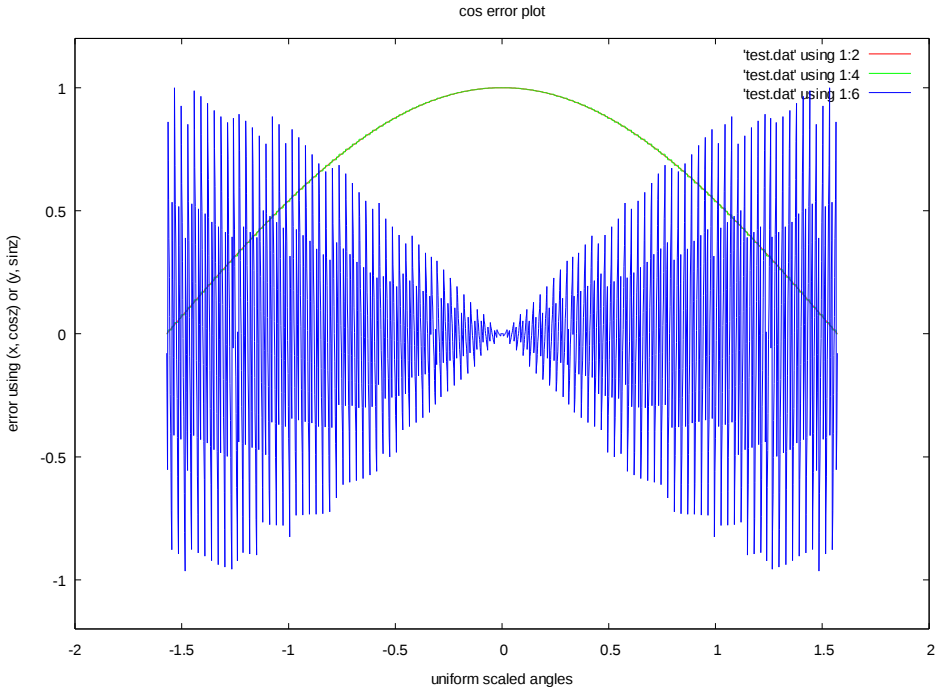
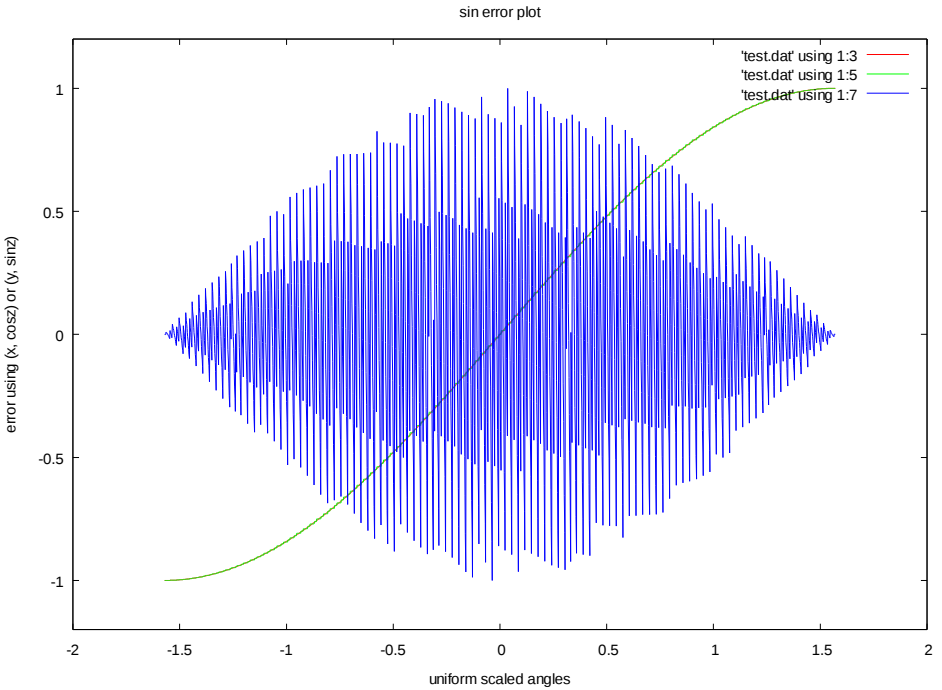
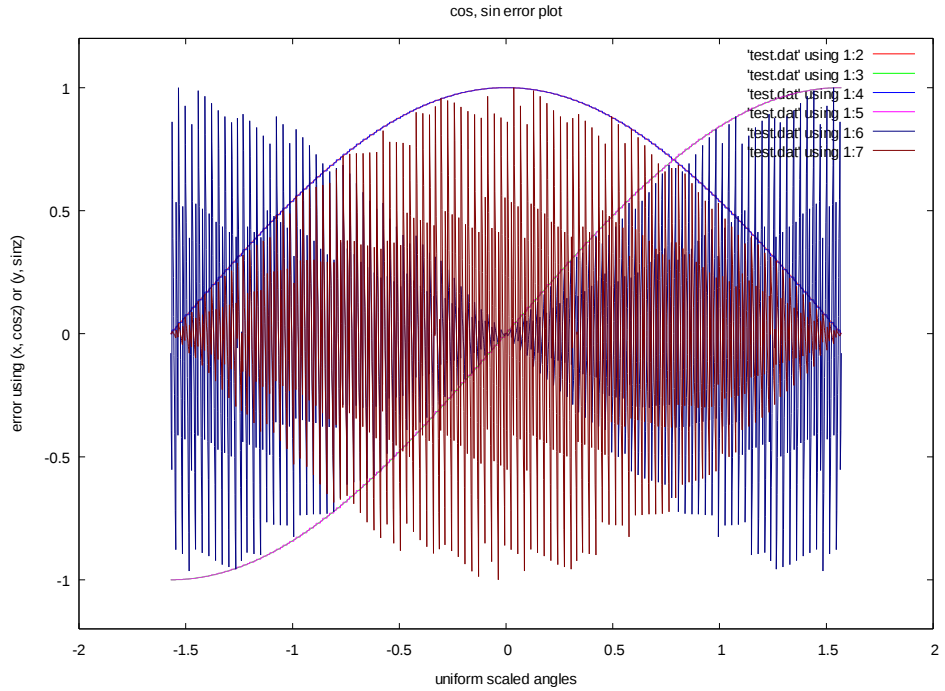


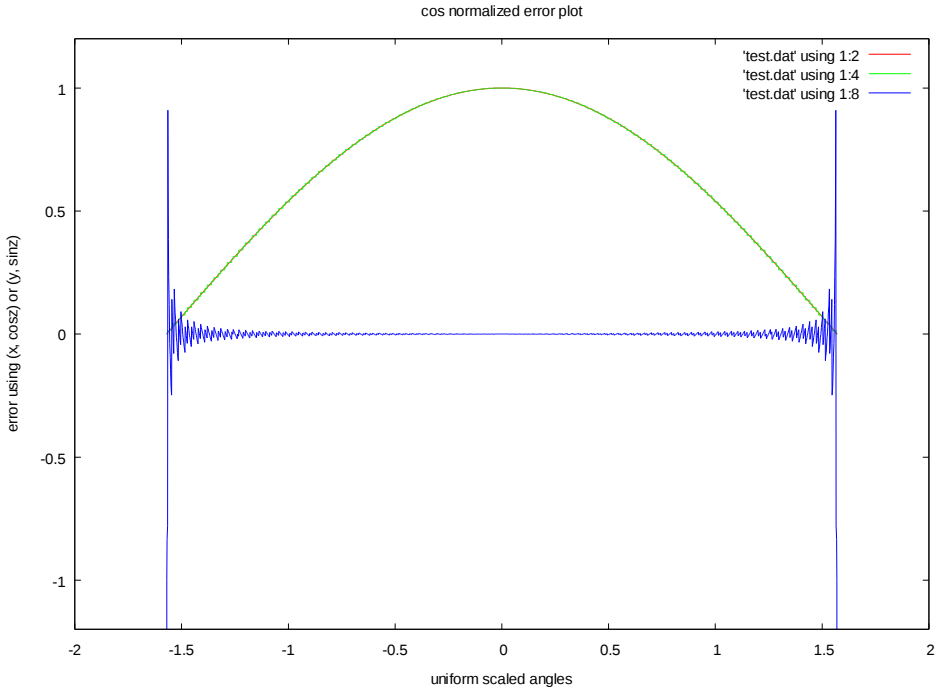


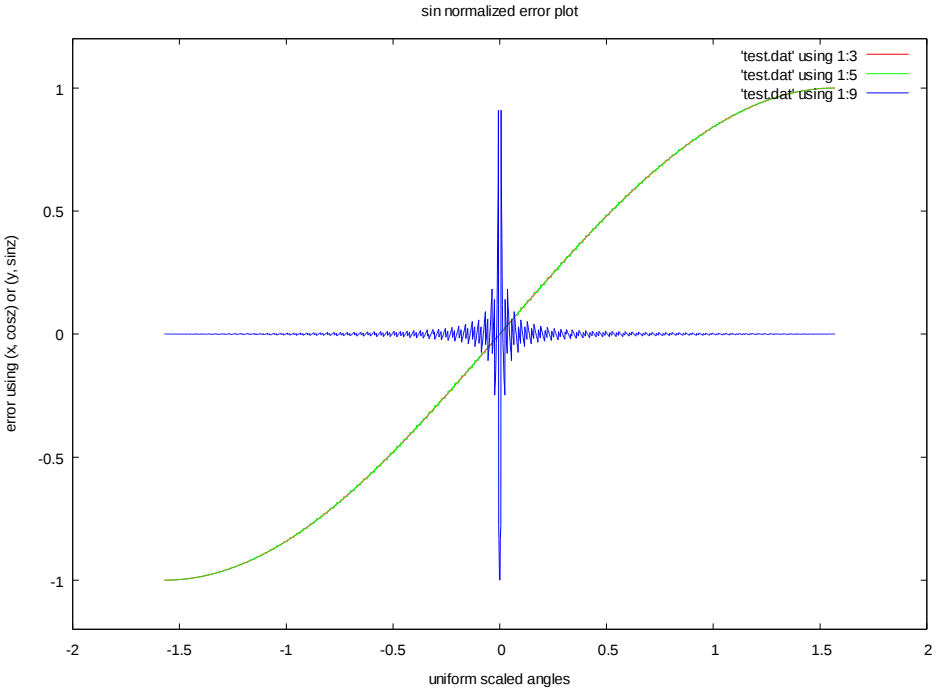


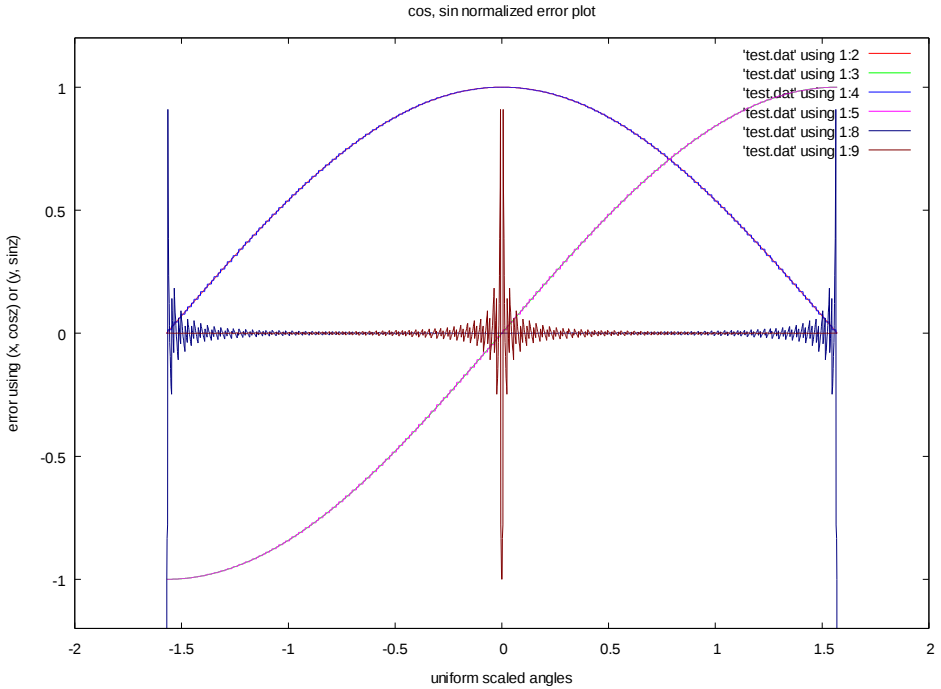

```
nIter       = 20;
nAngle      = 1 << nIter;

th          = 0.01;
nBreak      = 0;
nBreakInit  = 0;

GnuTerm = "emf";  // wxt or emf
```





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nAngle      = 1 << nIter;

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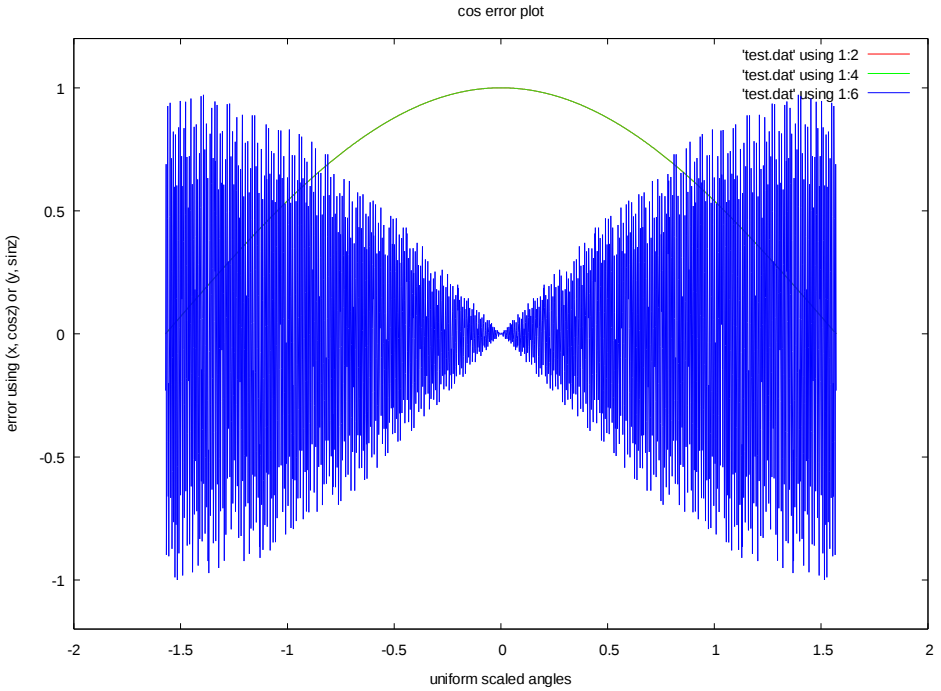
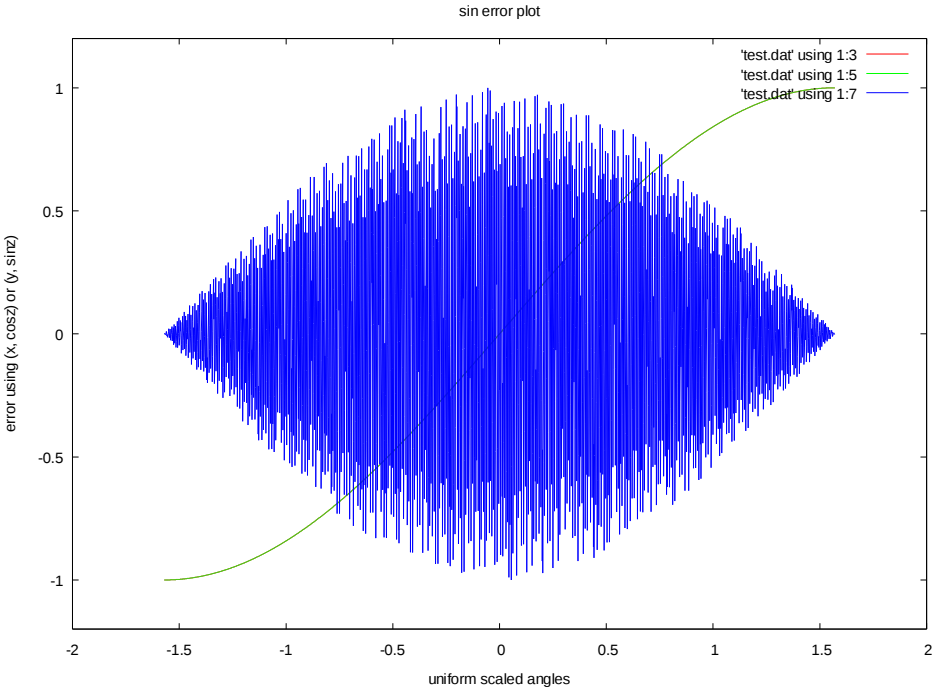
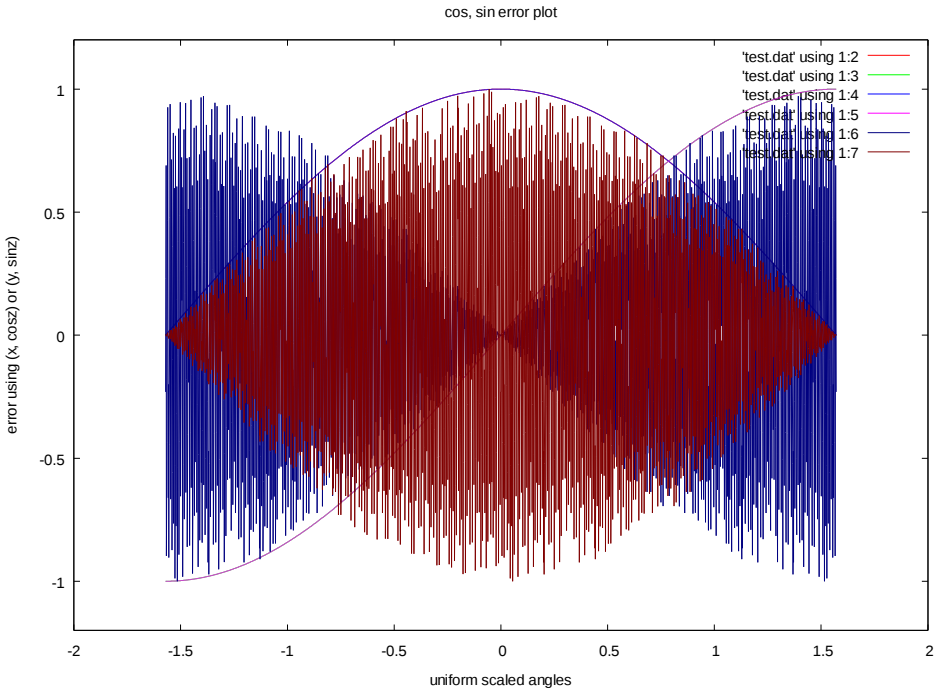


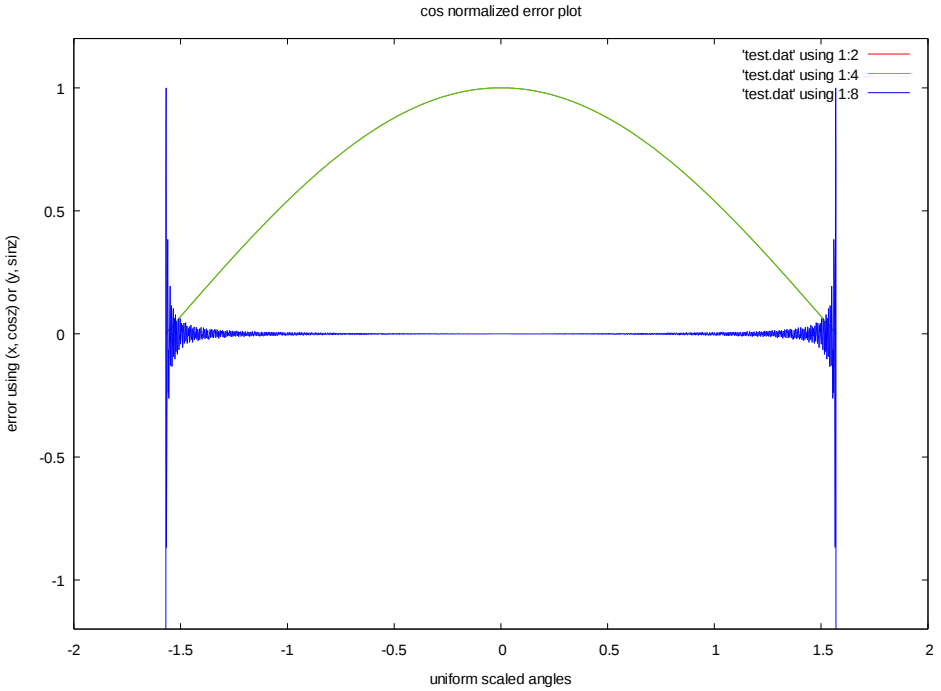


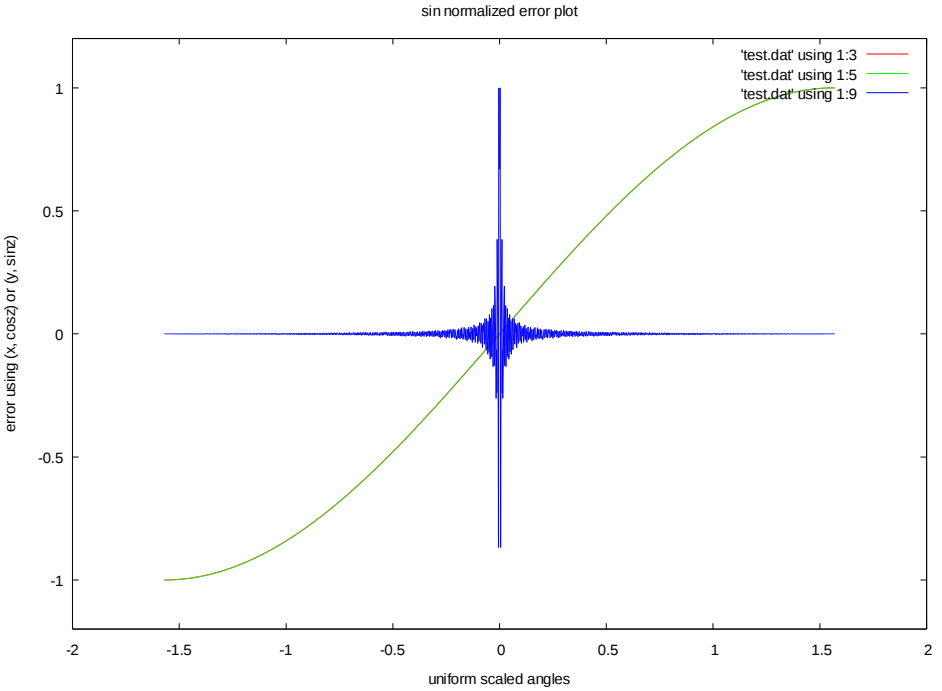


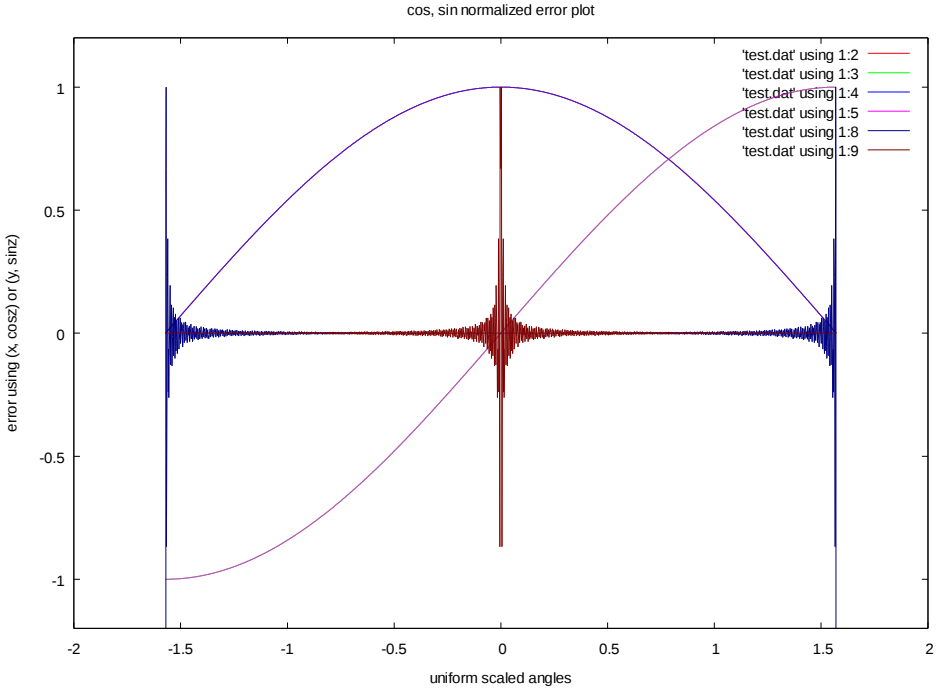

```
nIter       = 20;
nAngle      = 1 << nIter;

th          = 0.0;
nBreak      = 0;
nBreakInit  = 0;

GnuTerm = "emf";  // wxt or emf
```





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nIter       = 20;
nAngle      = 1 << nIter;

th          = 0.0;
nBreak      = 0;
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