



- osu!
 - osu! Lazer 
- Visual Studio Code
 - markdownlint
- Vim

osu!

osu!

osu! Lazer

osu! Lazer Performance Point Lazer
&

osu! Lazer

osu! Lazer

- notelock EZ pass
- Beatmap osu! supporter
- Replay ()
- (
)
- Offset
-
- Mod osu! supporter :/
- mapping

-
- Skin
- Lazer Mode Lazer (pp)

osu! Lazer

Lazer (Mod)

Mod () (









- NVIDIA ☐ G-Sync☐☐☐☐☐ DLSS ☐☐
- AMD ☐ Anti-lag☐ AFMF☐ VRR (FreeSync)
- Discord ☐☐☐☐☐☐
- GeForce Experience ☐☐☐☐☐☐
- AMD Adrenalin Edition ☐☐☐☐☐☐

FPS Ctrl + F7

 \rightarrow

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 Direct3D
 OpenGL



 Borderless 
 Offset  (
 
) 

OpenTabletDriver



The diagram illustrates the process of flattening a 2D array. It starts with two separate 2x1 grids, each containing two empty cells. An arrow points to a single 2x3 grid, which also contains two empty cells. A second arrow points to a single 1x12 grid, which contains two empty cells. This represents the transformation of a 2D structure into a 1D array.

OpenTabletDriver Filter osu! Lazer



-> ... osu! Lazern

2024-02-02 170246.png

osu! Lazer (Windows) osu! Lazer

2024-02-02 170312.png

[illegible]

Windows

osu! Lazer

[illegible]

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osu_2024-02-02_21-19-20.jpg



osu!



(SHA-256)

peppy GitHub 2021

Lazer

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osu!

2024/02/02

“We will be introducing management interfaces in the game that will actually make things easier in the long run. These should come online in 2021.

Visual Studio Code

VSCode 

markdownlint

Markdown

HTML Element

MD033 Markdown HTML Element (

<sup>

<sub>

)

VSCode

markdownlint:config

 markdownlint setting.json

"markdownlint.config"

```
"markdownlint.config": {
  "no-inline-html": {
    "allowed_elements": ["sup", "sub"]
  }
}
```

Markdown

Vim

vim - vim editor

vim : vim editor

vim : vim editor

vim : vim editor

- vim : vim editor
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Normal Mode vim / vim




vim

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vim

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- dXw :  X 
- dd : 



w e

- **w**:
- **e**:
- **0**: