



- 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]       $\rightarrow$       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

vim - vim editor

vim : vim editor

vim : vim editor

vim : vim editor

- vim : vim editor
- vim : vim editor

## Normal Mode vim / vim

vim




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vim

vim d vim

- vim : vim editor
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- vim : vim editor



- **dXw** :  X 
- **dd** : 



w  e

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