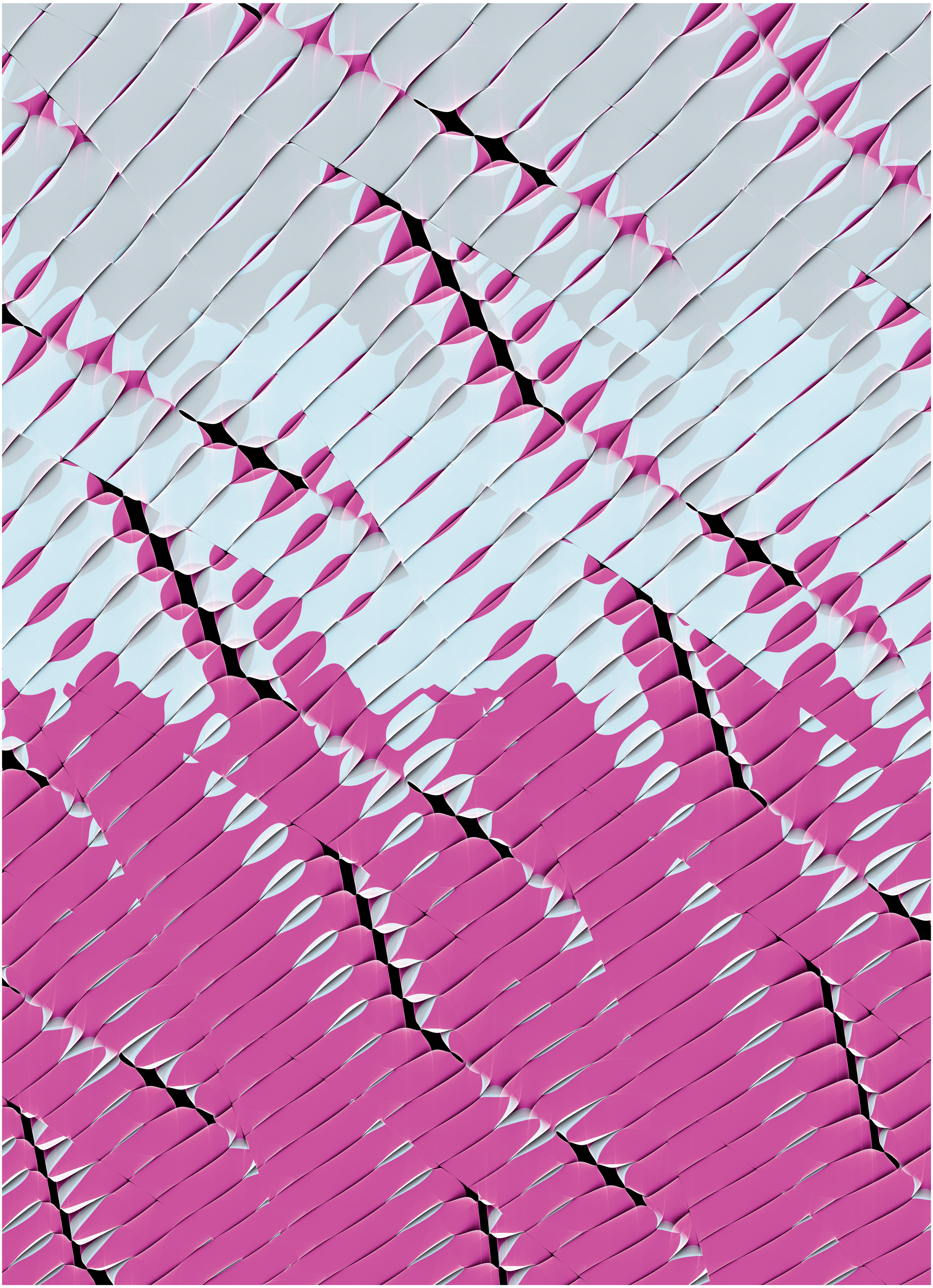

DESTRO.ORG

G018

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float m = 0; float a = 1920; float b = 1200; float m3 = 50000; int num1 = 2; int num2 = 50000; float x1, x2, y1, y2, dxp, dyp, d1, d2, d3, xx, yy, xxc, yyc, dx, dy, xx2, yx2, xx3, yy3, xxp, yyp, fff, ffx, ffy, xxf, yyf; float[] pxli = {924.55, 503.94}; float[] pyli = {716.42, 674.7}; float[] xli = new float[num2]; float[] yli = new float[num2]; float ble = 100; float m5 = 8; float[] d1li = new float[num2]; float m33; float sec = 0; float lastTime = 0; float FIK = 2.56; int SEGMENTx = 1; int SEGMENTy = 1; void setup() {size(4000, 4350, P2D); background(0); frameRate(400); smooth(); pxli[1] = pxli[1] +cos(m5/2.0*PI/180.0)*20; pyli[1] = pyli[1] +sin(m5/2.0*PI/180.0)*20;
pxli[0] = pxli[0] +cos(m5*PI/180.0)*40; pyli[0] = pyli[0] +sin(m5*PI/180.0)*40; for (int i = 0; i < num2; i++) {xli[i] = random(80) +136.6 +35.2/1.5*SEGMENTx; yli[i] = random(60) +144 +24.5*SEGMENTy;} stroke(255, ble); x1 = pxli[0]; y1 = pyli[0]; x1 = pxli[1]; y1 = pyli[1]; dxp = abs(x1 -x2); dyp = abs(y1 -y2); d1 = sqrt(dxp*dxp +dyp*dyp); if (d1 == 0) {d1 = 1;} d1li[0] = d1;} void draw() {m3 = m3 +1; m33 = sin(m3*PI/180)*2 +200; m = m +1; for (int i = 0; i < num2; i++) {xli[i] = random(80) +136.6 +35.2/1.5*SEGMENTx; yli[i] = random(60) +144 +24.5*SEGMENTy;} d1 = d1li[0]; for (int n = 0; n < num2; n++) {xx
= xli[n]; yy = yli[n]; xxc = xx; yyc = yy; dx = abs(xx -pxli[0]); dy = abs(yy -pyli[0]); d2 = sqrt(dx*dx +dy*dy); dx = abs(xx -pxli[1]); dy = abs(yy -pyli[1]); d3 = sqrt(dx*dx +dy*dy); xx = xx +(xx -x2)/d1; yy = yy +(yy -y2)/d1; fff = d2/abs(tan(d1-d2+d3)*m33 +1); xxp = xx -cos(d3*PI/10)*fff; yyp = yy -sin(d3*PI/10)*fff; xx2 = tan(d2/10)*200; yx2 = sin(d2)*200; xx3 = tan(d3/20)*200; yy3 = atan(d3/3)*200; ffx = min(xx2, xx3); if (ffx == 0) {ffx = 0.0001;} xx = xx -(xx -xxp)/ffx; ffy = max(yx2, yy3); if (ffy == 0) {ffy = 0.0001;} yy = yy -(yy -yyp)/ffy; yyf = (yy -296)*6 +1000; xxf = (xx -573)*6 +1000; if (random(2) < 0.5) {stroke(207, 235,
247, ble);} else {stroke(255, 255, 255, ble);} if (abs(xxc -xx) > 0.36) {stroke(209, 64, 146, ble);} if (abs(xxc -xx) < 0.29) {stroke(194, 203, 210, ble);} point((xxf*1.23 +1555)*23.68 -(SEGMENTx -1)*4000, (yyf*1.28 -430)*23.68 -(SEGMENTy -1)*4350); xli[n] = xx; yli[n] = yy;} if (m > 142129) {saveFrame("X-##########.tif"); background(0, 0, 0); m3 = 50000; m = 0; SEGMENTx = SEGMENTx +1; if (SEGMENTx == 10) {SEGMENTx = 1; SEGMENTy = SEGMENTy +1; if (SEGMENTy == 7) {exit();}} for (int i = 0; i < num2; i++) {xli[i] = random(80) +136.6 +35.2/1.5*SEGMENTx; yli[i] = random(60) +144 +24.5*SEGMENTy;}}}
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