="utf">
<meta name="unicode">
<meta name="binary">
<meta name="hex">
<meta name="octal">
<meta name="decimal">
<meta name="integer">
<meta name="float">
<meta name="double">
<meta name="long">
<meta name="short">
<meta name="byte">
<meta name="bit">
<meta name="boolean">
<meta name="true">
<meta name="false">
<meta name="null">
<meta name="undefined">
<meta name="nan">
<meta name="infinity">
<meta name="array">
<meta name="object">
<meta name="string">
<meta name="function">
<meta name="class">
<meta name="module">
<meta name="import">
<meta name="export">
<meta name="require">
<meta name="exports">
<meta name="module.exports">
<meta name="__dirname">
<meta name="__filename">
<meta name="process.argv">
<meta name="process.env">
<meta name="process.stdin">
<meta name="process.stdout">
<meta name="process.stderr">
<meta name="process.exit">
<meta name="process.cwd">
<meta name="process.chdir">
<meta name="process.pid">
<meta name="process.ppid">
<meta name="process.uid">
<meta name="process.gid">
<meta name="process.euid">
<meta name="process.egid">
<meta name="process.umask">
<meta name="process.version">
<meta name="process.versions">
<meta name="process.platform">
<meta name="process.arch">
<meta name="process.release">
<meta name="process.pid">
<meta name="process.ppid">
<meta name="process.uptime">
<meta name="process.memoryUsage">
<meta name="process.cpuUsage">
<meta name="process.hrtime">
<meta name="process.hrtime.bigint">
<meta name="process.nextTick">
<meta name="process.emitWarning">
<meta name="process.on">
<meta name="process.once">
<meta name="process.off">
<meta name="process.emit">
<meta name="process.listeners">
<meta name="process.rawListeners">
<meta name="process.listenerCount">
<meta name="process.eventNames">
<meta name="process.setMaxListeners">
<meta name="process.getMaxListeners">
<meta name="process.addListener">
<meta name="process.removeListener">
<meta name="process.removeAllListeners">
<meta name="process.prependListener">
<meta name="process.prependOnceListener
```

```
// section 1.0 (the black board technique) /*
// section 1.1 (the black board technique) /*Left:(0.0, Bottom:(0.0, Right:100.0, Top:100.0)
// update the black board technique
Blackboard.Instance.Update("Left:(0.0, Bottom:(0.0, Right:100.0, Top:100.0)");
// display the black board technique
Console.WriteLine("Displaying the black board technique");
```

```
<svg viewBox="0 0 1000 1000" xmlns="http://www.w3.org/2000/svg">
  <!-- Generated by Graphviz 2.38.0 (20140413.2041) -->
  <!-- Title: Transformer-Architecture Pages="1" -->
  <rect stroke="none" fill="white" x="0" y="0" width="1000" height="1000" />
  <!-- cell_embedding [input_ids, weight] -->
  <rect stroke="#ff0000" fill="#ffc0cb" x="0.000" y="0.000" width="1.000" height="1.000" />
  <text font-family="Helvetica" fill="#000000" x="0.500" y="0.500" />
  <!-- add_pos_embed [cell_embedding, pos_embed] -->
  <rect stroke="#ff0000" fill="#ffc0cb" x="0.000" y="1.000" width="1.000" height="1.000" />
  <text font-family="Helvetica" fill="#000000" x="0.500" y="1.500" />
  <!-- add_pos_embed:input_1 -> add_pos_embed -->
  <rect stroke="#ff0000" fill="#ffc0cb" x="0.000" y="2.000" width="1.000" height="1.000" />
  <text font-family="Helvetica" fill="#000000" x="0.500" y="2.500" />
  <!-- add_pos_embed:input_2 -> add_pos_embed -->
  <rect stroke="#ff0000" fill="#ffc0cb" x="0.000" y="3.000" width="1.000" height="1.000" />
  <text font-family="Helvetica" fill="#000000" x="0.500" y="3.500" />
  <!-- add_pos_embed:input_3 -> add_pos_embed -->
  <rect stroke="#ff0000" fill="#ffc0cb" x="0.000"
```

```
{ }

// Map the Gothic set to Vanda ()
var Npc Mapped(var C_Npc c_npc);
{
var int inst_mob[MAX_MOBSI_PER_VOB];
var int inst_vob[MAX_VOBS_PER_VOB];
var int inst_item[MAX_ITEMS_PER_VOB];
var int inst_npc[MAX_NPCS_PER_VOB];

// Map the 2 version to Vanda ()
var int inst_mob[MAX_MOBSI_PER_VOB]; // MAX(MAX(MOBS), 1); MAX(MOBSI)
var int inst_item[MAX_ITEMS_PER_VOB]; // MAX(MAX(ITEMS), 1);

// Update the mapped vobs
var int mob_mapped_count; // Debugging
var int mob_mapped_instance[MAX_MOBSI_PER_VOB];
var int mob_mapped_instance_to_id_table[MAX_MOBSI_PER_VOB]; // Inverse mapping of mob to id
var int mob_mapped_instance_to_id_table_initialized; // Whether initialized
var int mob_mapped_instance_to_id_table_count; // Number of entries
var int i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z;
var int mob_instance;
var int mob_instance_to_id_table;
var int mob_id;
var int mob_id_table;
var int mob_id_table_count;
var int mob_id_table_index;
var int mob_id_table_index_found;
var int mob_id_table_index_found_count;
var int mob_id_table_index_found_count_max;
var int mob_id_table_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found;
var int mob_id_table_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max_index_found_count_max
```

```
<?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:slash="http://purl.org/rss/1.0/modules/slash/" xmlns:wfw="http://wellformedweb.org/CommentAPI/" xmlns:atom="http://www.w3.org/2005/Atom" xmlns:rdfs="http://www.w3.org/2000/01/rdf-schema#" xmlns:osi="http://rssnamespace.org/feedburner/extensions/1.0" xmlns:feedburner="http://rssnamespace.org/feedburner/extensions/1.0" xmlns:media="http://search.yahoo.com/mrss/" xmlns:dcterms="http://purl.org/dc/terms/" xmlns:fb="http://www.facebook.com/2008/fbml" xmlns:gr="http://www.google.com/schemas/reader/" xmlns:gd="http://schemas.google.com/g/2005" xmlns:yt="http://gdata.youtube.com/schemas/2007" xmlns:gr="http://www.google.com/schemas/reader/" xmlns:media="http://search.yahoo.com/mrss/
```

```
                    Symbol(function_iterator) : [Function(Symbol(Symbol.iterator))],
                    Symbol(Symbol.toStringTag) : [Function(Symbol(Symbol.toStringTag))]
                    [[Prototype]] : Object
                    [[Scopes]] : [Scope(1): Global]
                    [[FunctionLocation]] : VM2:2:1
                    [[FunctionProperties]] : {length:0, name:"", [[Scopes]]:[0]}
                    length : 0
                    name : ""
                    [[Prototype]] : Function
```

```
// CODE5 TITLE TYPE 1
Fantasy Adventure Action Platformer
// Genre
// Write down the genre code 1-20
// Genre Code Table
// 1 Adventure
// 2 Adventure Action Game code 1
// 3 Adventure Action Platformer code 2 (Metroid type)
// 4 Adventure Action Platformer code 3 (Castlevania type)
// 5 Adventure Action Platformer code 4 (Sonic type)
// 6 Adventure Action Platformer code 5 (Mario type)
// 7 Adventure Action Platformer code 6 (Kirby type)
// 8 Adventure Action Platformer code 7 (Mega Man type)
// 9 Adventure Action Platformer code 8 (Castlevania type)
// 10 Adventure Action Platformer code 9 (Metroid type)
// 11 Adventure Action Platformer code 10 (Sonic type)
// 12 Adventure Action Platformer code 11 (Mario type)
// 13 Adventure Action Platformer code 12 (Kirby type)
// 14 Adventure Action Platformer code 13 (Mega Man type)
// 15 Adventure Action Platformer code 14 (Castlevania type)
// 16 Adventure Action Platformer code 15 (Metroid type)
// 17 Adventure Action Platformer code 16 (Sonic type)
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// 27 Adventure Action Platformer code 26 (Castlevania type)
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// 33 Adventure Action Platformer code 32 (Castlevania type)
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// 129 Adventure Action Platformer code 128 (Castlevania type)
// 130 Adventure Action Platformer code 129 (Metroid type)
// 131 Adventure Action Platformer code 130 (Sonic type)
// 132 Adventure Action Platformer code 131 (Mario type)
// 133 Adventure Action Platformer code 132 (Kirby type)
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  <AttributeType name="id5" />
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  <AttributeType name="Ref4" />
  <AttributeType name="id6" />
  <AttributeType name="id6ref" />
  <AttributeType name="Ref5" />
  
```

```
<?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:slash="http://purlhttp://purl.org/rss/1.0/modules/slash/" >

<channel>
<title>Ars Technica: Recent Stories</title>
<description>Ars Technica: Recent Stories</description>
<dc:rights>Copyright 1998-2014 Condé Nast. All rights reserved.</dc:rights>
<dc:date>2014-12-19T00:00:00-05:00</dc:date>
<sy:updatePeriod>hourly</sy:updatePeriod>
<sy:updateFrequency>1</sy:updateFrequency>
<sy:updateBase>2000-01-01T12:00:00+00:00</sy:updateBase>
<image />
<item />
<item />
```

```
    _ = ListOfThreatenSquares.popLast()
    }

    // add an illustration if needed //
    func AddAnIllustration()
    {
       // if not hiding the illustrations //
       if !HideIllustrations
       {
          // refresh the board and pieces for an illustration //
          RefreshBoardAndPieces(0, UpdateBoard:false, Display:false)
       }
    }

    // refresh the board and pieces //
    func RefreshBoardAndPieces(_ Set:Int, UpdateBoard:Bool, Display:Bool)
    {
       // if need to update the board //
       if UpdateBoard
       {
          // recomposite the board //
          RecompositeBoard()
       }

       // update the capture and threatens highlights //
       UpdateCaptureThreatenHighlightLists()

       // draw the saved board image into the context //
       CGContexts[Set].draw(CGImagesBoard[Set], in:CGViewBounds[Set], byTiling:false)

       // recomposite the pieces //
       RecompositePieces(Set)

       // if for the illustrations set //
       if Set == 0
       {
          // append an illustration of the given size //
          Illustrations.append(Graphics.CGImageToNSImage(CGContexts[0].makeImage()!, Size:
                               IllustrationSize))
       }

       // if need to display to the view //
       if Display
       {
          // update the display //
          setNeedsDisplay(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)
```