G348

*int m = 0; int m3 = 0; int a = 1024; int b = 768; int num = 150000; float[] wli = new float[num]; float[] xli = new float[num]; float[] yli = new float[num]; float[] fali = {386, 647, 414, 233, 378, 529, 159, 452, 332, 491}; float qh = 113 +1011; float qv = 1114; int m4 = 0; float w, xx, yy, d1, d2, d3, d4, d5, xxp, yyp, xx2, yy2, xx3, yy3, rr, x2, y2, ff; int SEGMENTs = 0; int SEGMENTt = 0; void setup() {size(5760, 3600, P2D); background(0); frameRate(900); stroke(255, 5); smooth();} for (int i = 0; i < num; i++) {wli[i] = random(360); xli[i] = random(a); yli[i] = random(b);}} void draw() {m3 = m3 +1; if (m3 == 200) {m3 = 0; m4 = m4 +1; for (int i = 0; i < num; i++) {xli[i] = random(a); yli[i] = random(b);}} for (int n = 0; n < num; n++) {w = wli[n]; xx = xli[n]; yy = yli[n]; xx = abs(xx -qh); yy = abs(yy -qv); d1 = sqrt(xx*xx +yy*yy); if (d1 == 0) {d1 = 0.01;} xx = abs(xx -fali[2]); yy = abs(yy -fali[2]); d2 = sqrt(xx*xx +yy*yy); if (d2 == 0) {d2 = 0.01;} xx = abs(xx -fali[4]); yy = abs(yy -fali[4]); d3 = sqrt(xx*xx +yy*yy); if (d3 == 0) {d3 = 0.01;} xx = abs(xx -fali[6]); yy = abs(yy -fali[6]); d4 = sqrt(xx*xx +yy*yy); if (d4 == 0) {d4 = 0.01;} xx = abs(xx -fali[8]); yy = abs(yy -fali[8]); d5 = sqrt(xx*xx +yy*yy); if (d5 == 0) {d5 = 0.01;} if (d1 > d2) {w = w +(abs(d1 -d2)/20);} if (d2 > d3) {w = w +(abs(d2 -d3)/20);} if (d3 > d4) {w = w +(abs(d3 -d4)/20);} if (d4 > d5) {w = w +(abs(d4 -d5)/20);} if (d5 > d1) {w = w +(abs(d5 -d1)/20);} xxp = xx +(cx -x2)/d1*100; yyp = yx +(cy -y2)/d1*100; xx2 = xx +(cx -x2)/d2*100; yy2 = yx +(cy -y2)/d2*100; xx3 = xx +(cx -x2)/d3*100; yy3 = yx +(cy -y2)/d3*100; ff = min(x2, xx3); if (ff == 0) {ff = 0.0001;} xx = xx -(xx -xxp)/ff; ff = max(yy2, yy3); if (ff == 0) {ff = 0.0001;} yy = yy -(yy -yyp)/ff; rr = (d1-d2+d3+d4-d5)/min(xx3, yy3); xx = xx +cos(w*PI/180)*rr*2; yy = yy +sin(w*PI/180)*rr*2; wli[n] = w; xli[n] = xx; yli[n] = yy; rr = rr*18.75 -275; yy = yy*11.25 -291; pointlyy*4.5 -SEGMENTt*5760; xx*4.5 -SEGMENTs*3600;} if (m4 == 12) {saveFrame(_m5)1_f_##########.tif"; m5 = 0; m4 = 0; background(0); for (int i = 0; i < num; i++) {wli[i] = random(360); xli[i] = random(a); yli[i] = random(b);} SEGMENTs = +1; if (SEGMENTs == 3) {SEGMENTs = 0; SEGMENT = SEGMENT +1; if (SEGMENT == 3) {SEGMENT = 0;}}}}*

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