

Opengl Es 2 0 Demo

Philip Rideout

OpenGL ES 2.0 Programming Guide Aaftab Munshi, Dan Ginsburg, Dave Shreiner, 2008-07-24

OpenGL ES 2.0 is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. With OpenGL ES 2.0, the full programmability of shaders is now available on small and portable devices—including cell phones, PDAs, consoles, appliances, and vehicles. However, OpenGL ES differs significantly from OpenGL. Graphics programmers and mobile developers have had very little information about it—until now. In the OpenGL® ES 2.0 Programming Guide, three leading authorities on the OpenGL ES 2.0 interface—including the specification's editor—provide start-to-finish guidance for maximizing the interface's value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions. Using detailed C-based code examples, they demonstrate how to set up and program every aspect of the graphics pipeline. You'll move from introductory techniques all the way to advanced per-pixel lighting, particle systems, and performance optimization. Coverage includes: Shaders in depth: creating shader objects, compiling shaders, checking for compile errors, attaching shader objects to program objects, and linking final program objects The OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniforms, varyings, precision qualifiers, and invariance Inputting geometry into the graphics pipeline, and assembling geometry into primitives Vertex shaders, their special variables, and their use in per-vertex lighting, skinning, and other applications Using fragment shaders—including examples of multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor test, stencil test, depth test, multisampling, blending, and dithering Advanced rendering: per-pixel lighting with normal maps, environment mapping, particle systems, image post-

processing, and projective texturing Real-world programming challenges: platform diversity, C++ portability, OpenKODE, and platform-specific shader binaries

Pro OpenGL ES for Android Mike Smithwick, Mayank Verma, 2012-06-12 In *Pro OpenGL ES for Android*, you'll find out how to harness the full power of OpenGL ES, and design your own 3D applications by building a fully-functional 3D solar system model using Open GL ES! OpenGL has set the standard for 3D computer graphics, and is an essential aspect of Android development. This book offers everything you need to know, from basic mathematical concepts to advanced coding techniques. You'll learn by building a fascinating 3D solar system simulator! After introducing Open GL ES, *Pro OpenGL ES for Android* explains the basics of 3D math and then orients you to the native Android 3D libraries you'll be using in your own 3D games and the solar system project you'll build using this book. Through the solar system example project, you'll learn how to incorporate a variety of graphic and animation techniques into your applications. You will also discover how the full spectrum of 3D development that awaits, with topics such as lighting, texture-mapping, modeling, shaders, blending modes, and several more advanced concepts. By the time you finish *Pro OpenGL ES for Android*, you'll have learned all the skills you'll need to build your own incredible 3D applications, based on one of the most powerful 3D libraries available.

Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 Romain Marucchi-Foino, 2012-01-18 Develop graphically sophisticated apps and games today! The smart phone app market is progressively growing, and there is new market gap to fill that requires more graphically sophisticated applications and games. *Game and Graphics Programming for iOS and Android with OpenGL ES 2.0* quickly gets you up to speed on understanding how powerful OpenGL ES 2.0 technology is in creating apps and games for amusement and effectiveness. Leading you through the

development of a real-world mobile app with live code, this text lets you work with all the best features and tools that Open GL ES 2.0 has to offer. Provides a project template for iOS and Android platforms Delves into OpenGL features including drawing canvas, geometry, lighting effects, character animation, and more Offers explanation of full-function 2D and 3D graphics on embedded systems Addresses the principal technology for hardware-accelerated graphical rendering Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 offers important, need-to-know information if you're interested in striking a perfect balance between aesthetics and functionality in apps.

OpenGL ES 3.0 Programming Guide Dan Ginsburg,Budirijanto Purnomo,Dave Shreiner,Aaftab Munshi,2014-02-28 OpenGL ® ES TM is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL® ESTM 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux, and the authors demonstrate how to build

OpenGL ES code for each platform. Coverage includes EGL API: communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces Shaders: creating and attaching shader objects; compiling shaders; checking for compile errors; creating, linking, and querying program objects; and using source shaders and program binaries OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance Geometry, vertices, and primitives: inputting geometry into the pipeline, and assembling it into primitives 2D/3D, Cubemap, Array texturing: creation, loading, and rendering; texture wrap modes, filtering, and formats; compressed textures, sampler objects, immutable textures, pixel unpack buffer objects, and mipmapping Fragment shaders: multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor, stencil, and depth tests; multisampling, blending, and dithering Framebuffer objects: rendering to offscreen surfaces for advanced effects Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing Sync objects and fences: synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language.

OpenGL Programming Guide Dave Shreiner, 2010 OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL ® Programming Guide, Seventh Edition , provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous

edition covered OpenGL through Version 2.1. This seventh edition of the best-selling “red book” describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 Romain Marucchi-Foino, 2012-01-30 Develop graphically sophisticated apps and games today! The smart

phone app market is progressively growing, and there is new market gap to fill that requires more graphically sophisticated applications and games. Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 quickly gets you up to speed on understanding how powerful OpenGL ES 2.0 technology is in creating apps and games for amusement and effectiveness. Leading you through the development of a real-world mobile app with live code, this text lets you work with all the best features and tools that Open GL ES 2.0 has to offer. Provides a project template for iOS and Android platforms Delves into OpenGL features including drawing canvas, geometry, lighting effects, character animation, and more Offers explanation of full-function 2D and 3D graphics on embedded systems Addresses the principal technology for hardware-accelerated graphical rendering Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 offers important, need-to-know information if you're interested in striking a perfect balance between aesthetics and functionality in apps.

OpenGL ES 3.0 Programming Guide Dan Ginsburg,Budirijanto Purnomo,Dave Shreiner,Aaftab Munshi,2014 This text details the entire OpenGL ES 3.0 pipeline with detailed examples in order to provide a guide for developing a wide range of high performance 3D applications for embedded devices.

Learn OpenGL ES Prateek Mehta,2013-08-29 Want to create sophisticated games and graphics-intensive apps? Learn OpenGL ES gets you started immediately with OpenGL ES. After mastering the basics of OpenGL ES itself, you will quickly find yourself writing and building game apps, without having to learn about object oriented programming techniques. This book demonstrates the use of a powerful open-source modeling tool, Blender. You will be guided, step by step, through the development of Tank Fence, a dynamic, interactive 3D game. Along the way you'll gain skills in

building apps with Eclipse and the Android SDK or NDK, rendering graphics using hardware acceleration, and multithreading for performance and responsiveness. iOS developers will also find this book's information invaluable when writing their apps. You'll learn everything you need to know about: Creating simple, efficient game UIs Designing the basic building blocks of an exciting, interactive 3D game Pulling all the elements together with Blender, a powerful open-source tool for modeling, animation, rendering, compositing, video editing, and game creation Taking the next big step using custom and inbuilt functions, texturing, shading, light sources, and more Refining your mobile game app through collision detection, player-room-obstacle classes, and storage classes Doing all this efficiently on mobile devices with limited resources and processing What you'll learn How to install and use OpenGL ES 2.0 on Android GLSL ES Fundamentals State Management Modeling 3D Objects Using Blender Using the Perl Mesh Parser Vertex Buffer Objects Using Color Masks sampler2D and samplerCube Uniforms Multi-Texturing Lambert Illumination Model Implementing the Lighting Equation Design, write, and build Tank Fence, an interactive 3D game Who this book is for Learn OpenGL ES is ideal for mobile game and interactive app developers who want to know more about the OpenGL ES engine and and use it to build more sophisticated, graphically-rich games and other apps. While the code is developed on Android, iOS developers will also find this book invaluable. Table of Contents1. Why OpenGL ES? 2. UI for games: Keep it simple 3. First Steps: Mobile Game App Development 4. 3D Modeling 5. Functions, Shading, Light Source and Objects 6. Carrying Further: Collision Detection

OpenGL ES 2.0 Programming Guide Aaftab,Aaftab Munshi,Dave Shreiner,Dan Ginsburg,2008

OpenGL ES 2 for Android Kevin Brothaler,2013-06-26 Printed in full color. Android is booming like never before, with millions of devices shipping every day. It's never been a better time to learn

how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does. Everything you learn is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL.

Beginning Android Games Robert Green, Mario Zechner, 2013-01-26 Beginning Android Games, Second Edition offers everything you need to join the ranks of successful Android game developers, including Android tablet game app development considerations. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android and earlier version compliant smartphones and now tablets. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an

attractive target for aspiring game developers. Do you have an awesome idea for the next breakthrough mobile gaming title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in new Android SDK and earlier SDK releases for Android smartphones and tablets: The fundamentals of game development and design suitable for Android smartphones and tablets The Android platform basics to apply those fundamentals in the context of making a game, including new File Manager system and better battery life management The design of 2D and 3D games and their successful implementation on the Android platform This book lets developers see and use some Android SDK Jelly Bean; however, this book is structured so that app developers can use earlier Android SDK releases. This book is backward compatible like the Android SDK.

OpenGL Insights Patrick Cozzi, Christophe Riccio, 2012-07-23 Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom. The contributors also examine asynchronous buffer and texture transfers, performance state tracking, and programmable vertex pulling. Sharpen Your Skills Focusing on current and emerging techniques for the OpenGL family of APIs, this book demonstrates the breadth and depth of OpenGL. Readers will gain practical skills to solve problems related to performance, rendering, profiling, framework design, and more.

OpenGL® ES 2.0 Programming Guide Aaftab Munshi, Dave Shreiner, Dan Ginsburg, 2008 OpenGL ES 2.0 is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. With OpenGL ES 2.0, the full programmability of shaders is now available on small and portable devices--including cell phones, PDAs, consoles, appliances, and vehicles. However, OpenGL ES differs significantly from OpenGL. Graphics programmers and mobile developers have had very little information about it--until now. In the OpenGL® ES 2.0 Programming Guide, three leading authorities on the Open GL ES 2.0 interface--including the specification's editor--provide start-to-finish guidance for maximizing the interface's value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions. Using detailed C-based code examples, they demonstrate how to set up and program every aspect of the graphics pipeline. You'll move from introductory techniques all the way to advanced per-pixel lighting, particle systems, and performance optimization. Coverage includes: Shaders in depth: creating shader objects, compiling shaders, checking for compile errors, attaching shader objects to program objects, and linking final program objects The OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniforms, varying, precision qualifiers, and invariance Inputting geometry into the graphics pipeline, and assembling geometry into primitives Vertex shaders, their special variables, and their use in per-vertex lighting, skinning, and other applications Using fragment shaders--including examples of multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor test, stencil test, depth test, multisampling, blending, and dithering Advanced rendering: per-pixel lighting with normal maps, environment mapping, particle systems, image post-processing, and projective texturing Real-world programming challenges: platform diversity, C++ portability, OpenKODE, and platform-specific

shader binaries.

iPhone 3D Programming Philip Rideout, 2010-05-03 What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

Beginning Android 3D Game Development Robert Chin, 2014-03-11 Beginning Android 3D Game Development is a unique book for today's Android and game app developers who want to learn how to build 3D game apps that run on the latest Android KitKat platform using Java and OpenGL ES. A Drone Grid game case study is included.

Mobile 3D Graphics Kari Pulli, Tomi Aarnio, Ville Miettinen, Kimmo Roimela, Jani Vaarala, 2007-11-19 Graphics and game developers must learn to program for mobility. This book will teach you how. This book - written by some of the key technical experts...provides a comprehensive but practical and

easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come. - Lincoln Wallen, CTO, Electronic Arts, Mobile “This book is an escalator, which takes the field to new levels. This is especially true because the text ensures that the topic is easily accessible to everyone with some background in computer science...The foundations of this book are clear, and the authors are extremely knowledgeable about the subject. - Tomas Akenine-Möller, bestselling author and Professor of Computer Science at Lund University This book is an excellent introduction to M3G. The authors are all experienced M3G users and developers, and they do a great job of conveying that experience, as well as plenty of practical advice that has been proven in the field. - Sean Ellis, Consultant Graphics Engineer, ARM Ltd The exploding popularity of mobile computing is undeniable. From cell phones to portable gaming systems, the global demand for multifunctional mobile devices is driving amazing hardware and software developments. 3D graphics are becoming an integral part of these ubiquitous devices, and as a result, Mobile 3D Graphics is arguably the most rapidly advancing area of the computer graphics discipline. Mobile 3D Graphics is about writing real-time 3D graphics applications for mobile devices. The programming interfaces explained and demonstrated in this must-have reference enable dynamic 3D media on cell phones, GPS systems, portable gaming consoles and media players. The text begins by providing thorough coverage of background essentials, then presents detailed hands-on examples, including extensive working code in both of the dominant mobile APIs, OpenGL ES and M3G. C/C++ and Java Developers, graphic artists, students, and enthusiasts would do well to have a programmable mobile phone on hand to try out the techniques described in this book. The authors, industry experts who helped to develop the OpenGL ES and M3G

standards, distill their years of accumulated knowledge within these pages, offering their insights into everything from sound mobile design principles and constraints, to efficient rendering, mixing 2D and 3D, lighting, texture mapping, skinning and morphing. Along the way, readers will benefit from the hundreds of included tips, tricks and caveats. Written by experts at Nokia whose workshops at industry conferences are blockbusters The programs used in the examples are featured in thousands of professional courses each year

3D for iPhone Apps with Blender and SIO2 Tony Mullen, 2010-04-01 Create exciting, interactive 3D apps for the iPhone and iPod Touch What a combination-using free, open-source Blender software and the SIO2 game engine to create very cool 3D characters and games for the very hot devices of the moment, the iPhone and iPod Touch. Whether you're coming to this as an iPhone developer or as a Blender artist, this book is for you. Learn how to create 3D content using Blender's WYSIWYG approach, find helpful information on Xcode and other iPhone SDK topics, master physical collisions, and acquire the skills you need to bridge both worlds with fun, compelling content. Shows you what you need to know to use Blender software, the SIO2 game engine, and iPhone SDK to create interactive 3D content for the iPhone and iPod Touch Walks you through a series of tutorials that you can use as starting points for your own creations Provides enough information on the iPhone software developer kit (SDK) to get you started quickly Covers Blender's physics simulation library, Bullet, and Blender's robust collision functionality Bridge the exciting worlds of Blender and iPhone app development in an easy-to-follow pipeline with this one-of-a-kind guide.

OpenGL Programming Guide Dave Shreiner, The Khronos OpenGL ARB Working, 2009-07-21 Please note that this title's color insert (referred to as Plates within the text) is not available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-

generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling “red book” describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL’s deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of

OpenGL and related technologies.

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GPU Pro 6 Wolfgang Engel,2015-07-28 The latest edition of this bestselling game development reference offers proven tips and techniques for the real-time rendering of special effects and visualization data that are useful for beginners and seasoned game and graphics programmers alike.Exploring recent developments in the rapidly evolving field of real-time rendering, GPU Pro6: Advance

Unveiling the Energy of Verbal Art: An Psychological Sojourn through **Opengl Es 2 0 Demo**

In a global inundated with monitors and the cacophony of fast connection, the profound energy and psychological resonance of verbal art usually fade in to obscurity, eclipsed by the regular onslaught of sound and distractions. Yet, nestled within the musical pages of **Opengl Es 2 0 Demo**, a fascinating function of fictional elegance that impulses with natural thoughts, lies an remarkable trip waiting to be embarked upon. Penned with a virtuoso wordsmith, that enchanting opus guides readers on a mental odyssey, delicately exposing the latent possible and profound impact embedded within the elaborate web of language. Within the heart-wrenching expanse with this evocative analysis, we shall embark upon an introspective exploration of the book is key themes, dissect its interesting publishing fashion, and immerse ourselves in the indelible effect it leaves upon the depths of readers souls.

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Opengl Es 2 0 Demo Introduction

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