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Curve Builder (April-2022)

- Create 3D curves and 3D surfaces - 3D curve is able to work with `matplotlib.path`, `matplotlib.quiver`, `matplotlib.contour3d` - Built-in curve editor is based on parametric equations that allows you to easily create almost any curves, lines, splines, and surfaces, but also to alter curves by "scaling" points, changing curve tangents, smoothing, etc. - Connect curve to selected points on a surface by clicking on a surface and choosing "Add Curve" - Share selected curve/surface as `.png`, `.eps`, `.svg` or `.jpg` - 3D curve can also be used as a 3D face generator for `matplotlib.scatter`, `matplotlib.points3d`, `matplotlib.pcolormesh` and `matplotlib.pyplot`. - 3D curves can be used to animate other objects (camera, textures) - 3D surface can be used to create 3D scatter plots (`matplotlib.pyplot.scatter`, `matplotlib.points3d`, `matplotlib.pcolormesh`) - 2D curves can be used to create 2D scatter plots (`matplotlib.pyplot.scatter`, `matplotlib.points3d`, `matplotlib.pcolormesh`) - Curves can be printed (`eps/svg`) - Polygon can be subdivided and smoothed by dragging and clicking in a desired direction - 3D curve can also be used as a 3D face generator for `matplotlib.scatter`, `matplotlib.points3d`, `matplotlib.pcolormesh` and `matplotlib.pyplot`. - Scatter plots can be converted to 3D curve and surface - Curves can be exported to a bitmap and converted to points or lines - 3D line can be used to create 3D scatter plots (`matplotlib.pyplot.scatter`, `matplotlib.points3d`, `matplotlib.pcolormesh`) - 3D lines can be used to create 3D scatter plots (`matplotlib.pyplot.scatter`, `matplotlib.points3d`, `matplotlib.pcolormesh`) - Curves can be used to generate particles - Lines can be used to generate particles - Surfaces can be used to generate particles - Curves can be used

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0092 - Set the view angle (default front); 0093 - Set the view angle (default left); 0094 - Set the view angle (default bottom); 0095 - Set the view angle (default perspective); 0096 - Zoom in and out; 0097 - Zoom in to fit the screen; 0098 - Zoom in and out; 0099 - Zoom in to fit the screen; 0100 - Set the scale; 0101 - Show or hide the curve split; 0102 - Show or hide the segment labeling; 0103 - Show or hide the curve end point labeling; 0104 - Draw the polygonal line of curve segments; 0105 - Show or hide the curve keypoints; 0106 - Zoom in and out; 0107 - Change curve color; 0108 - Change curve color in a portion of the curve; 0109 - Change curve color in a portion of the curve; 0110 - Change curve color in a portion of the curve; 0111 - Change curve color in a portion of the curve; 0112 - Change curve color in a portion of the curve; 0113 - Change curve color in a portion of the curve; 0114 - Change curve color in a portion of the curve; 0115 - Change curve color in a portion of the curve; 0116 - Change curve color in a portion of the curve; 0117 - Change curve color in a portion of the curve; 0118 - Change curve color in a portion of the curve; 0119 - Change curve color in a portion of the curve; 0120 - Change curve color in a portion of the curve; 0121 - Change curve color in a portion of the curve; 0122 - Change curve color in a portion of the curve; 0123 - Change curve color in a portion of the curve; 0124 - Change curve color in a portion of the curve; 0125 - Change curve color in a portion of the curve; 0126 - Change curve color in a

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Curve Builder is a function-parametric curve drawing software. Curve Builder also draws graph for parametric functions where you set real function for each coordinate in 3D space. Drawing is isometric with 4 viewing angles - front, left, bottom and perspective. Curve Builder also features an Auto-zoom function that will set the zoom ratio in order to get the best fit on your PC's screen. Interesting feature is calculating curve length, something like in "real" mathematical analysis - split segment to many parts and then calculate length of polygonal line./\* Copyright (c) 2018 VMware, Inc. All Rights Reserved. Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License. \*/ package tenant import ( "context" "crypto/md5" "encoding/base64" "fmt" "github.com/vmware/govmomi/vim25/types" ) func tenantIDFromVm(ctx context.Context, vmObject types.ManagedObjectReference) (string, error) { vmi := vmInfoFromVm(vmObject) if vmi.Error != nil { return "", vmi.Error } tenantName := vmi.ID.Reference \_, err := types.GetInstanceType(ctx, vmObject) if err != nil { return "", err } return tenantName, nil } func tenantIDFromKubeconfig(ctx context.Context, kubeconfigPath string) (string, error) { return types.KubeconfigPathStringToTenantID(kubeconfigPath) } func tenantID

Curve Builder is a freeware 3D surface construction program that allows you to create parametric 3D curves ( $x(u,v,w)$ ,  $y(u,v,w)$ ,  $z(u,v,w)$ ) for mathematical functions. Curve Builder allows you to create curves by setting coordinates on their basis, each of the coordinate values in 3D space ( $x,y,z$ ) define the point. The next step is to define real function for each coordinate -  $x(u,v,w)$ ,  $y(u,v,w)$ ,  $z(u,v,w)$ . By setting the value for each coordinate of the function you'll get curve on your 3D parametric space. You can have an overview of your curve in 3D view or from the perspective of any point on the curve. Curves can also be split to multiple parts. Key features: 1. Function generator (Function) - generator allows you to create parametric function ( $x(u,v,w)$ ,  $y(u,v,w)$ ,  $z(u,v,w)$ ) where you set points for each coordinate, so you'll be able to control the shape of curve. You can have an overview of your curve in 3D view or from the perspective of any point on the curve. There are 8 types of functions to be generated - parabolic, circle, ellipse, hyperbola, power function, exponential, logarithm and sinusoidal function. You can also calculate the tangents at each point of the curve. For your convenience all the curves parameters ( $x,y,z$ ) are saved as text files and can be recalled any time. 2. Curve Splitting - function creator allows to split your curve to multiple parts. There are 8 types of curves to be split: polygonal lines, plane curves, surface curves, curves passing through sphere, tubes, cylinders, cones and toruses. 3. Curve Performing - your curves can be performed to the parametric space. There are 8 types of curves to be performed: surface curves, plane curves, curves passing through sphere, tubes, cylinders, cones and toruses. 4. Calculation of Curve Length - this feature calculates curve length. You may use the graph of parametric function to measure the length of curve (you need to split your curve to multiple parts). 5. Auto-zoom - auto-zoom calculates the zoom ratio to get the best fit on your screen. 6. Parallel curves - if you want to have parallel curves in parametric space ( $x(u,v,w)$ ,  $y(u,v,w)$ ,  $z(u,v,w)$ ) you need to save some of your created curves on the basis of  $x$ ,  $y$  or  $z$  coordinate and set this parameter for the rest of them ( $x(u,v,w)$ ,  $y(u,v,w)$ ,  $z(u,v,w)$ )

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**System Requirements:**

Android devices and NVIDIA SHIELD Android TV (tvOS 12.0). Instructions: 1. Please make sure that you have at least 50MB free space on your device. 2. Please turn off your device, and reboot it when prompted. 3. When it is prompted again, insert the Android device into the USB port of the computer and power on. 4. Once it is fully booted, hold the Power/Lock key (bottom left of your Android device) and then: - If your

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