



- 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

 ->

 ->

 Direct3D
 OpenGL



 Borderless 
 Offset  (
 
) 

OpenTabletDriver



Diagram illustrating the merging of two sorted arrays into a single sorted array:

- Array 1: [1, 2]
- Array 2: [3, 4]
- Merged Array: [1, 2, 3, 4]

OpenTabletDriver Filter osu! Lazer



2024-02-02 170246.png

osu! Lazer (Windows) osu! Lazer

2024-02-02 170312.png



osu!

Windows

osu! Lazer

[illegible][illegible]

()

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



osu!

(SHA-256)

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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

[illegible]















□□□□□□□□ :q □□□□ Vim □□

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Vim ☐ ☐ ☐ ☐ ☐

- [illegible]




Normal Mode ☐ / ☐




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- `:q!` : 
- `:wq` : 
- `:Tutor` :  Neovim 
- `h j k l` : 
- `x` : 
- `u` : 
- `U` : 
- `i` :  Insert Mode  a.k.a 
- `a` :  Insert Mode  (append)
- `Ctrl+R` :  (Redo)

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 d

- **dw** : 
- **de** : 
- **d\$** : 

- dXw :  X 
- dd : 



w e

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