

Malárics Viktor

semmi

Téráramlások parciális együttműködése





1. Bevezető a tizennegyedik részhez

Világformáló klímacsúcs? Kérdezi az egyik hírportál, majd megjegyzi: dehogy, Párizsban nem történt semmi. Valóban, a klímaváltozás veszélyeiről volt szó, és a szükséges intézkedések önkéntes teljesítésének jövőidőbe tétele, ez történt, de a lényegről egy szó sem esett. Mi a lényeg? A civilizáció létét, - *az esetleges kozmikus hatások mellett*- a túlszaporodás és a gátlástalan hatalomszerzésre irányuló törekvések veszélyeztetik, ezeket kellene megszüntetni.

A rejtőzködő pénz hatalom a háttérből manipulálja szinte a teljes civilizációt, elértékteleníti az értékeket, folyamatosan megtéveszt, bomlaszt, destabilizál, összezavarja az emberi tudatot, gerjeszti az igényeket, fokozza a termelést, így az ember által teremtett világ folyamatosan növekszik. Mindez a hatalom erejében történik. Ez a folyamat a véges földi feltételek mellett nem fenntartható, pusztuláshoz vezet.

Az éhezőknek étel kell, a szomjazónak tiszta víz és nincs szüksége kincsekre, felbecsülhetetlen értékekre, csúcstechnológiás szerkezetekre és hadigépezetekre, továbbá nincs szüksége mérgekre, valamint a folyamatos tudatmanipulációra sem. Az ember folyamatosan és egyre gyorsuló ütemben teremt, de mi az, amit teremt?

Az ember nem a szép új világot teremti, hanem a veszélyes hulladékok egyre nagyobb tömegeit. Belátható az ember által teremtett dolgok, döntő többsége */egy rövid tranziens élettartamot figyelmen kívül hagyva/* hamarosan veszélyes hulladékká válik, így összegezve és kisarkítva megállapítható: az ember veszélyes hulladékot teremt, ami előbb-utóbb méregként beépül a táplálékláncba. A teremtett mérgezi teremtőjét, a teremtő saját pusztulásán munkálkodik, persze a hatalom csúcsán lévők túlélőnek hiszik magukat.

Egyes mérgek néhány tíz év alatt képesek lebomlani, mások csak évezredek múlva, ilyenek a lélekmérgek is. A gyakorlati tapasztalatok szerint az emberi tudatot szutykosító lélekmérgek veszélyesebbek az emberi testet közvetlenül pusztító mérgeknél is. A lélekmérgek a régi-, valamint a folyamatosan megújuló, erőszakos, tekintélyelvű ideológiákból és szemléletekből áradnak, e szemléletek közvetlenül, vagy közvetve valamennyien a hatalom centralizációt segítik, és a kipusztuláshoz vezetnek.

E dolgozat új természetszemlélete nem ilyen, egyrészt nem erőszakos, másrészt ellentmondásmentesnek tűnő logikai építményt alkot, a megismerést és a túlélést segíti. A dolgozat által képviselt új természetszemlélet jelenleg nem ismert, nem elfogadott. A jelenlegi műszaki gyakorlatban *Newton* szemlélete széles körben ismert és elfogadott, de kevésbé ismert az Ő szándéka. *Newton* szándéka nem a tudomány fejlesztésére irányult, Ő a mélyen gyökerező hitével a teremtő felé vezető ösvényt kereste. E dolgozat a gyakorlatban is alkalmazható megoldásokat próbál kifürkészni, de nem profitszerzési szándék vezeti. Az új gyakorlati

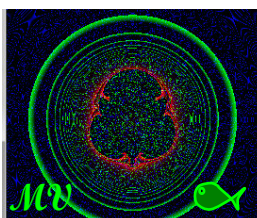
alkalmazások segíthetik az új szemlélet megismerését és elfogadását. A létező valóság valódi arcát kutatók a keresők, az ő tetteiket nem valamiféle céltételes szándék vezérli, ők egyszerűen nem tehetnek mást, a génekbe zárt belső program utasításait követik.

Az új természetszemlélet logikai építménye, - a jelenlegi gyakorlattal szemben- egyetlen eredendőnek feltételezett minőségből vezeti le a létező valóság össze minőségét. A dolgozat elképzelése szerint a létező valóság minden jelensége rendszerminőség és az elemi rendszerek mozgástartalmából származtatható. A rendszer minőségek egyetlen nagy fraktál alakzatba rendezhetők, ez a természet fraktál. A természet fraktál időtlen jelenség, amely folyamatosan átrendeződik, és nem ismétli önmagát. A természet fraktál rész alakzata az élet fraktál, amely szintén időtlen és változó, a természet fraktál alakzathoz hasonló, illeszkedik a rendszerszintekhez, de az általun ismert formáktól eltérő tartalmú. A mi rendszerszintünk felett és alatt is léteznek életjelenségek, léteznek magasabb rendszerszintű szuperintelligenciák, de a velük való kommunikáció, a tér és időléptékek eltérő volta miatt, szinte kizárt. A szuperintelligenciák, nem mindenhatók, nem képesek diszkrét elemek azonosítására, de képesek az anyagcsere kapcsolatok befolyásolására.

A természet fraktál sokdimenziós jelenség, a dimenziószintek egymástól lineáris értelemben függetlenek, és egész dimenzióértékekben különböznek egymástól. A dimenziószinteken a minőségek a szélsőértékek lineáris kombinációiként viselkednek, és tört dimenzióértékekben különböznek egymástól. A rendszerminőségek anyagcserét folytatnak. Az anyagcsere viszonyok szerint léteznek domináns és alárendelt viszonyok, ilyen a rendszerek struktúrája és állapotkörnyezete közötti viszony, léteznek közel egyenrangú anyagcsere viszonyok is. Az egyenrangú anyagcsere viszonyok a rendszerszintek lineáris kombinációi között értelmezhetők, mint parciális anyagcsere viszonyok. A parciális anyagcsere viszonyok a belső, egymásba csomagolt mozgástartalmak által kifeszített terek egyensúlytartási képességén alapulnak és anyagcsere csomagok impulzusszerű cseréjét, feltételezik. Amíg a domináns-alárendelt anyagcsere viszonyok a *Newtoni* értelemben szemlélve erőmentesek, addig a parciális anyagcsere viszonyokban érvényesülnek a hatás-ellenhatás kapcsolatok. A hatás-ellenhatás kapcsolatok láncolatán létesíthetünk kapcsolatokat a miénktől eltérő rendszerszintek minőségeivel és téráramlásaival. E kapcsolatteremtési szándék motiválja a következő fejezetrészekben ismertetett kísérleteket. A dolgozatrész címlapján parciális téráramlások eseményhalmazának, egy dimenziószintre lokalizált metszete látható, amely számítógép segítségével készült.



A program a mellékletben található és „*Microsoft Visual Basic 6*” program segítségével futtatható.



Melléklet: Parciális téráramlás modellt megjelenítő program

[Private Sub Command2_Click\(\)](#)

Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

For i = -500 To 150000 Step 18.221

For j = -55000 To 55000 Step 18.221

c = 60000

c4 = i - c

rr = (c4 * c4 + j * j)

c2 = 1 / rr 'f(rr)

rr = Sqr(rr)

sg = j / rr 'sinusz gamma értéke $\sin(90+g)=\cos(g)$ derékszögűhármiszögből...

cg = i / rr 'koszinusz gamma értéke $\cos(90+g)=-\sin(g)$

'c1 = (sg + cg) 'építkezés-bomlás, téraktivitás sg-cg de behejettesítve sg+cg!

If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+)

cc = c1 'távoli domináns kapcsolat

'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke

bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz.értéke

sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke $1000=c!$

cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+)

If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250

If cc - c1 > 0.01 Then c1 = 0.00001

c1 = cc / (c1 * 3600) 'tg (a)

s1 = Int(100 * c1)

s2 = Int(10000 * c1) - 100 * s1

s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2

s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3

If s1 > 0 Then b = Abs(20 + s1)

If s1 < 0 Then r = Abs(20 + s1)

If s2 > 0 Then b = Abs(20 + s2)

If s2 < 0 Then r = Abs(20 + s2)

If s3 > 0 Then b = Abs(20 + s3)

If s3 < 0 Then r = Abs(20 + s3)

If s1 = 0 Then g = Abs(50 + s1)

If s2 = 0 Then g = Abs(50 + s2)

If s3 = 0 Then g = Abs(50 + s3)

If r > 255 Then r = 255

If b > 255 Then b = 255

If g > 255 Then g = 255

PSet (b2, b1), RGB(r, b, g)

b1 = b1 + 1

r = 0: b = 0: g = 0

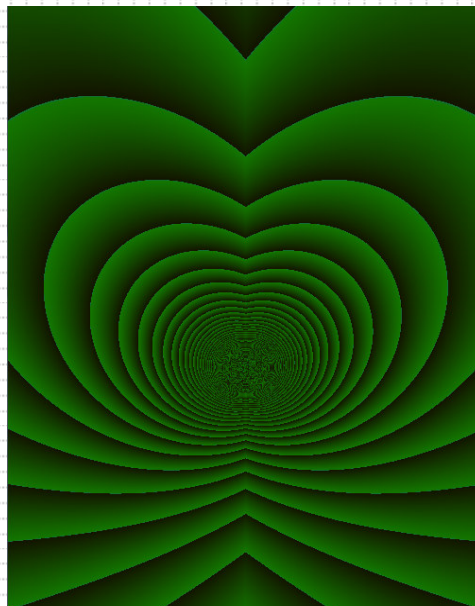
Next j

b1 = 1

b2 = b2 + 1

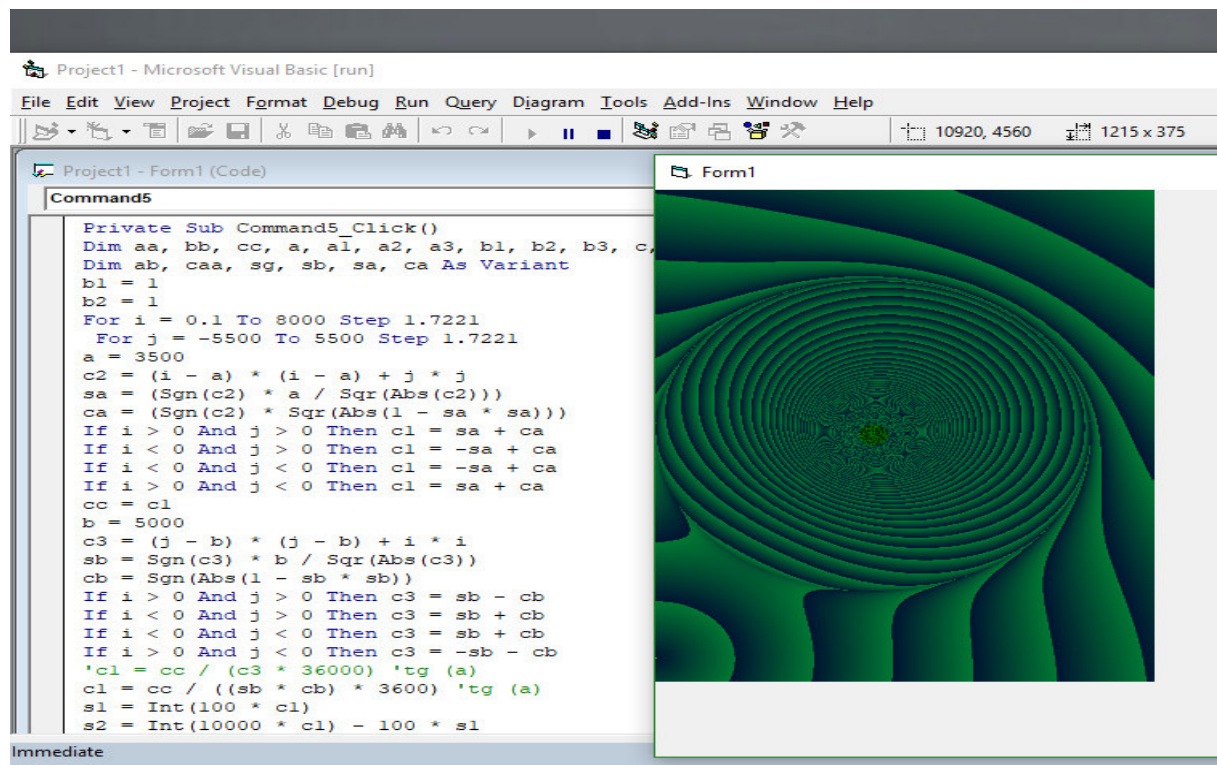
Next i

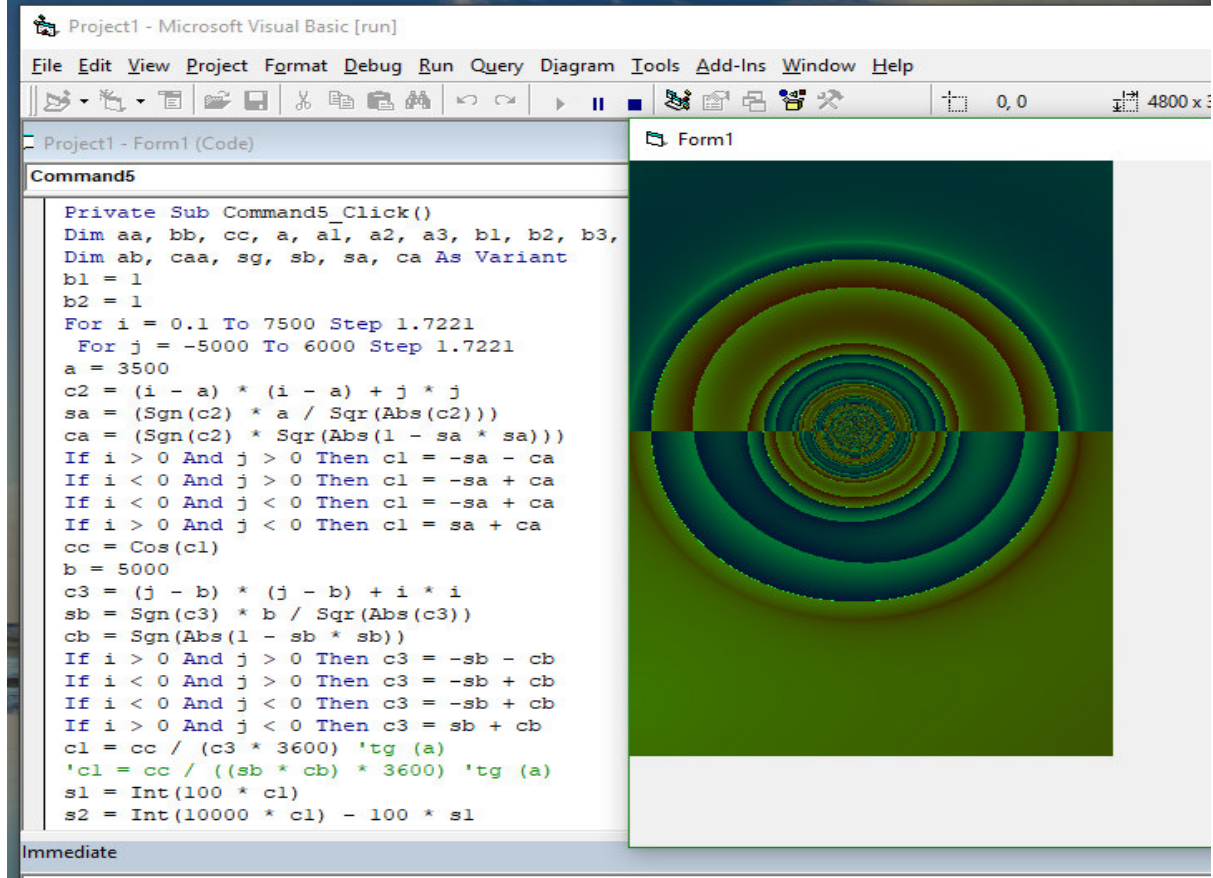
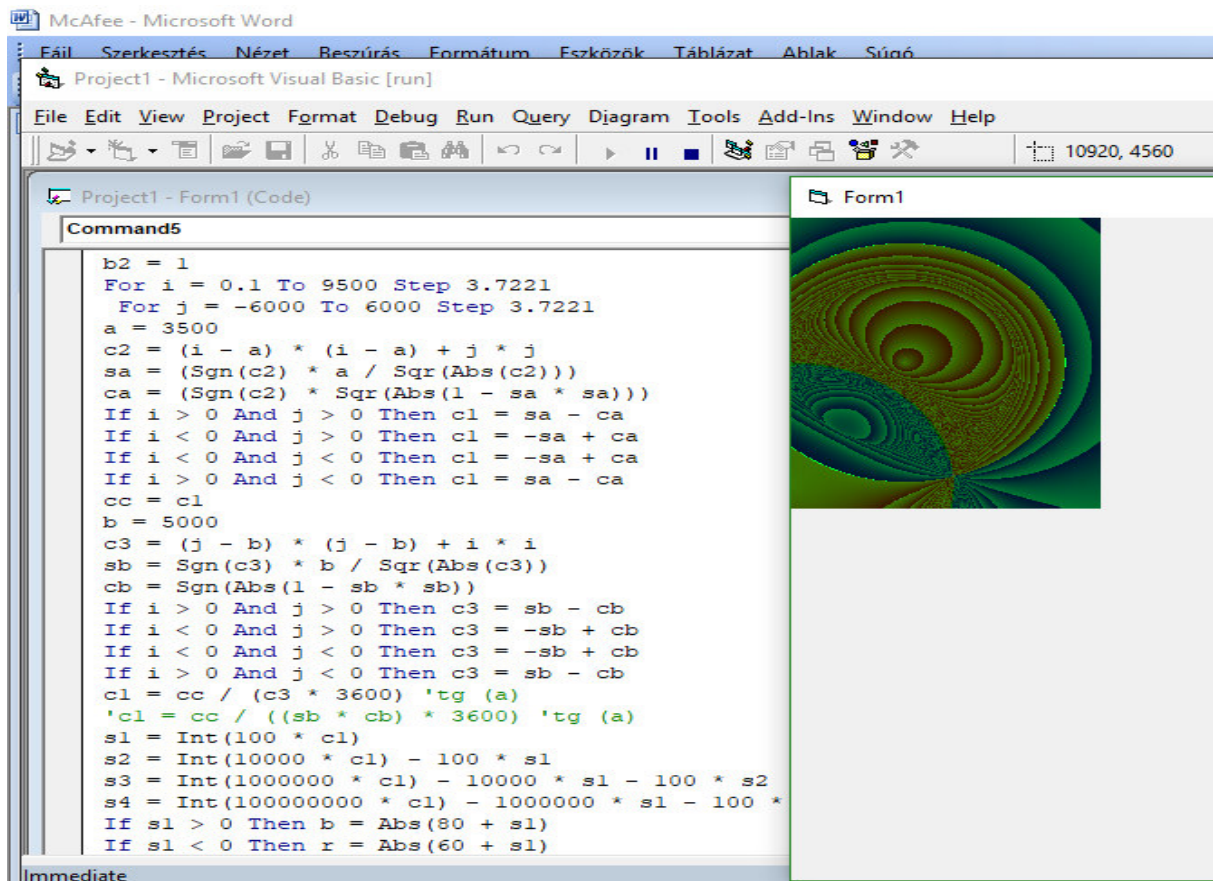
[End Sub](#)

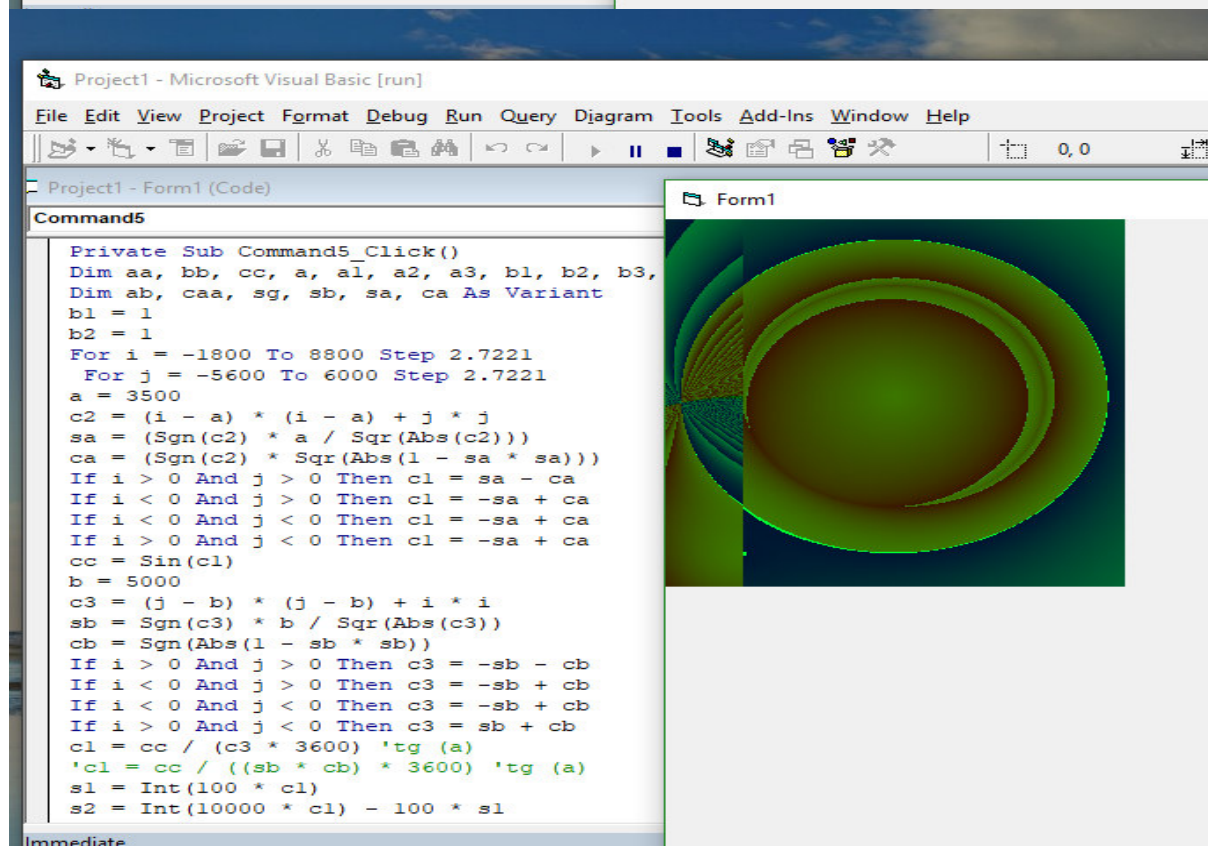
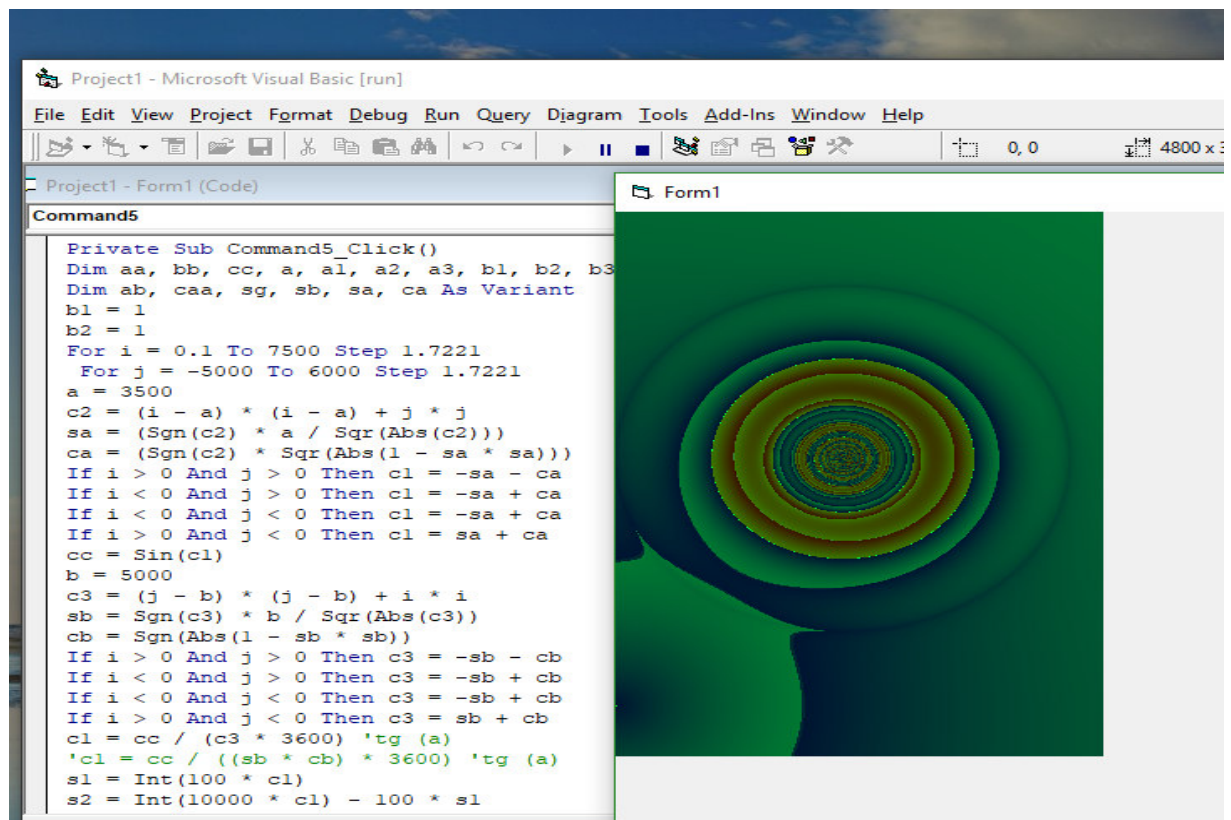


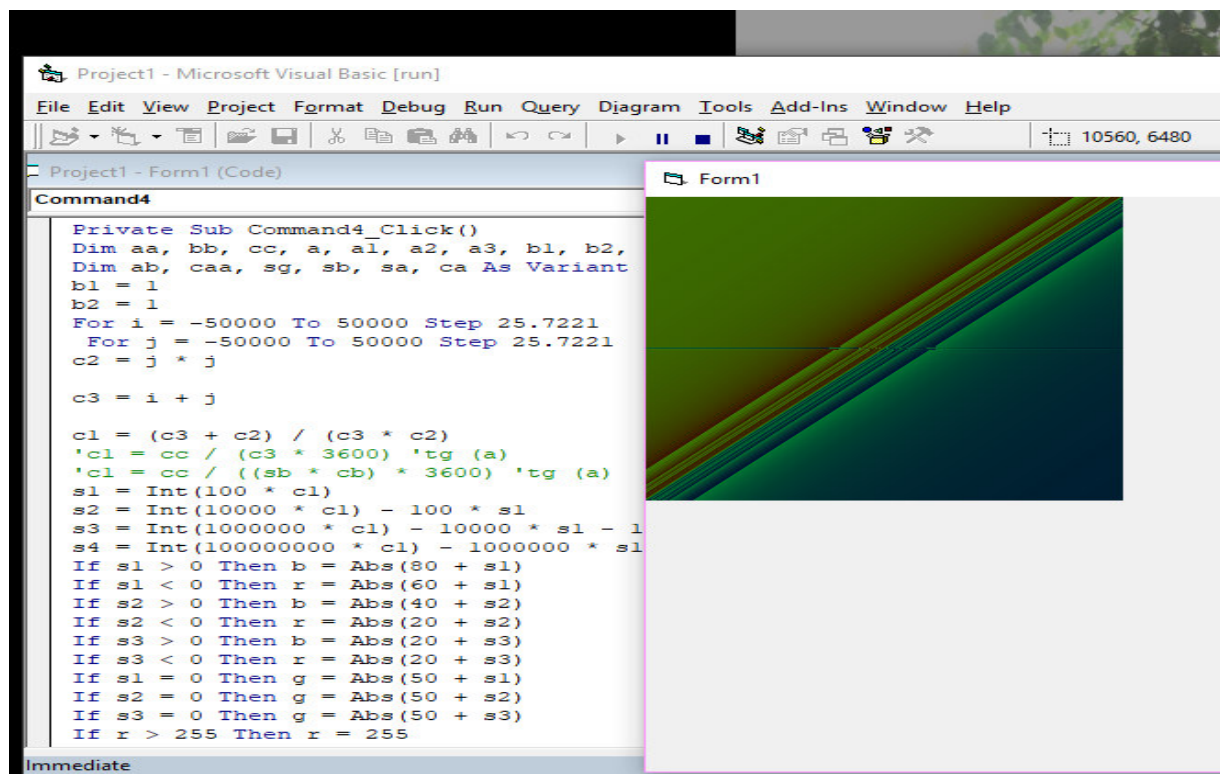
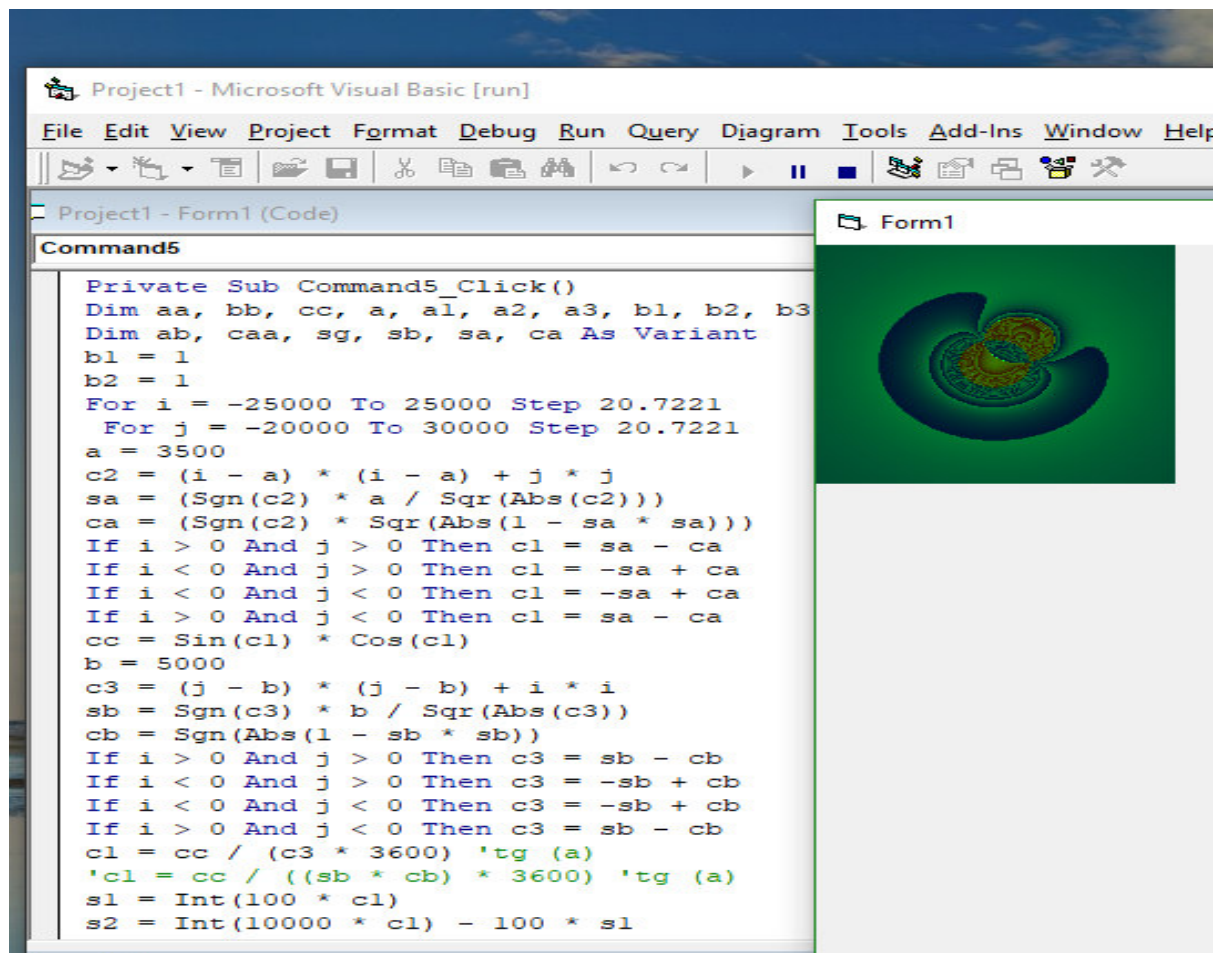
2. A fraktál tér áramlás formáit mutatják az következő modellek

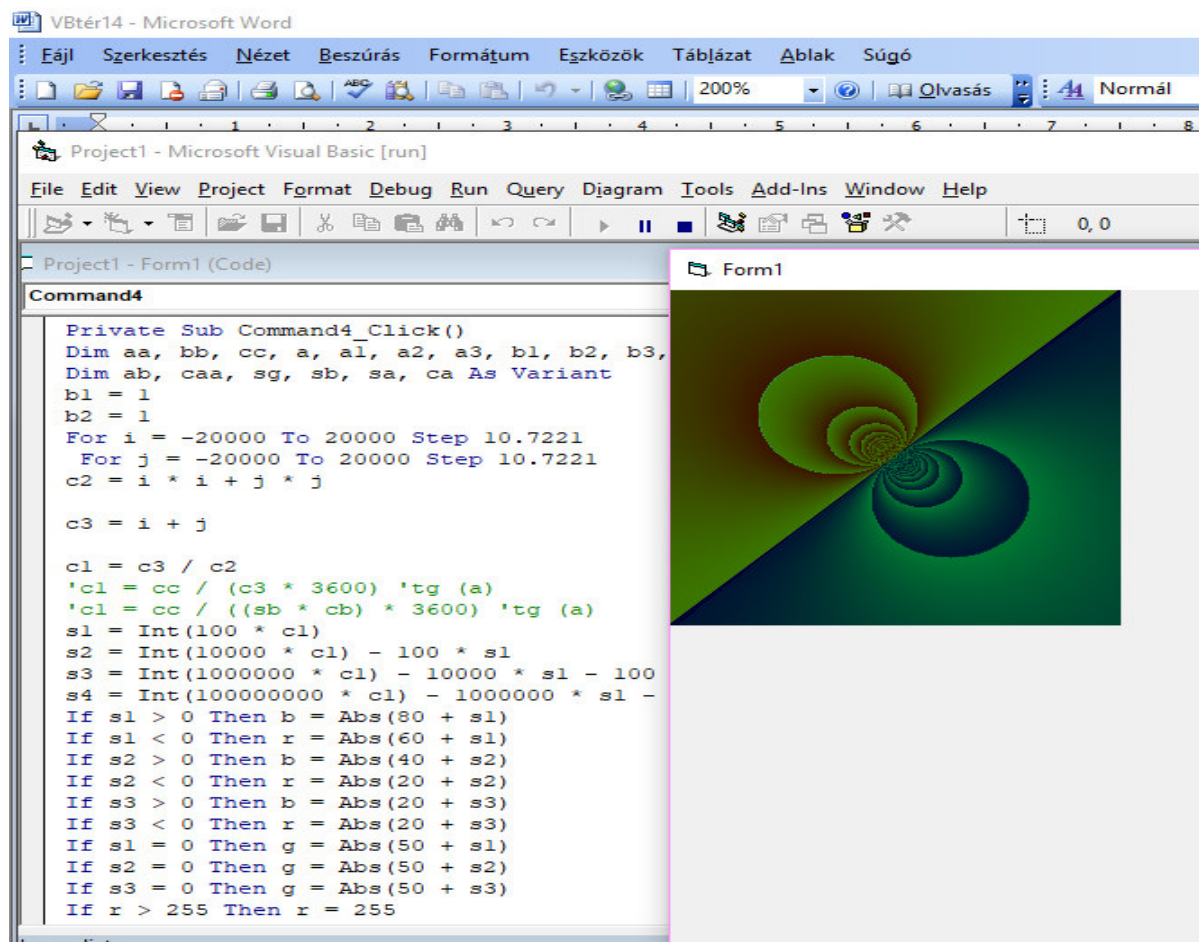
A **semmi** című dolgozat felismerései jórészt a számítógépes modellezésre épülnek. A továbbiakban rendezés nélkül található a sokdimenziós dinamikus fraktál tér kétdimenziós metszeteit szemléltető úgynevezett anyagáramlás mintázatok. E programok talán segíthetik az érdeklődők továbbfejlesztéssel kapcsolatos tevékenységét. A mentett programok gyakran csak a programok mag részét tartalmazzák, a futtatáshoz értelemszerűen ki kell egészíteni őket a befejező részekkel. Ezek a kiegészítések kiollózhatók a teljes terjedelmű programokból, hiszen a befejező részek szinte minden program esetében azonosak.











VBT14

Private Sub Command1_Click()

Dim aa, bb, cc, a, a1, a2, a3, b1, b2, b3, c, c1, c2, c3, c4, cbb As Variant

Dim ab, caa, sg, sb, sa, ca As Variant

b1 = 1

b2 = 1

For i = -5000 To 150000 Step 180.221

For j = -50000 To 150000 Step 180.221

a = 50000

c2 = (i - a) * (i - a) + j * j

sa = (Sgn(c2) * a / Sqr(Abs(c2))) * (j / i)

ca = (Sgn(c2) * Sqr(Abs(1 - sa * sa)))

If i > 0 And j > 0 Then c1 = sa - ca

If i < 0 And j > 0 Then c1 = sa + ca

If i < 0 And j < 0 Then c1 = -sa + ca

If i > 0 And j < 0 Then c1 = -sa - ca

cc = c1

b = 50000

c3 = (j - b) * (j - b) + i * i

sb = (Sgn(c3) * b / Sqr(Abs(c3))) * (i / j)

cb = Sgn(Abs(1 - sb * sb))

If i > 0 And j > 0 Then c3 = sb - cb

If i < 0 And j > 0 Then c3 = sb + cb

If i < 0 And j < 0 Then c3 = -sb + cb

If i > 0 And j < 0 Then c3 = -sb - cb

```
c1 = cc / (c3 * 3600) 'tg (a)
s1 = Int(100 * c1)
s2 = Int(10000 * c1) - 100 * s1
s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
If s1 > 0 Then r = Abs(100 + s1)
If s1 < 0 Then b = Abs(100 + s1)
If s2 > 0 Then r = Abs(100 + s2)
If s2 < 0 Then b = Abs(100 + s2)
If s3 > 0 Then r = Abs(100 + s3)
If s3 < 0 Then b = Abs(100 + s3)
If s1 = 0 Then g = Abs(100 + s1)
If s2 = 0 Then g = Abs(100 + s2)
If s3 = 0 Then g = Abs(100 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)
```

```
b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i
End Sub
```

```
Private Sub Command2_Click()
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
For i = -500 To 150000 Step 180.221
  For j = -55000 To 55000 Step 180.221
    c = 60000
    c4 = i - c
    rr = (c4 * c4 + j * j)
    c2 = 1 / rr 'f(rr)
    rr = Sqr(rr)
    sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g)derékszögűhármyszögből...
    cg = i / rr 'koszinusz gamma értéke cos(90+g)=-sin(g)
    'c1 = (sg + cg) 'építkezés-bomlás,téraktivitás sg-cg de behejettesítve sg+cg!
    If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)
    If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)
    If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)
```



```

If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+ )
cc = c1 ' távoli domináns kapcsolat
'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni
aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke
bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke
sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!
cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke
If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)
If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)
If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+ )

'If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250
'If cc - c1 > 0.01 Then c1 = 0.00001
c1 = cc / (c1 * 3600) 'tg (a)
s1 = Int(100 * c1)
s2 = Int(10000 * c1) - 100 * s1
s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
If s1 > 0 Then b = Abs(20 + s1)
If s1 < 0 Then r = Abs(20 + s1)
If s2 > 0 Then b = Abs(20 + s2)
If s2 < 0 Then r = Abs(20 + s2)
If s3 > 0 Then b = Abs(20 + s3)
If s3 < 0 Then r = Abs(20 + s3)
If s1 = 0 Then g = Abs(50 + s1)
If s2 = 0 Then g = Abs(50 + s2)
If s3 = 0 Then g = Abs(50 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)

b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i

End Sub

Private Sub Command3_Click()
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
For i = -250000 To 250000 Step 280.221
    For j = -155000 To 155000 Step 280.221
        c = 60000
        c4 = i - c

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rr = (c4 * c4 + j * j)
c2 = 1 / rr 'f(rr)
rr = Sqr(rr)

sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g)derékszögűhármyszögből...
cg = i / rr 'koszinusz gamma értéke cos(90+g)=-sin(g)
c1 = (sg - cg) 'építkezés-bomlás,téraktivitás sg-cg de behejtettséve sg+cg!
If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)
If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)
If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+ )
cc = c1 'távoli domináns kapcsolat
'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni
aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke
bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke
sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!
cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke
sg = sg * sg
cg = cg * cg
If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)
If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)
If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+ )

'If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250
'If cc - c1 > 0.01 Then c1 = 0.00001
c1 = cc / (c1 * 3600) 'tg (a)
s1 = Int(100 * c1)
s2 = Int(10000 * c1) - 100 * s1
s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
If s1 > 0 Then b = Abs(20 + s1)
If s1 < 0 Then r = Abs(20 + s1)
If s2 > 0 Then b = Abs(20 + s2)
If s2 < 0 Then r = Abs(20 + s2)
If s3 > 0 Then b = Abs(20 + s3)
If s3 < 0 Then r = Abs(20 + s3)
If s1 = 0 Then g = Abs(50 + s1)
If s2 = 0 Then g = Abs(50 + s2)
If s3 = 0 Then g = Abs(50 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)

b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1

```

Next i

End Sub

Private Sub Command4_Click()

Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant

b1 = 1: b2 = 1

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

For i = -250000 To 250000 Step 200.0221

For j = -155000 To 155000 Step 200.0221

c = 6000

c4 = i - c

rr = (c3 * c3 + j * j)

c2 = 1 / rr 'f(rr)

rr = Sqr(rr)

sg = j / rr 'sinusz gamma értéke $\sin(90+g)=\cos(g)$ derékszögűhármyszögből...

cg = i / rr 'koszinusz gamma értéke $\cos(90+g)=-\sin(g)$

c1 = (sg - cg) 'építkezés-bomlás, téraaktivitás sg-cg de behejettessítve sg+cg!

If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+)

cc = c1 'távolsági domináns kapcsolat

'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke

bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz.értéke

sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!

cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke

sg = sg * sg

cg = cg * cg

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+)

'If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250

'If cc - c1 > 0.01 Then c1 = 0.00001

c1 = cc / (c1 * 3600) 'tg (a)

s1 = Int(100 * c1)

s2 = Int(10000 * c1) - 100 * s1

s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2

s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3

If s1 > 0 Then b = Abs(20 + s1)

If s1 < 0 Then r = Abs(20 + s1)

If s2 > 0 Then b = Abs(20 + s2)

If s2 < 0 Then r = Abs(20 + s2)

If s3 > 0 Then b = Abs(20 + s3)

If s3 < 0 Then r = Abs(20 + s3)

If s1 = 0 Then g = Abs(50 + s1)

```

If s2 = 0 Then g = Abs(50 + s2)
If s3 = 0 Then g = Abs(50 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)

```

```

    b1 = b1 + 1
    r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i

```

```

End Sub

```

```

Private Sub Command5_Click()
Dim aa, bb, cc, a, a1, a2, a3, b1, b2, b3, c, c1, c2, c3, c4, cbb As Variant
Dim ab, caa, sg, sb, sa, ca As Variant
b1 = 1
b2 = 1
For i = -50000 To 70000 Step 60.221
    For j = -50000 To 70000 Step 60.221
a = 49500
c2 = (i - a) * (i - a) + j * j
sa = (Sgn(c2) * a / Sqr(Abs(c2)))
ca = (Sgn(c2) * Sqr(Abs(1 - sa * sa)))
If i > 0 And j > 0 Then c1 = sa - ca
If i < 0 And j > 0 Then c1 = sa + ca
If i < 0 And j < 0 Then c1 = -sa + ca
If i > 0 And j < 0 Then c1 = -sa - ca
cc = c1
b = 49500
c3 = (j - b) * (j - b) + i * i
sb = Sgn(c3) * b / Sqr(Abs(c3))
cb = Sgn(Abs(1 - sb * sb))
If i > 0 And j > 0 Then c3 = sb - cb
If i < 0 And j > 0 Then c3 = sb + cb
If i < 0 And j < 0 Then c3 = -sb + cb
If i > 0 And j < 0 Then c3 = -sb - cb
'c1 = cc / (c3 * 36000) 'tg (a)
c1 = cc / ((sb * cb) * 3600) 'tg (a)
s1 = Int(100 * c1)
s2 = Int(10000 * c1) - 100 * s1
s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
If s1 > 0 Then b = Abs(20 + s1)
If s1 < 0 Then r = Abs(20 + s1)
If s2 > 0 Then b = Abs(20 + s2)
If s2 < 0 Then r = Abs(20 + s2)

```



```

If s3 > 0 Then b = Abs(20 + s3)
If s3 < 0 Then r = Abs(20 + s3)
If s1 = 0 Then g = Abs(50 + s1)
If s2 = 0 Then g = Abs(50 + s2)
If s3 = 0 Then g = Abs(50 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)

```

```

b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i

```

End Sub

```

Private Sub Command6_Click()
Dim aa, bb, cc, a, a1, a2, a3, b1, b2, b3, c, c1, c2, c3, c4, cbb As Variant
Dim ab, caa, sg, sb, sa, ca As Variant
b1 = 1
b2 = 1
For i = -500 To 500 Step 0.2221
  For j = -500 To 500 Step 0.2221
    c2 = Sqr(i * i + j * j)
    c3 = i * j
    'c1 = i * ((Sin(c2) - Cos(c2)))
    c1 = Sqr(Abs((c2 * c3) / (c2 + c3)))
    s1 = Int(100 * c1)
    s2 = Int(10000 * c1) - 100 * s1
    s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
    s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
    If s1 > 0 Then b = Abs(20 + s1)
    If s1 < 0 Then r = Abs(20 + s1)
    If s2 > 0 Then b = Abs(20 + s2)
    If s2 < 0 Then r = Abs(20 + s2)
    If s3 > 0 Then b = Abs(20 + s3)
    If s3 < 0 Then r = Abs(20 + s3)
    If s1 = 0 Then g = Abs(50 + s1)
    If s2 = 0 Then g = Abs(50 + s2)
    If s3 = 0 Then g = Abs(50 + s3)
    If r > 255 Then r = 255
    If b > 255 Then b = 255
    If g > 255 Then g = 255
    PSet (b2, b1), RGB(r, b, g)

```

```

b1 = b1 + 1
r = 0: b = 0: g = 0

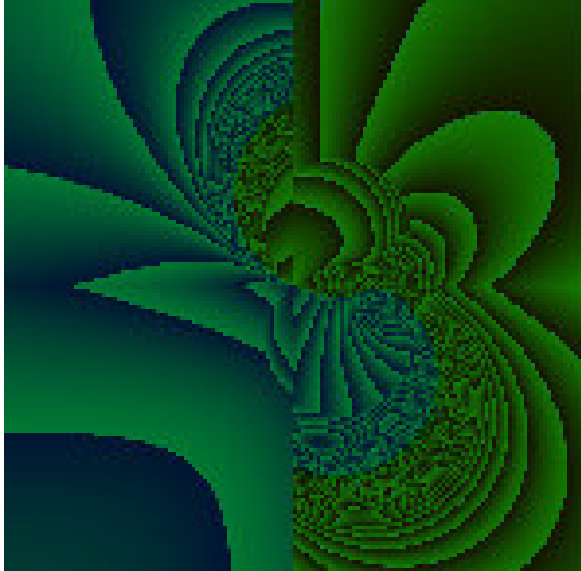
```

```

Next j
b1 = 1
b2 = b2 + 1
Next i

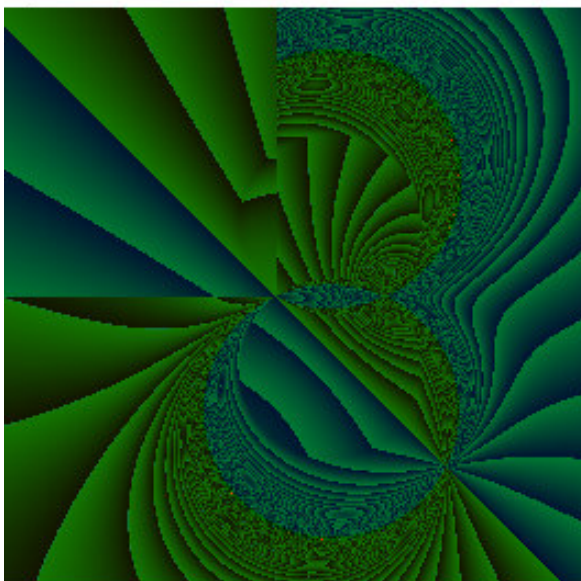
```

```
End Sub
```



```

Private Sub Command3_Click()
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
For i = -2000 To 2000 Step 1.8
  For j = -2000 To 2000 Step 1.8
    c = 602
    c4 = i - c
    rr = (c4 * c4 + j * j)
    c2 = 1 / rr 'f(rr)
    rr = Sqr(rr)
  
```



```

Private Sub Command3_Click()
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
For i = -1500 To 1700 Step 0.81
  For j = -1600 To 1600 Step 0.81
    c = 603
    c4 = i - c
    rr = (c4 * c4 + j * j)
    c2 = 1 / rr 'f(rr)
    rr = Sqr(rr)

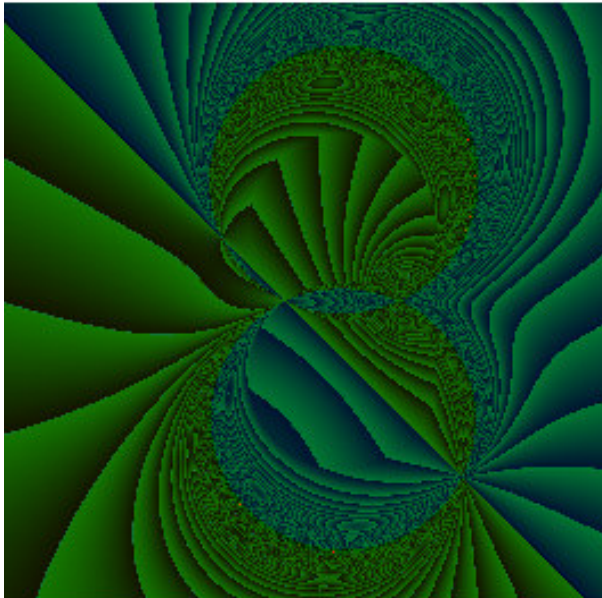
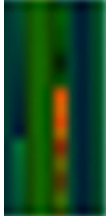
    sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g)derékszögűhármyszögből...
    cg = i / rr 'koszinusz gamma értéke cos(90+g)=-sin(g)
    c1 = (sg - cg) 'építkezés-bomlás,téraktivitás sg-cg de behejjettesítve sg+cg!
    If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)
    If i < 0 And j > 0 Then c1 = -sg + cg 'sg+cg (+,-)
    If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
    If i > 0 And j < 0 Then c1 = sg - cg 'sg+cg (-,+ )
    cc = c1 ' távoli domináns kapcsolat
    'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni
    aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke
    bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke
    sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!
    cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke
    sg = sg * sg
    cg = cg * cg
    If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)
    If i < 0 And j > 0 Then c1 = -sg + cg 'sg+cg (+,-)
    If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)
    If i > 0 And j < 0 Then c1 = sg - cg 'sg+cg (-,+ )

    'If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250
    'If cc - c1 > 0.01 Then c1 = 0.00001
    c1 = cc / (c1 * 3600) 'tg (a)
    s1 = Int(100 * c1)
    s2 = Int(10000 * c1) - 100 * s1
    s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
    s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
    If s1 > 0 Then b = Abs(20 + s1)
    If s1 < 0 Then r = Abs(20 + s1)
    If s2 > 0 Then b = Abs(20 + s2)
    If s2 < 0 Then r = Abs(20 + s2)
    If s3 > 0 Then b = Abs(20 + s3)
    If s3 < 0 Then r = Abs(20 + s3)
    If s1 = 0 Then g = Abs(50 + s1)
    If s2 = 0 Then g = Abs(50 + s2)
    If s3 = 0 Then g = Abs(50 + s3)
    If r > 255 Then r = 255
    If b > 255 Then b = 255
  
```

```
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)
```

```
b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i
```

End Sub



Private Sub Command3_Click()

```
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1
```

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

```
For i = -1500 To 1700 Step 0.81
```

```
    For j = -1600 To 1600 Step 0.81
```

```
        c = 603
```

```
        c4 = i - c
```

```
        rr = (c4 * c4 + j * j)
```

```
        c2 = 1 / rr 'f(rr)
```

```
        rr = Sqr(rr)
```

sg = j / rr 'sinusz gamma értéke $\sin(90+g)=\cos(g)$ derékszögűhármyszögből...

cg = i / rr 'koszinusz gamma értéke $\cos(90+g)=-\sin(g)$

c1 = (sg - cg) 'építkezés-bomlás,téraktivitás sg-cg de behejettesítve sg+cg!

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = -sg + cg 'sg+cg (+,-)

```

If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = sg - cg 'sg+cg (-,+ )
cc = c1 ' távoli domináns kapcsolat
'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni
aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke
bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke
sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!
cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke
sg = sg * sg
cg = cg * cg
If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)
If i < 0 And j > 0 Then c1 = -sg + cg 'sg+cg (+,-)
If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = sg - cg 'sg+cg (-,+ )

'If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250
'If cc - c1 > 0.01 Then c1 = 0.00001
c1 = cc / (c1 * 3600) 'tg (a)
s1 = Int(100 * c1)
s2 = Int(10000 * c1) - 100 * s1
s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
If s1 > 0 Then b = Abs(20 + s1)
If s1 < 0 Then r = Abs(20 + s1)
If s2 > 0 Then b = Abs(20 + s2)
If s2 < 0 Then r = Abs(20 + s2)
If s3 > 0 Then b = Abs(20 + s3)
If s3 < 0 Then r = Abs(20 + s3)
If s1 = 0 Then g = Abs(50 + s1)
If s2 = 0 Then g = Abs(50 + s2)
If s3 = 0 Then g = Abs(50 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)

b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i

End Sub

Private Sub Command4_Click()
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

```



```

For i = -250000 To 250000 Step 280.221
  For j = -155000 To 155000 Step 280.221
    c = 60000
    c4 = i - c
    rr = (c4 * c4 + j * j)
    c2 = 1 / rr 'f(rr)
    rr = Sqr(rr)

    sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g)derékszögűhármyszögből...
    cg = i / rr 'koszinusz gamma értéke cos(90+g)=-sin(g)
    c1 = (sg - cg) 'építkezés-bomlás,téraktivitás sg-cg de behejettesítve sg+cg!
    If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)
    If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)
    If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)
    If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+ )
    cc = c1 'távolsági domináns kapcsolat
    'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni
    aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke
    bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz.értéke
    sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!
    cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke
    sg = sg * sg
    cg = cg * cg
    If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)
    If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)
    If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
    If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+ )

    'If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250
    'If cc - c1 > 0.01 Then c1 = 0.00001
    c1 = cc / (c1 * 3600) 'tg (a)
    s1 = Int(100 * c1)
    s2 = Int(10000 * c1) - 100 * s1
    s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
    s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
    If s1 > 0 Then b = Abs(20 + s1)
    If s1 < 0 Then r = Abs(20 + s1)
    If s2 > 0 Then b = Abs(20 + s2)
    If s2 < 0 Then r = Abs(20 + s2)
    If s3 > 0 Then b = Abs(20 + s3)
    If s3 < 0 Then r = Abs(20 + s3)
    If s1 = 0 Then g = Abs(50 + s1)
    If s2 = 0 Then g = Abs(50 + s2)
    If s3 = 0 Then g = Abs(50 + s3)
    If r > 255 Then r = 255
    If b > 255 Then b = 255
    If g > 255 Then g = 255
    PSet (b2, b1), RGB(r, b, g)

    b1 = b1 + 1

```

```

r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i

```

```

End Sub

```

```

Private Sub Command5_Click()
Dim aa, bb, cc, a, a1, a2, a3, b1, b2, b3, c, c1, c2, c3, c4, cbb As Variant
Dim ab, caa, sg, sb, sa, ca As Variant
b1 = 1
b2 = 1
For i = 0.1 To 700000 Step 600.00221
  For j = -700000 To -0.1 Step 600.00221
a = 49500
c2 = (i - a) * (i - a) + j * j
sa = (Sgn(c2) * a / Sqr(Abs(c2)))
ca = (Sgn(c2) * Sqr(Abs(1 - sa * sa)))
If i > 0 And j > 0 Then c1 = sa - ca
If i < 0 And j > 0 Then c1 = sa + ca
If i < 0 And j < 0 Then c1 = -sa + ca
If i > 0 And j < 0 Then c1 = -sa - ca
cc = c1
b = 49500
c3 = (j - b) * (j - b) + i * i
sb = Sgn(c3) * b / Sqr(Abs(c3))
cb = Sgn(Abs(1 - sb * sb))
If i > 0 And j > 0 Then c3 = sb - cb
If i < 0 And j > 0 Then c3 = sb + cb
If i < 0 And j < 0 Then c3 = -sb + cb
If i > 0 And j < 0 Then c3 = -sb - cb
'c1 = cc / (c3 * 36000) 'tg (a)
c1 = cc / ((sb * cb) * 3600) 'tg (a)
s1 = Int(100 * c1)
s2 = Int(10000 * c1) - 100 * s1
s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2
s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3
If s1 > 0 Then b = Abs(20 + s1)
If s1 < 0 Then r = Abs(20 + s1)
If s2 > 0 Then b = Abs(20 + s2)
If s2 < 0 Then r = Abs(20 + s2)
If s3 > 0 Then b = Abs(20 + s3)
If s3 < 0 Then r = Abs(20 + s3)
If s1 = 0 Then g = Abs(50 + s1)
If s2 = 0 Then g = Abs(50 + s2)
If s3 = 0 Then g = Abs(50 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255

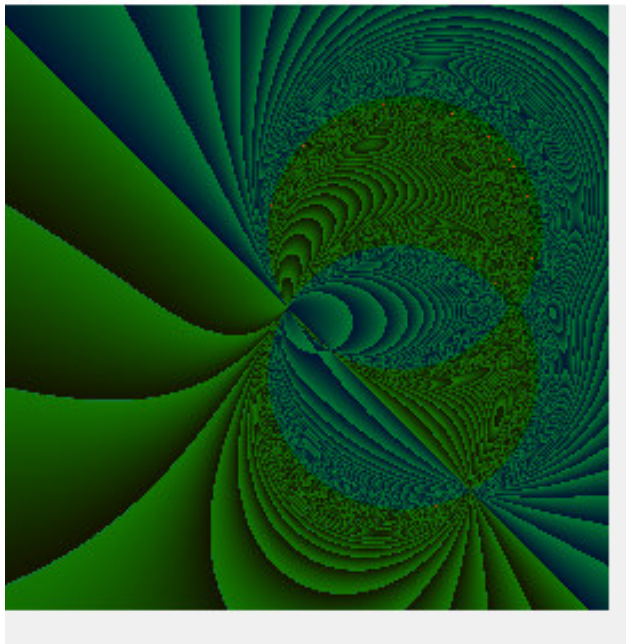
```

```
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)
```

```
b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i
```

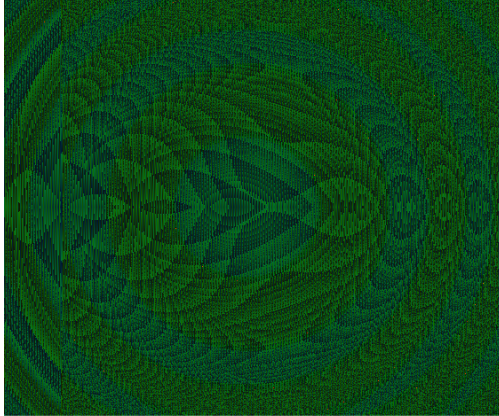
```
End Sub
```

 Form1



```
Private Sub Command3_Click()
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
For i = -1500 To 1700 Step 0.81
  For j = -1600 To 1600 Step 0.81
    c = 1203
    c4 = i - c
    rr = (c4 * c4 + j * j)
```

Form1



Private Sub Command8_Click()

Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
b1 = 1: b2 = 1

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

For i = -0.5 To 3.8 Step 0.0005121

For j = -1.8 To 1.8 Step 0.0005121

c = 6000

c4 = i - c

'c4 = c4 * c4

rr = (c4 * c4) + j * j

rr = Cos(rr)

c2 = 1 / rr 'f(rr)

sg = j / rr 'sinusz gamma értéke $\sin(90+g)=\cos(g)$ derékszögűhármyszögből...

cg = i / rr 'koszinusz gamma értéke $\cos(90+g)=-\sin(g)$

'c1 = (sg + cg) 'építkezés-bomlás, téraaktivitás sg-cg de behejjettesítve sg+cg!

If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+)

cc = c1 'távolsági domináns kapcsolat

'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke

bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz.értéke

sg = (2000 * j) / (aa + bb) 'sinusz gamma értéke 1000=c!

cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+)

'If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250

'If cc - c1 > 0.01 Then c1 = 0.00001

c1 = cc / (c1 * 6000) 'tg (a)

s1 = Int(100 * c1)

s2 = Int(10000 * c1) - 100 * s1

s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2

s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3

If s1 > 0 Then b = Abs(20 + s1)

```

If s1 < 0 Then r = Abs(20 + s1)
If s2 > 0 Then b = Abs(20 + s2)
If s2 < 0 Then r = Abs(20 + s2)
If s3 > 0 Then b = Abs(20 + s3)
If s3 < 0 Then r = Abs(20 + s3)
If s1 = 0 Then g = Abs(50 + s1)
If s2 = 0 Then g = Abs(50 + s2)
If s3 = 0 Then g = Abs(50 + s3)
If r > 255 Then r = 255
If b > 255 Then b = 255
If g > 255 Then g = 255
PSet (b2, b1), RGB(r, b, g)

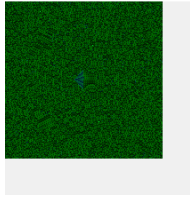
```

```

b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i
End Sub

```

Form1



Private Sub Command2_Click()

```
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
```

```
b1 = 1: b2 = 1
```

```
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
```

```
For i = -700 To 700 Step 0.531
```

```
    For j = -700 To 700 Step 0.531
```

```
        c = 6000
```

```
        c4 = i - c
```

```
        rr = (c4 * c4 + j * j)
```

```
        c2 = 1 / rr 'f(rr)
```

```
        rr = Sqr(rr)
```

```
        sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g)derékszögűhármyszögből...
```

```
        cg = i / rr 'koszinusz gamma értéke cos(90+g)=-sin(g)
```

```
'c1 = (sg + cg) 'építkezés-bomlás,téraktivitás sg-cg de behejettesítve sg+cg!
```

```
If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)
```

```
If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)
```

```
If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)
```

```

If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+ )

cc = c1 ' távoli domináns kapcsolat

'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke

bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke

sg = (1000 * j) / (aa * bb) ' sinus gamma értéke 1000=c!

cg = Sqr(Abs(1 - sg * sg)) ' koszinusz gamma értéke

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+ )


If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250

If cc - c1 > 0.01 Then c1 = 0.00001

c1 = cc / (c1 * 3600) 'tg (a)

s1 = Int(100 * c1)

s2 = Int(10000 * c1) - 100 * s1

s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2

s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3

If s1 > 0 Then b = Abs(20 + s1)

If s1 < 0 Then r = Abs(20 + s1)

If s2 > 0 Then b = Abs(20 + s2)

If s2 < 0 Then r = Abs(20 + s2)

If s3 > 0 Then b = Abs(20 + s3)

If s3 < 0 Then r = Abs(20 + s3)

If s1 = 0 Then g = Abs(50 + s1)

If s2 = 0 Then g = Abs(50 + s2)

If s3 = 0 Then g = Abs(50 + s3)

If r > 255 Then r = 255

If b > 255 Then b = 255

If g > 255 Then g = 255

PSet (b2, b1), RGB(r, b, g)


b1 = b1 + 1

r = 0: b = 0: g = 0

Next j

b1 = 1

b2 = b2 + 1

```


Next i

```
End SubPrivate Sub Command2_Click()
```

```
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
```

```
b1 = 1: b2 = 1
```

```
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
```

```
For i = -110 To 110 Step 0.12
```

```
    For j = -110 To 110 Step 0.12
```

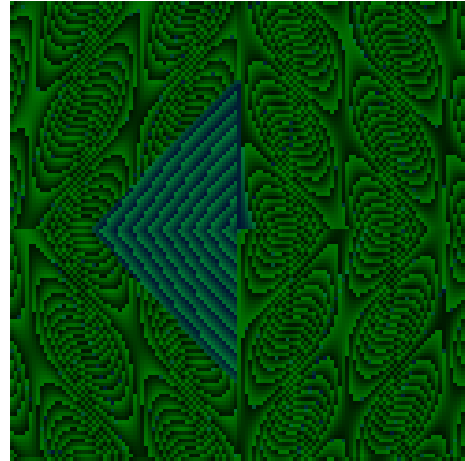
```
        c = 5000
```

```
        c4 = i - c
```

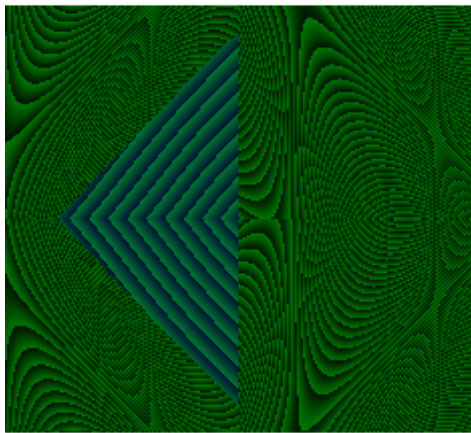
```
        rr = (c4 * c4 + j * j)
```

```
        c2 = 1 / rr 'f(rr)
```

```
        rr = Sqr(rr)
```



 Form1



```
Private Sub Command2_Click()
```

```
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant
```

```
b1 = 1: b2 = 1
```

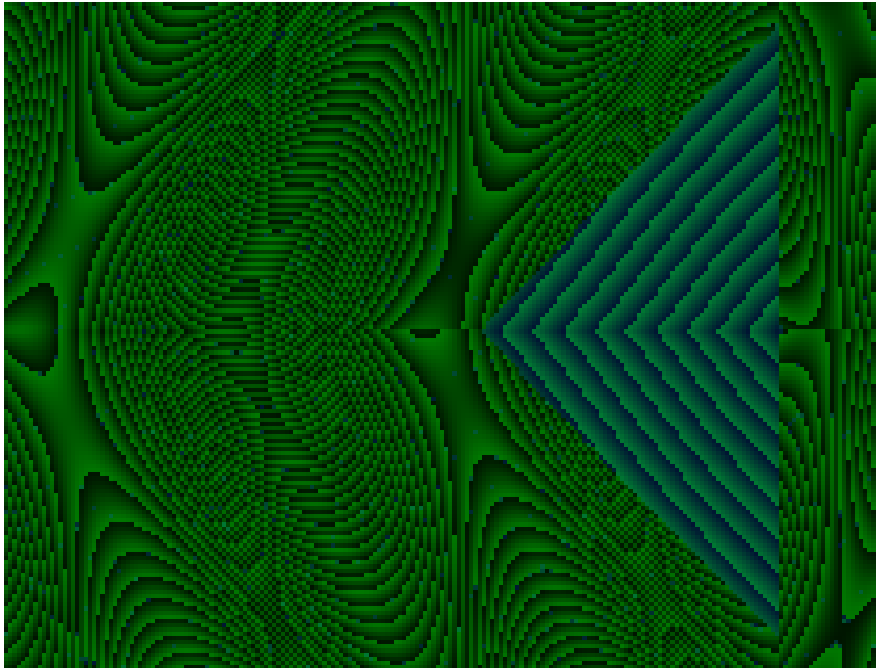
```
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!
```

```
For i = -110 To 110 Step 0.0631
```

```
    For j = -100 To 100 Step 0.0631
```

```
        c = 6000
```

$c4 = i - c$



Private Sub Command2_Click()

Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant

b1 = 1: b2 = 1

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

For i = -230 To 30 Step 0.0831

For j = -100 To 100 Step 0.0831

c = 6200

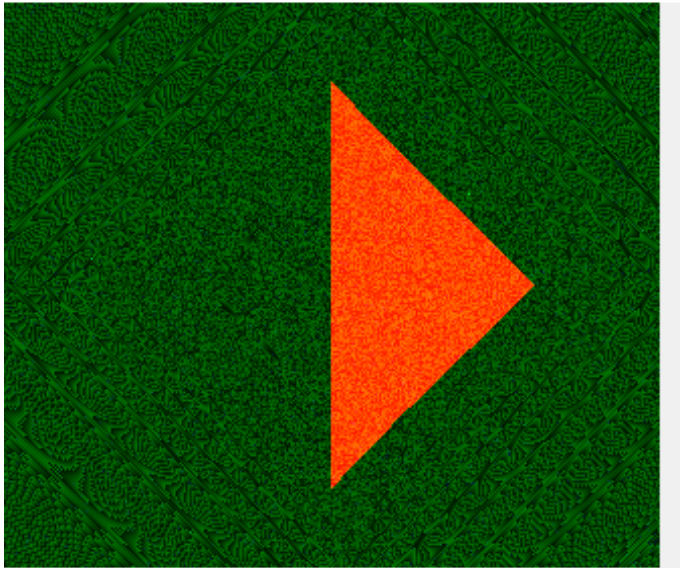
$c4 = i - c$

$rr = (c4 * c4 + j * j)$

$c2 = 1 / rr * f(rr)$

$rr = Sqr(rr)$

Form1



Private Sub Command2_Click()

Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant

b1 = 1: b2 = 1

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

For i = -110 To 110 Step 0.04531

For j = -90 To 90 Step 0.0431

c = 5000

c4 = i - c

rr = (c4 * c4 + j * j)

c2 = 1 / rr 'f(rr)

rr = Sqr(rr)

sg = j / rr 'sinusz gamma értéke $\sin(90+g)=\cos(g)$ derékszögűhármszögből...

cg = i / rr 'koszinusz gamma értéke $\cos(90+g)=-\sin(g)$

'c1 = (sg + cg) 'építkezés-bomlás,téraktivitás sg-cg de behejettesítve sg+cg!

If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)

If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)

If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)

If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+)

cc = c1 'távoli domináns kapcsolat

'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke

bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke

sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke $1000=c!$

cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

```

If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)
If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+ )

```

```

If cc + c1 < 0.01 Then c1 = (c1 + cc) / 250

```

```

If cc + c1 > 0.01 Then c1 = 0.00001

```

```

c1 = cc / (c1 * 3600) 'tg (a)

```

```

c1 = 1 / c1

```

```

s1 = Int(100 * c1)

```

```

Private Sub Command2_Click() EZ ÉRDEKES

```

```

Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant

```

```

b1 = 1: b2 = 1

```

```

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!

```

```

For i = -16 To 0 Step 0.004531

```

```

    For j = -9 To 9 Step 0.00431

```

```

c = 5200

```

```

c4 = i - c

```

```

rr = (c4 * c4 + j * j)

```

```

c2 = 1 / rr 'f(rr)

```

```

rr = Sqr(rr)

```

```

sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g)derékszögűhármiszögből...

```

```

cg = i / rr 'koszinusz gamma értéke cos(90+g)=-sin(g)

```

```

'c1 = (sg + cg) 'építkezés-bomlás,téraktivitás sg-cg de behejjettesítve sg+cg!

```

```

If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)

```

```

If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)

```

```

If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)

```

```

If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+ )

```

```

cc = c1 'távoli domináns kapcsolat

```

```

'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

```

```

aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke

```

```

bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke

```

```

sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!

```

```

cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke

```

```

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

```

```

If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)

```

```

If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)

```

```

If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+ )

```

```

If cc + c1 < 0.01 Then c1 = (c1 + cc) / 250
If cc + c1 > 0.01 Then c1 = 0.00001

c1 = cc / (c1 * 360) 'tg (a)

c1 = c1 * c1

s1 = Int(100 * c1)

s2 = Int(10000 * c1) - 100 * s1

s3 = Int(1000000 * c1) - 10000 * s1 - 100 * s2

s4 = Int(100000000 * c1) - 1000000 * s1 - 100 * s3

If s1 > 0 Then b = Abs(20 + s1)

If s1 < 0 Then r = Abs(20 + s1)

If s2 > 0 Then b = Abs(20 + s2)

If s2 < 0 Then r = Abs(20 + s2)

If s3 > 0 Then b = Abs(20 + s3)

If s3 < 0 Then r = Abs(20 + s3)

If s1 = 0 Then g = Abs(50 + s1)

If s2 = 0 Then g = Abs(50 + s2)

If s3 = 0 Then g = Abs(50 + s3)

If r > 255 Then r = 255

If b > 255 Then b = 255

If g > 255 Then g = 255

PSet (b2, b1), RGB(r, b, g)

b1 = b1 + 1

r = 0: b = 0: g = 0

Next j

b1 = 1

b2 = b2 + 1

Next i

End Sub

```

```

Private Sub Command2_Click()

Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Double

b1 = 1: b2 = 1

'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosan

For i = -180 To 0 Step 0.08531

    For j = -90 To 90 Step 0.0831

        c = 5300

        c4 = i - c

        rr = (c4 * c4 + j * j)

        c2 = 1 / rr 'f(rr)

        rr = Sqr(rr)

        sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g)derékszögűhármszögből...

        cg = i / rr 'koszinusz gamma értéke cos(90+g)=-sin(g)

        'c1 = (sg + cg) 'építkezés-bomlás,téraktivitás sg-cg de behejjettesítve sg+cg!

        If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)

        If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)

        If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)

        If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+)

        cc = c1 'távoli domináns kapcsolat

        'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

        aa = Sqr((i * i + j * j)) 'AP távolság /a/ absz.értéke

        bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz.értéke

        sg = (1000 * j) / (aa * bb) 'sinusz gamma értéke 1000=c!

        cg = Sqr(Abs(1 - sg * sg)) 'koszinusz gamma értéke

        If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)

        If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)

        If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)

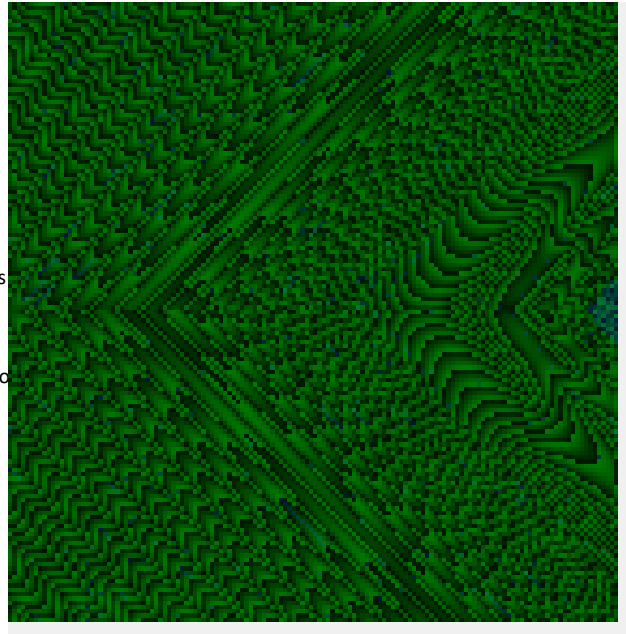
        If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+)

        If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250

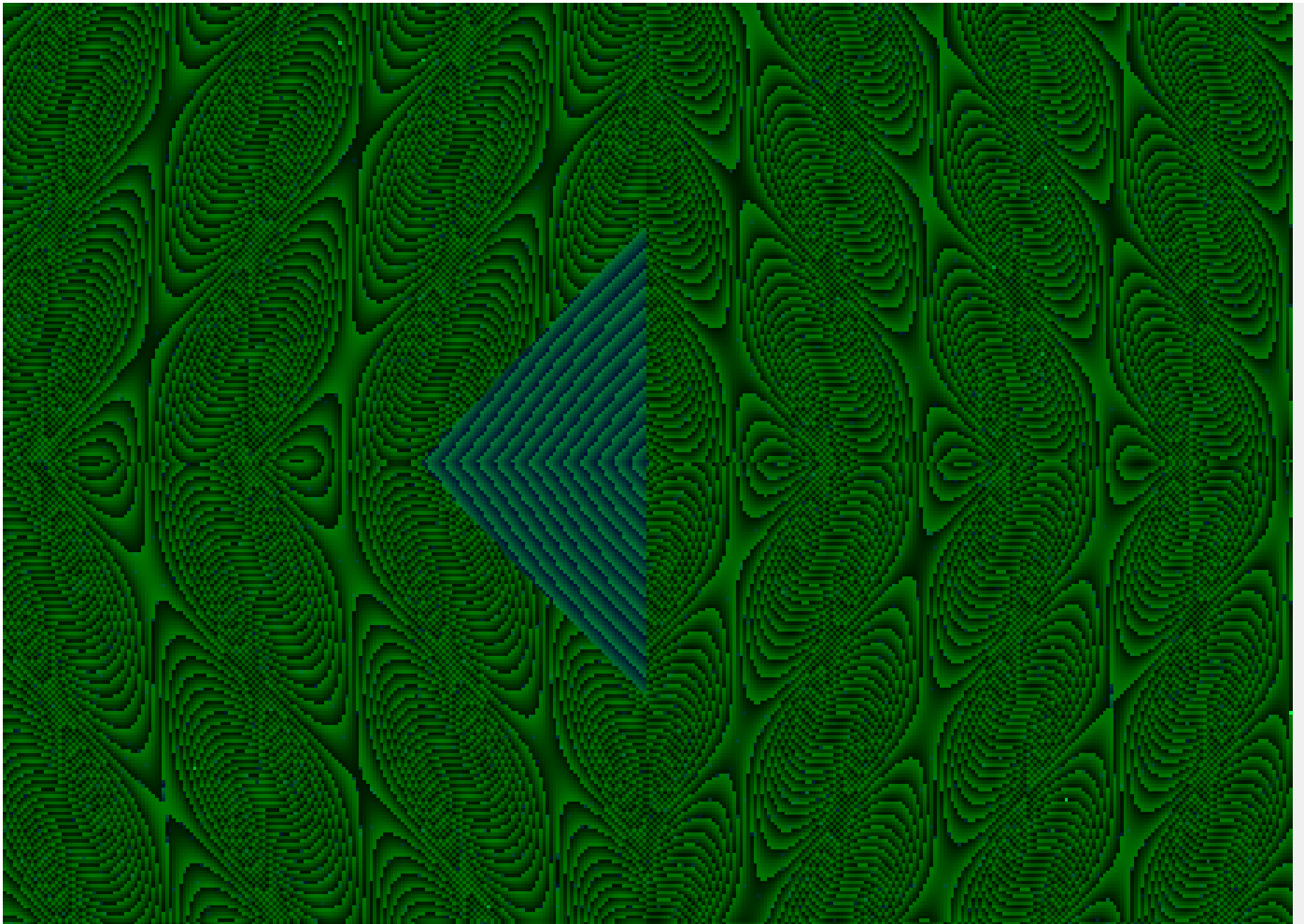
        If cc - c1 > 0.01 Then c1 = 0.00001

        c1 = Sqr(Abs(cc / (c1 * 3600))) 'tg (a)

```



```
s1 = Int(100 * c1)
```



```
Private Sub Command2_Click()  
Dim aa, bb, a1, rr, s1, s2, s3, a2, b1, b2, cc, c1, c2, c3, c4, c5, c6, c, sg, cg As Variant  
b1 = 1: b2 = 1  
'Domináns rendszer távol van és nagy, kibocsátott alrendszerei párhuzamosak!  
For i = -210 To 210 Step 0.07531  
    For j = -150 To 150 Step 0.07531  
        c = 5200  
        c4 = i - c  
        rr = (c4 * c4 + j * j)  
        c2 = 1 / rr 'f(rr)  
        rr = Sqr(rr)  
        sg = j / rr 'sinusz gamma értéke sin(90+g)=cos(g) derékszögűhármyszögből...
```



```

cg = i / rr ' koszinusz gamma értéke cos(90+g)=-sin(g)

'c1 = (sg + cg) 'építkezés-bomlás,téraktivitás sg-cg de behejettesítve sg+cg!

If i > 0 And j > 0 Then c1 = sg + cg 'sg-cg (+,+)
If i < 0 And j > 0 Then c1 = sg - cg 'sg+cg (+,-)
If i < 0 And j < 0 Then c1 = -sg - cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = -sg + cg 'sg+cg (-,+ )

cc = c1 ' távoli domináns kapcsolat

'egyenrangú rendszerek c itt is szerepel mint rendszertávolság sg-nél c=1000!figyelni

aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke
bb = Sqr((i - c) * (i - c) + j * j) 'BP távolság /b/ absz értéke

sg = (1000 * j) / (aa * bb) ' sinus gamma értéke 1000=c!

cg = Sqr(Abs(1 - sg * sg)) ' koszinusz gamma értéke

If i > 0 And j > 0 Then c1 = sg - cg 'sg-cg (+,+)
If i < 0 And j > 0 Then c1 = sg + cg 'sg+cg (+,-)
If i < 0 And j < 0 Then c1 = -sg + cg 'sg-cg (-,-)
If i > 0 And j < 0 Then c1 = -sg - cg 'sg+cg (-,+ )

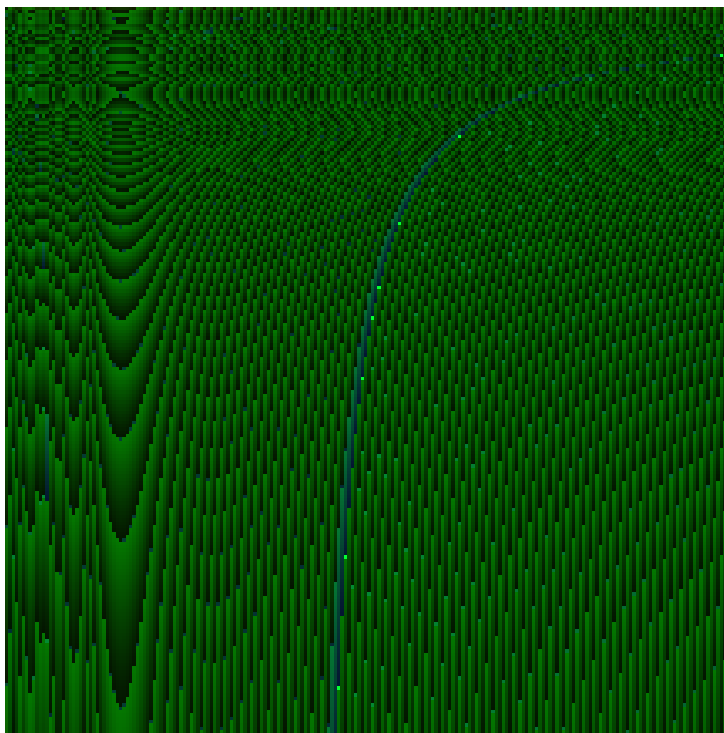
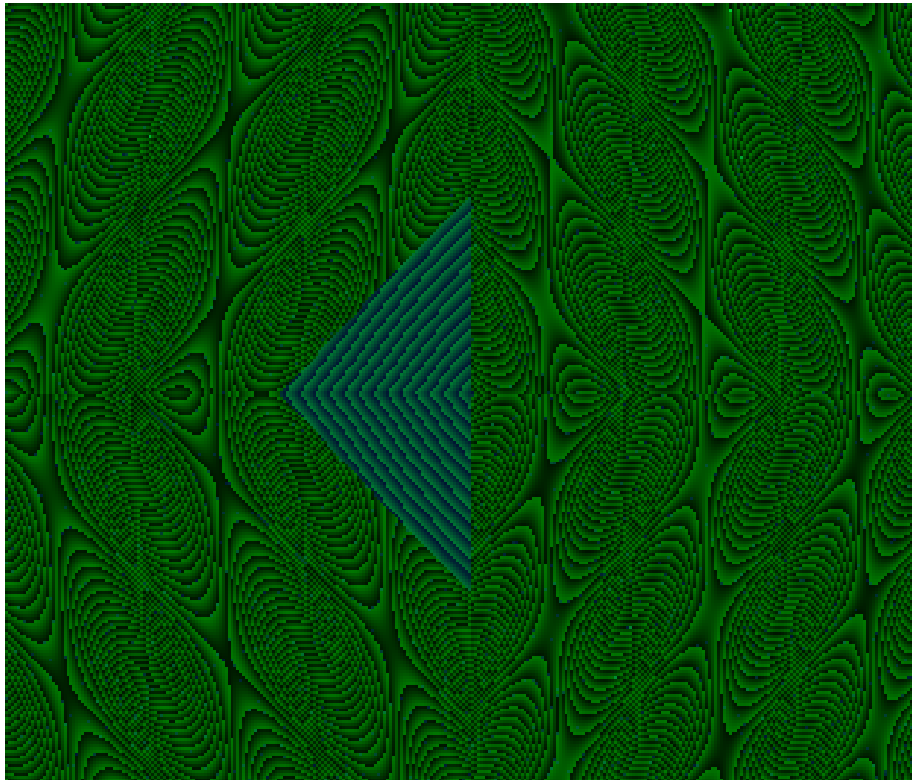
If cc - c1 < 0.01 Then c1 = (c1 + cc) / 250
If cc - c1 > 0.01 Then c1 = 0.00001

c1 = cc / (c1 * 2600) 'tg (a)

s1 = Int(100 * c1)

s2 = Int(10000 * c1) - 10

```



```
Private Sub Command5_Click()
```

```
Dim aa, bb, cc, a, a1, a2, a3, b1, b2, b3, c, c1, c2, c3, c4, cbb As Variant
```

```
Dim ab, caa, sg, sb, sa, ca As Variant
```

```
b1 = 1
```

```
b2 = 1
```

```
For i = 0.5 To 1.5 Step 0.00031
```

```

For j = -1.5 To -0.5 Step 0.00031

a = 3500

c2 = (i - a) * (i - a) + j * j

sa = (Sgn(c2) * a / Sqr(Abs(c2)))

ca = (Sgn(c2) * Sqr(Abs(1 - sa * sa)))

If i > 0 And j > 0 Then c1 = sa - ca

If i < 0 And j > 0 Then c1 = -sa + ca

If i < 0 And j < 0 Then c1 = -sa + ca

If i > 0 And j < 0 Then c1 = sa - ca

cc = c1

b = 5000

c3 = (j - b) * (j - b) + i * i

sb = Sgn(c3) * b / Sqr(Abs(c3)) / b1

cb = Sgn(Abs(1 - sb * sb)) / b2

If i > 0 And j > 0 Then c3 = sb - cb

If i < 0 And j > 0 Then c3 = -sb + cb

If i < 0 And j < 0 Then c3 = -sb + cb

If i > 0 And j < 0 Then c3 = sb - cb

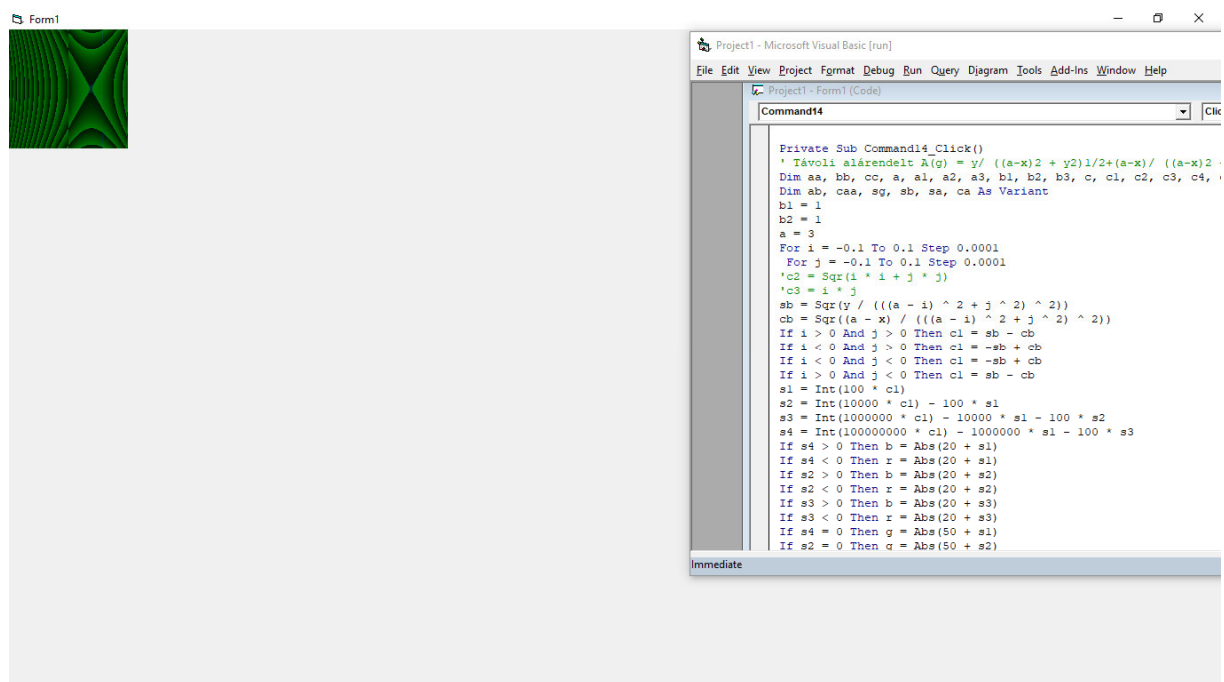
c1 = Sin(c3) - Cos(c1)

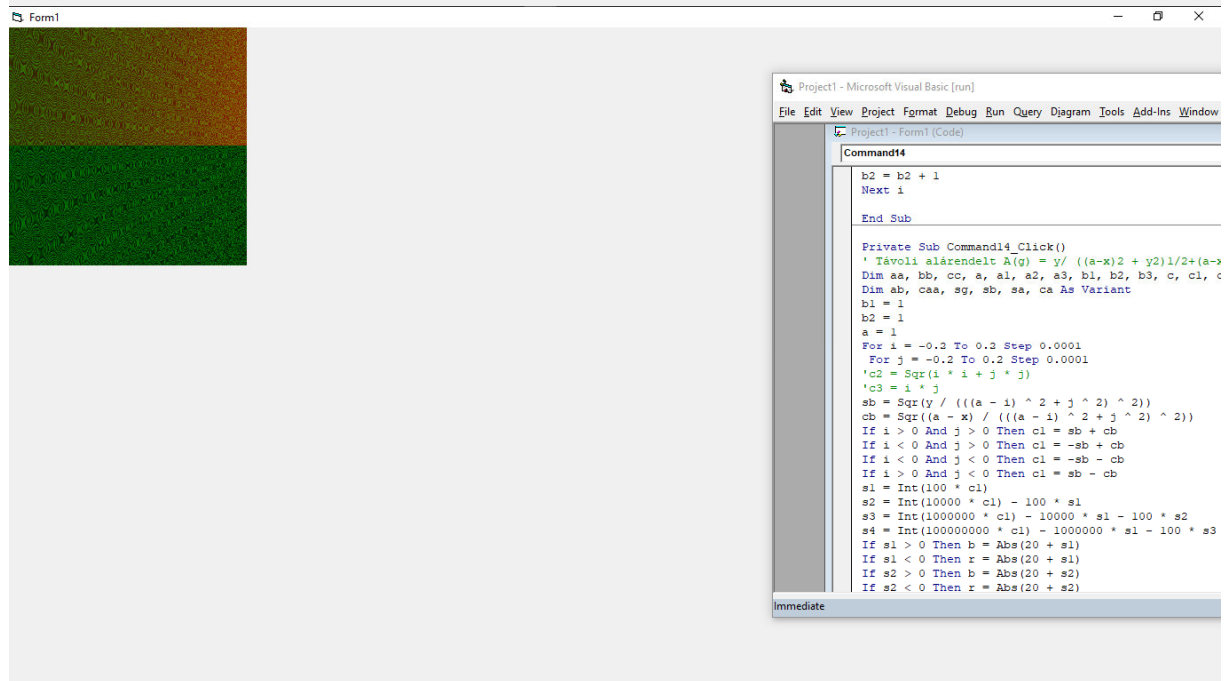
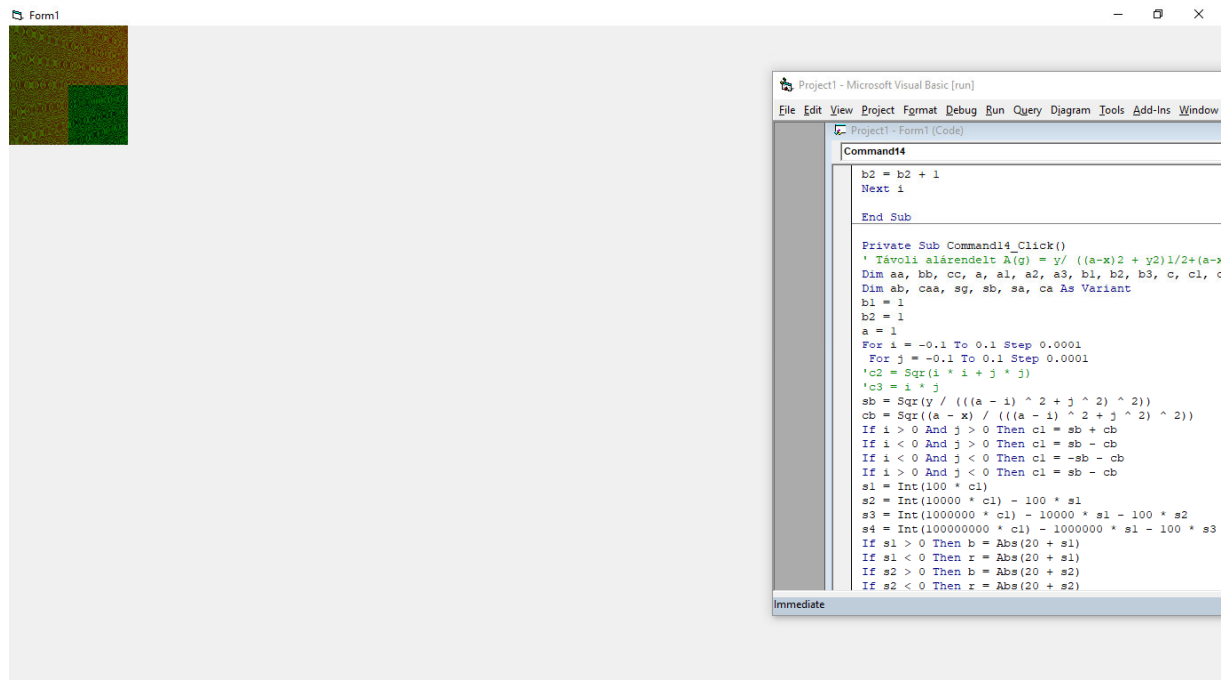
'c1 = cc / (c3 * 3600) 'tg (a)

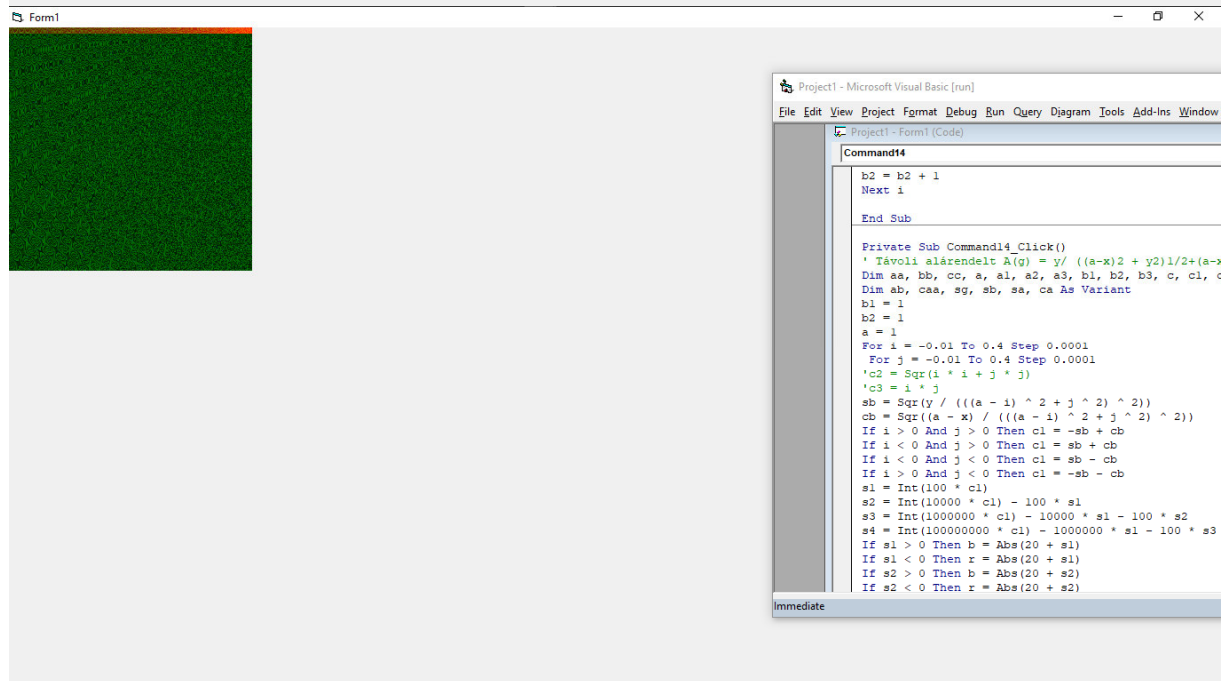
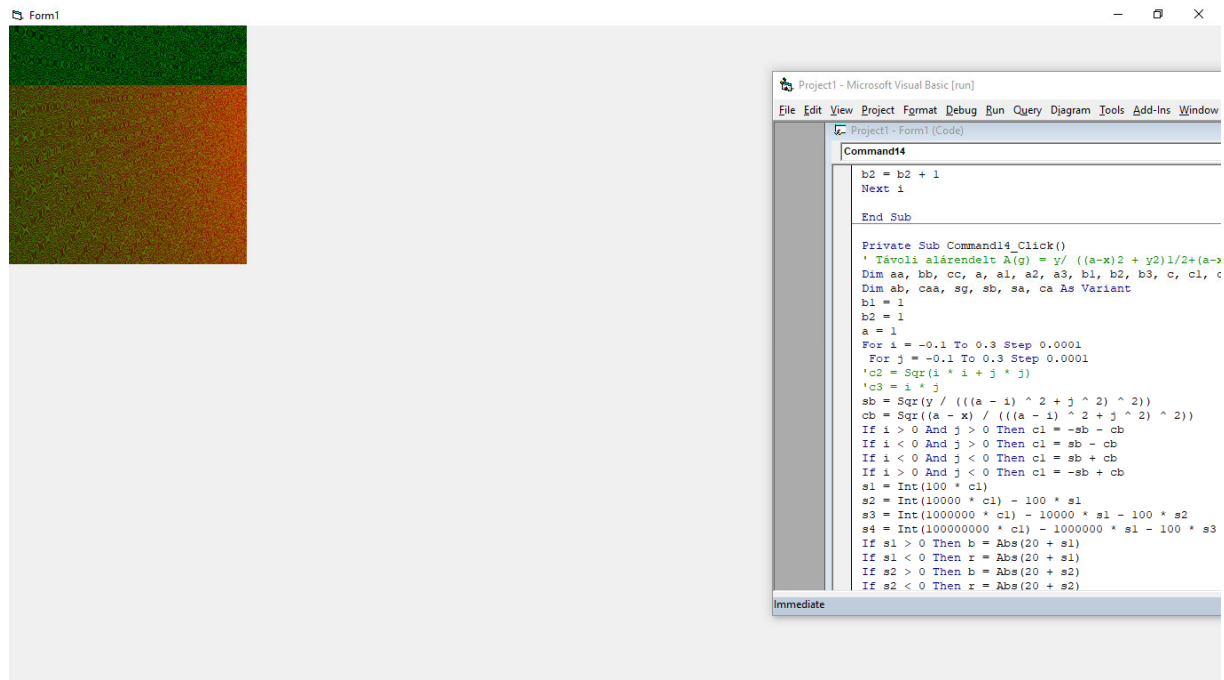
'c1 = cc / ((sb * cb) * 3600) 'tg (a)

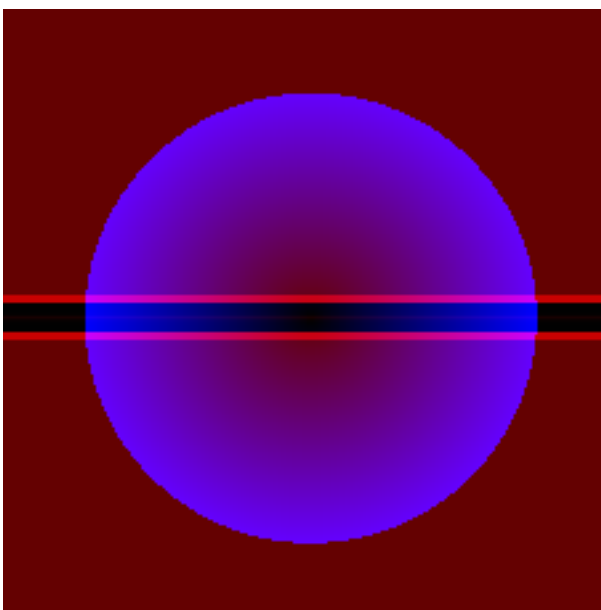
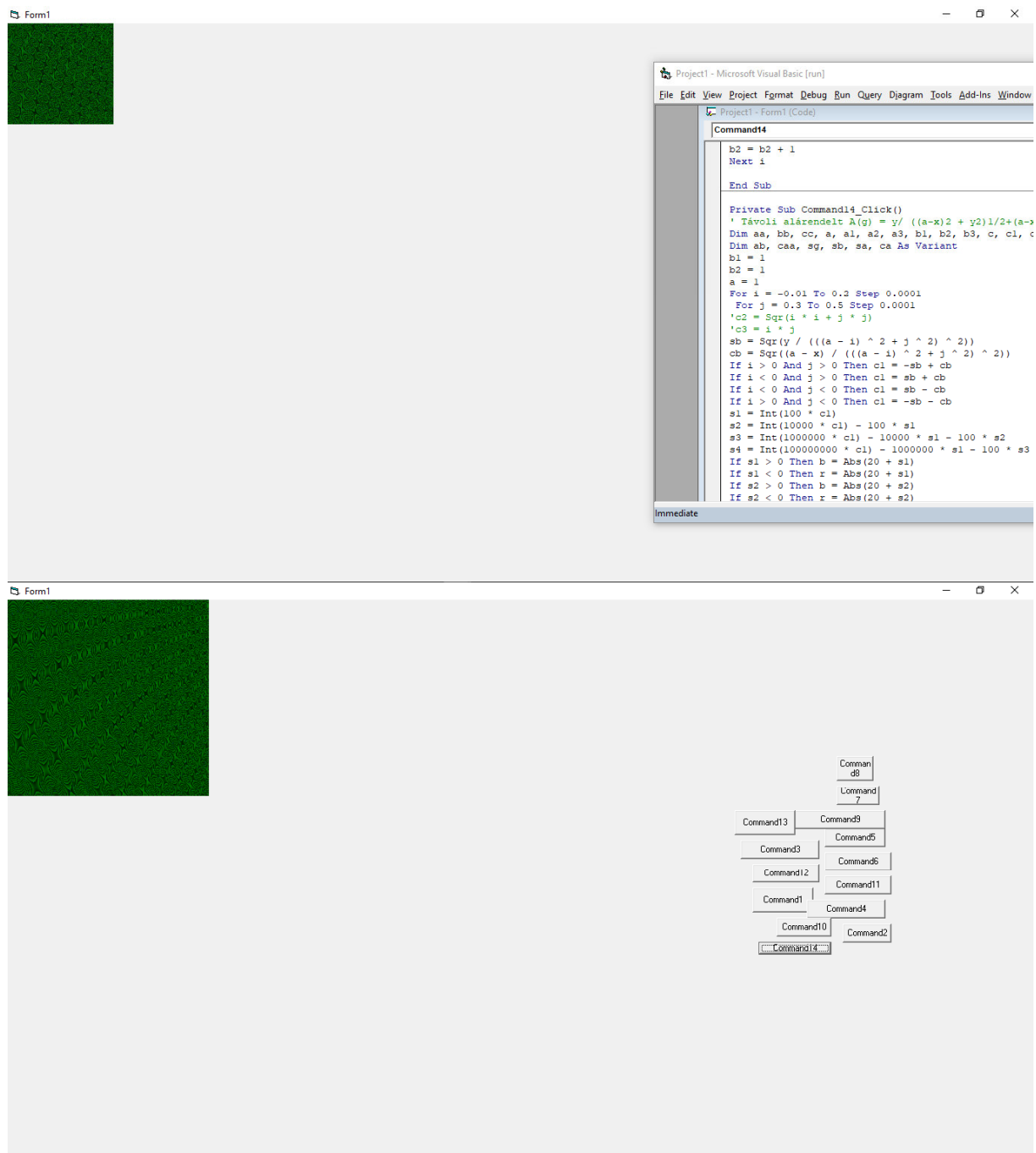
s1 = Int(100 * c1)

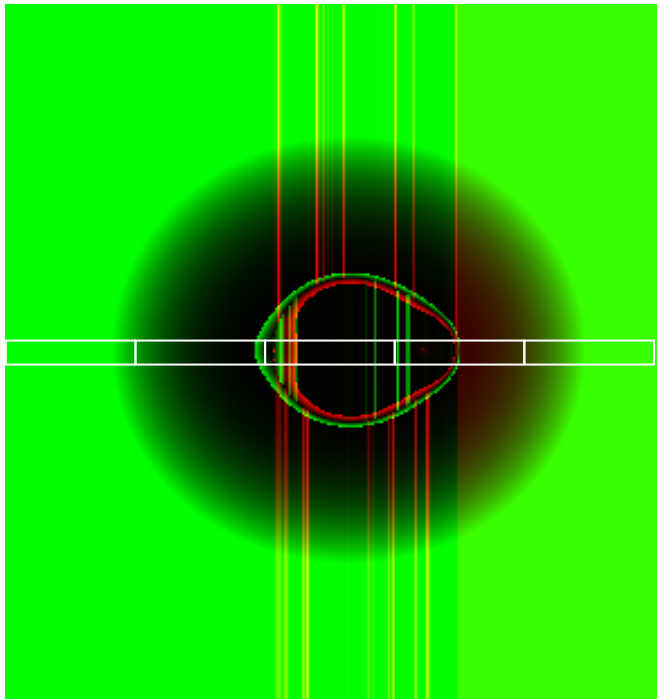
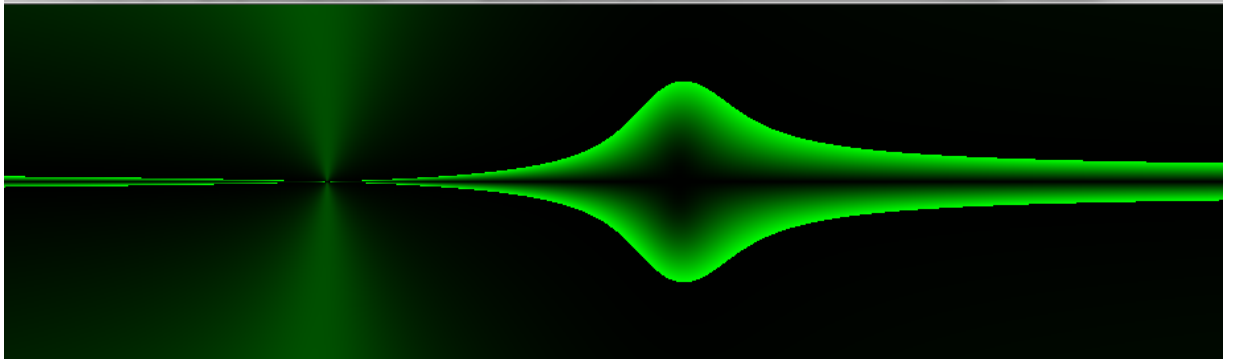
```









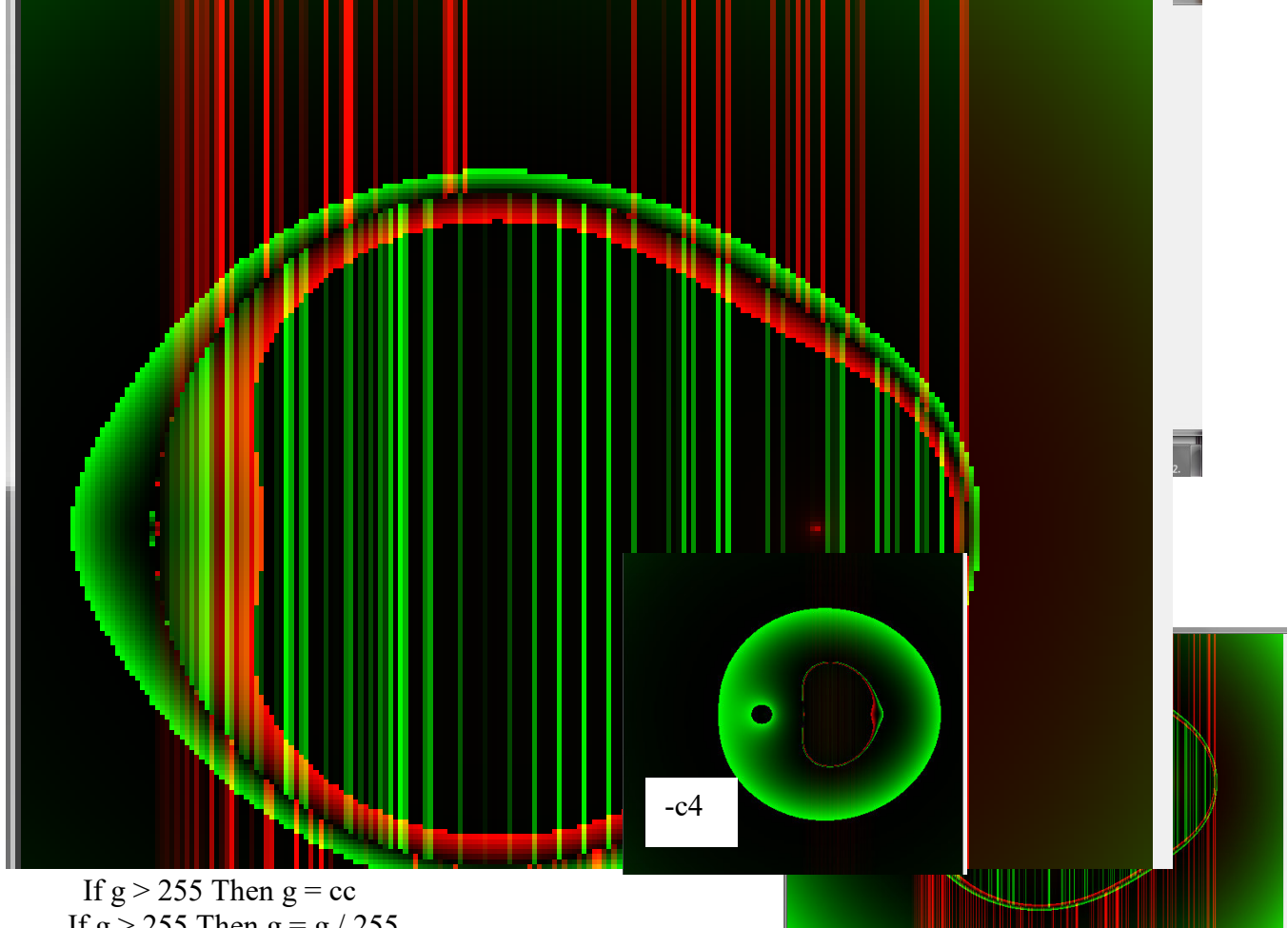


```
Private Sub Command2_Click()
Dim aa, bb, a1, r, b, a2, b1, b2, c, cc,
c1, rt, sg, cg As Variant
c = 10 'rendszerek távolsága AB táv
b1 = 1: b2 = 1
For i = -18 To 26 Step 0.01
  For j = -25 To 25 Step 0.01

aa = Sqr(i * i + j * j) 'AP táv
bb = Sqr((c - i) * (c - i) + j * j) 'BP táv
If bb = 0 Then bb = 0.0000001
If aa > bb Then cc = 10 / aa
If bb > aa Then cc = 10 / bb
sg = aa * aa / bb * i 'sin gamma
cg = (aa * aa + bb * bb - c * c) / 2 * aa
  * bb 'cos gamma
'If c > 1 Then cg = -cg
c1 = 1000 * (sg - cg) / 3 'A(g)
téraktivitás
```

```
If c1 > 0 Then r = Int(c1)
If c1 < 0 Then b = Abs(Int(c1))
```

```
If b > 255 Then b = b / 255
If b > 255 Then b = b / 255
  If b > 255 Then b = 255
If c1 > 0 Then r = c1
If r > 255 Then r = r / 255
If r > 255 Then r = r / 255
  If r > 255 Then r = 255
```



```

If g > 255 Then g = cc
If g > 255 Then g = g / 255
If g > 255 Then g = 255

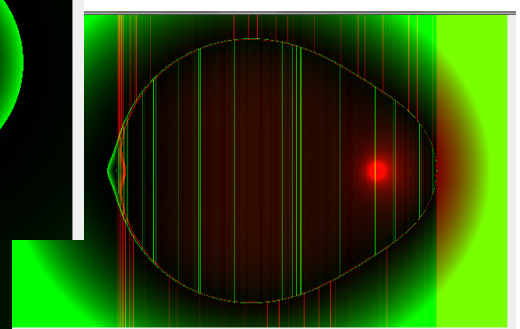
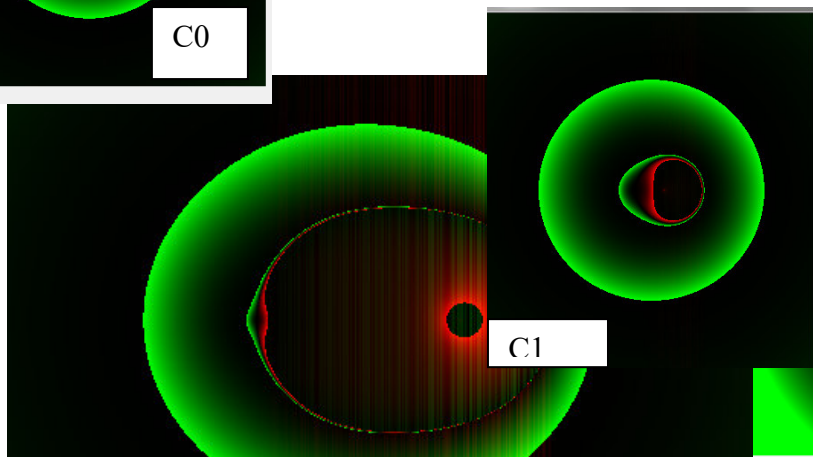
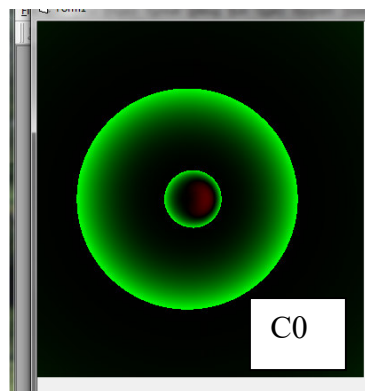
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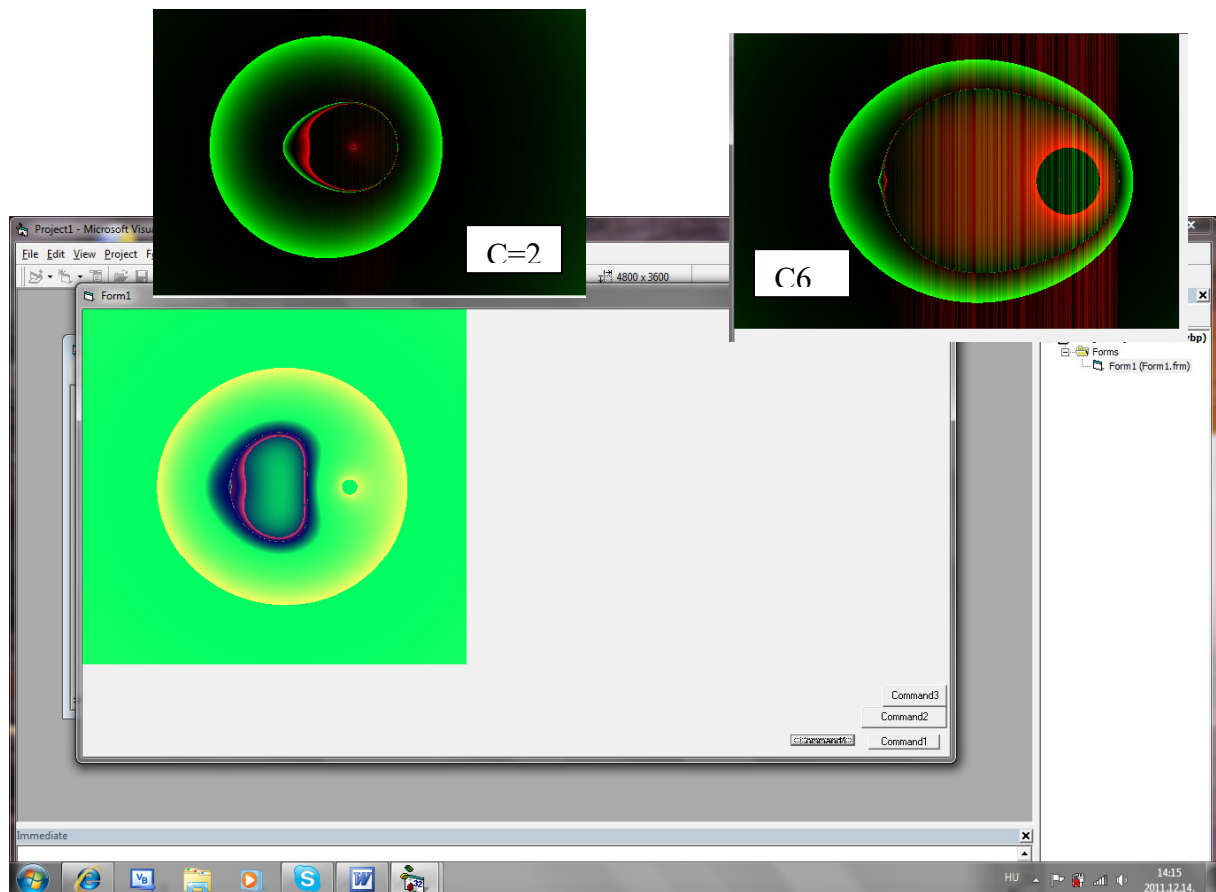
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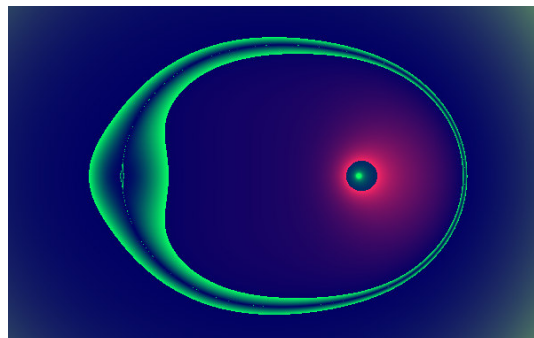
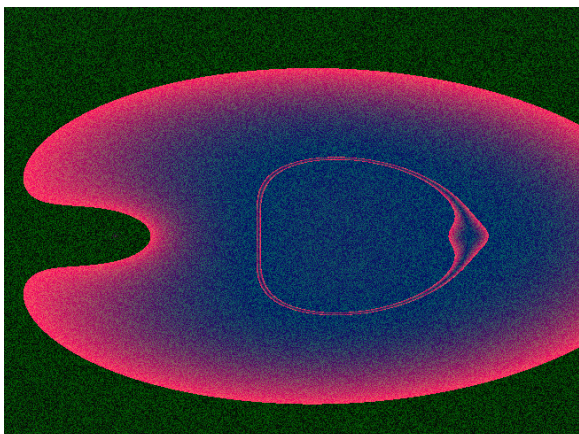
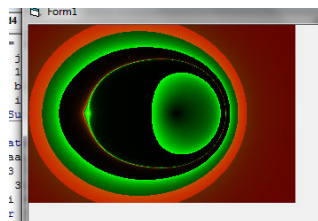
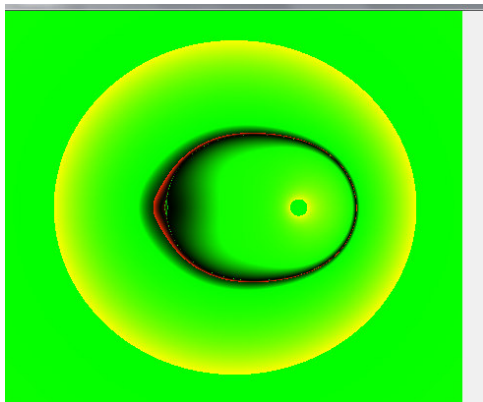
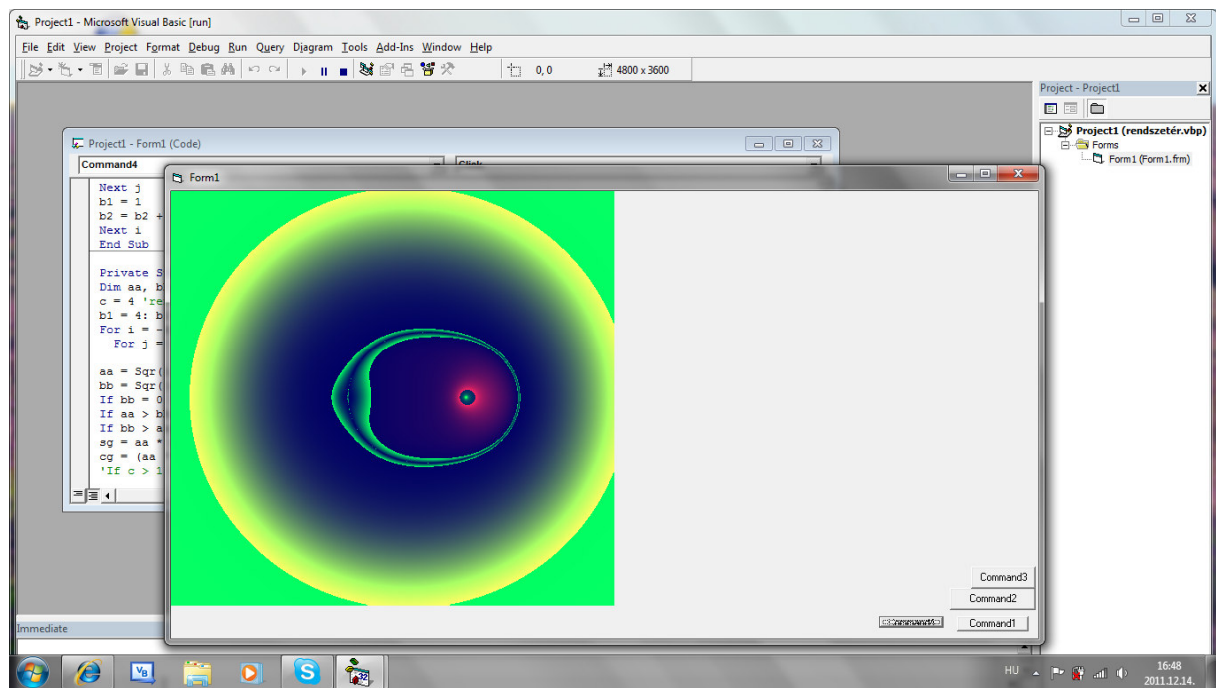
PSet (b2, b1), RGB(r, b, g)
b1 = b1 + 1
Next j
b1 = 1
b2 = b2 + 1
Next i

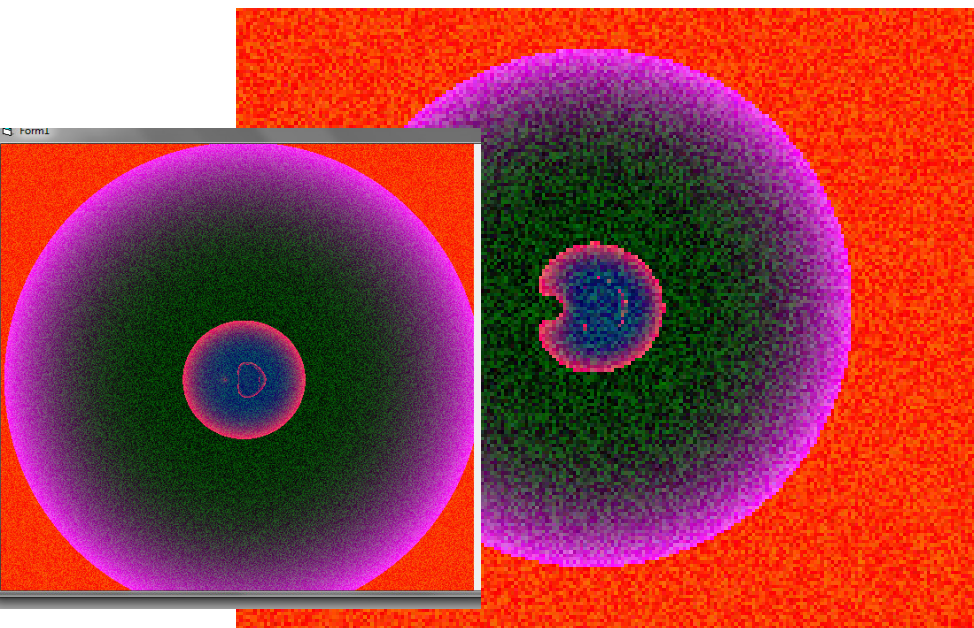
```

End Sub







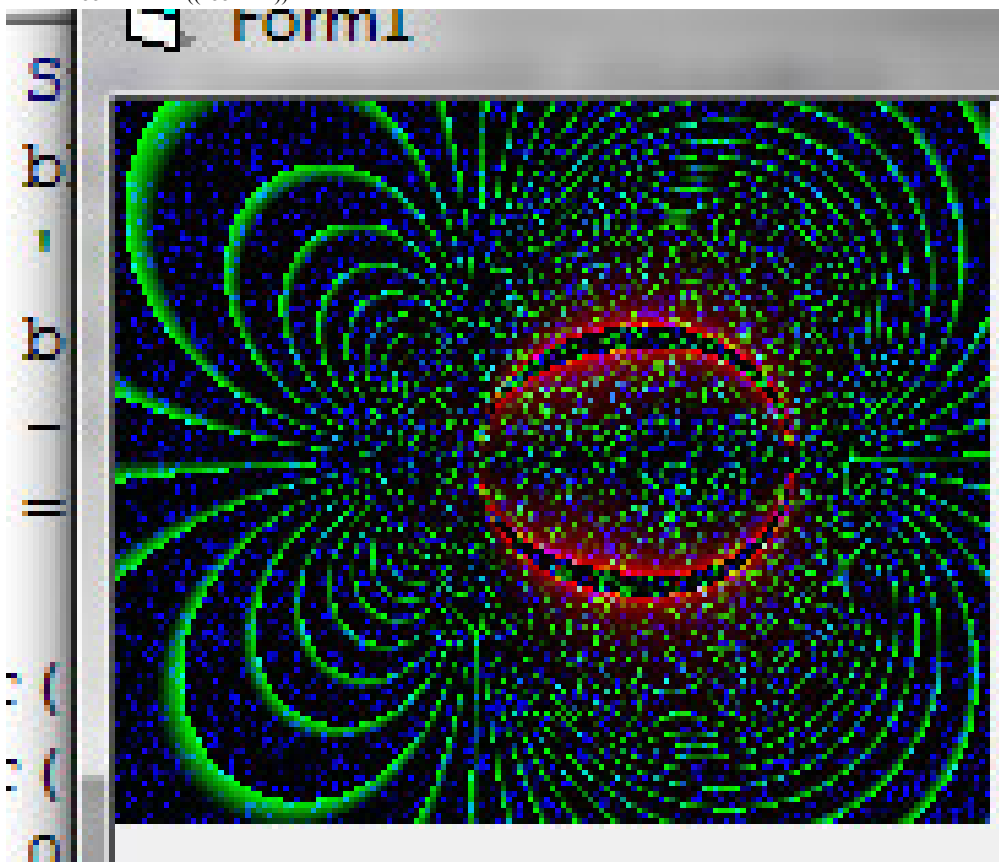


```
Dim aa, bb, a1, r, b, a2, b1, b2, c, cc, c1, rt,
sg, cg, s1, s2, s3, f1, f2, f3 As Variant
c = 3 'rendszerek távolsága AB táv
b1 = 1: b2 = 1
For i = -1 To 5 Step 0.001
  For j = -2 To 2 Step 0.001
```

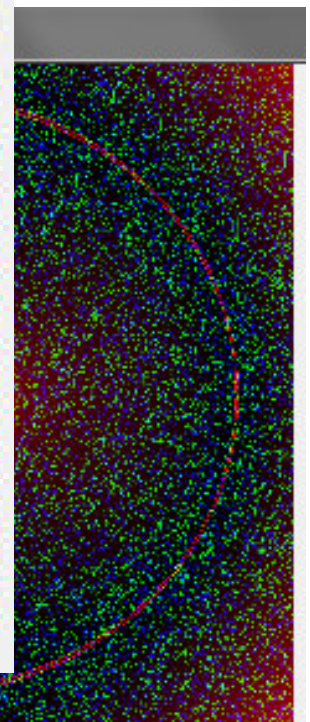
```
aa = Sqr(i * i + j * j) 'AP táv
```

```
bb = Sqr((c - i) * (c - i) + j * j) 'BP táv
If bb = 0 Then bb = 0.0000001
'If aa > bb Then cc = 10 / aa
'If bb > aa Then cc = 10 / bb
sg = aa * aa / bb * i 'sin gamma
cg = (aa * aa + bb * bb - c * c) / 2 * aa * bb 'cos gamma
c1 = (sg - cg) 'A(g) téraktivitás
f1 = 255 * c1 - Int((255 * c1))
```

```
s1 = Abs(Int(255 * c1))
f2 = 255 * f1 - Int((255 * f1))
s2 = Abs(Int(1000 * f1))
f3 = 255 * f2 - Int((255 * f2))
```



```
s3 = Abs(Int(1000 * f2))
r = s1
b = s2
g = s3
```



```

If b > 255 Then b = b / 255
If b > 255 Then b = b / 255
If b > 255 Then b = 255

```

```

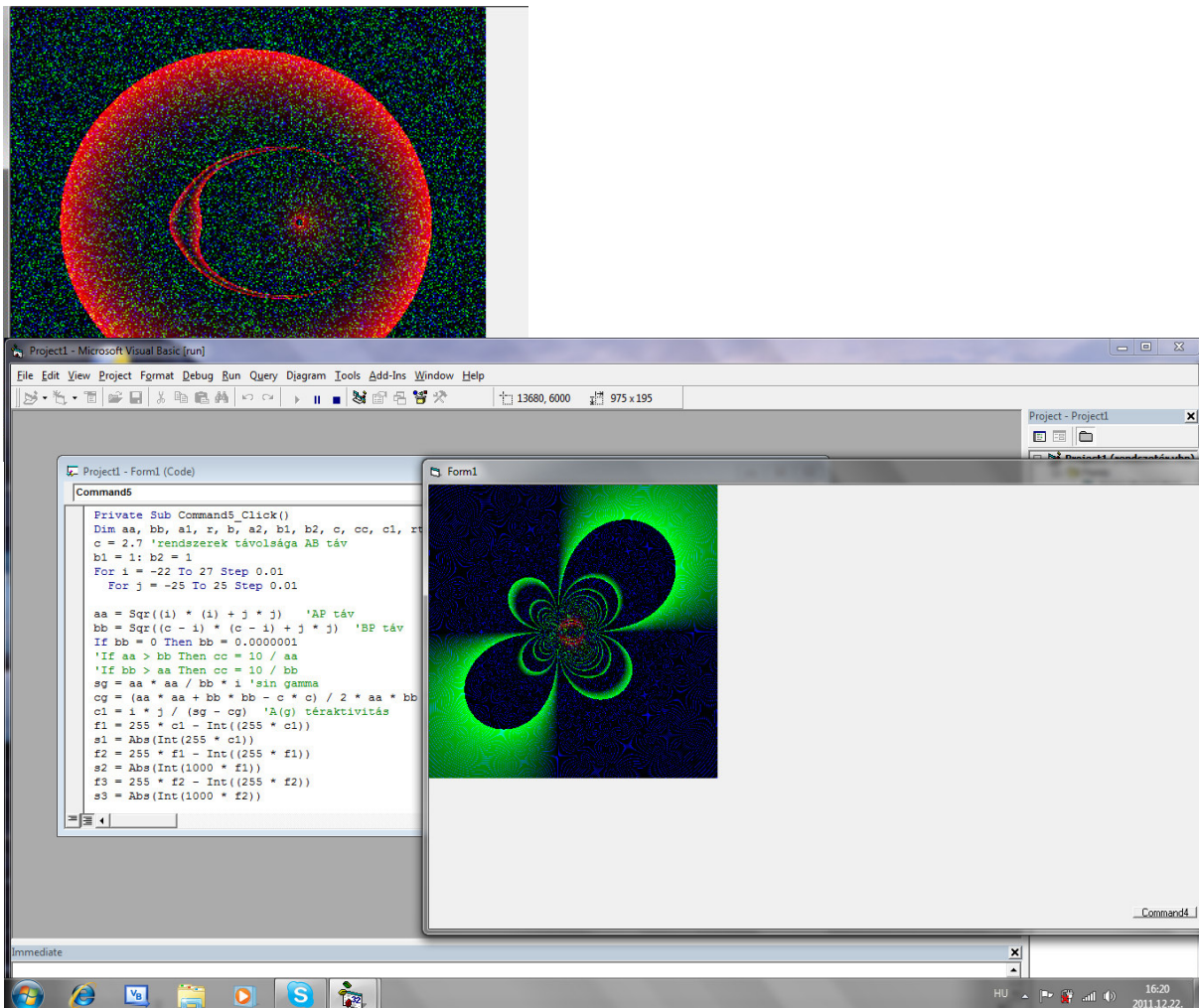
If r > 255 Then r = r / 255
If r > 255 Then r = r / 255
If r > 255 Then r = 255
If g > 255 Then g = g / 255
If g > 255 Then g = 255

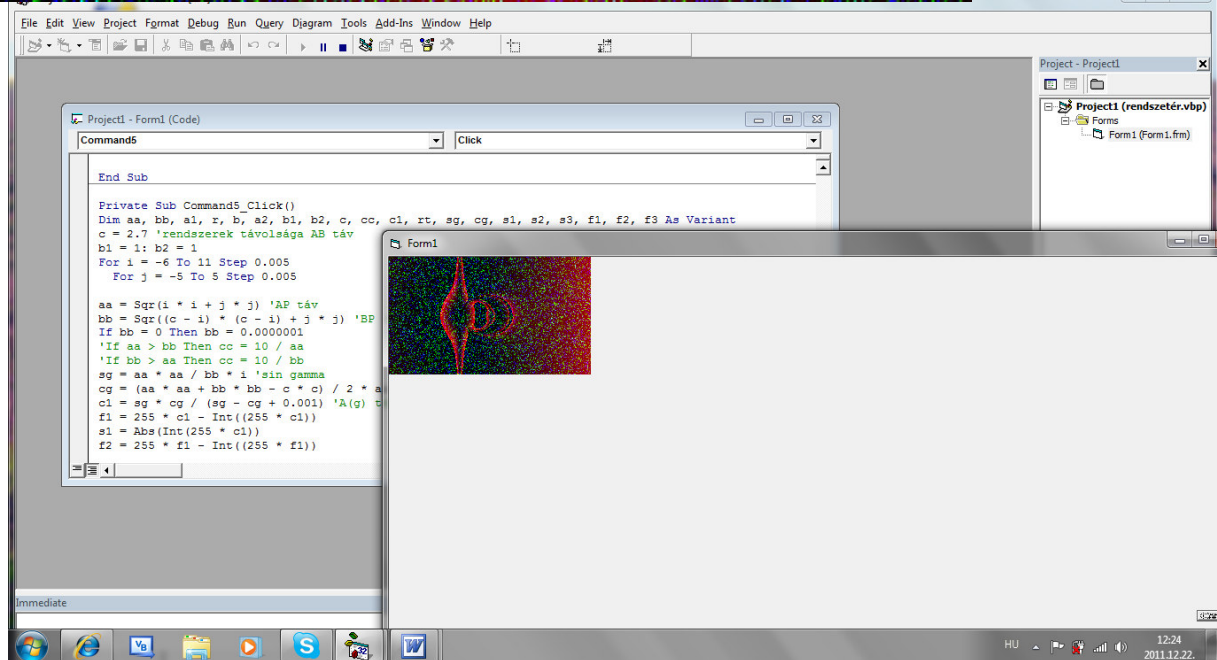
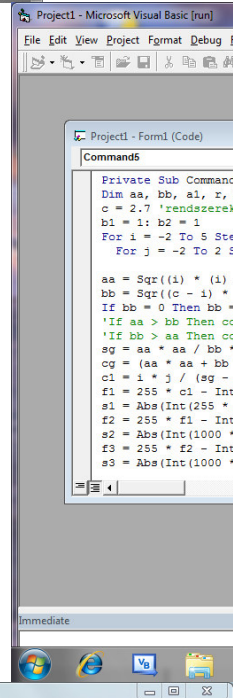
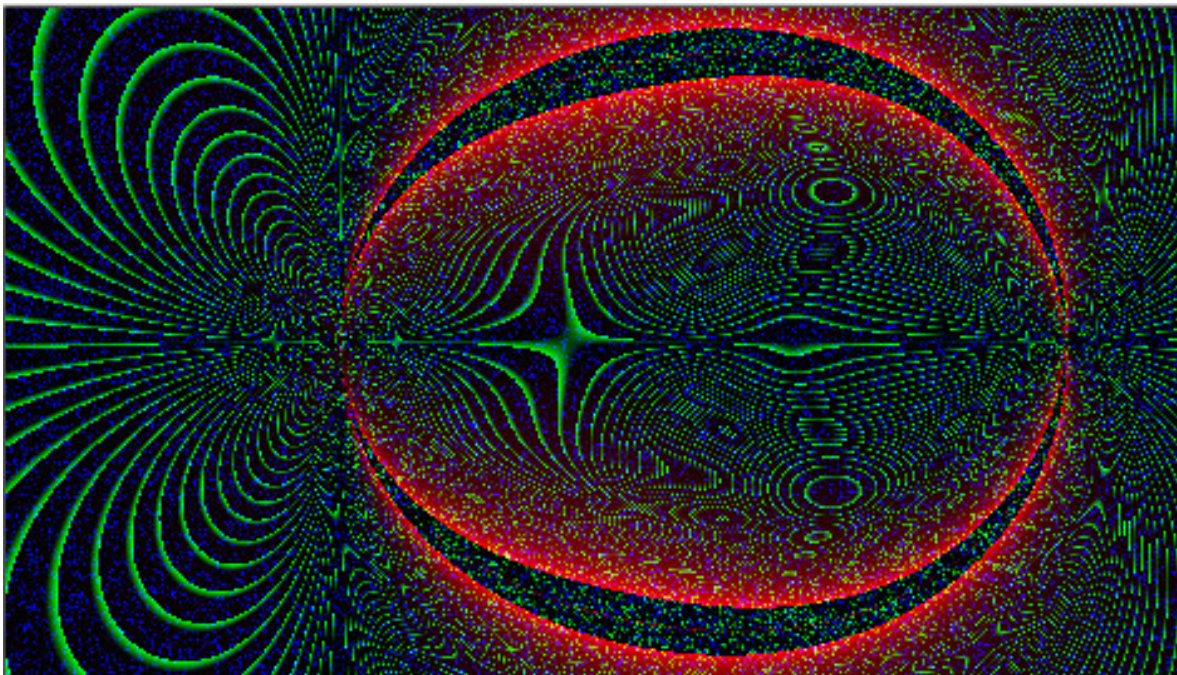
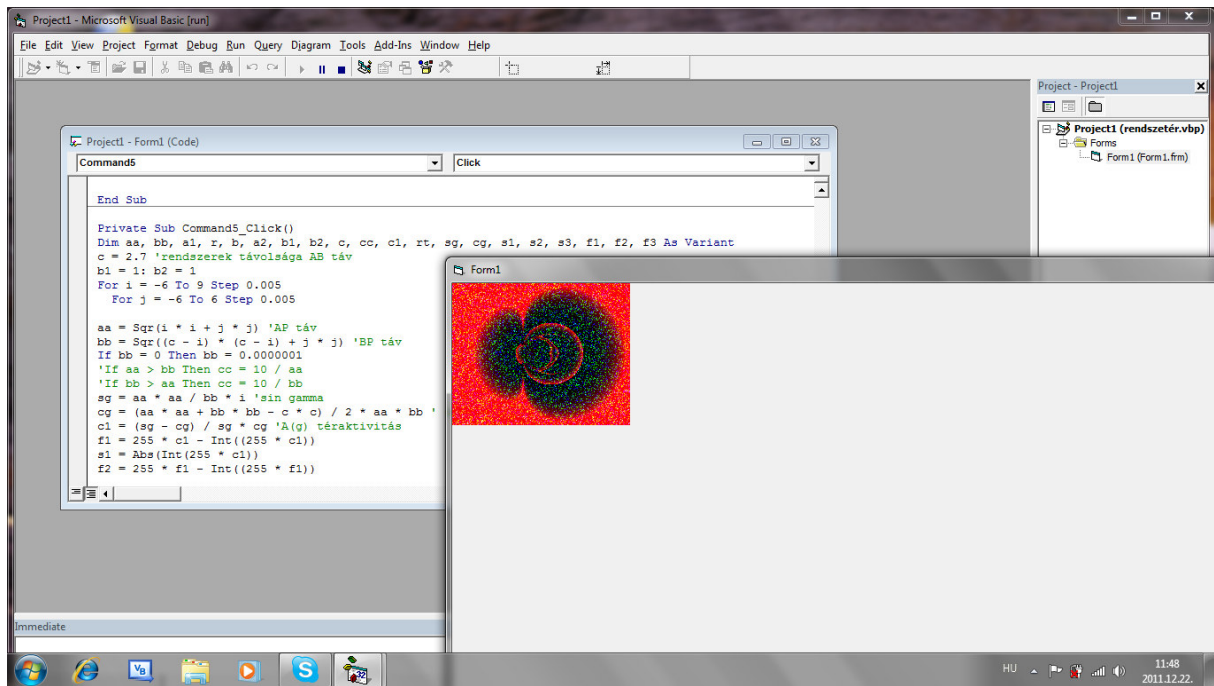
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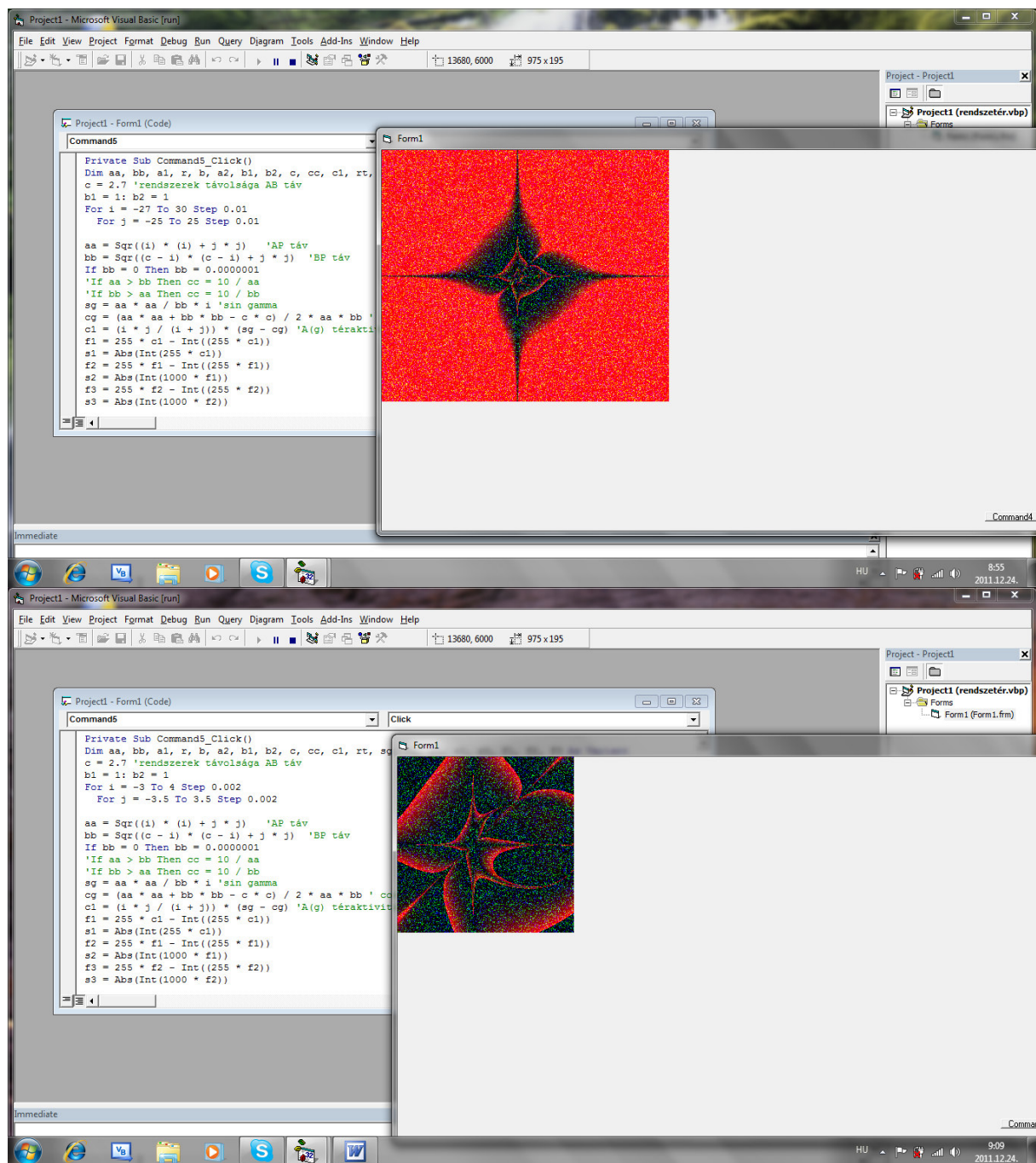
```

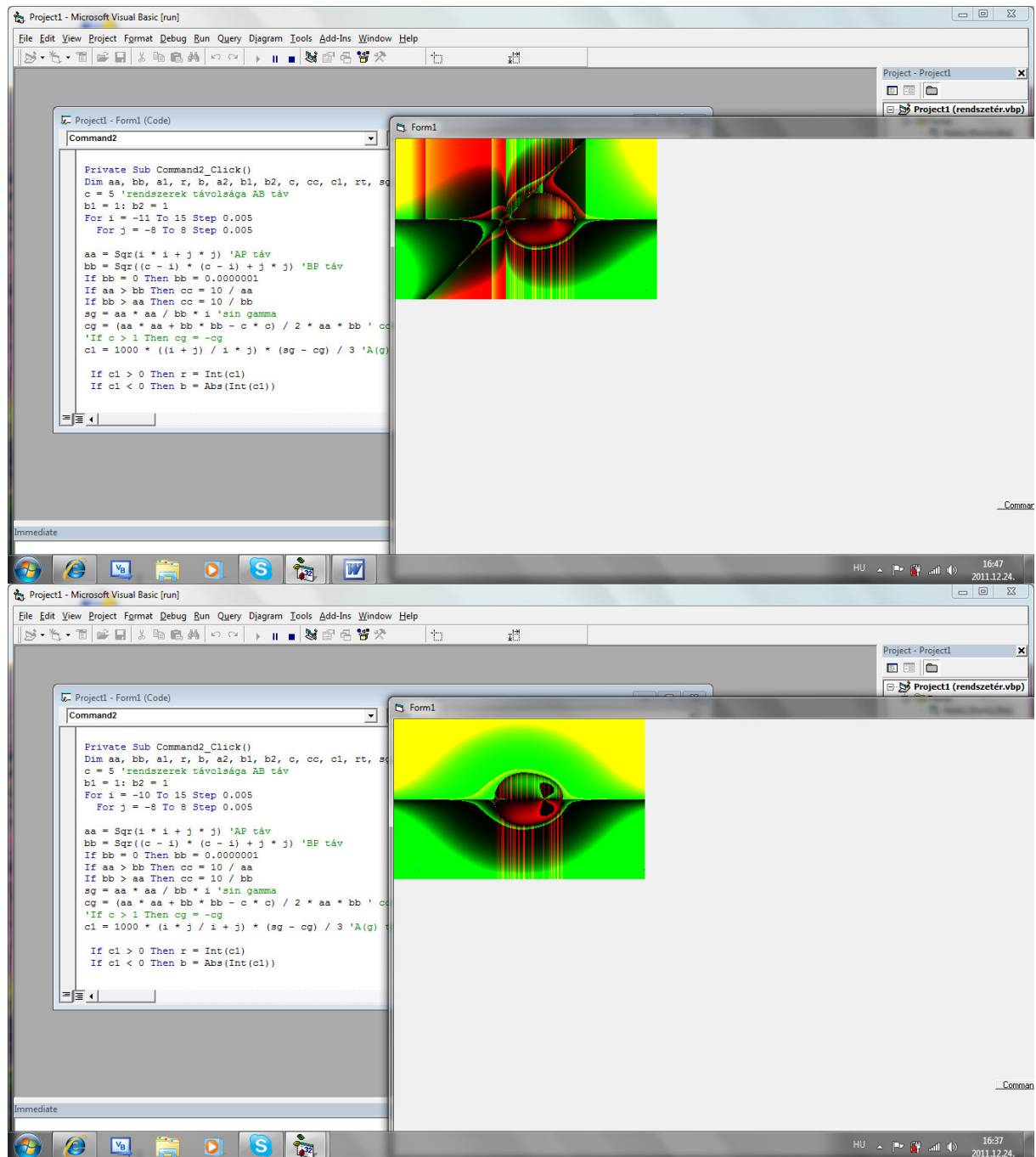
PSet (b2, b1), RGB(r, b, g)
b1 = b1 + 1
Next j
b1 = 1
b2 = b2 + 1
Next i

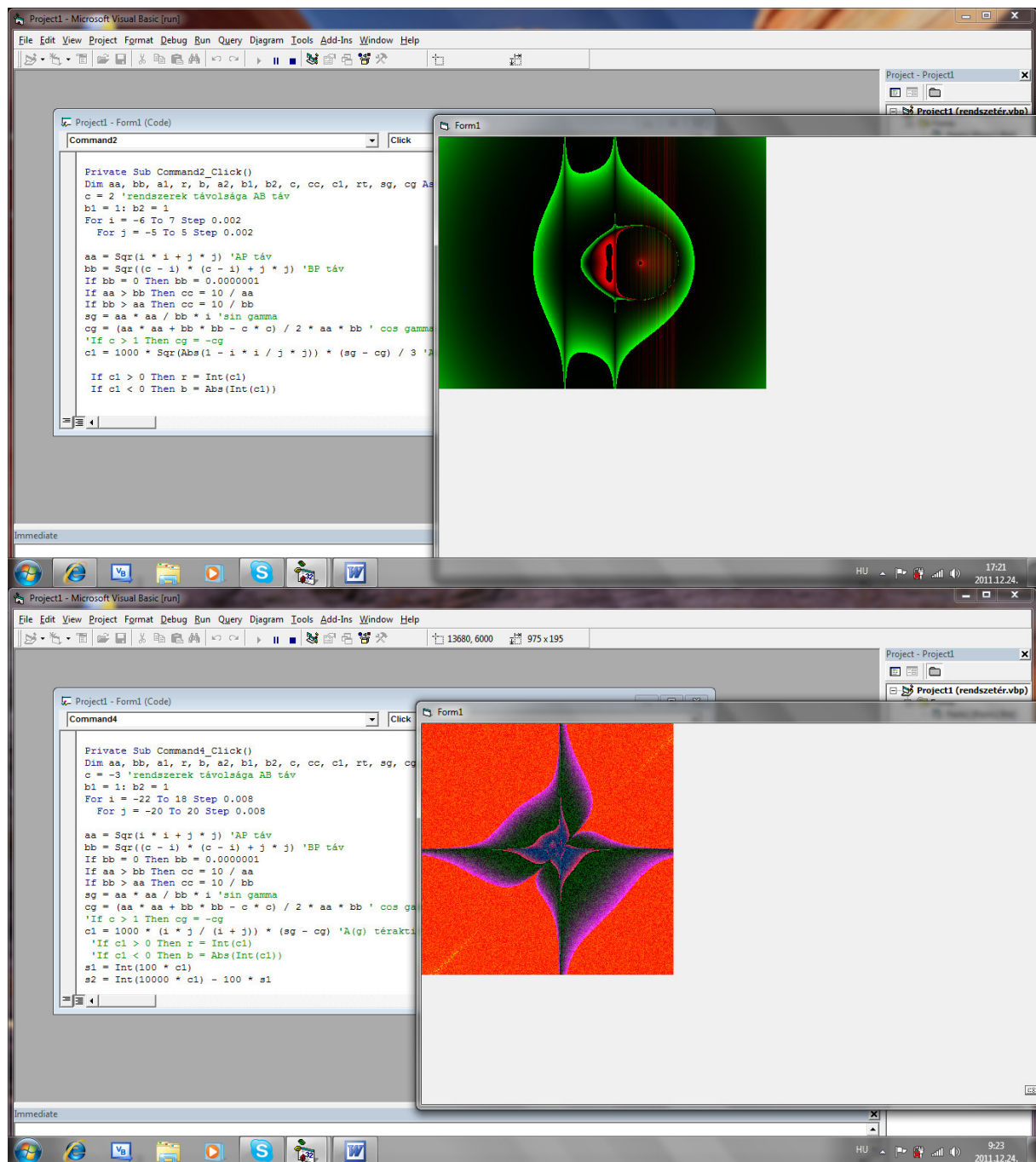
```

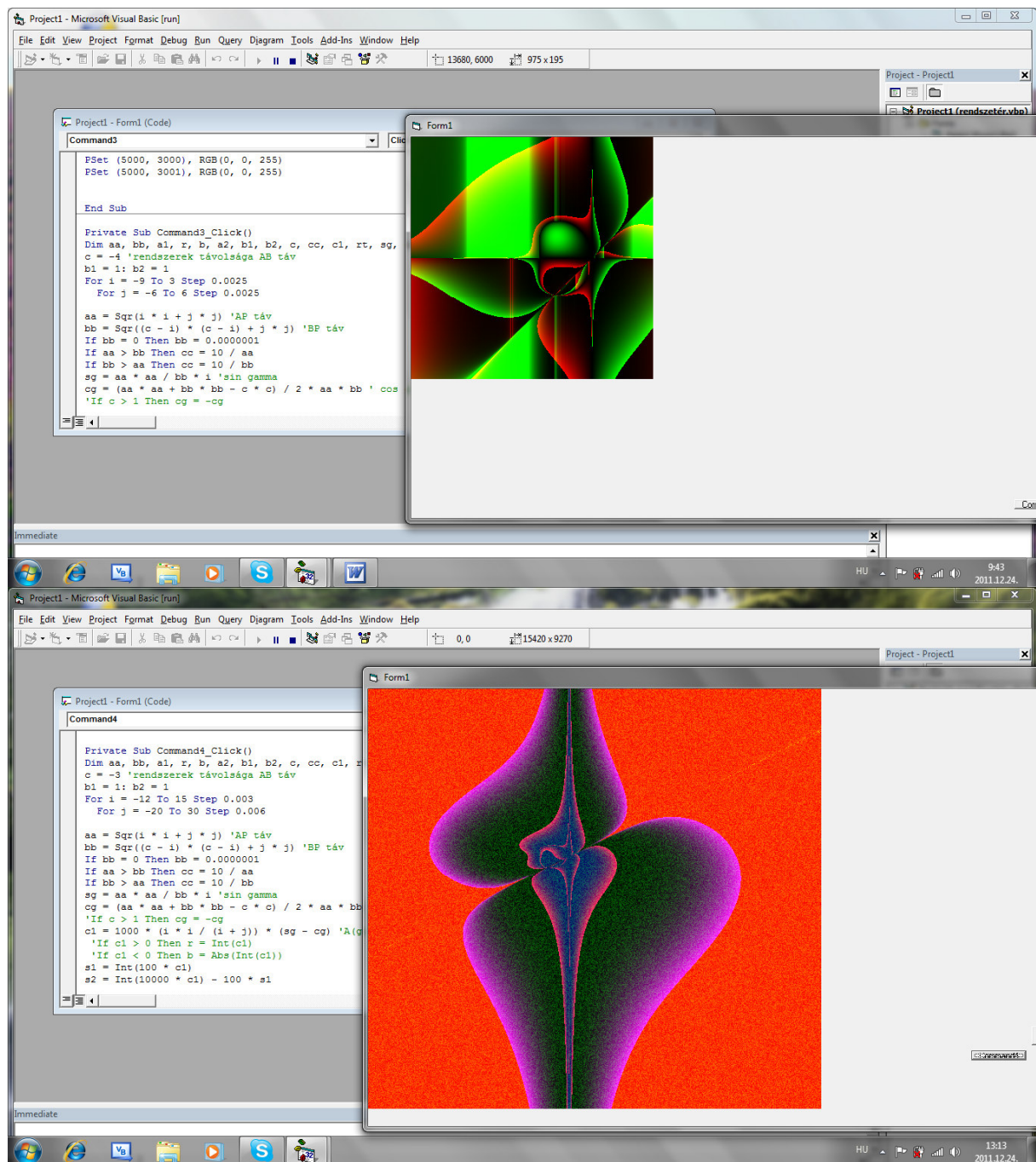


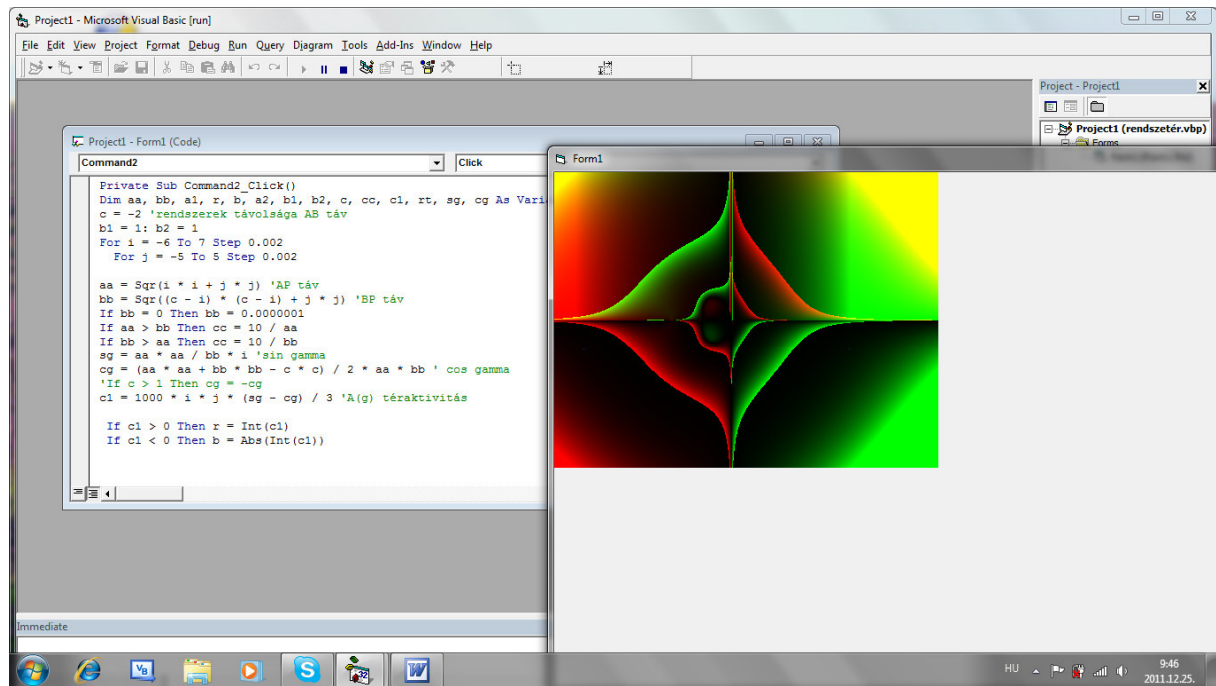


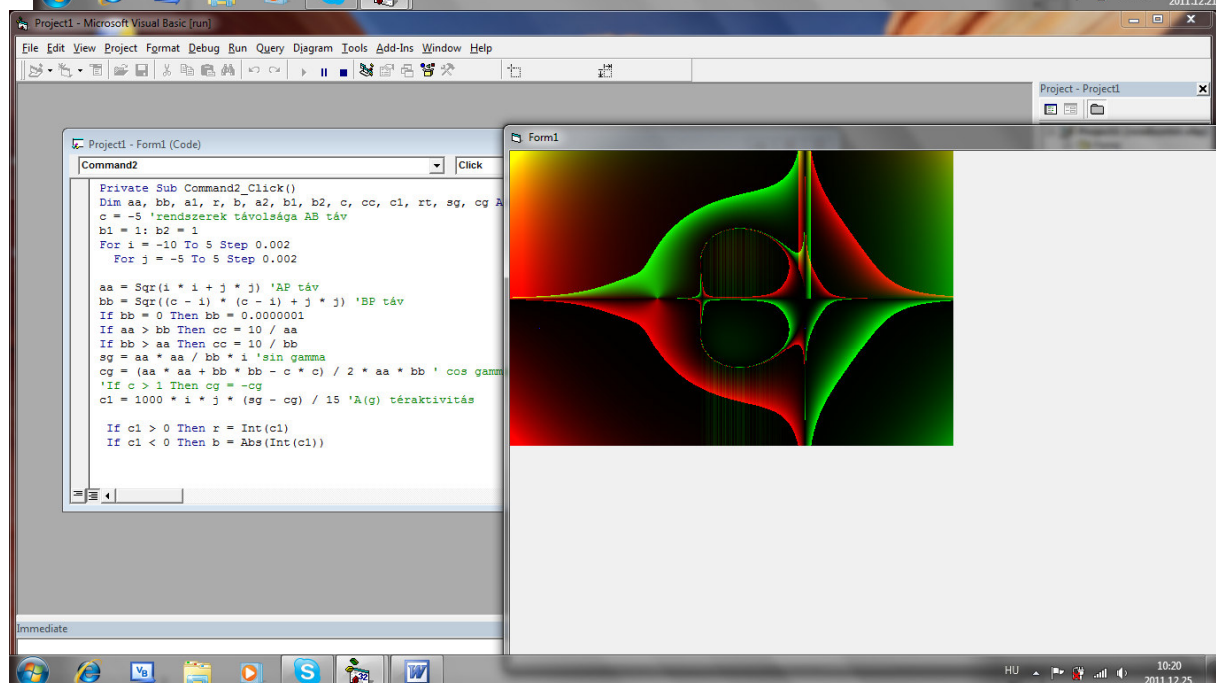
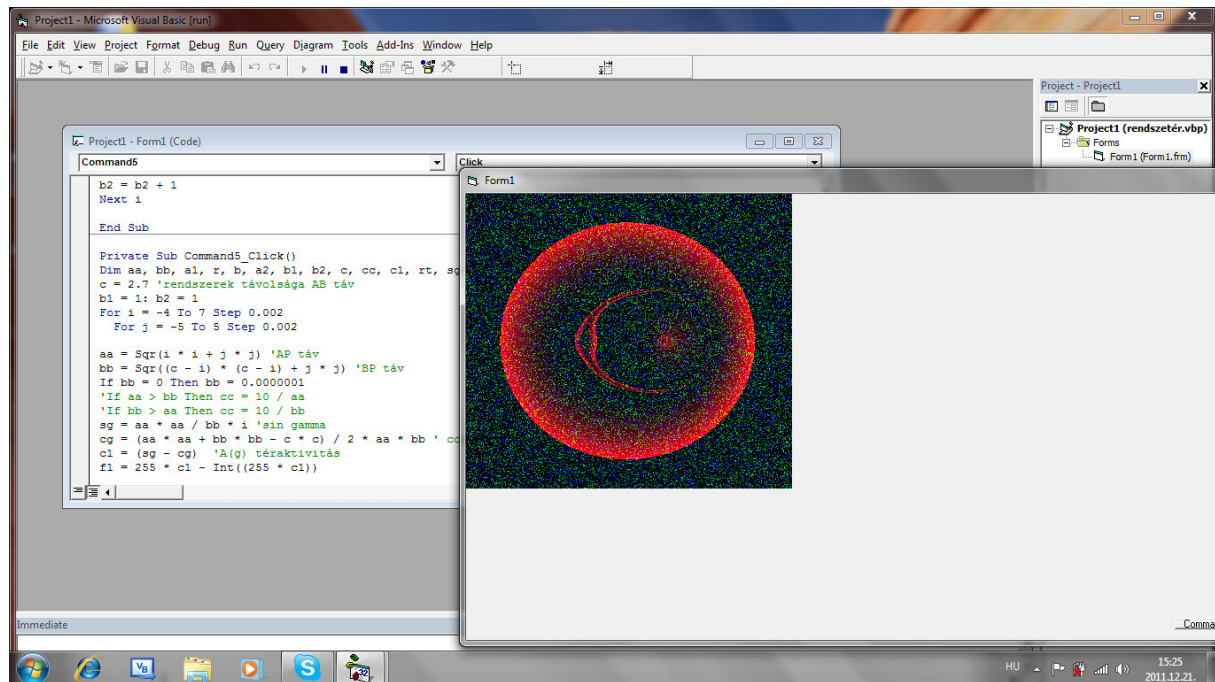


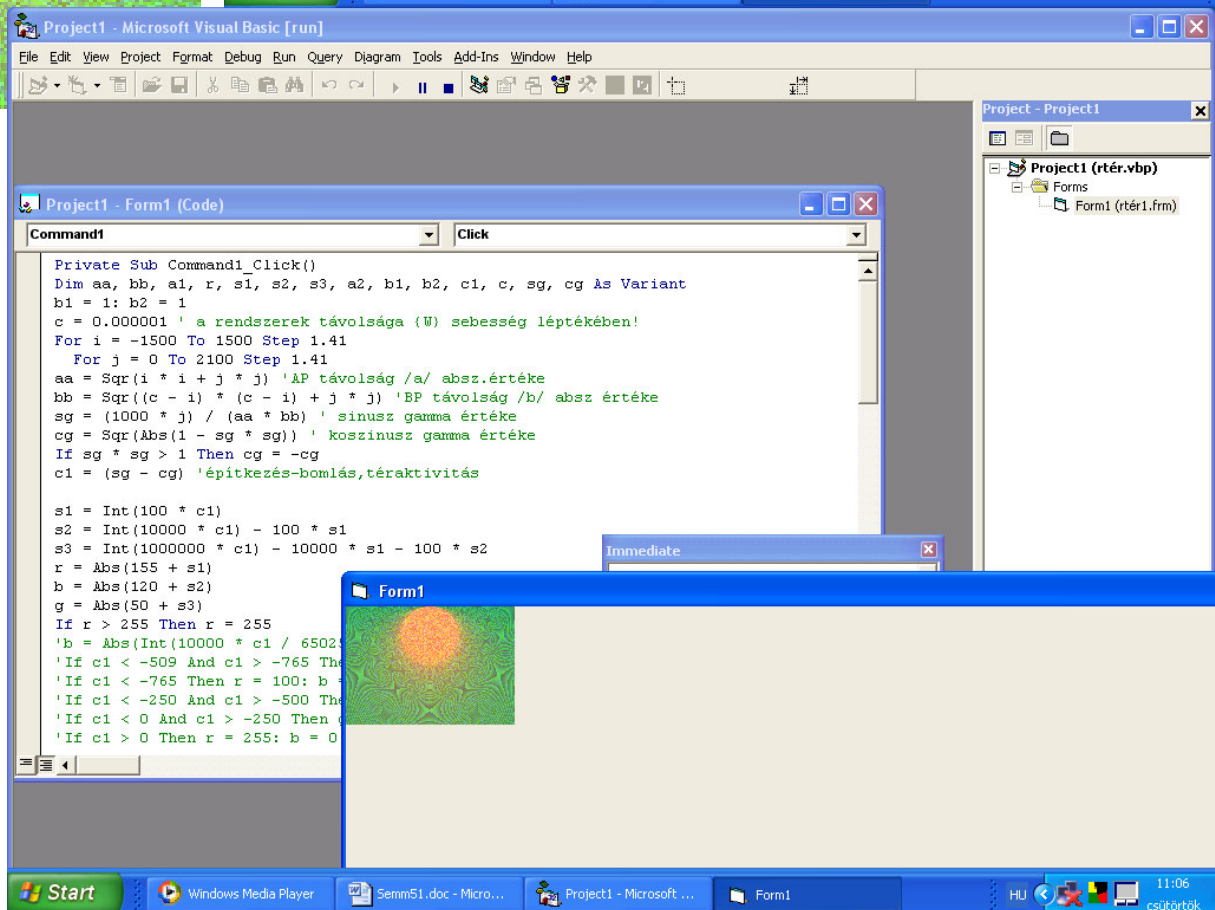
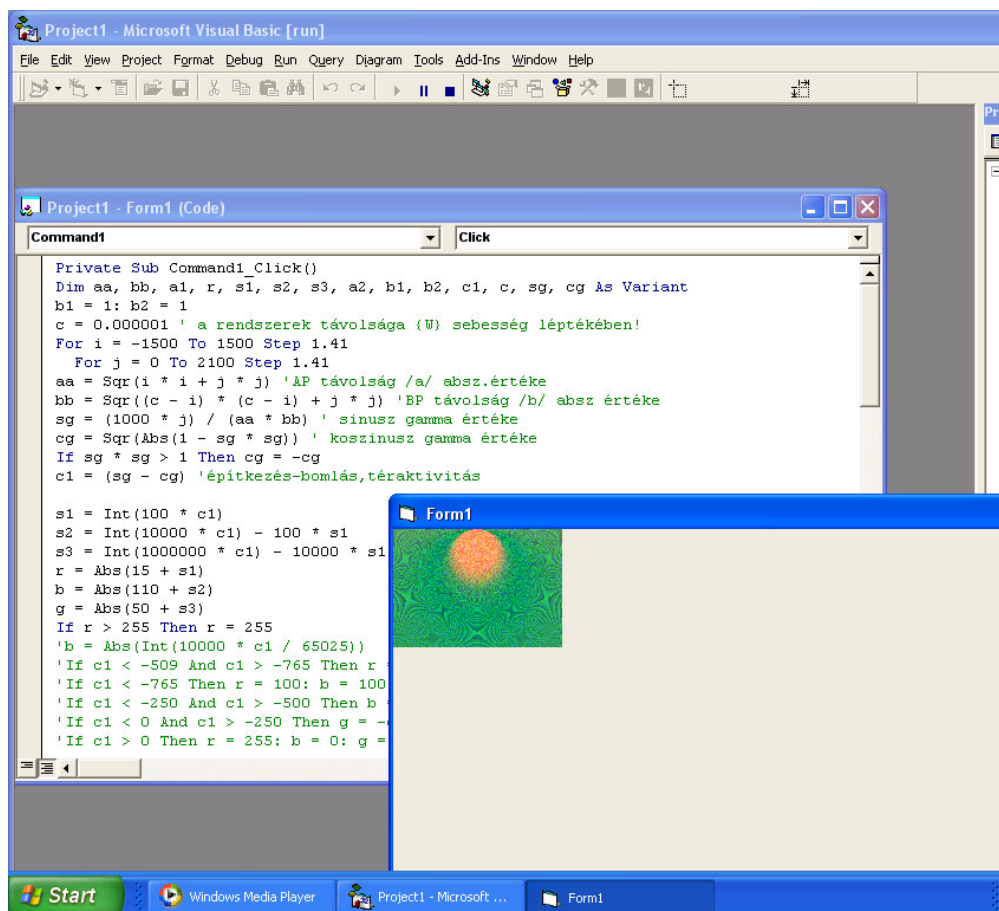
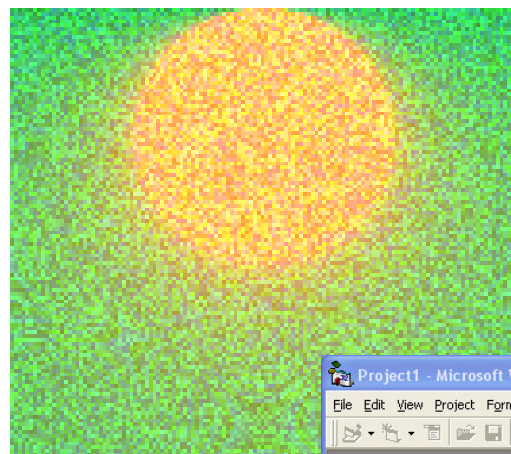


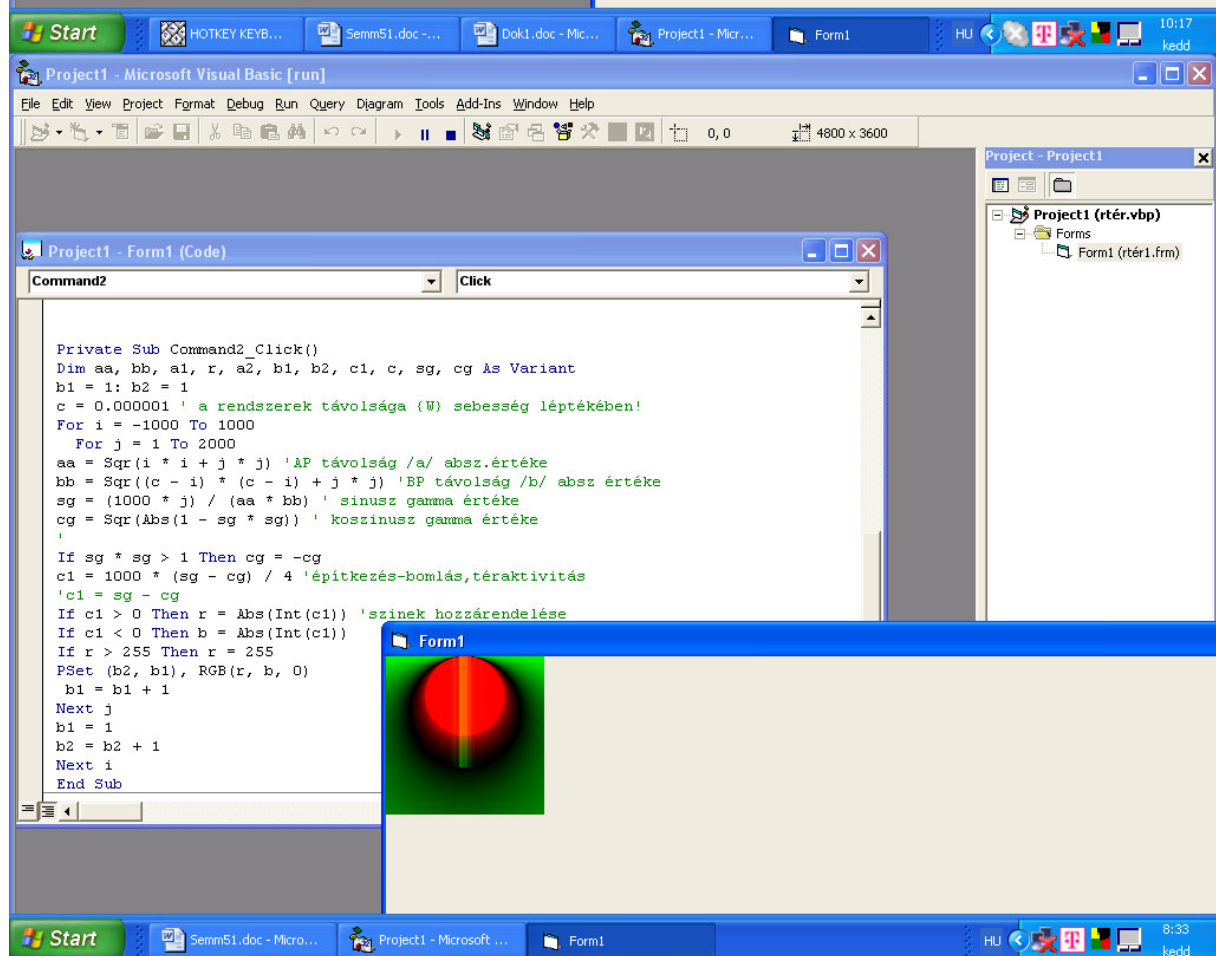
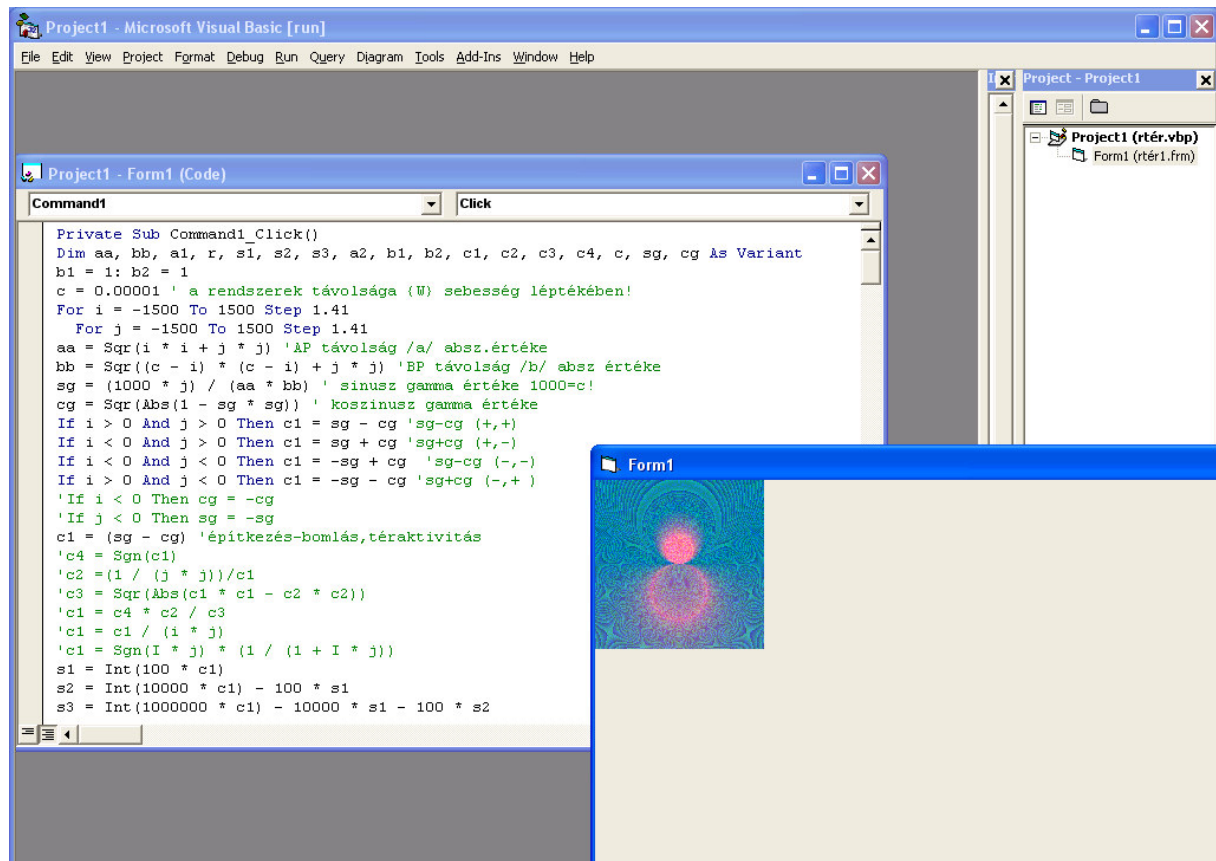


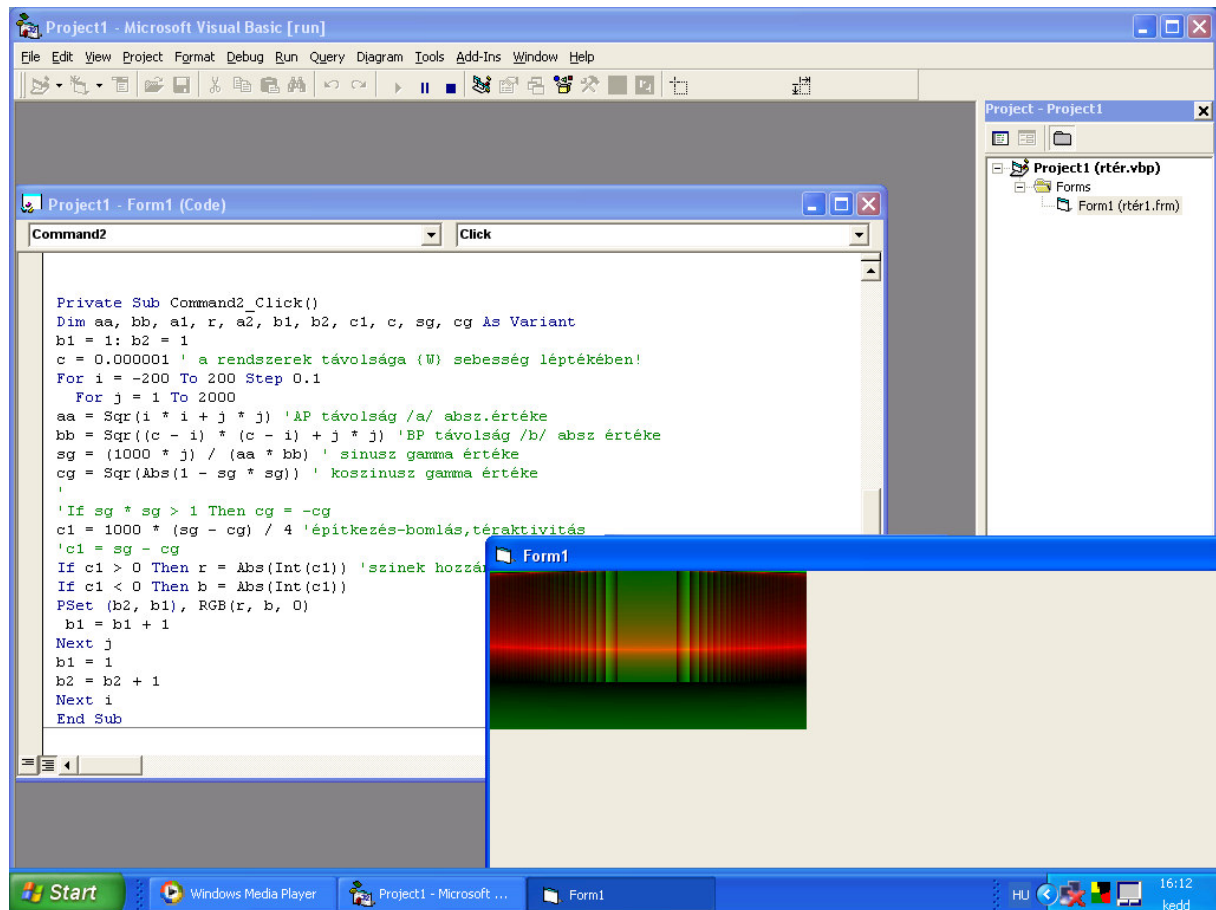


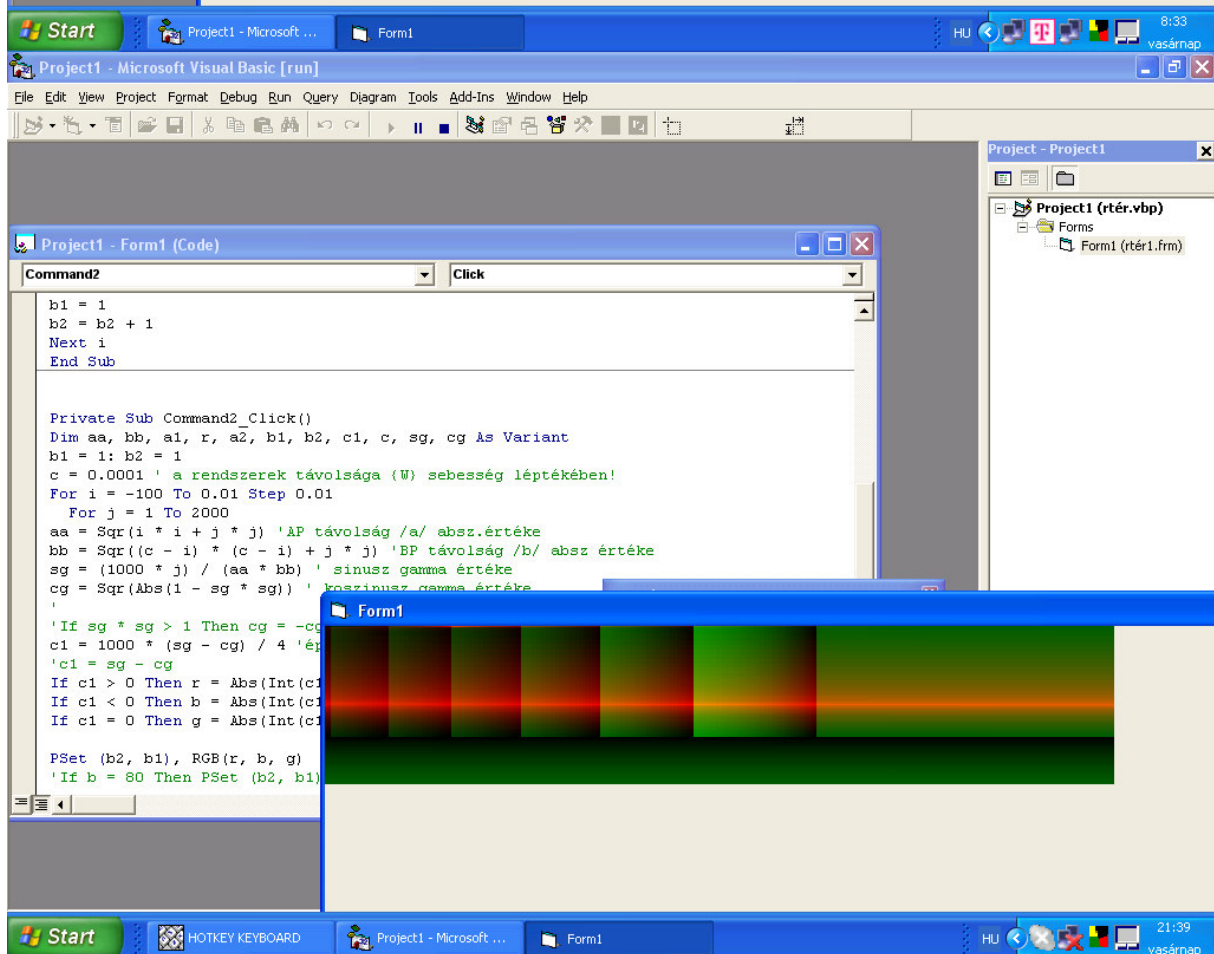
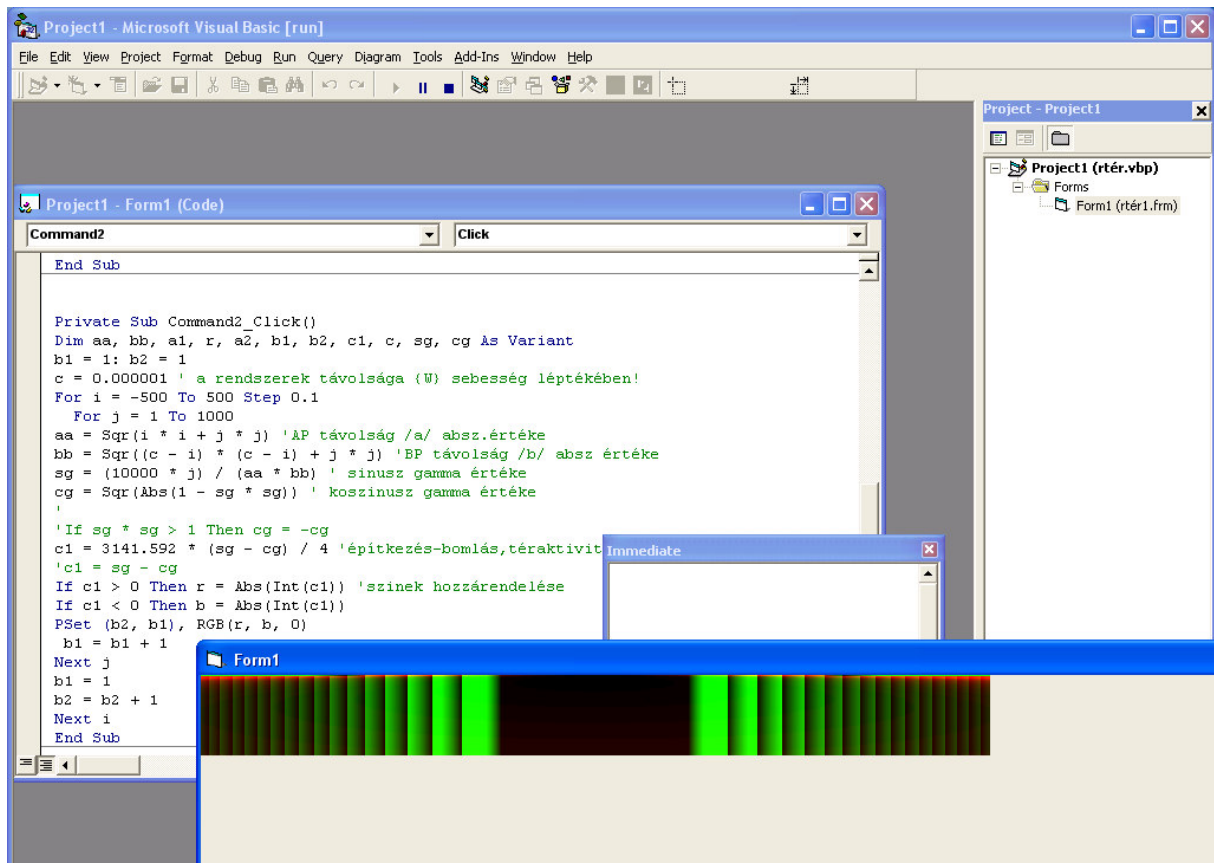


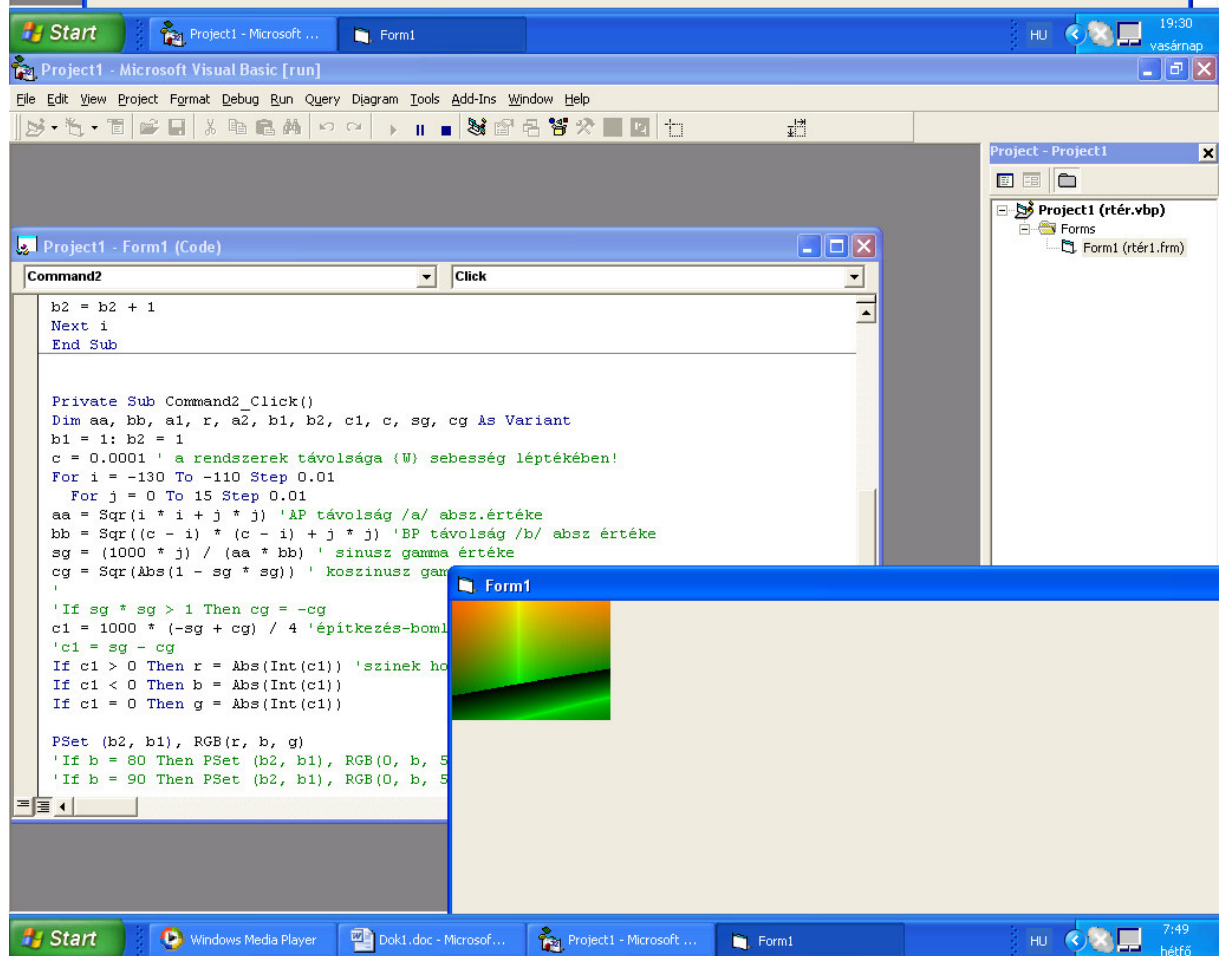
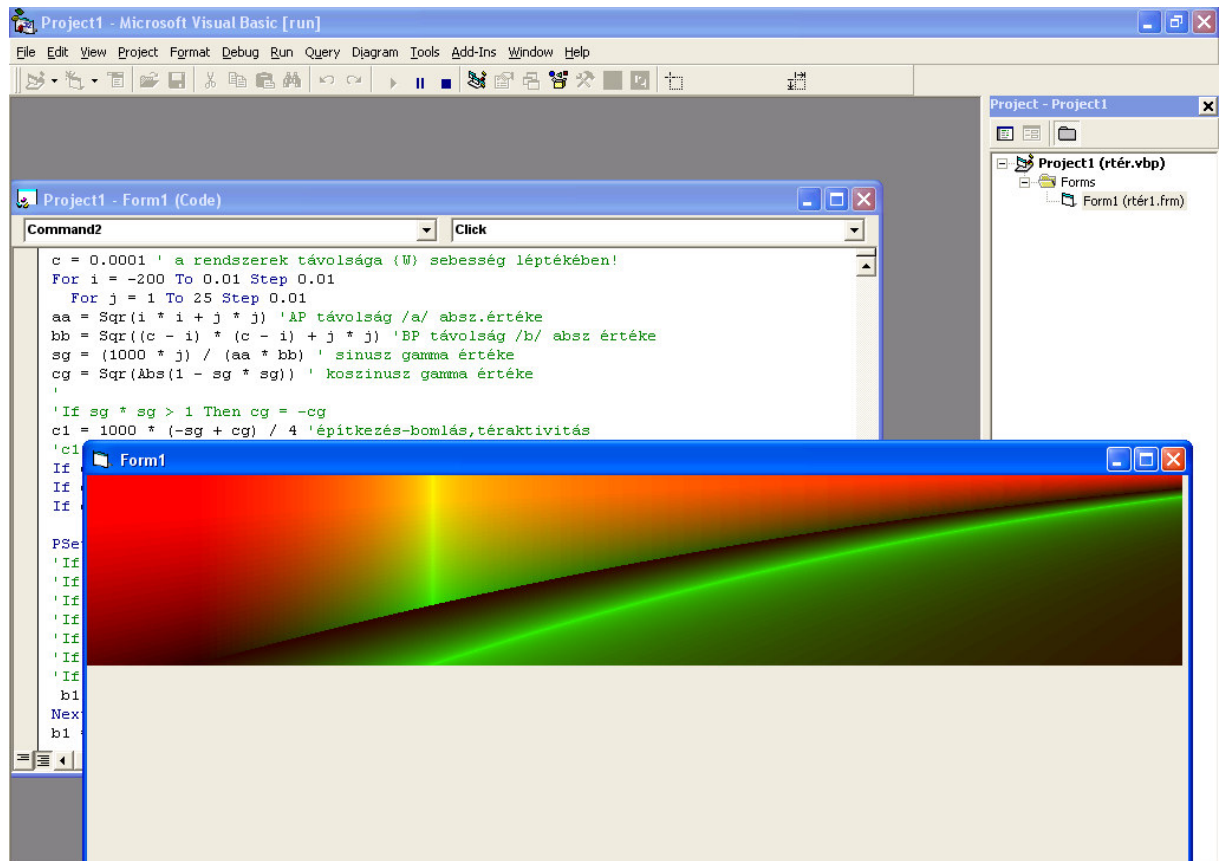


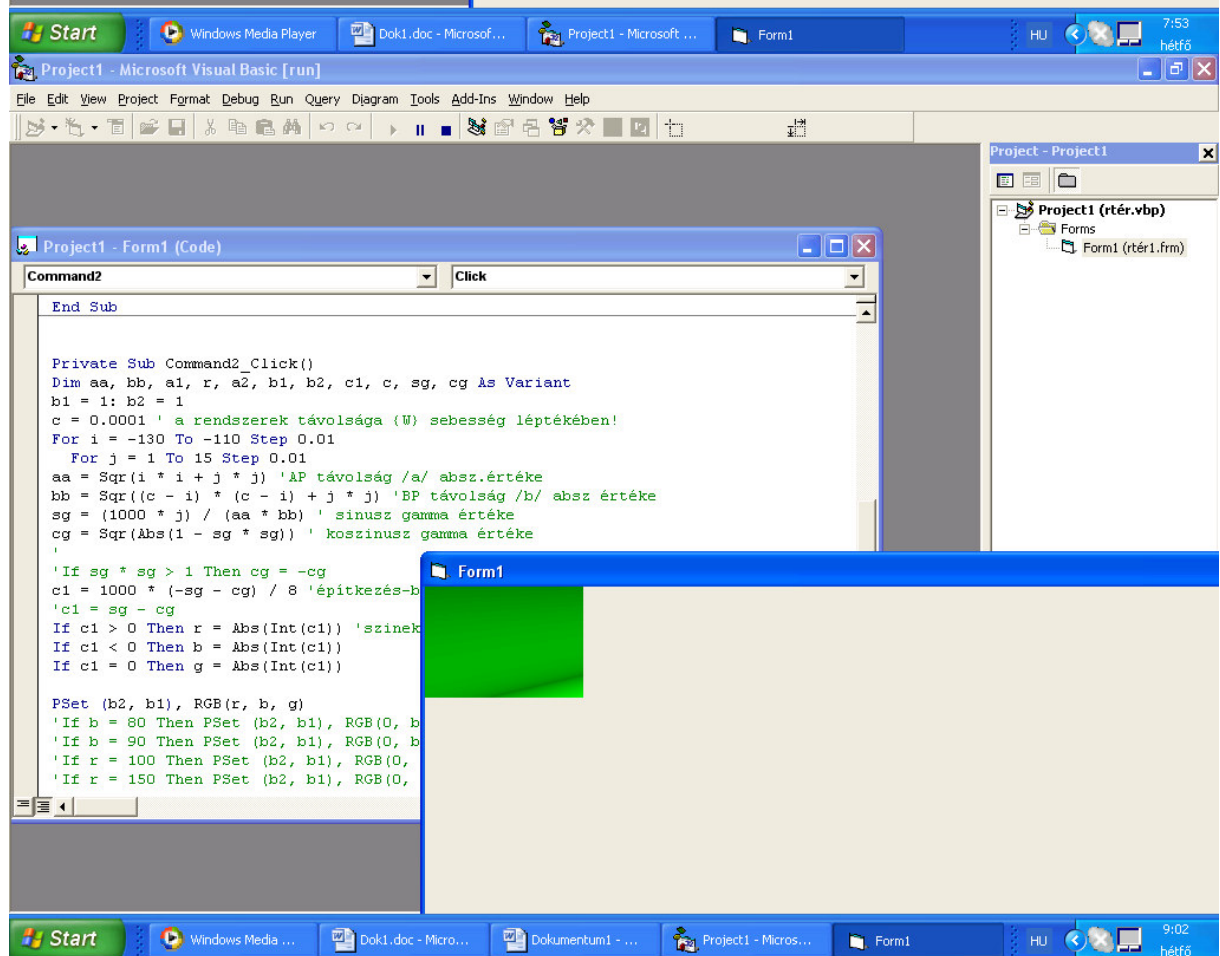
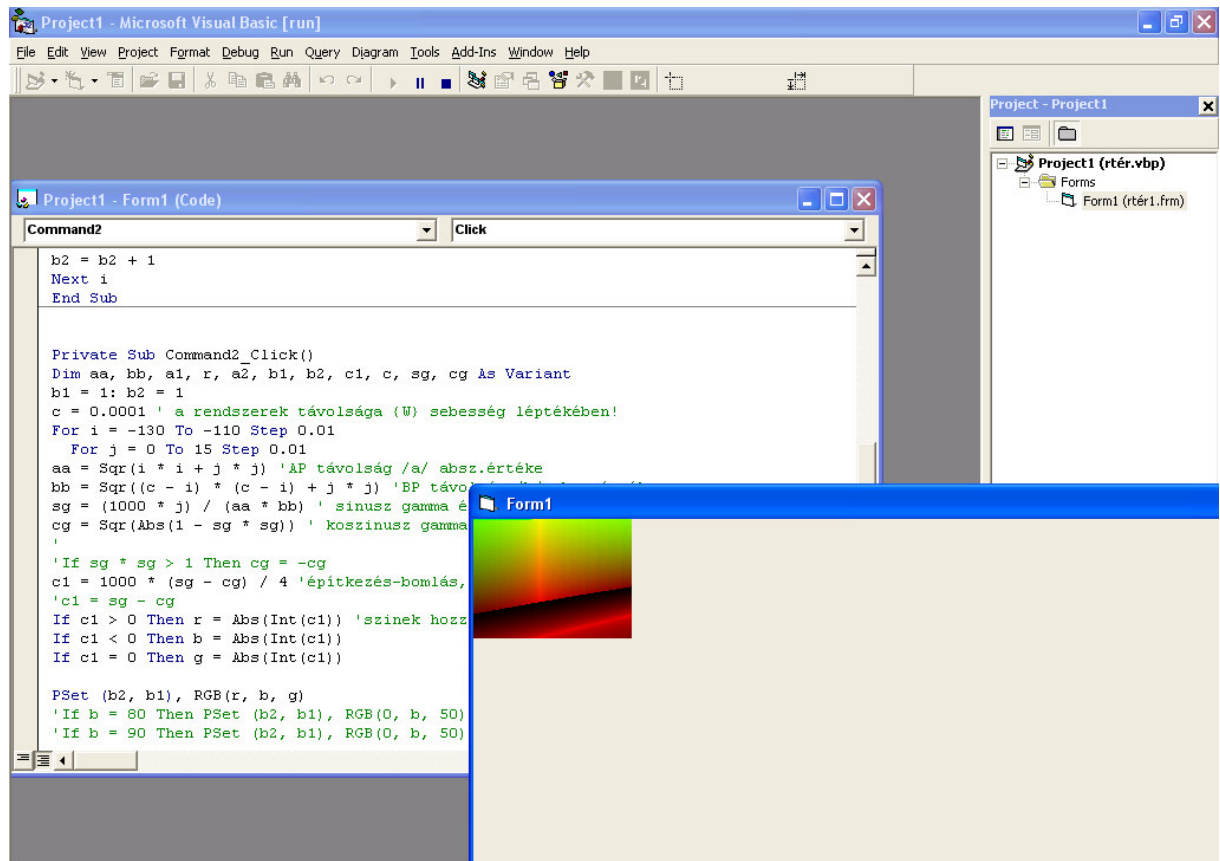


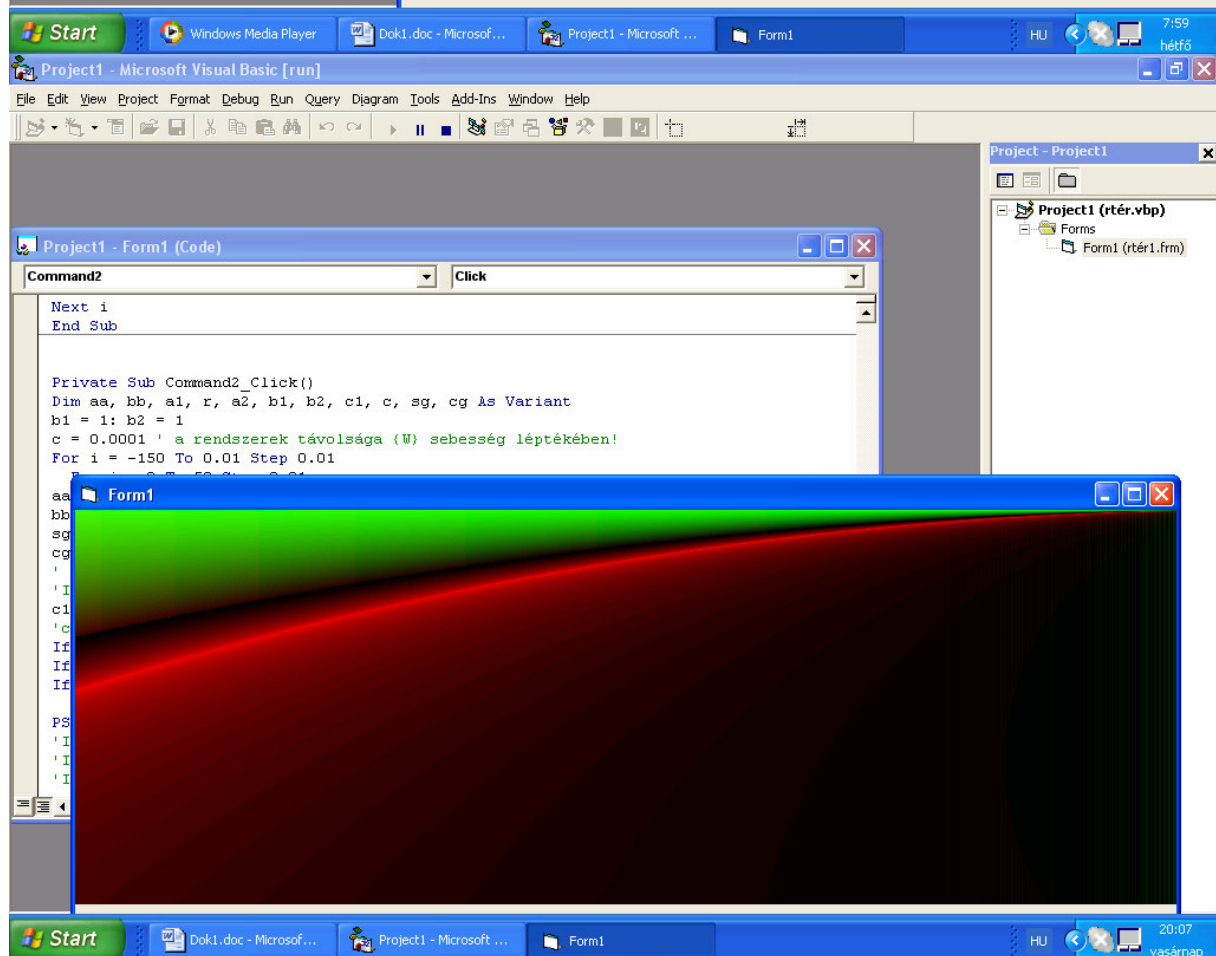
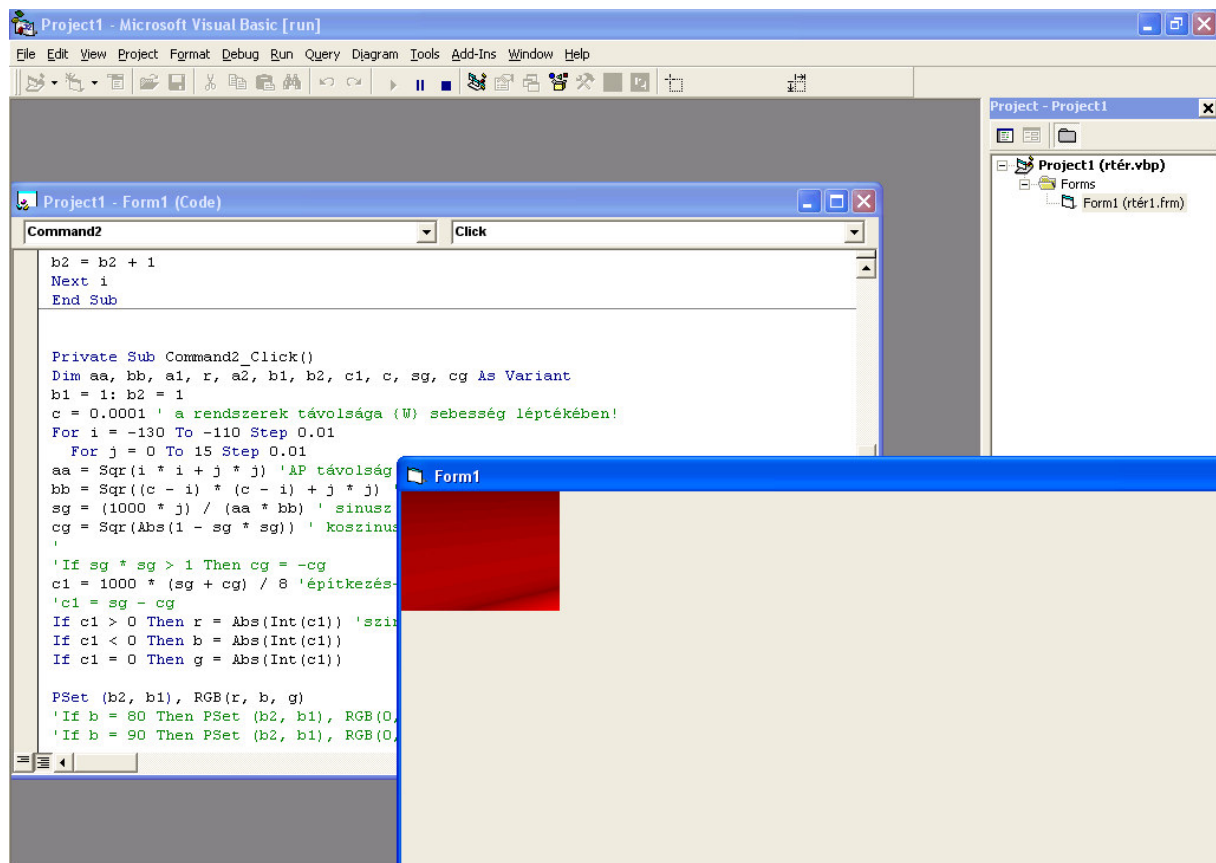


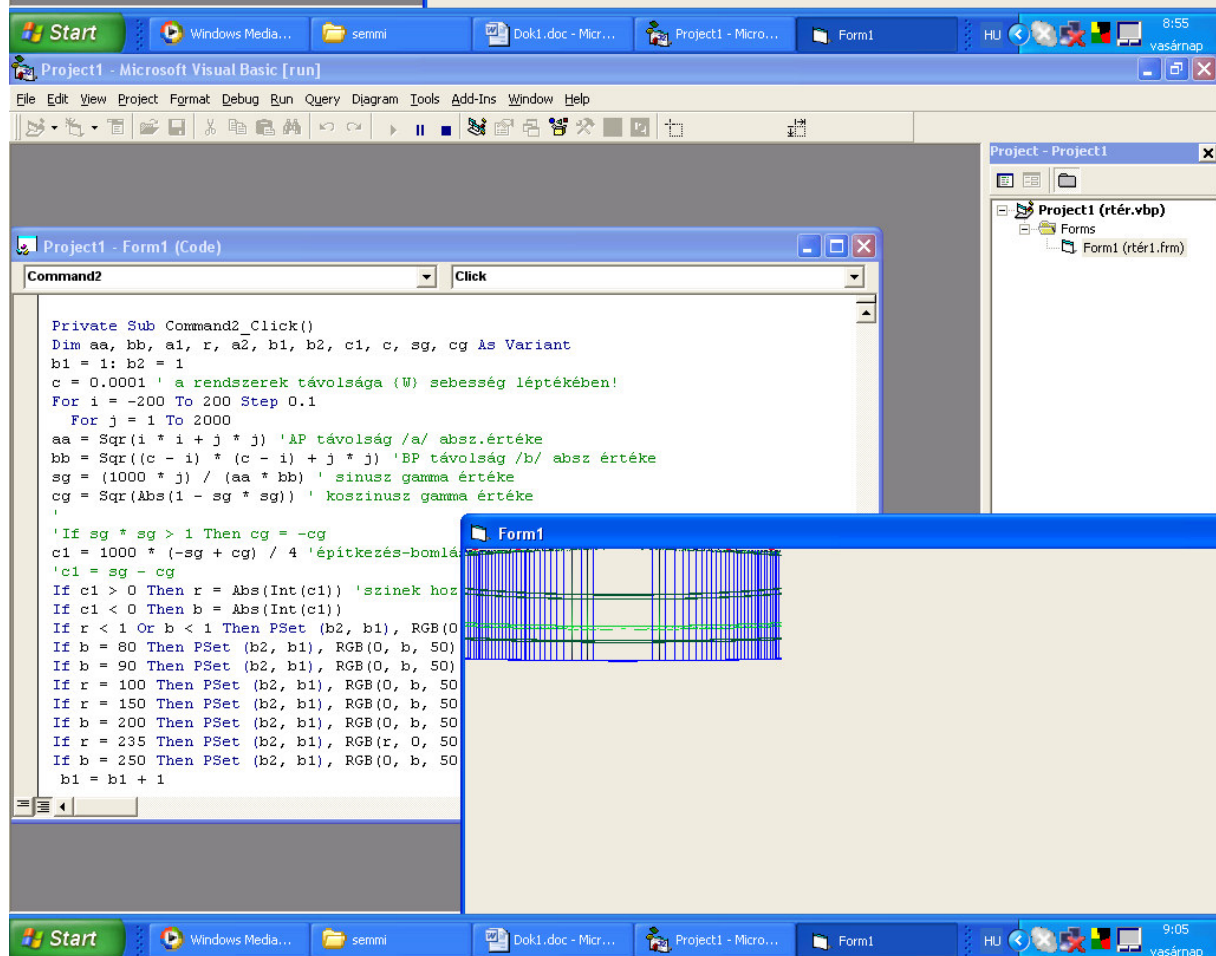
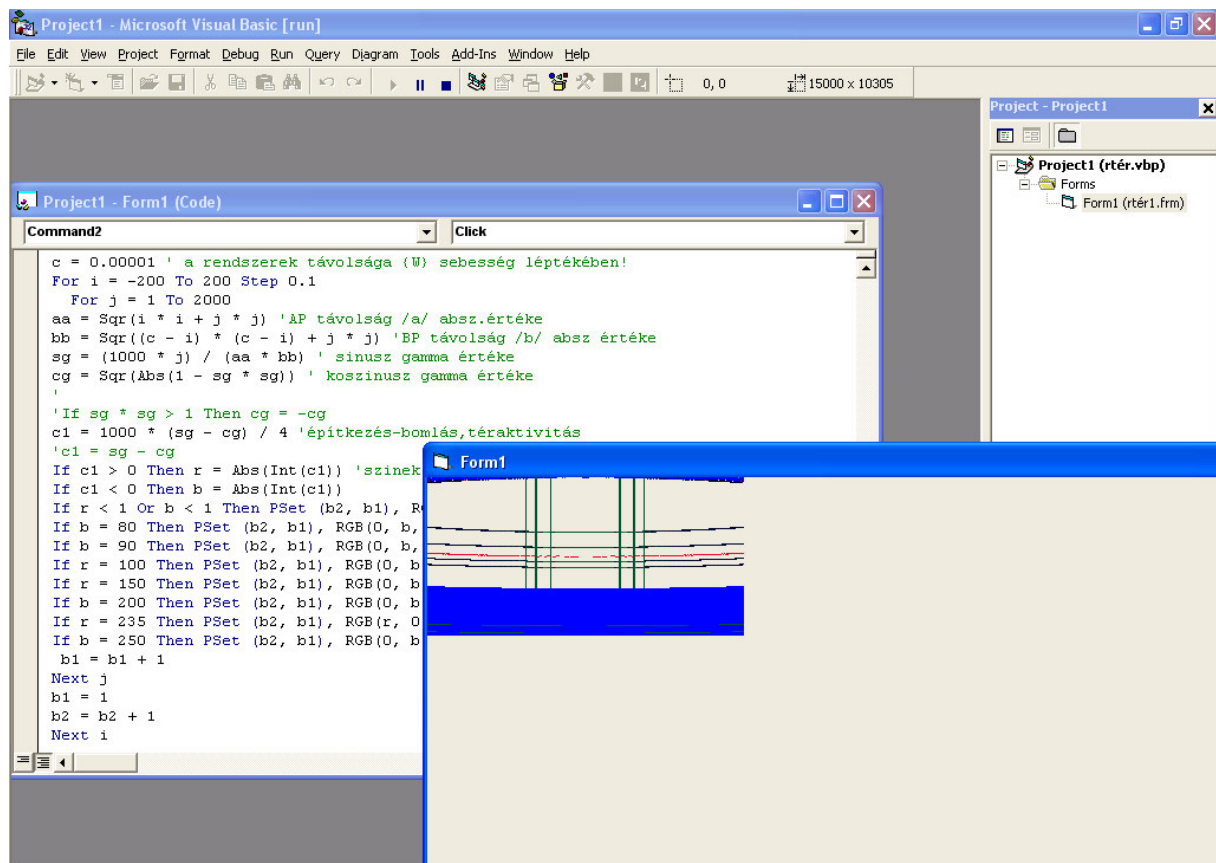


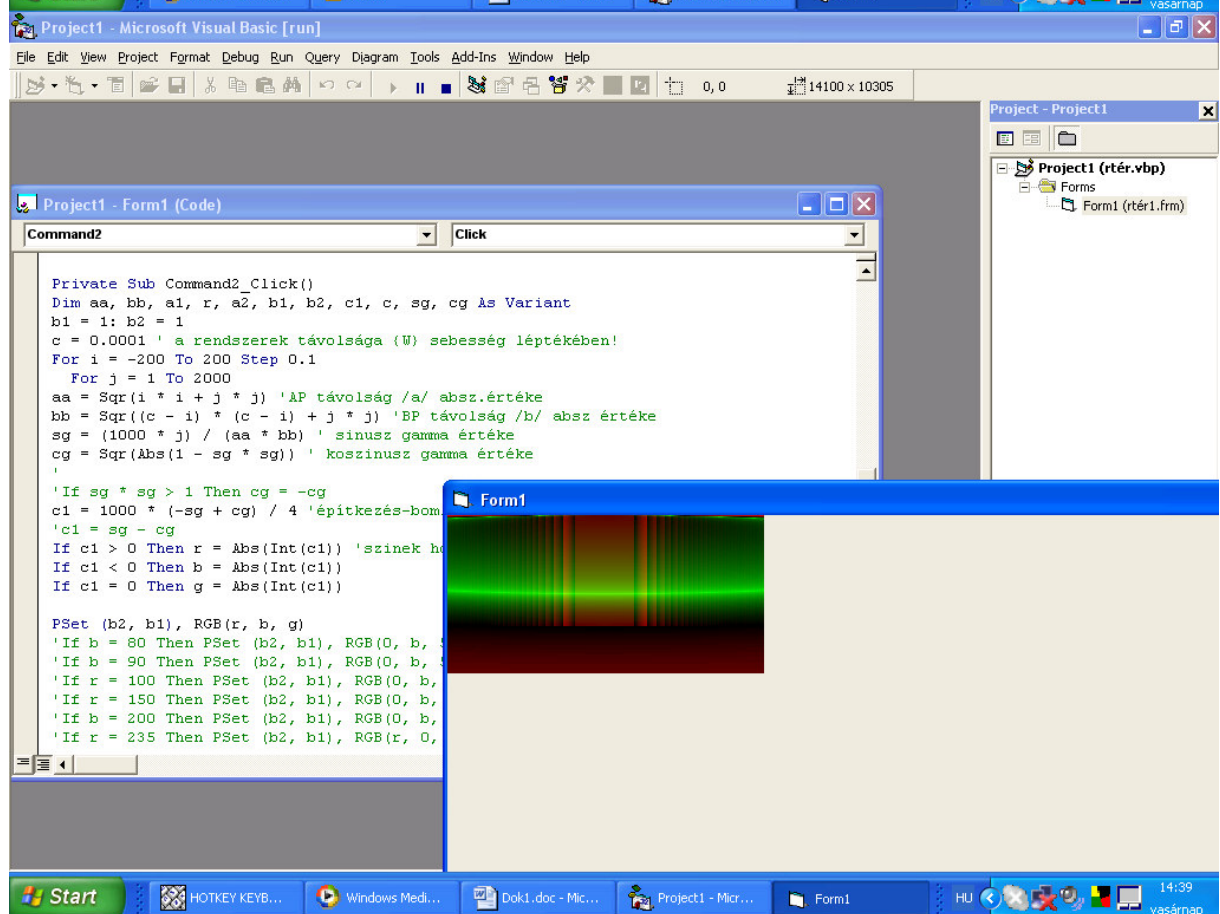
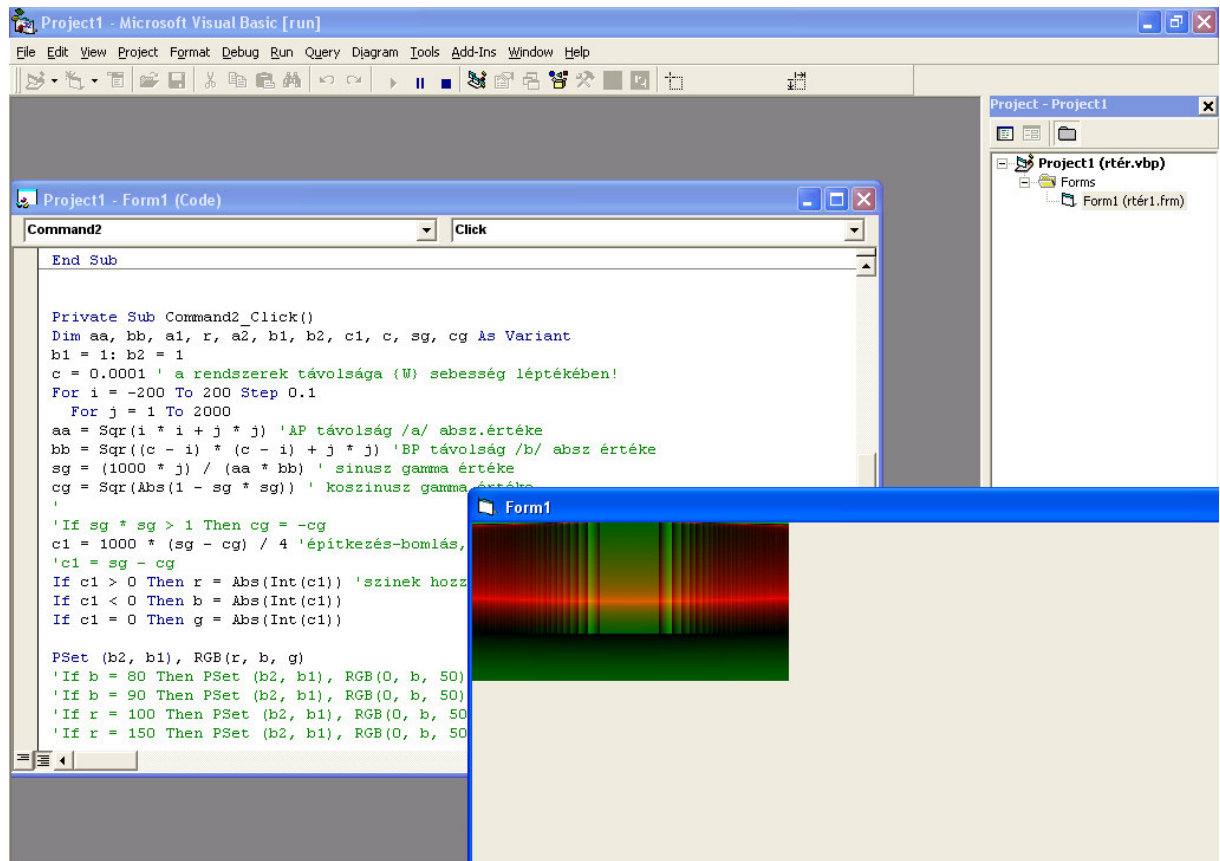


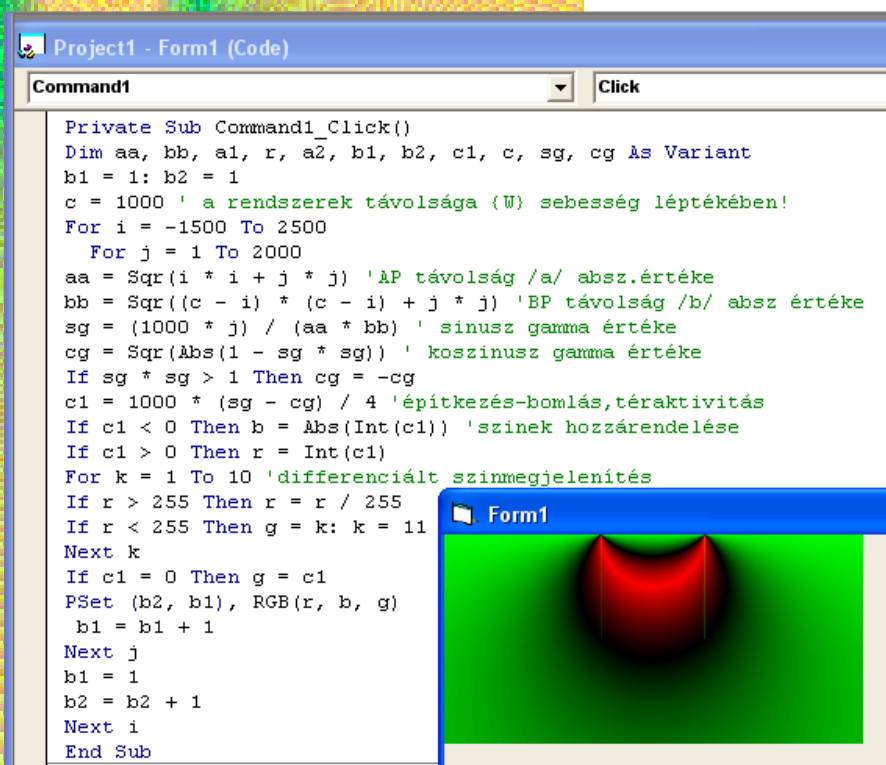
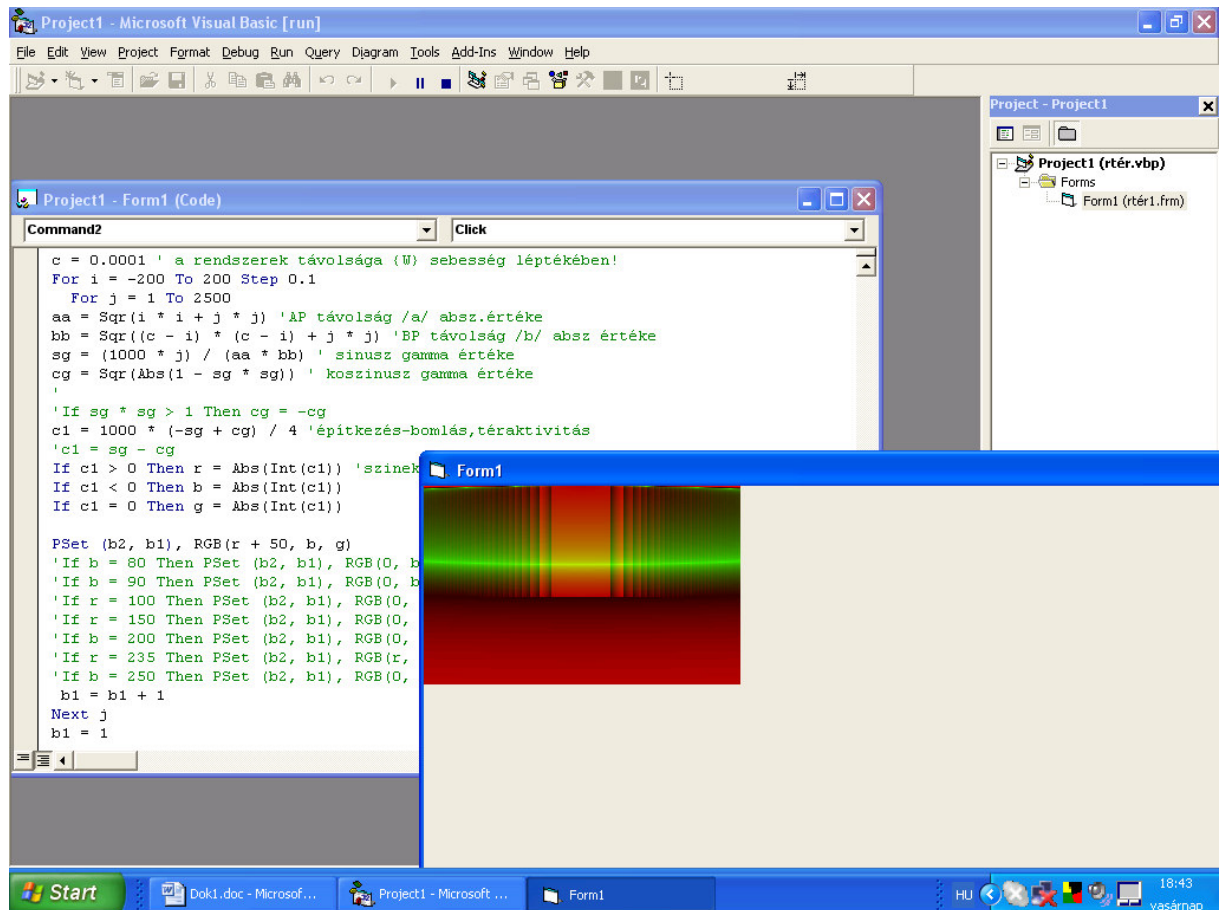


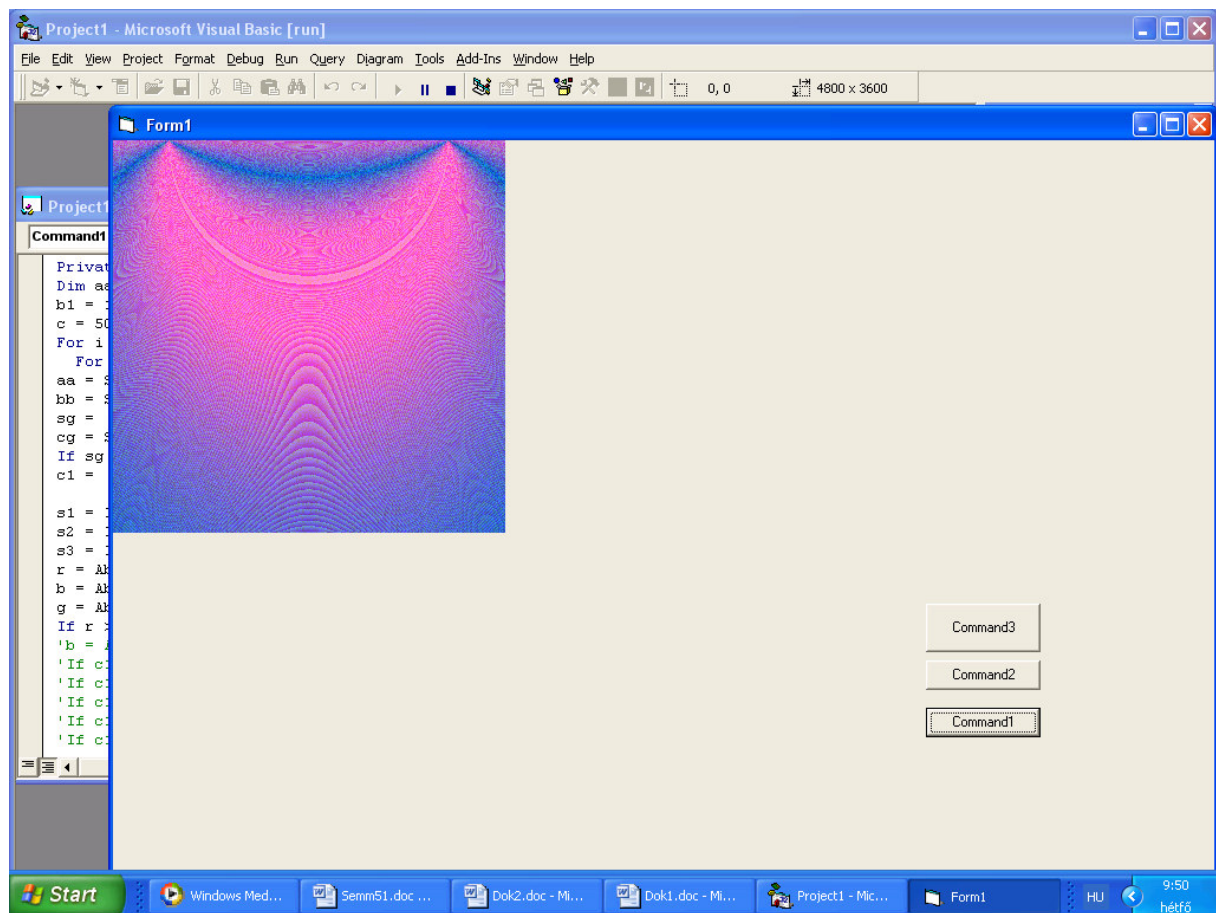
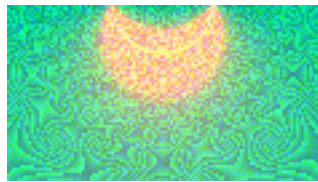


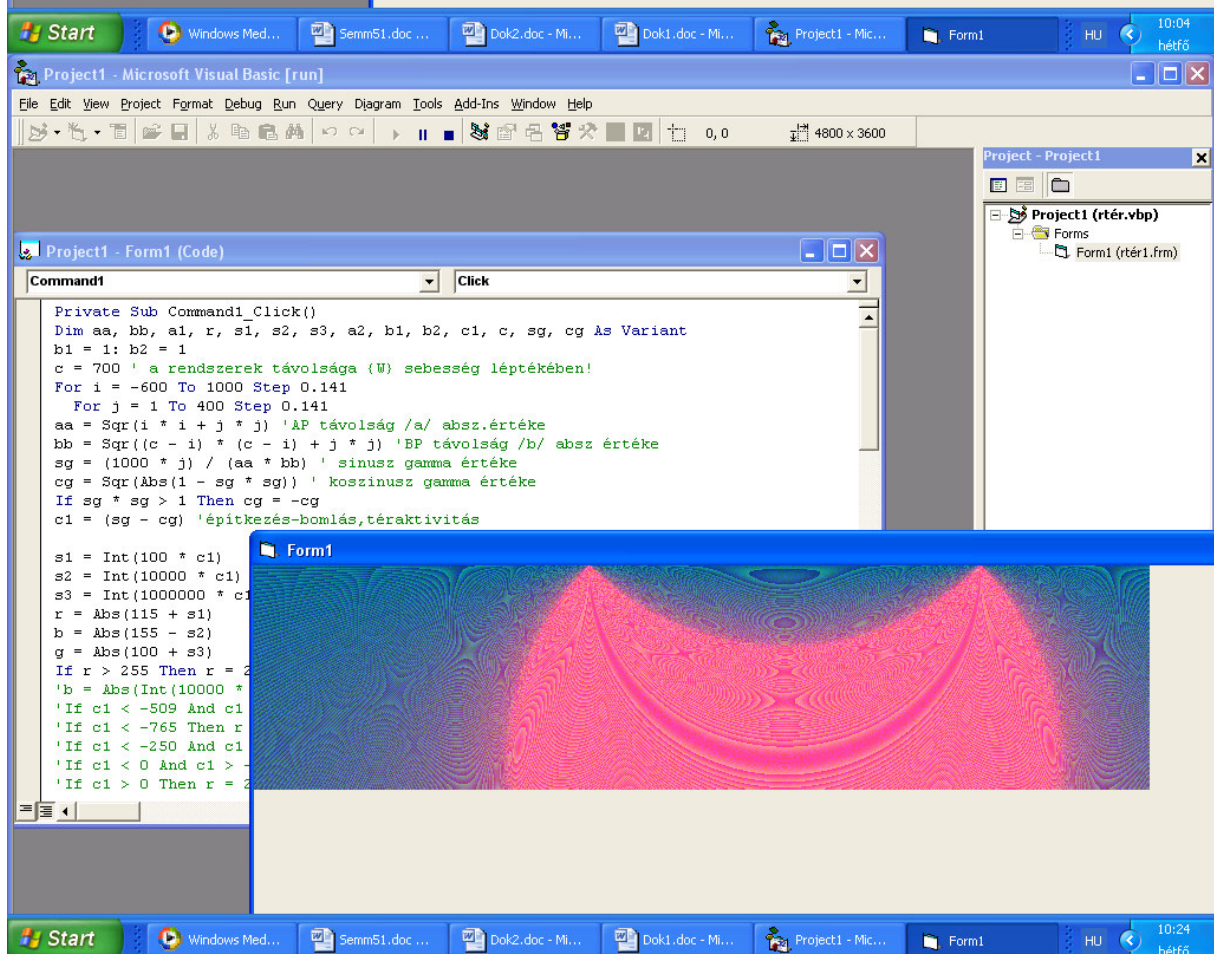
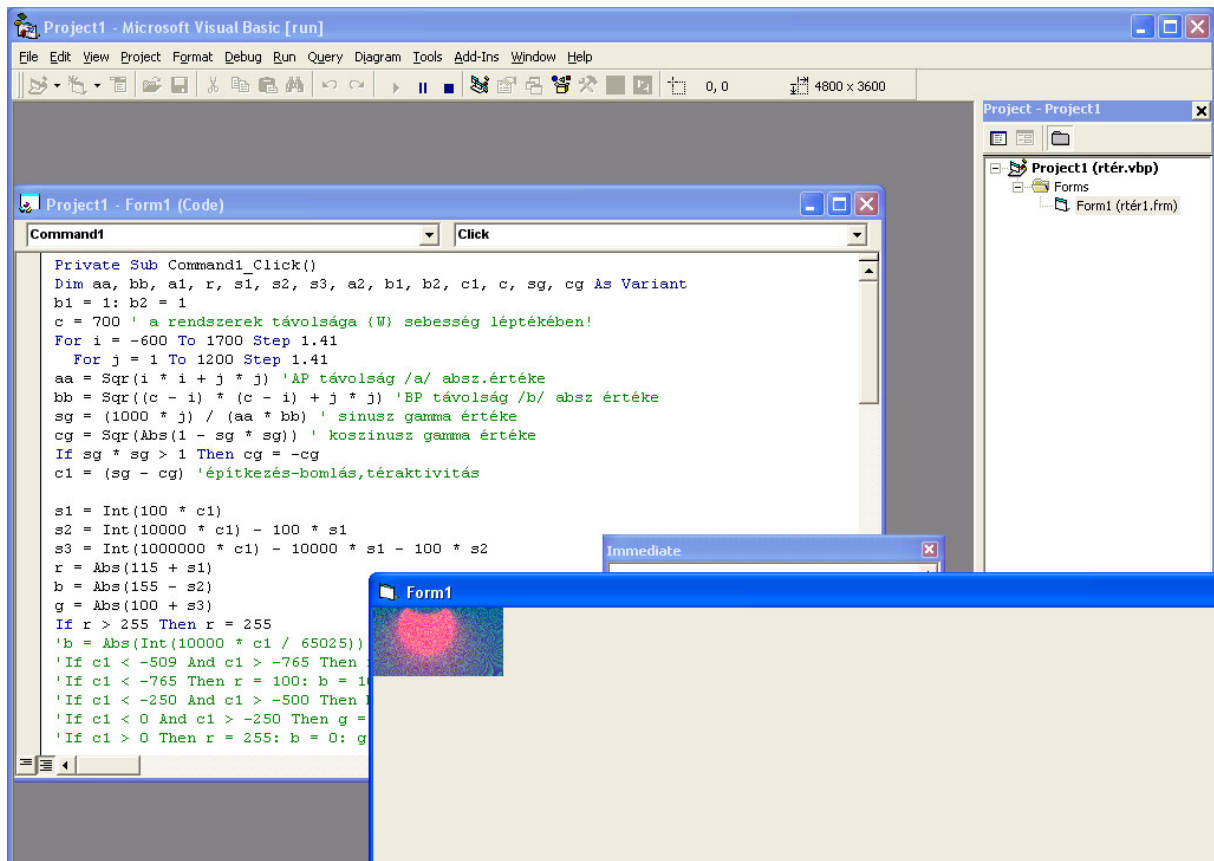


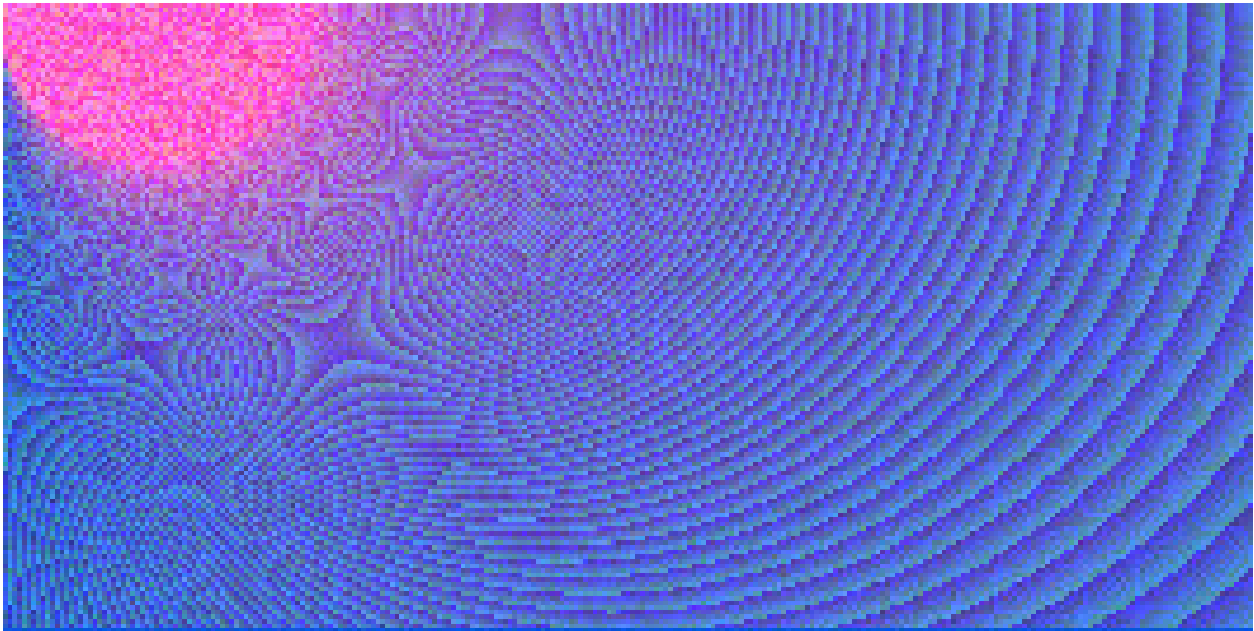












Project1 - Microsoft Visual Basic [run]

File Edit View Project Format Debug Run Query Diagram Tools Add-Ins Window Help

Project - Project1

Project1 (rtér.vbp)

- Forms
- Form1 (rtér1.frm)

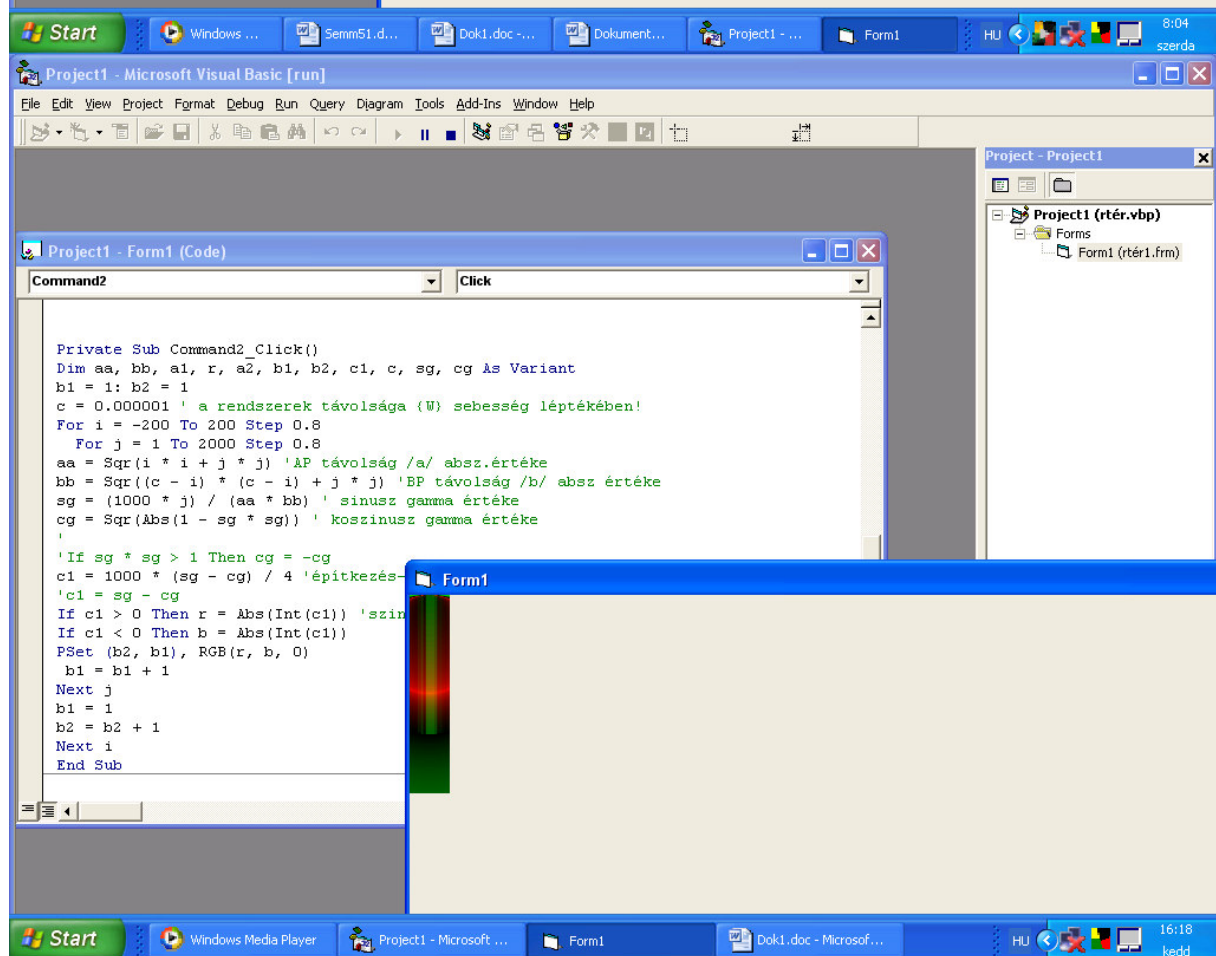
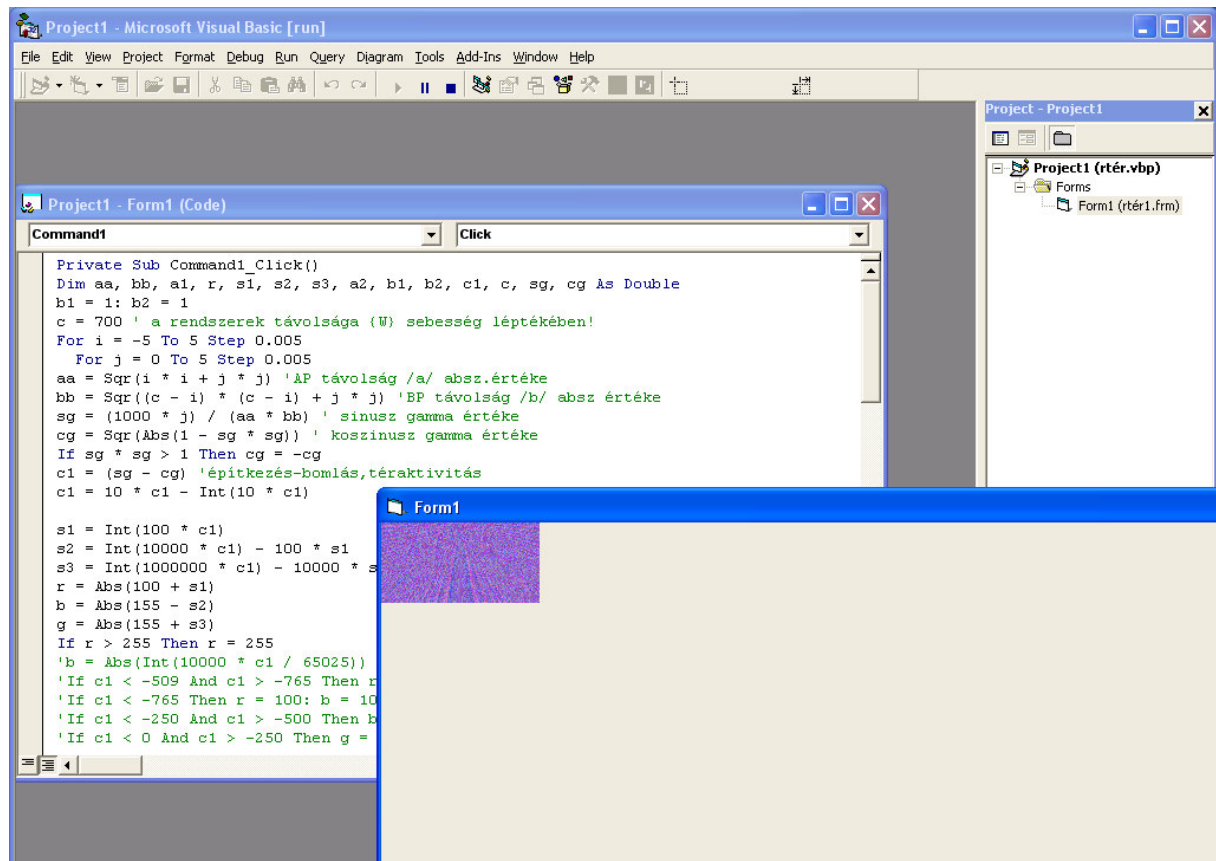
Project1 - Form1 (Code)

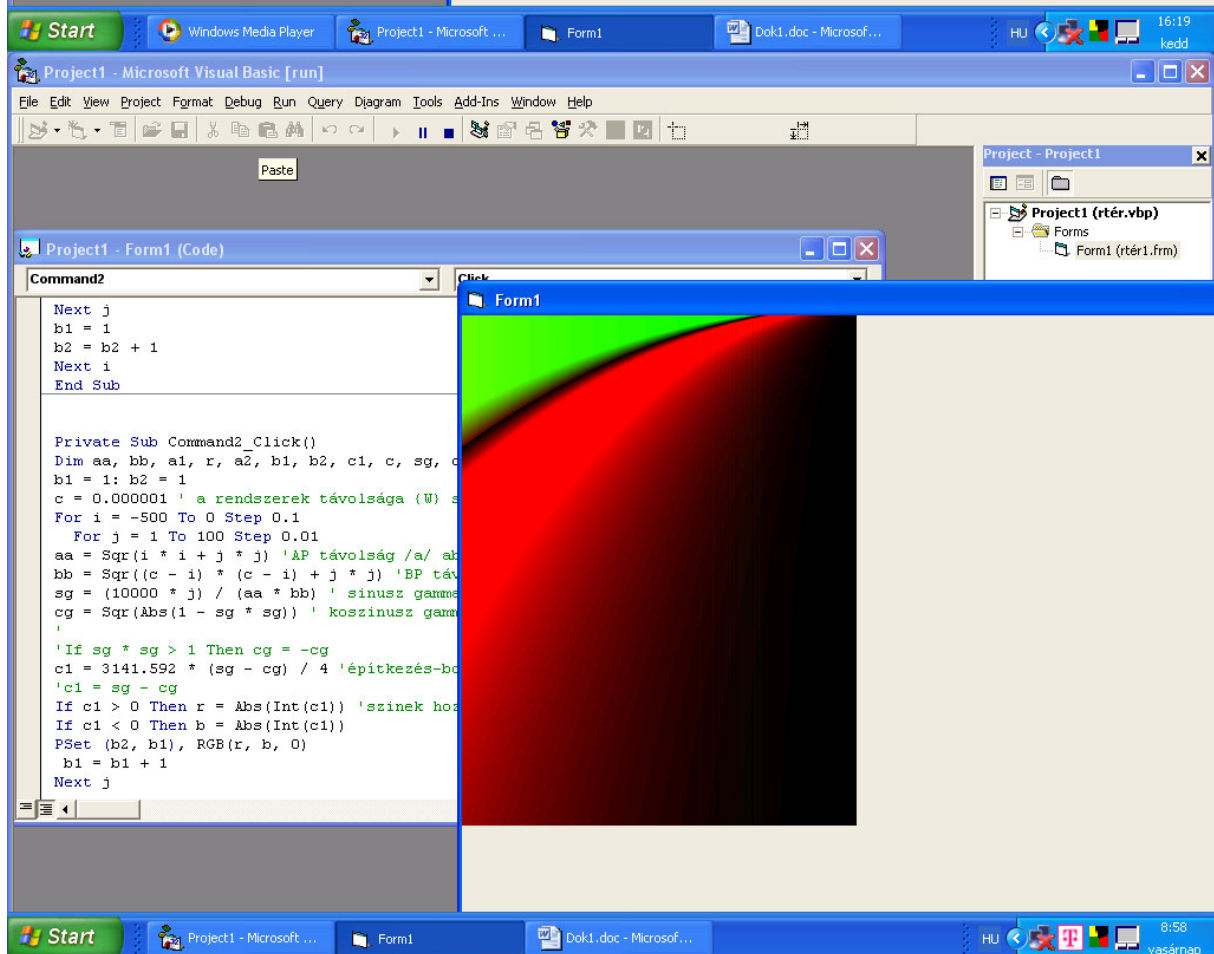
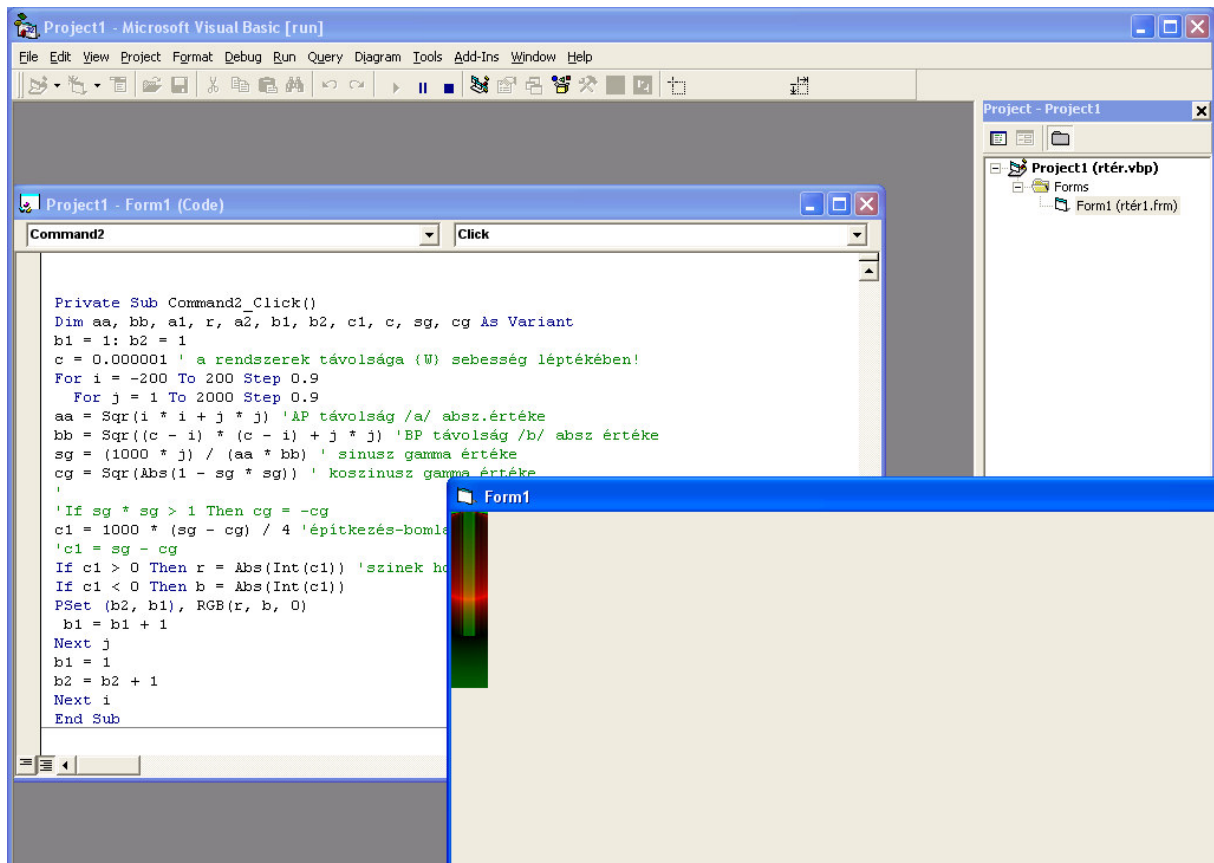
Command1 Click

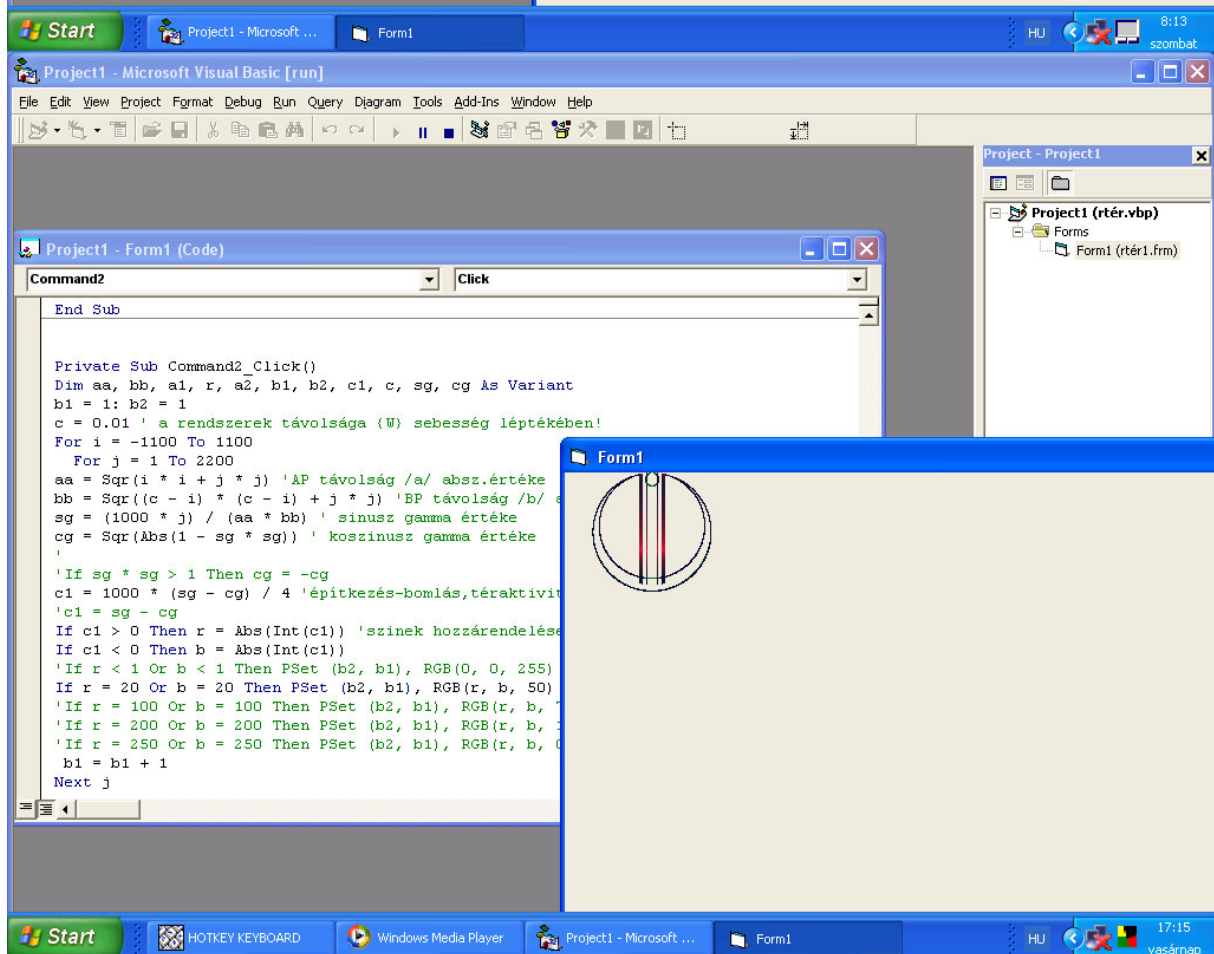
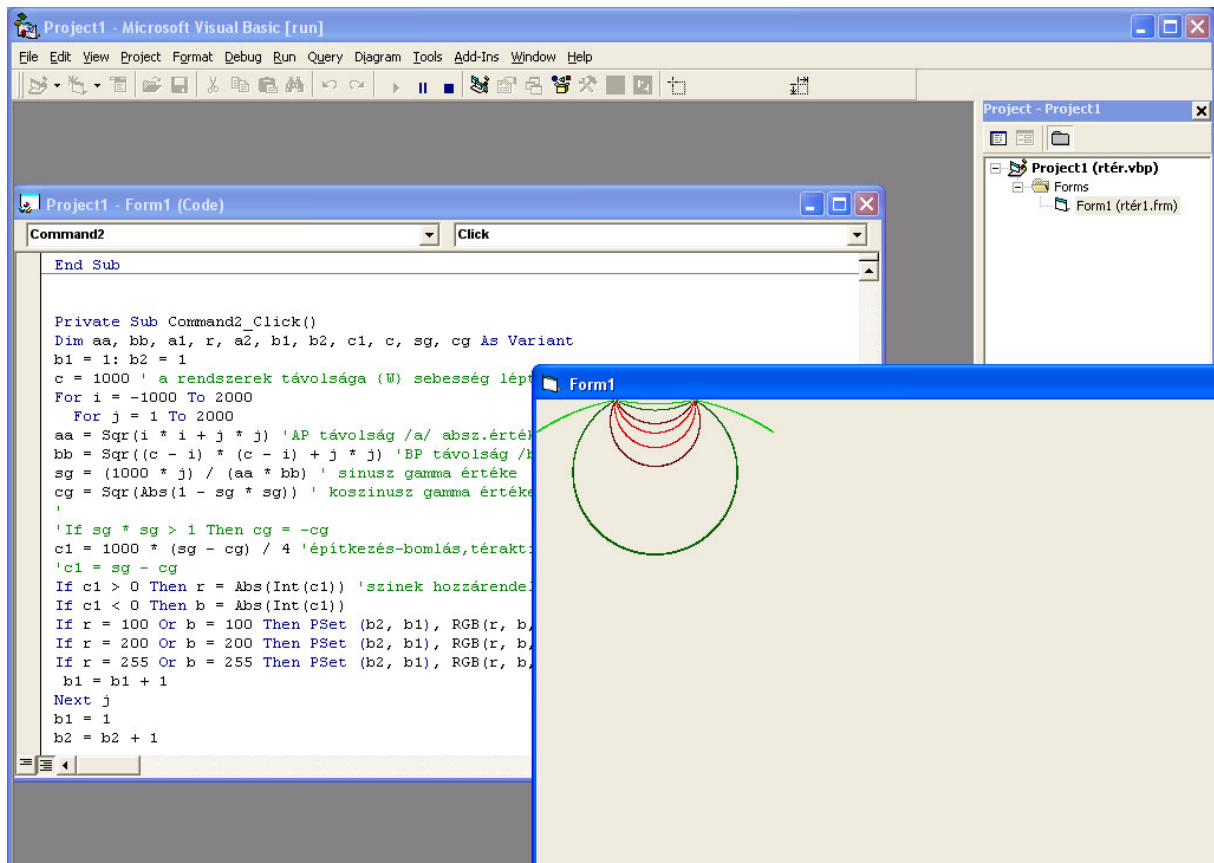
```
Private Sub Command1_Click()  
Dim aa, bb, a1, r, s1, s2, s3, a2, b1, b2, c1, c, sg, cg As Double  
b1 = 1: b2 = 1  
c = 700 ' a rendszerek távolsága (W) sebesség léptékében!  
For i = -5 To 5 Step 0.005  
For j = 0 To 5 Step 0.005  
aa = Sqr(i * i + j * j) 'AP távolság /a/ absz.értéke  
bb = Sqr((c - i) * (c - i) + j * j) 'BP távolság /b/ absz értéke  
sg = (1000 * j) / (aa * bb) ' sinusz gamma értéke  
cg = Sqr(Abs(1 - sg * sg)) ' koszinusz gamma értéke  
If sg * sg > 1 Then cg = -cg  
c1 = (sg - cg) 'építkezés-bomlás,téraktivitás  
c1 = 100 * c1 - Int(100 * c1)  
  
s1 = Int(100 * c1)  
s2 = Int(10000 * c1) - 100 * s1  
s3 = Int(1000000 * c1) - 10000 * s1 - 10  
r = Abs(100 + s1)  
b = Abs(155 - s2)  
g = Abs(155 + s3)  
If r > 255 Then r = 255  
'b = Abs(Int(10000 * c1 / 65025))  
'If c1 < -509 And c1 > -765 Then r = -c1  
'If c1 < -765 Then r = 100: b = 100: g =  
'If c1 < -250 And c1 > -500 Then b = -c1  
'If c1 < 0 And c1 > -250 Then g = -c1 +
```

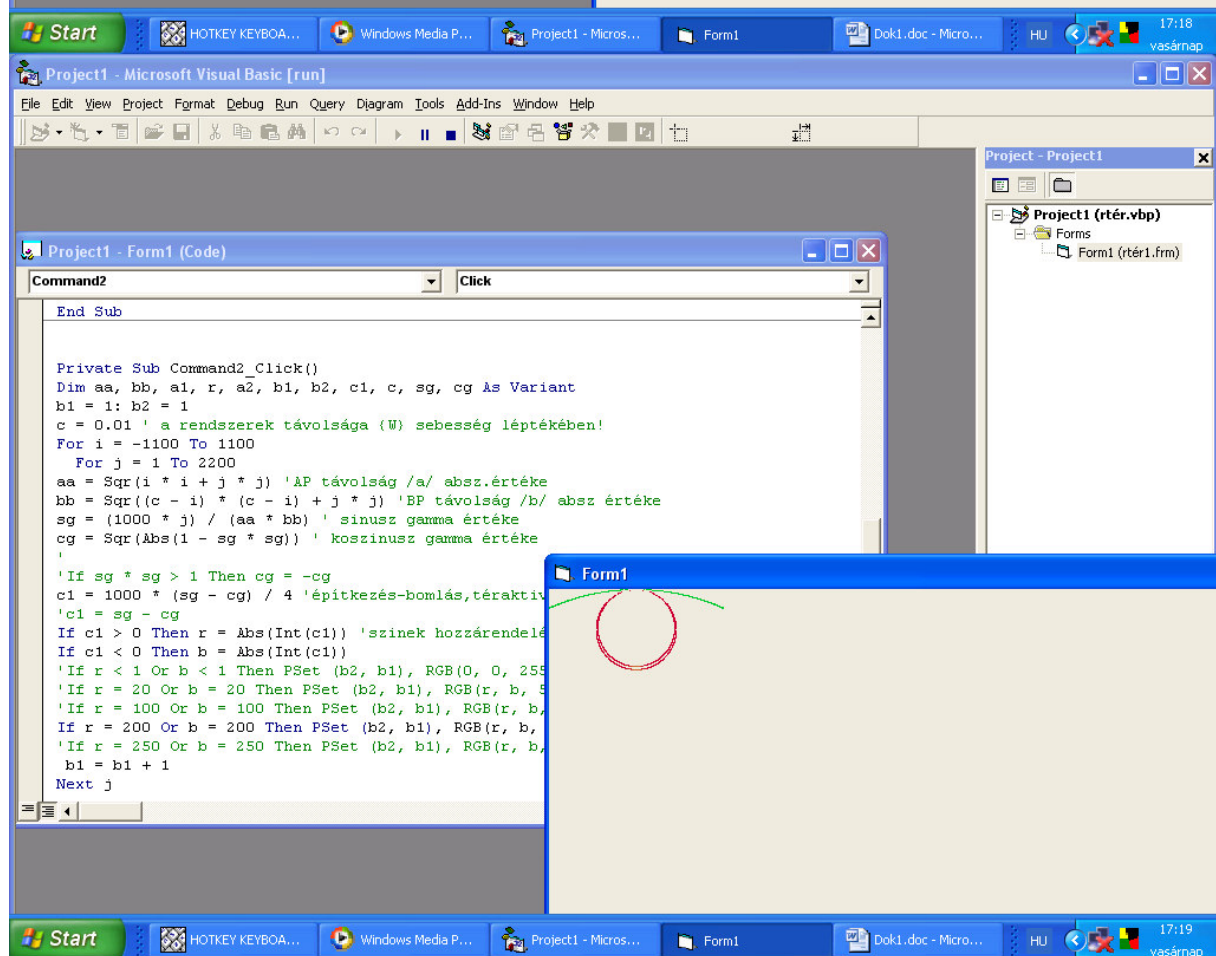
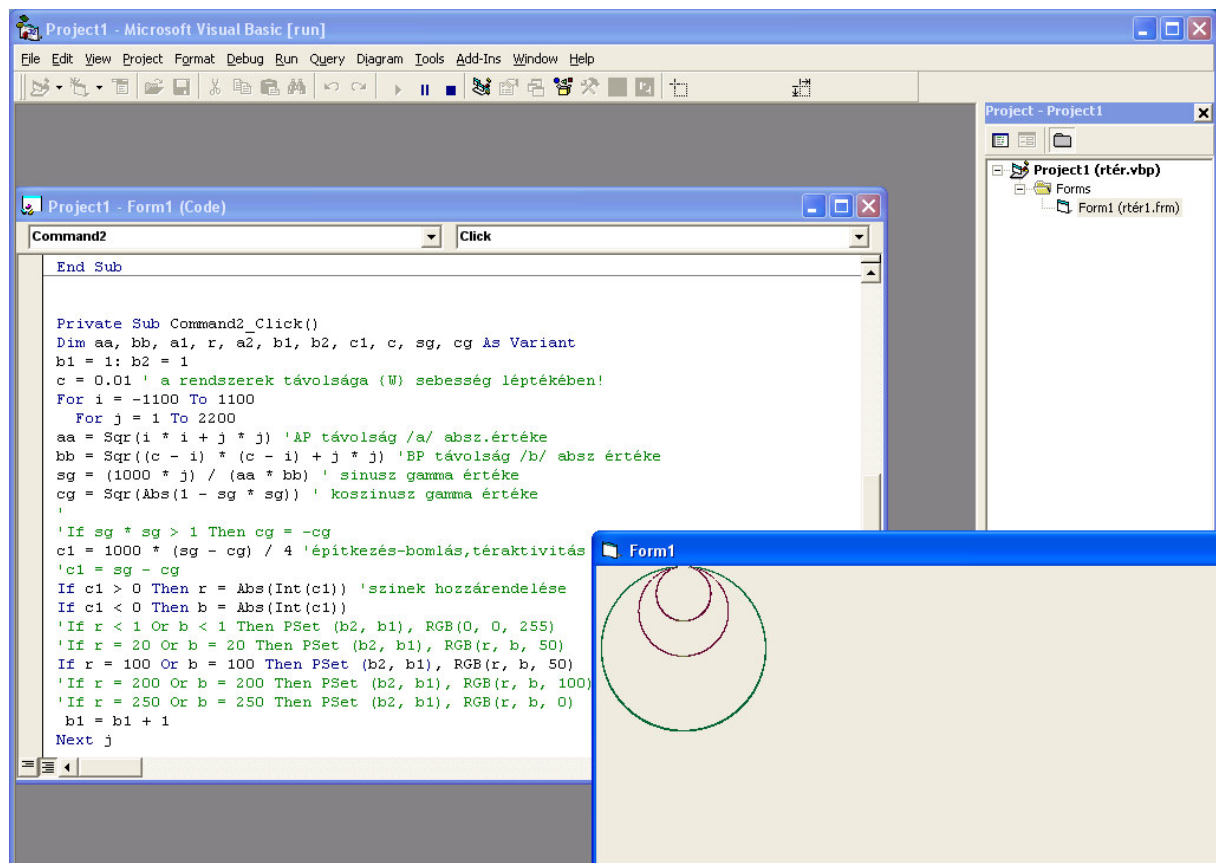
Form1

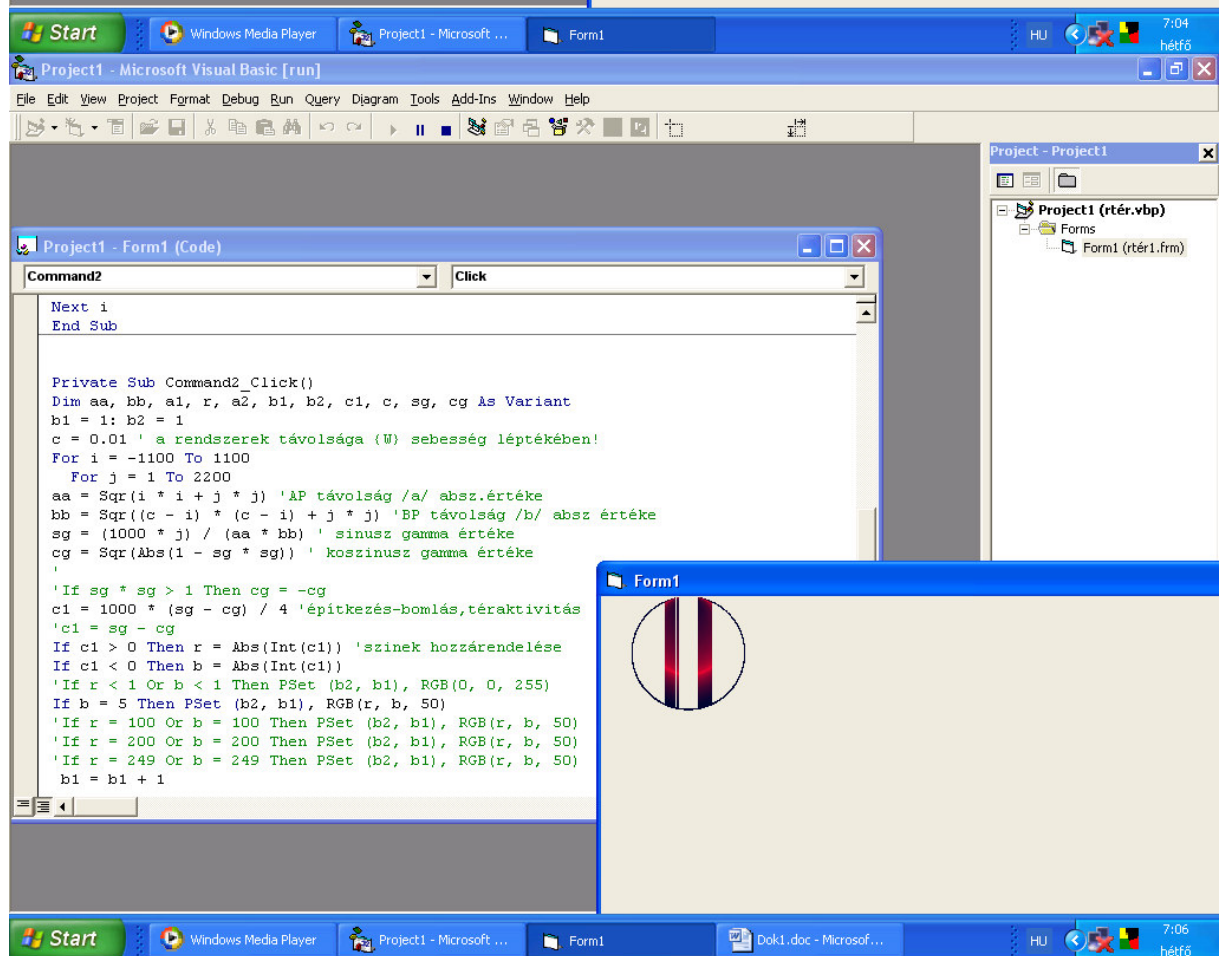
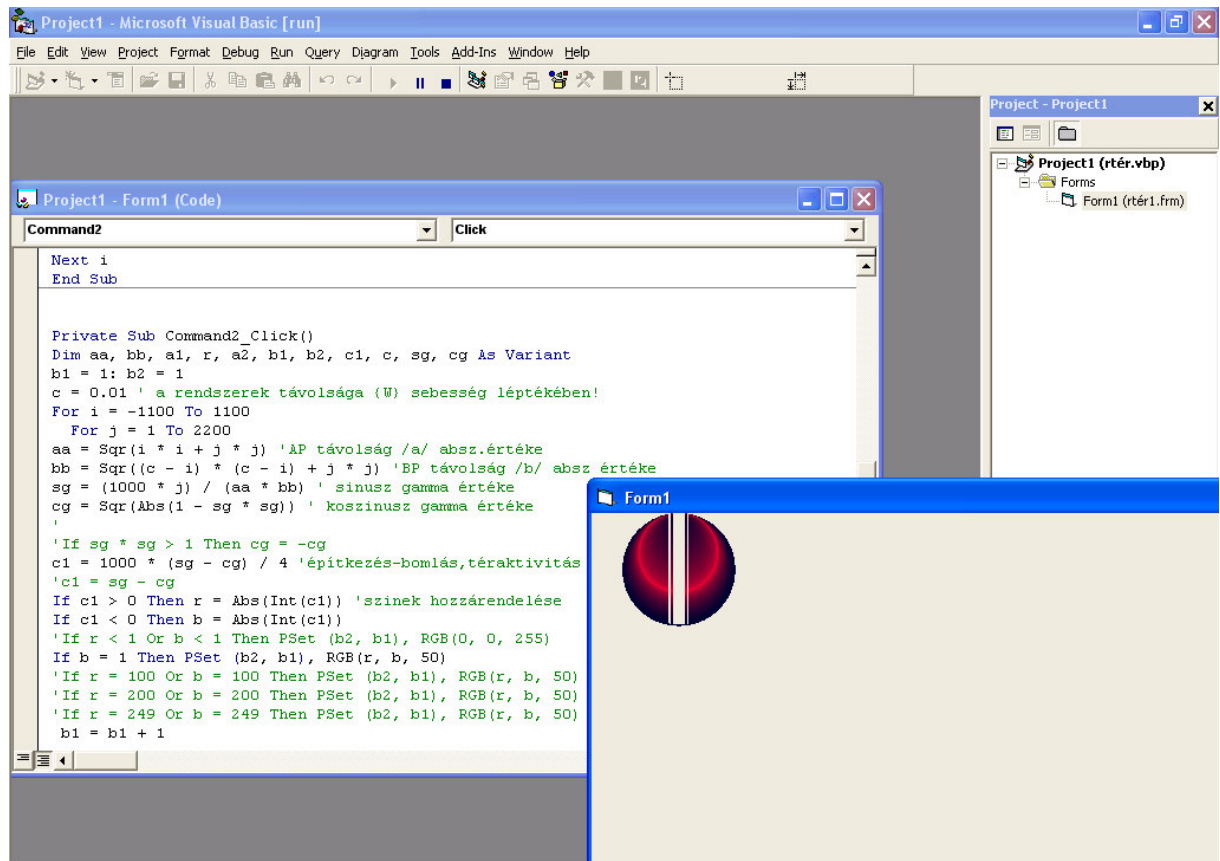
Start Windows Media Player Semm51.doc - Micro... Project1 - Microsoft ... Form1 HU 7:59 szerda

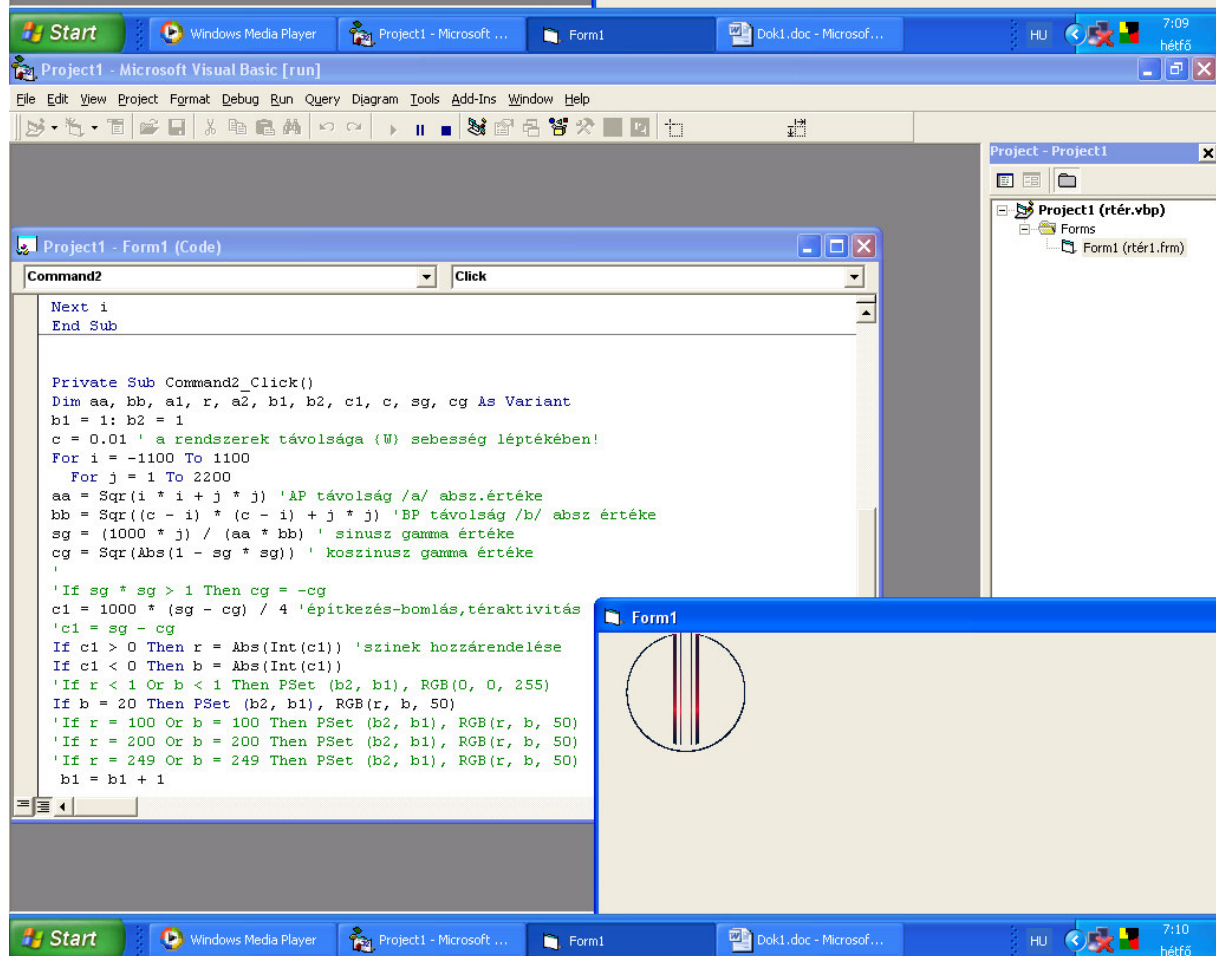
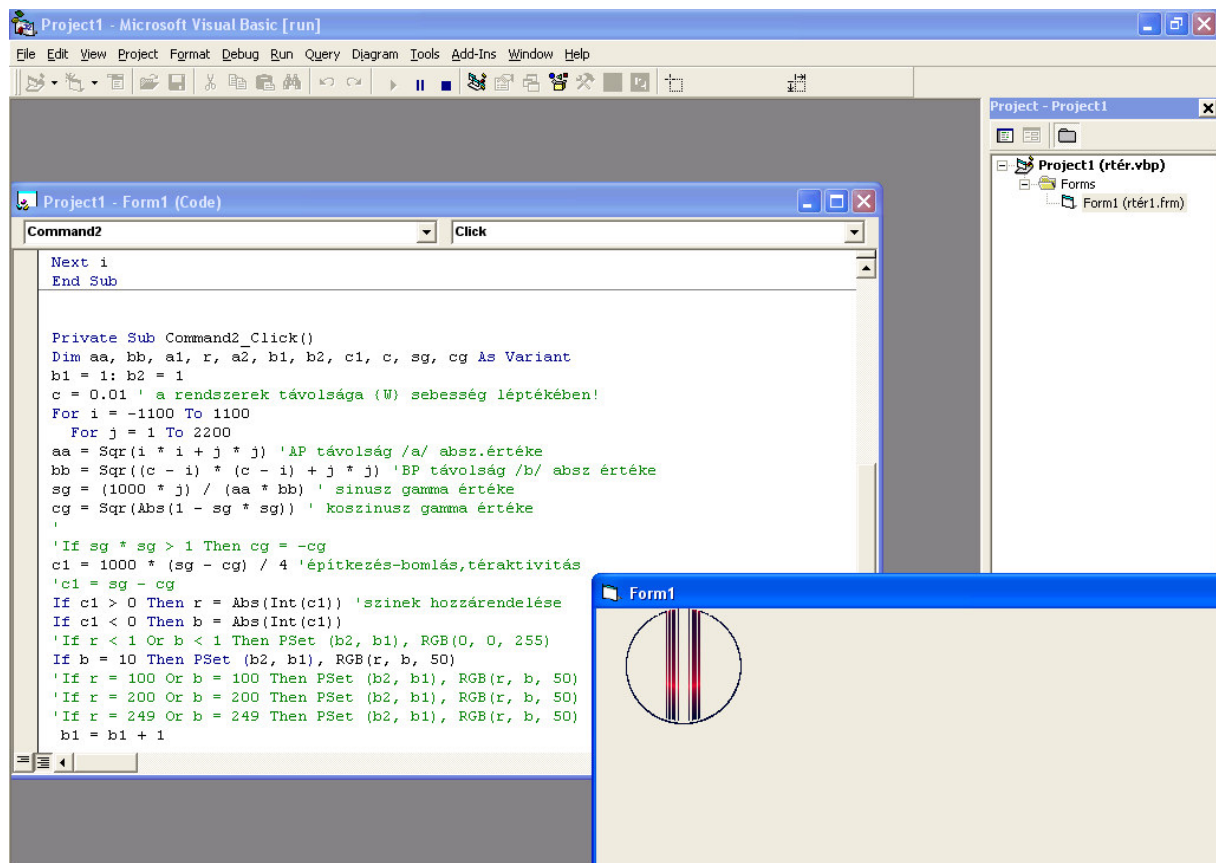


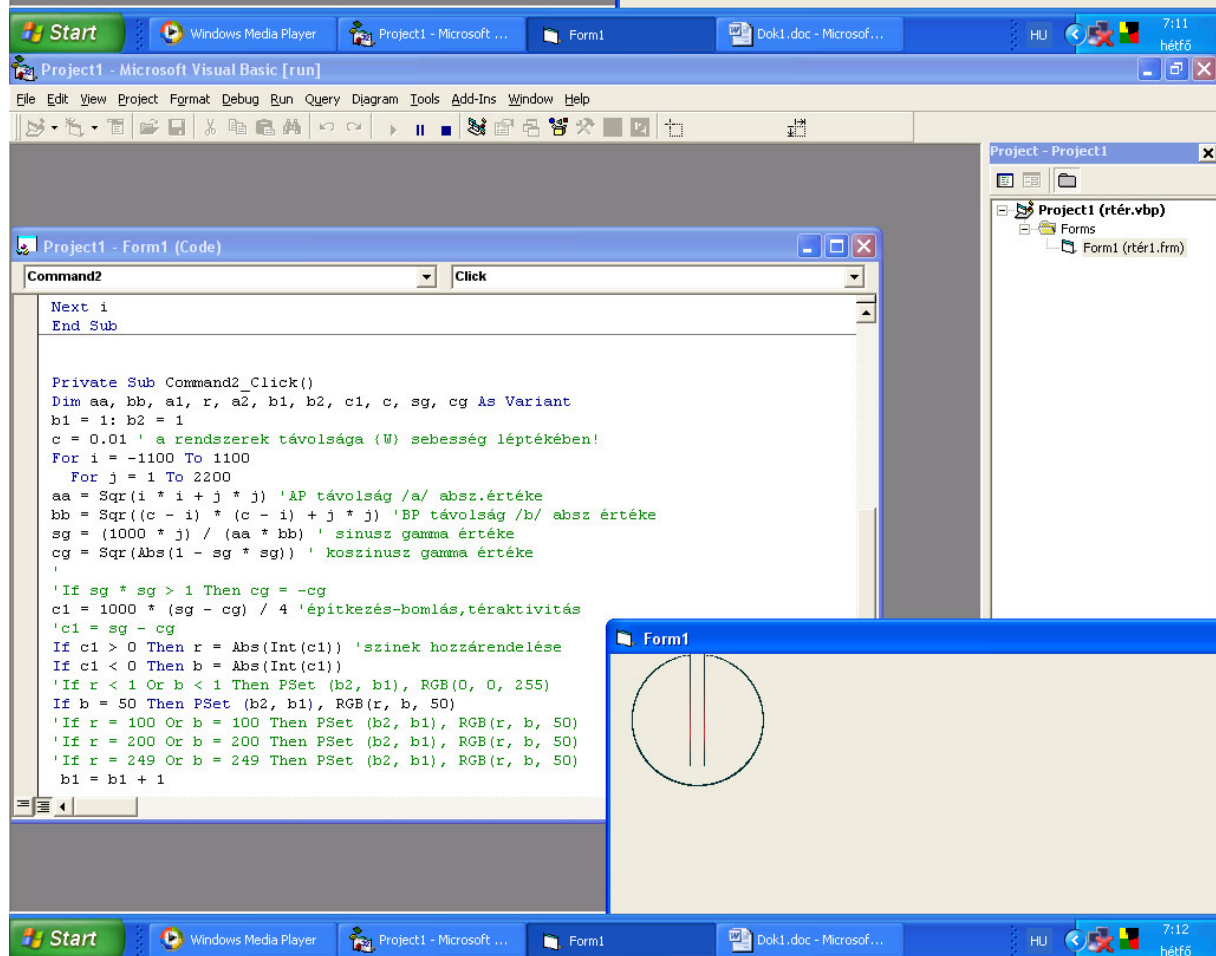
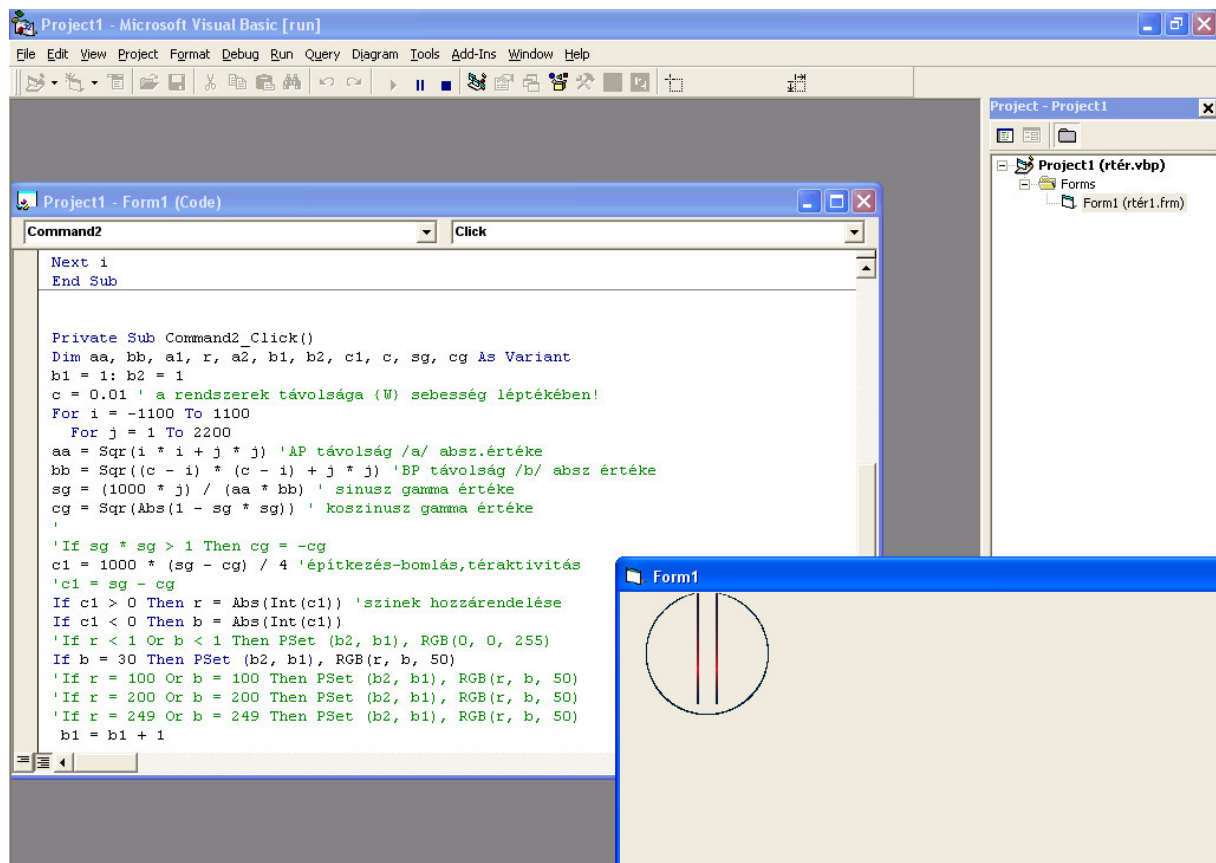


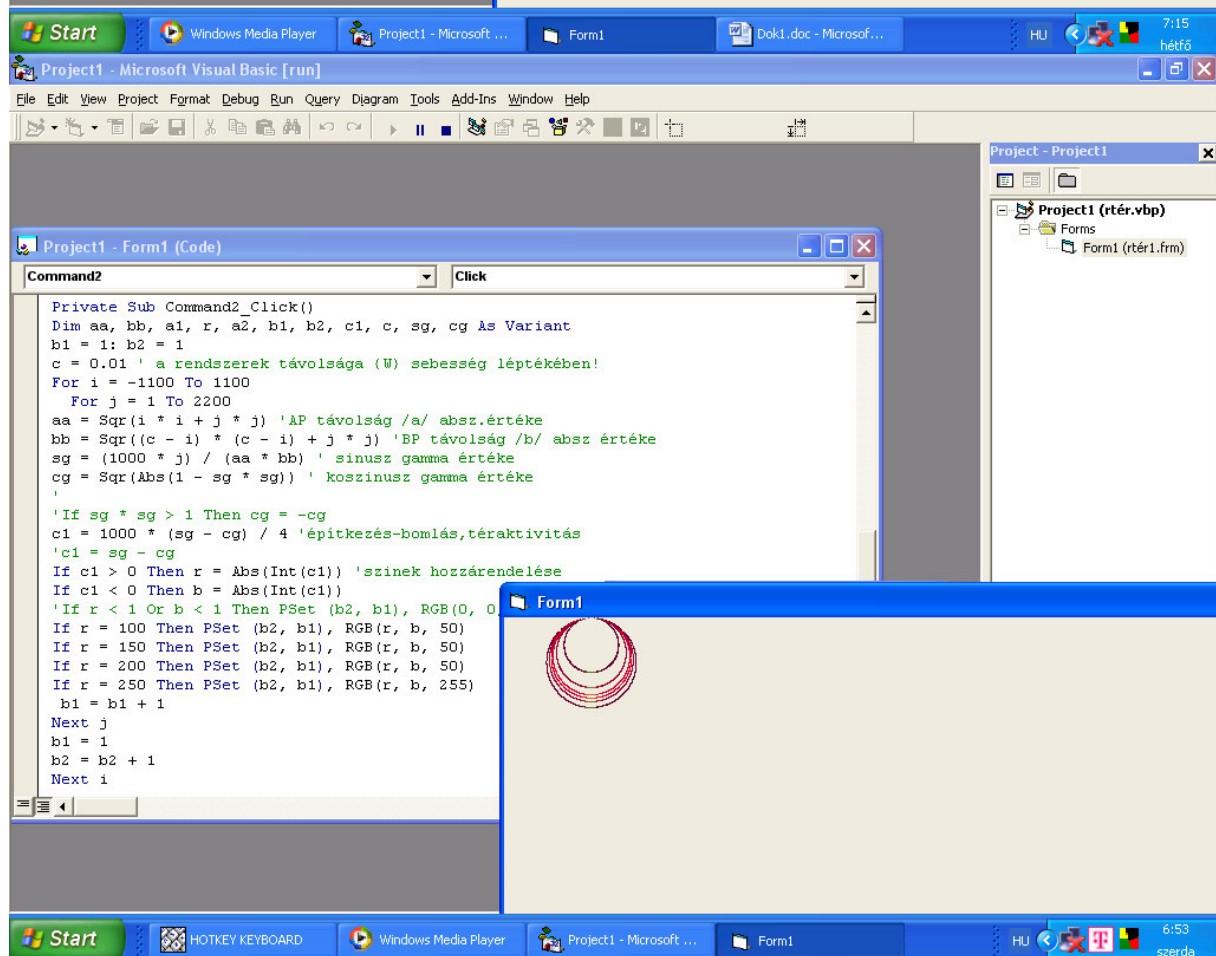
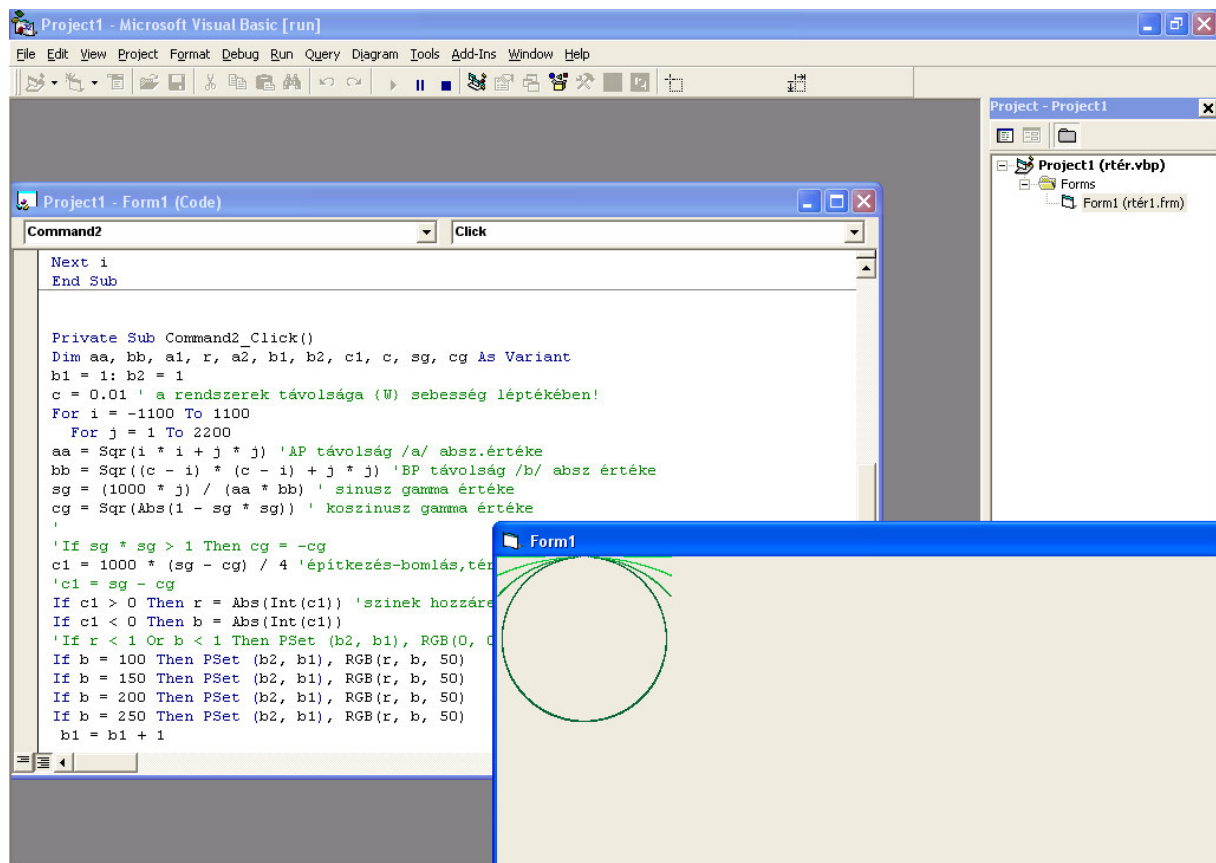


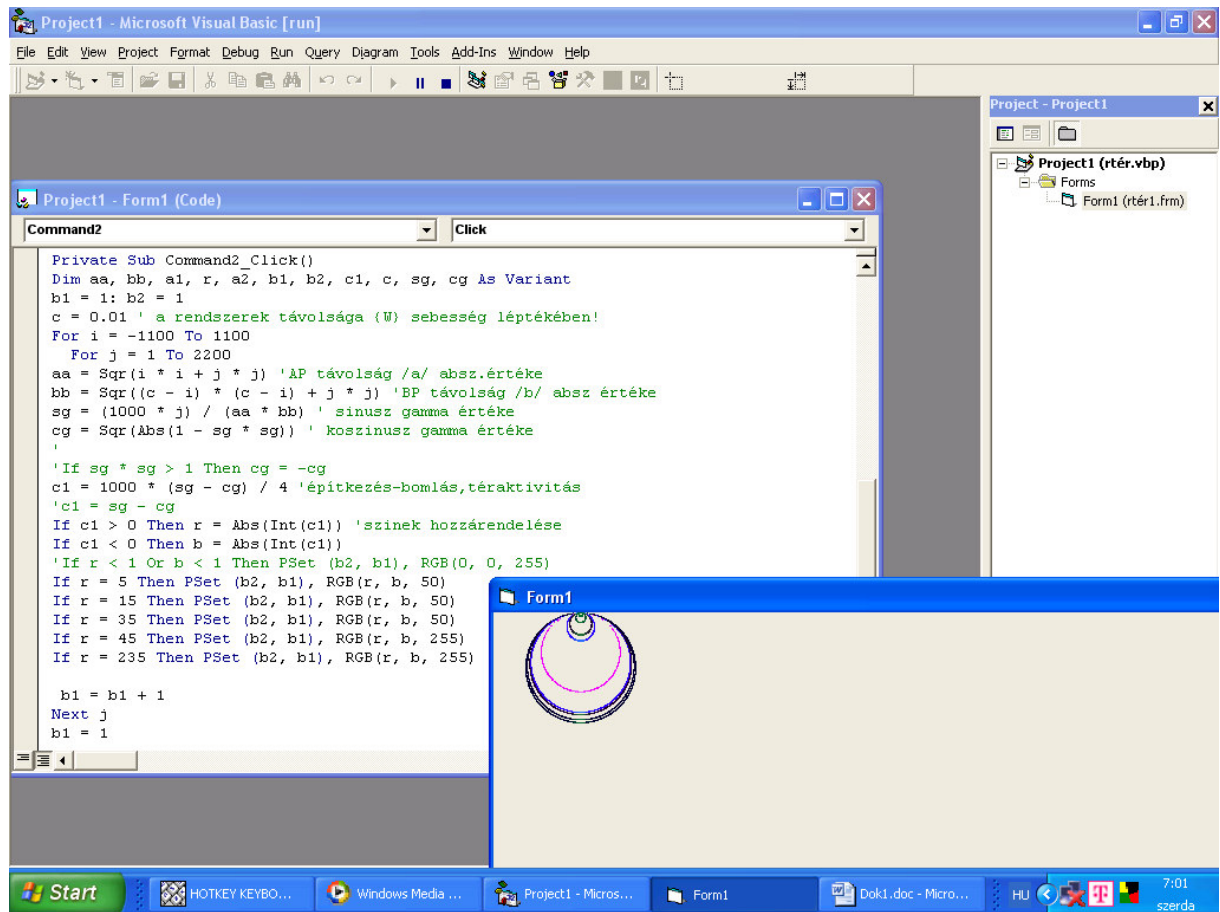


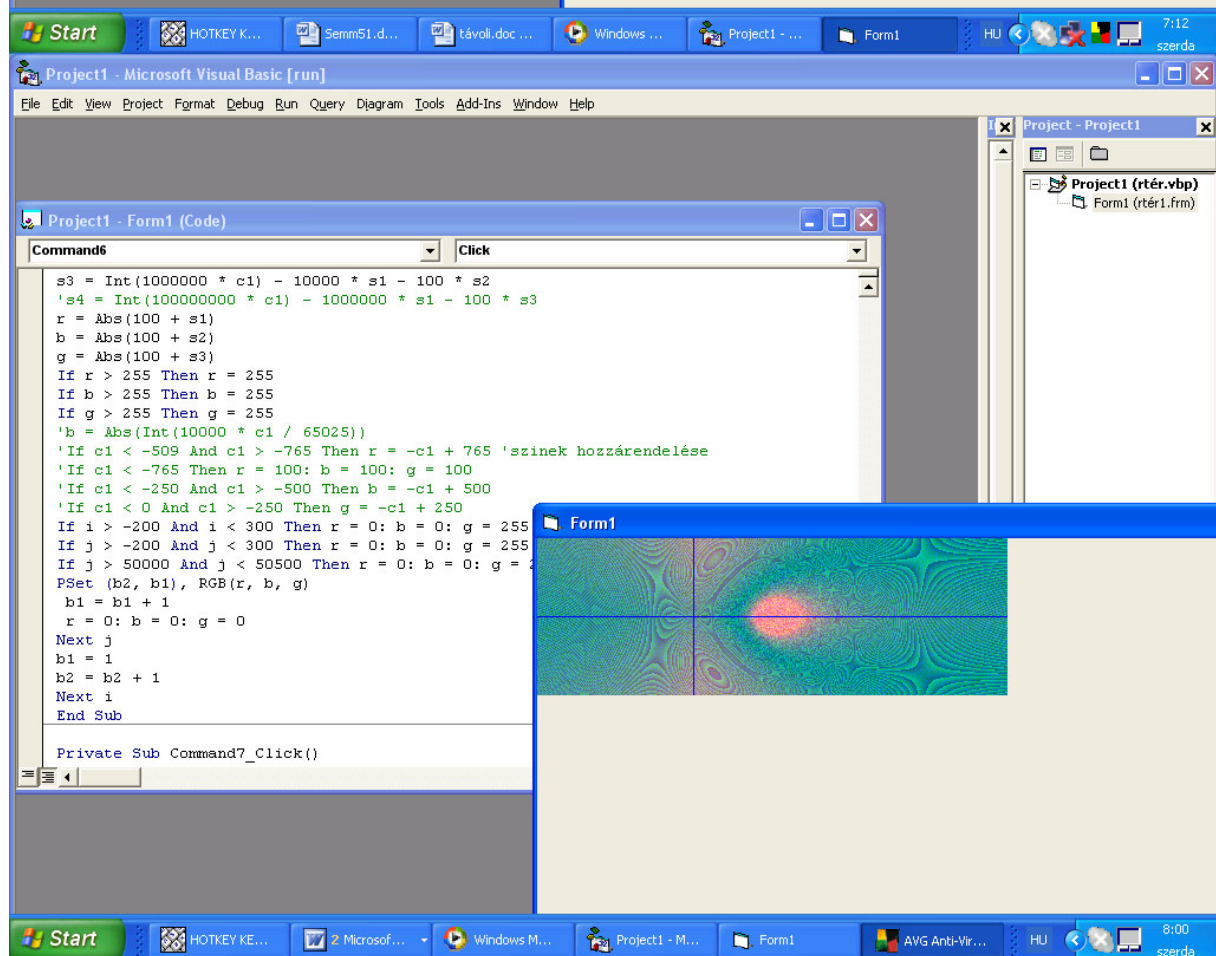
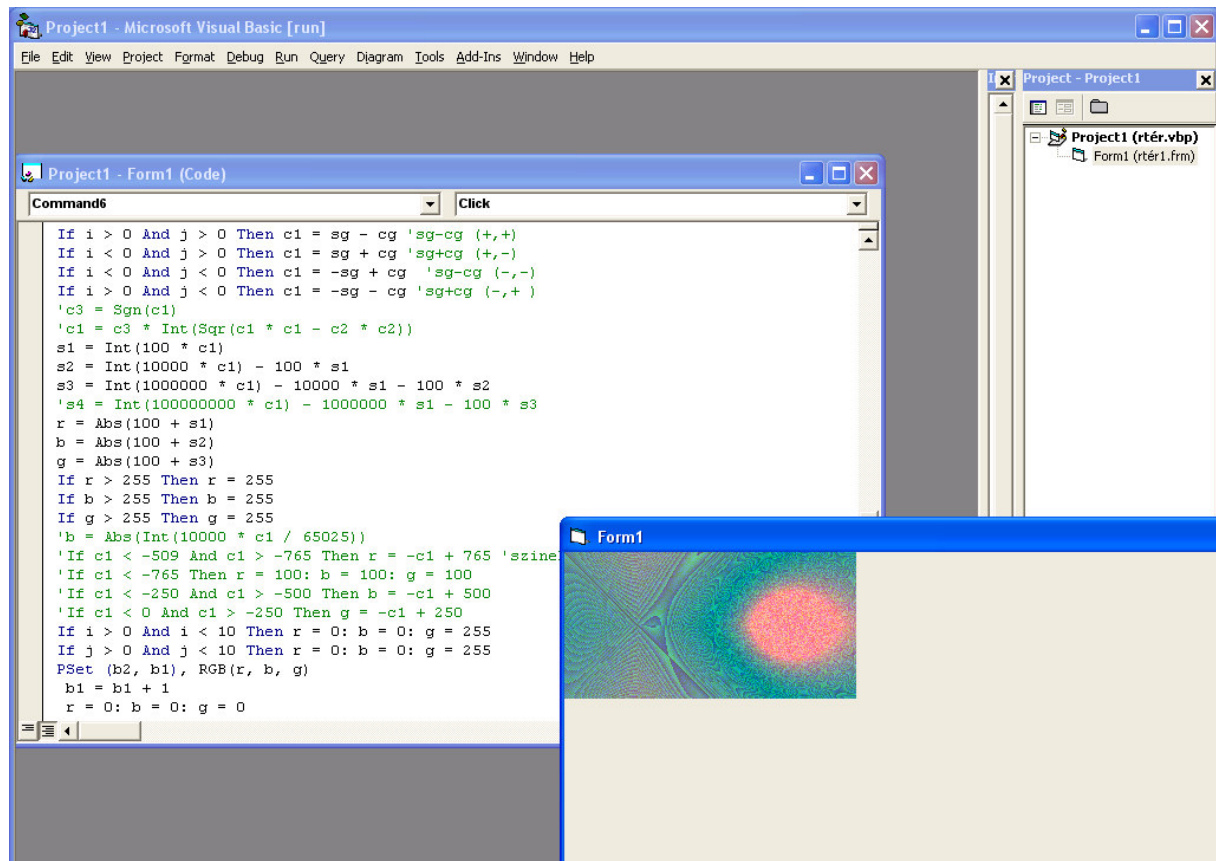


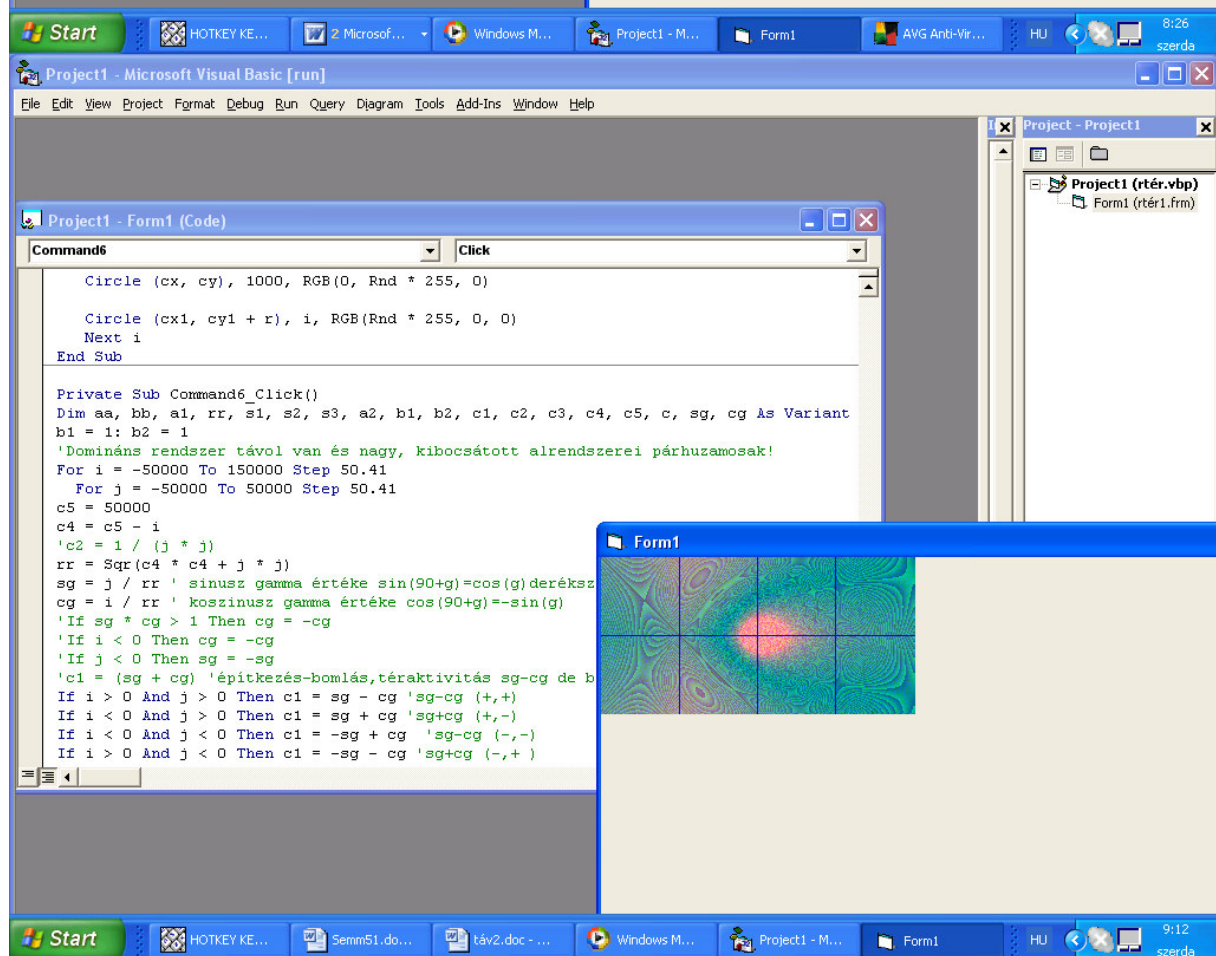
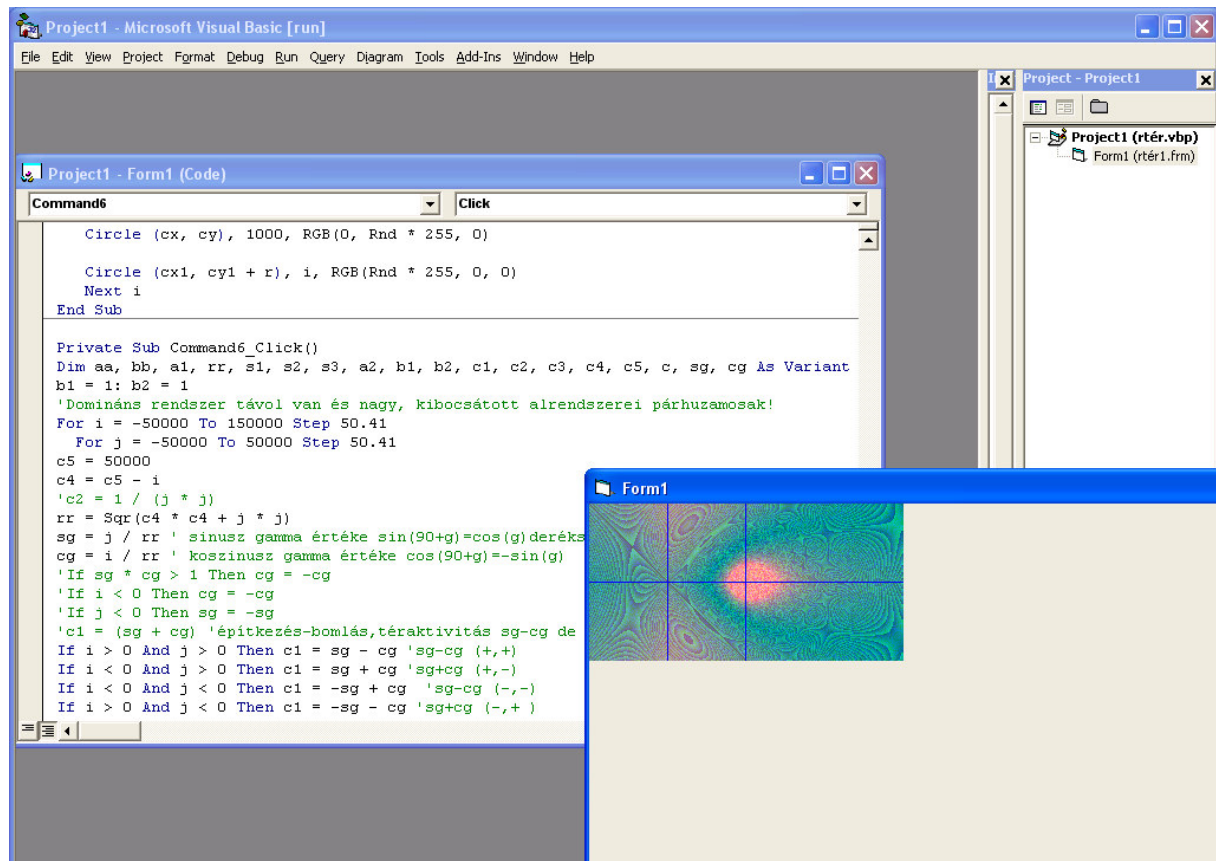


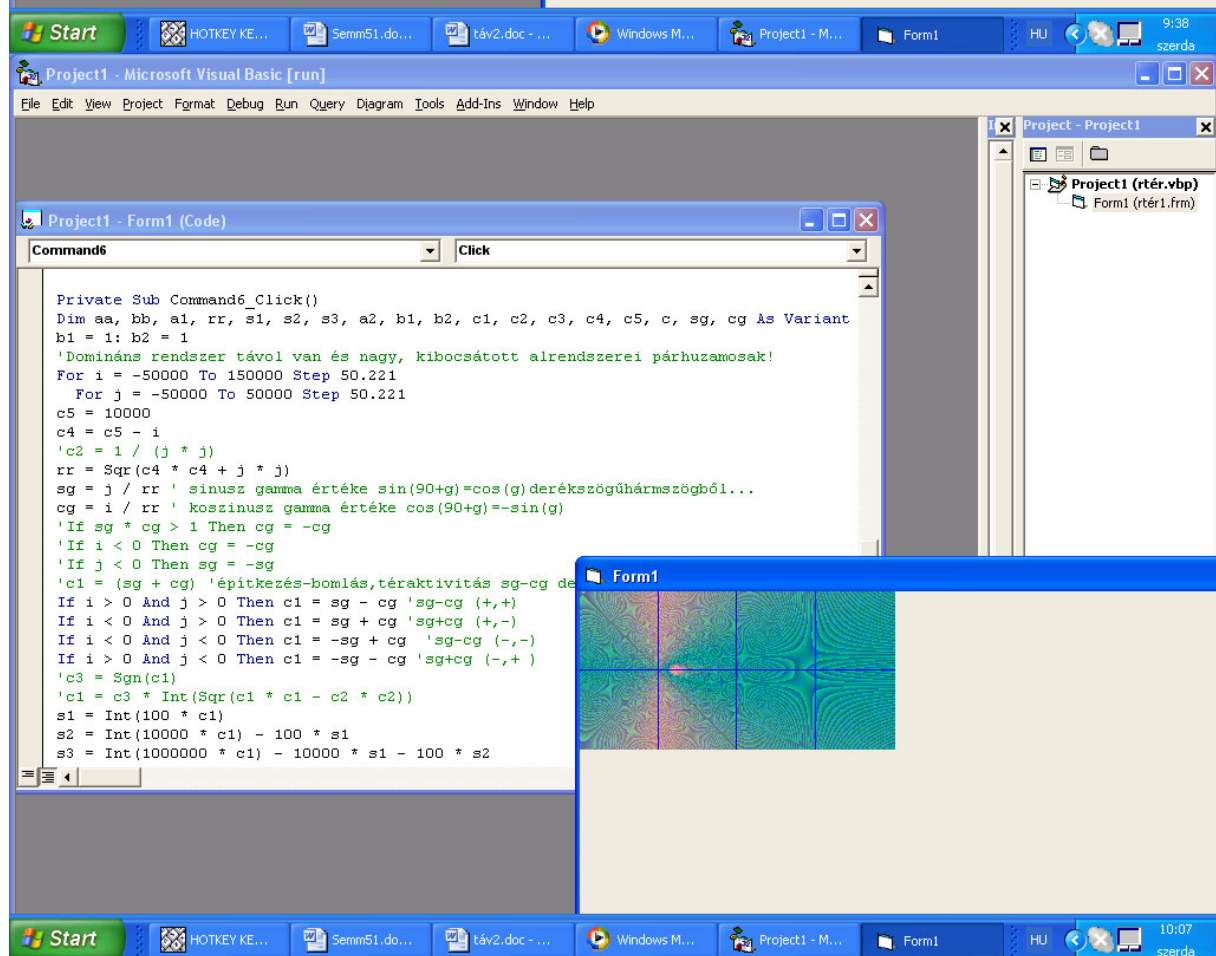
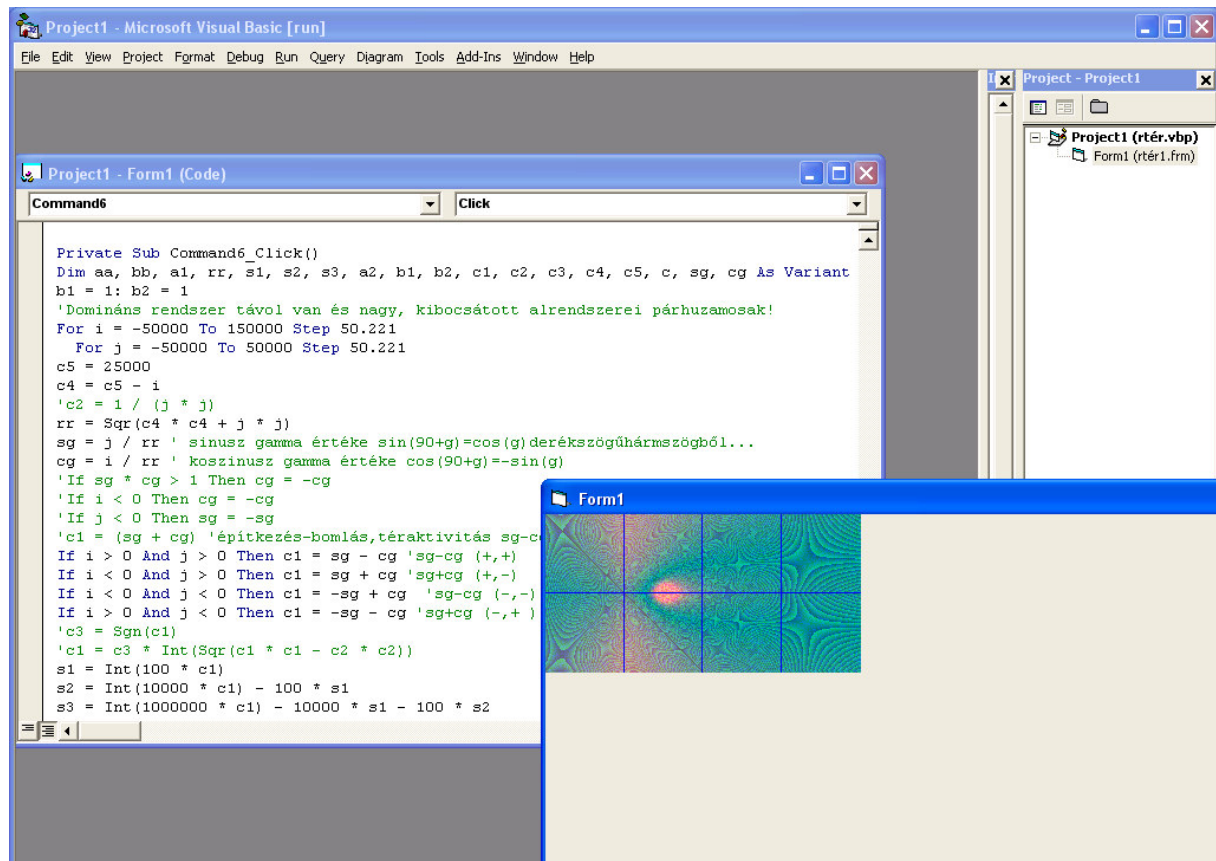




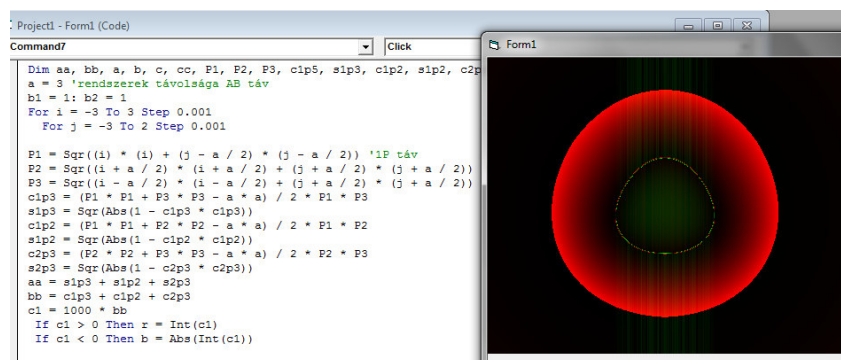
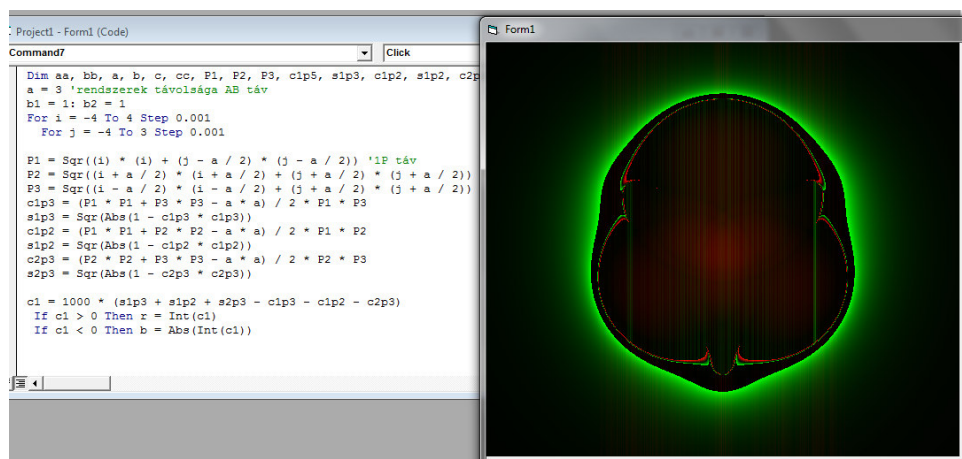
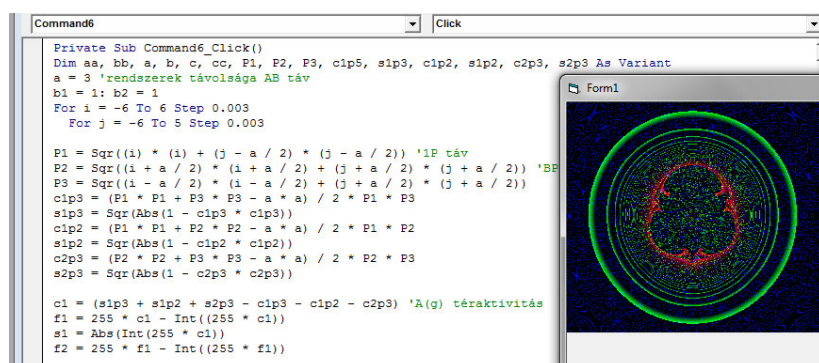
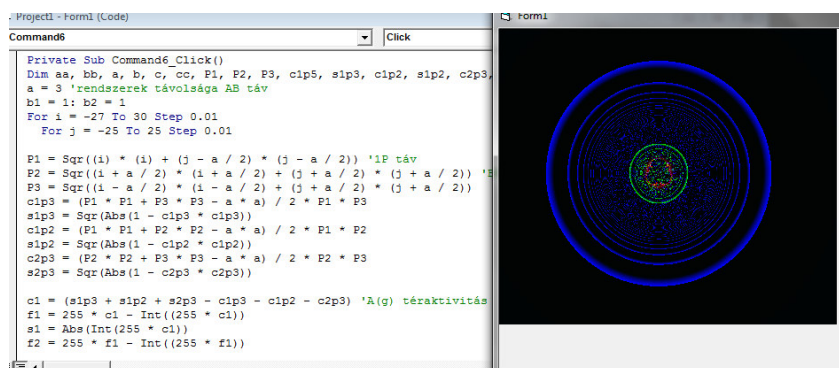








Három rendszer egyttműködések



```

Private Sub Command7_Click()
Dim aa, bb, a, b, c, cc, P1, P2, P3, c1p3, s1p3, c1p2, s1p2, c2p3, s2p3 As Variant
a = 4.3 'rendszerek távolsága AB táv
b1 = 1: b2 = 1
For i = -5 To 5 Step 0.002
  For j = -5 To 4 Step 0.002

```

```

    P1 = Sqr((i) * (i) + (j - a / 2) * (j - a / 2)) '1P táv
    P2 = Sqr((i + a / 2) * (i + a / 2) + (j + a / 2) * (j + a / 2)) 'BP táv
    P3 = Sqr((i - a / 2) * (i - a / 2) + (j + a / 2) * (j + a / 2))
    c1p3 = (P1 * P1 + P3 * P3 - a * a) / 2 * P1 * P3
    cc = (1 - c1p3 * c1p3)
    If cc < 0 Then cc = Abs(cc)
    s1p3 = Sqr(cc): g = 1000 * s1p3
    c1p2 = (P1 * P1 + P2 * P2 - a * a) / 2 * P1 * P2
    cc = (1 - c1p2 * c1p2)
    If cc < 0 Then cc = Abs(cc)
    s1p2 = Sqr(cc): g = g + 1000 * s1p2
    c2p3 = (P2 * P2 + P3 * P3 - a * a) / 2 * P2 * P3
    cc = (1 - c2p3 * c2p3)
    If cc < 0 Then cc = Abs(cc)
    s2p3 = Sqr(cc): g = g + 1000 * s2p3
    aa = s1p3 + s1p2 + s2p3
    bb = c1p3 + c1p2 + c2p3
    c1 = 1000 * (aa - bb)
    If c1 > 0 Then r = Int(c1)
    If c1 < 0 Then b = Abs(Int(c1))

```

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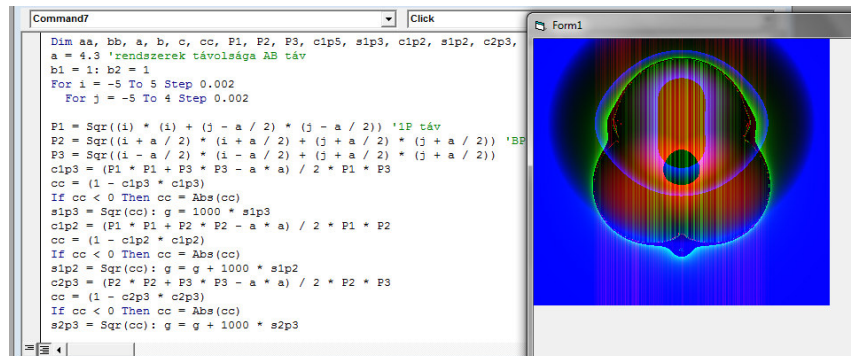
    If b > 255 Then b = b / 255
    If b > 255 Then b = b / 255
    If b > 255 Then b = 255
    If c1 > 0 Then r = c1
    If r > 255 Then r = r / 255
    If r > 255 Then r = r / 255
    If r > 255 Then r = 255
    If g > 255 Then g = cc
    If g > 255 Then g = g / 255
    If g > 255 Then g = 255

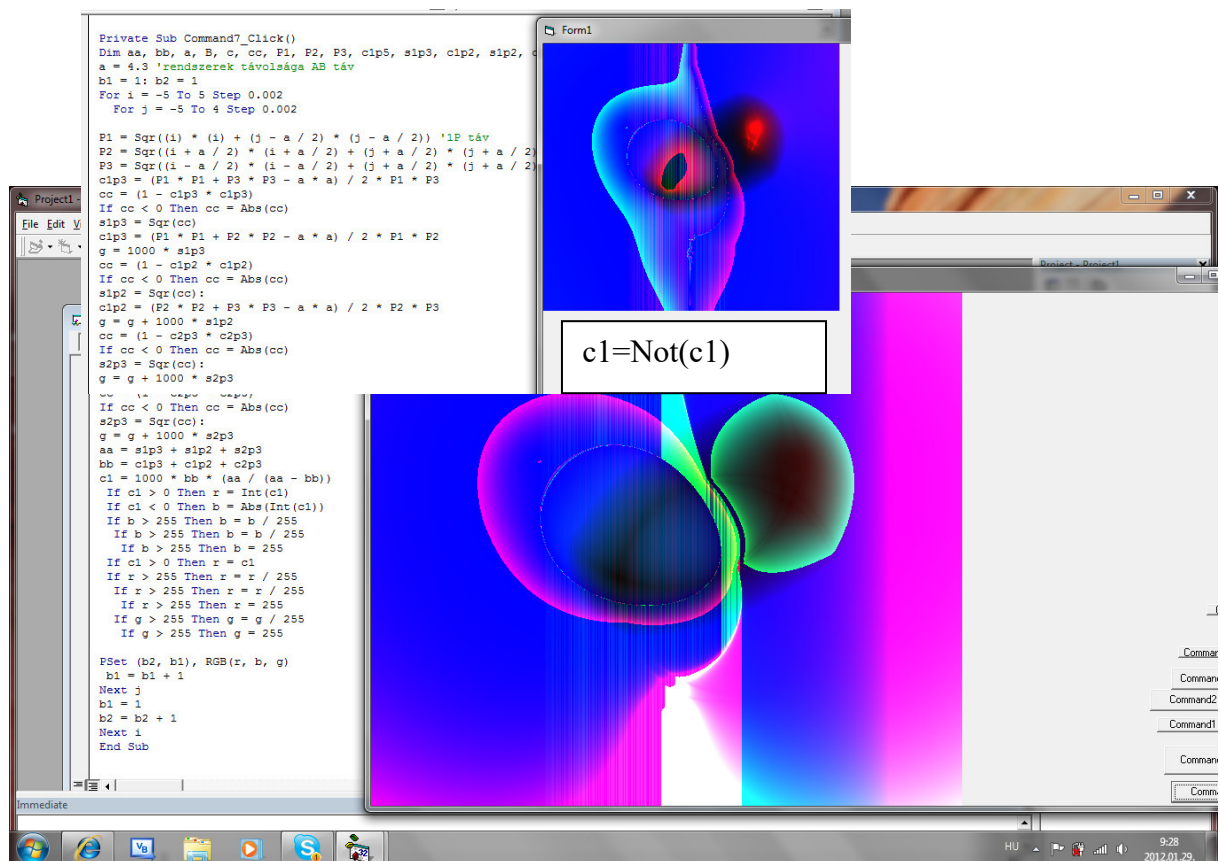
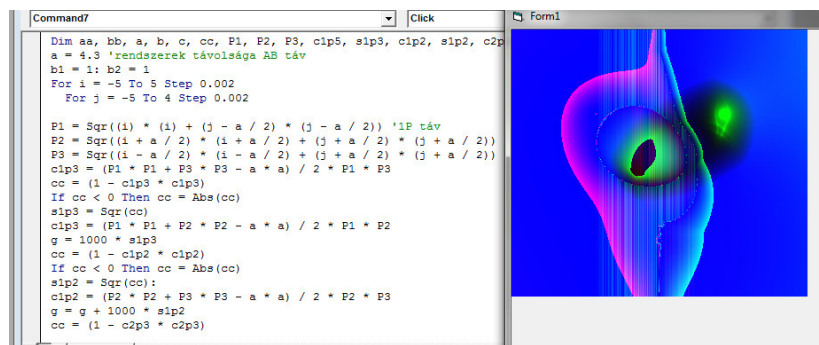
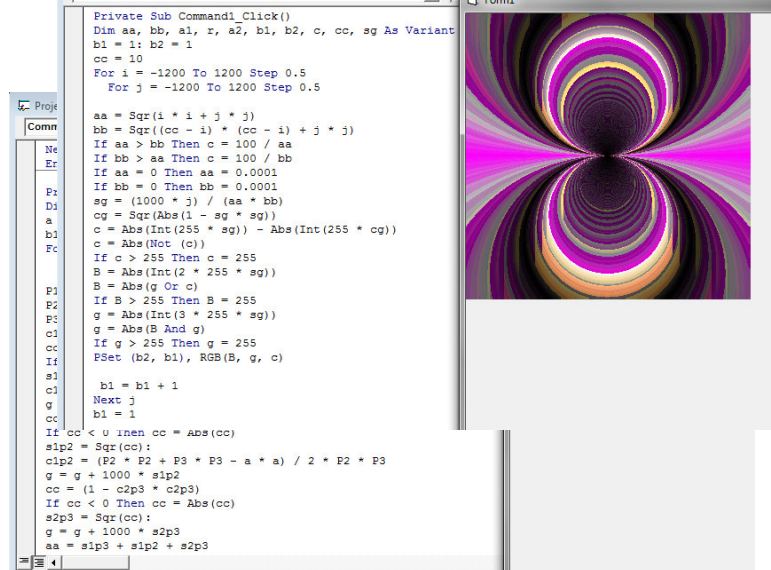
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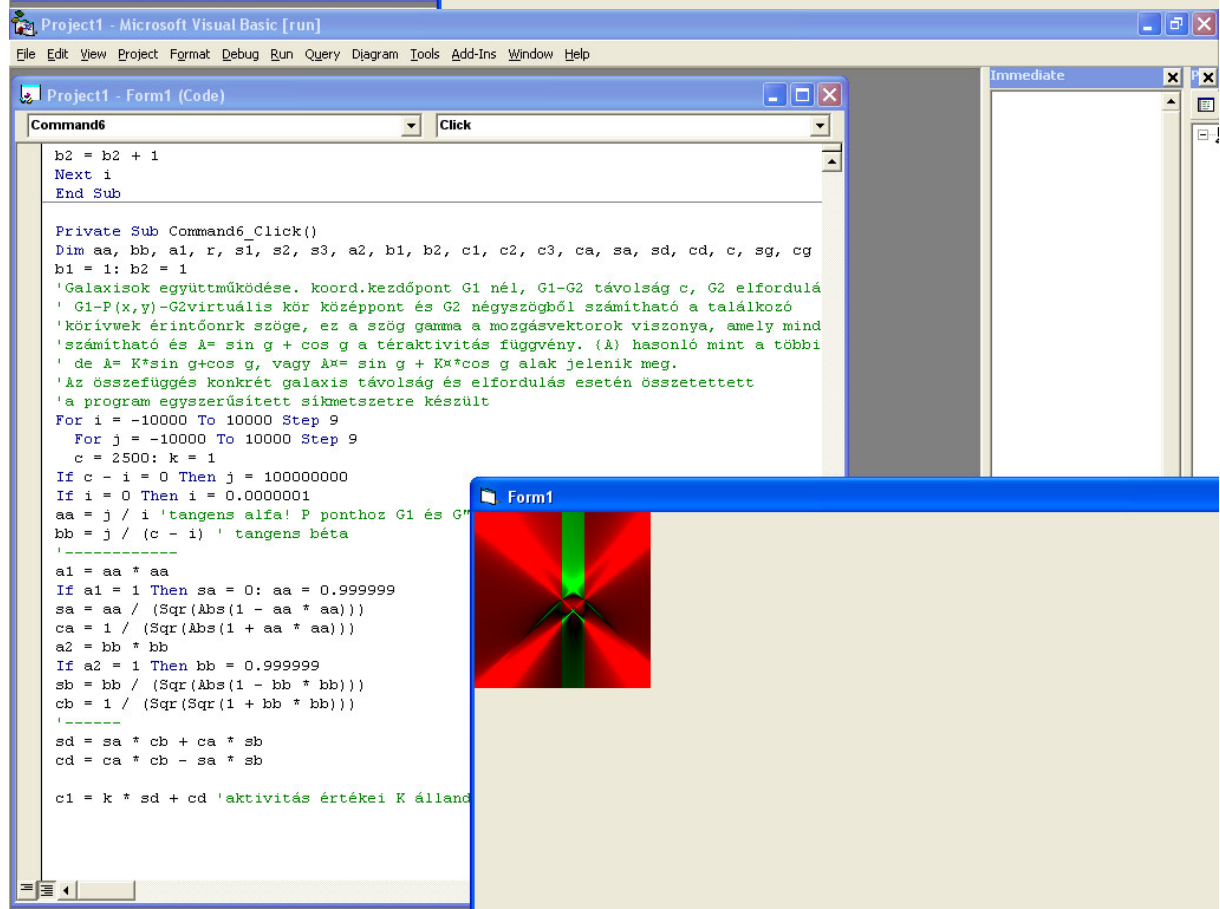
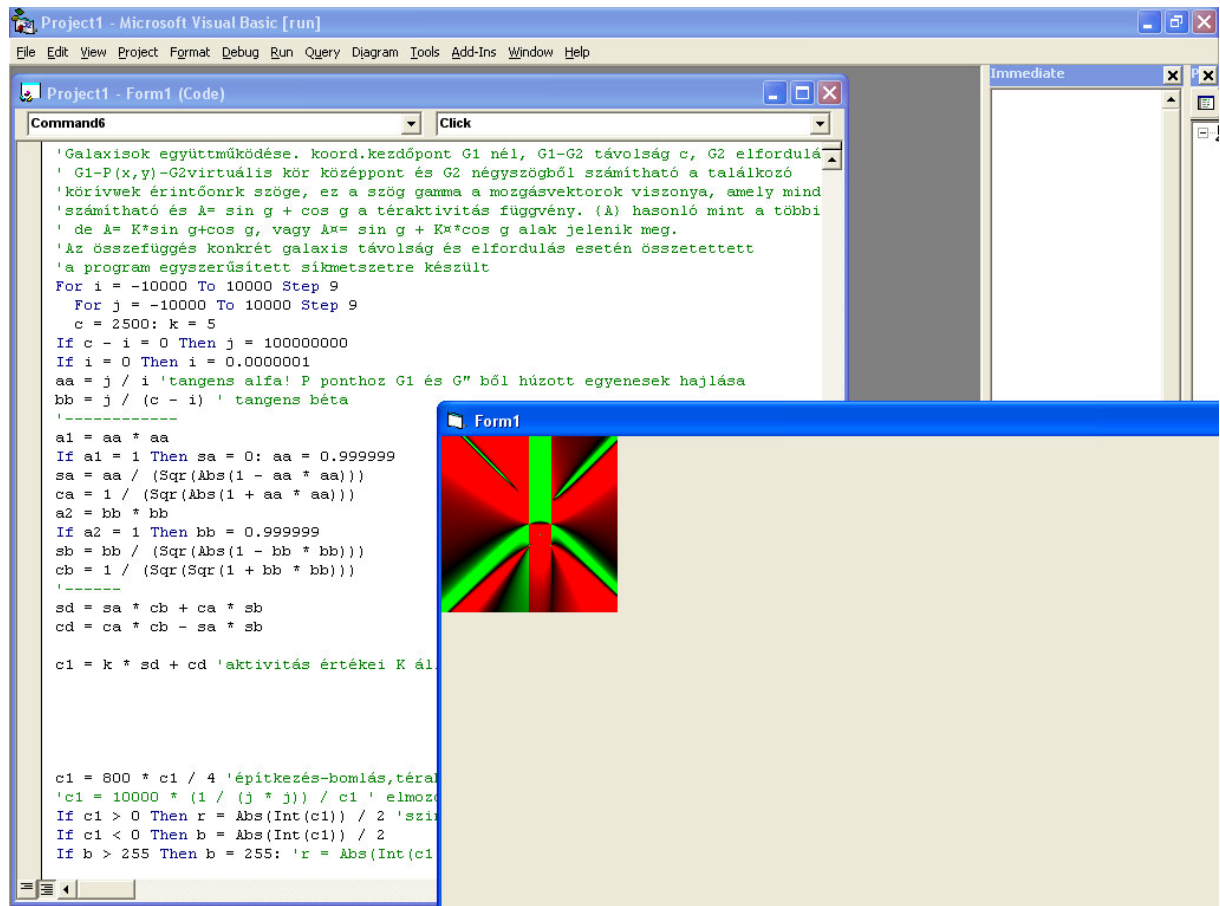
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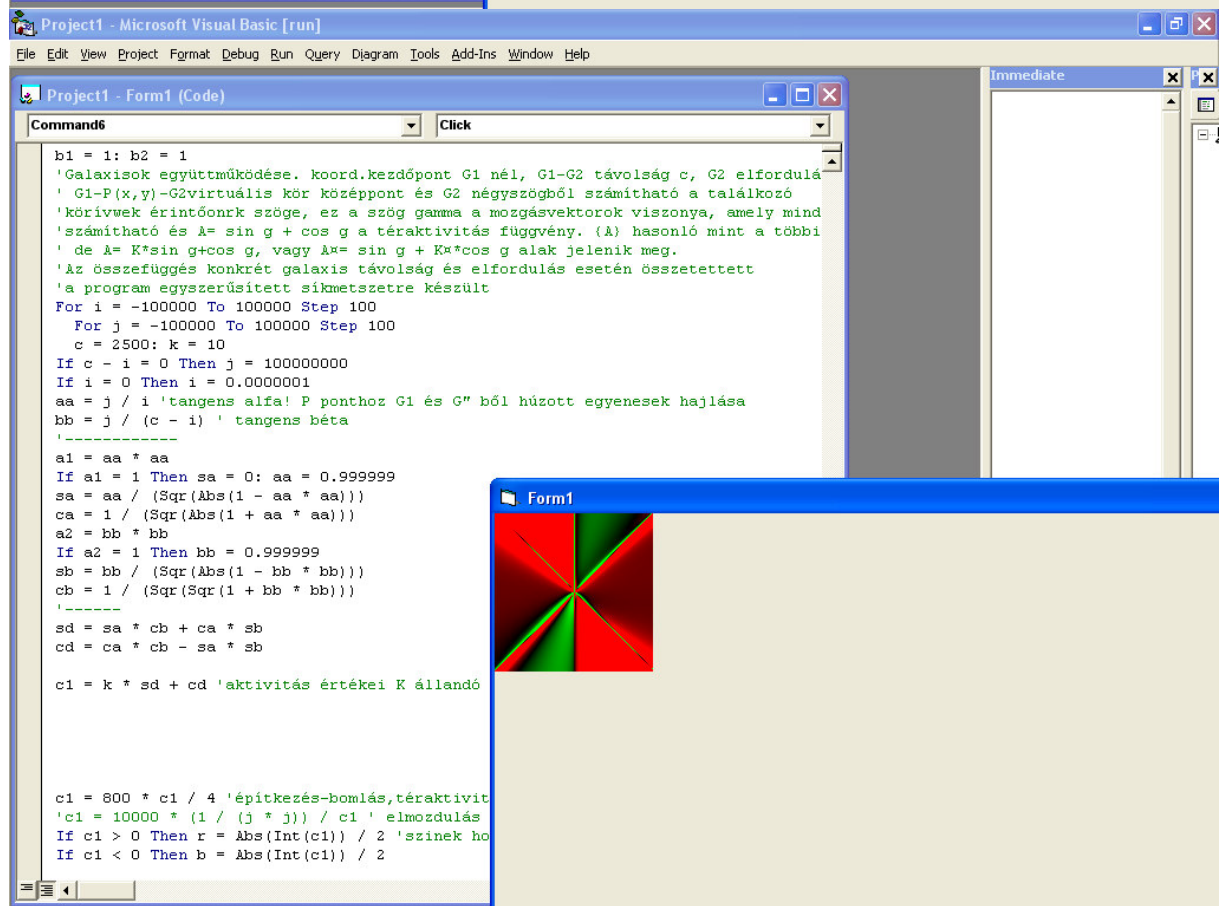
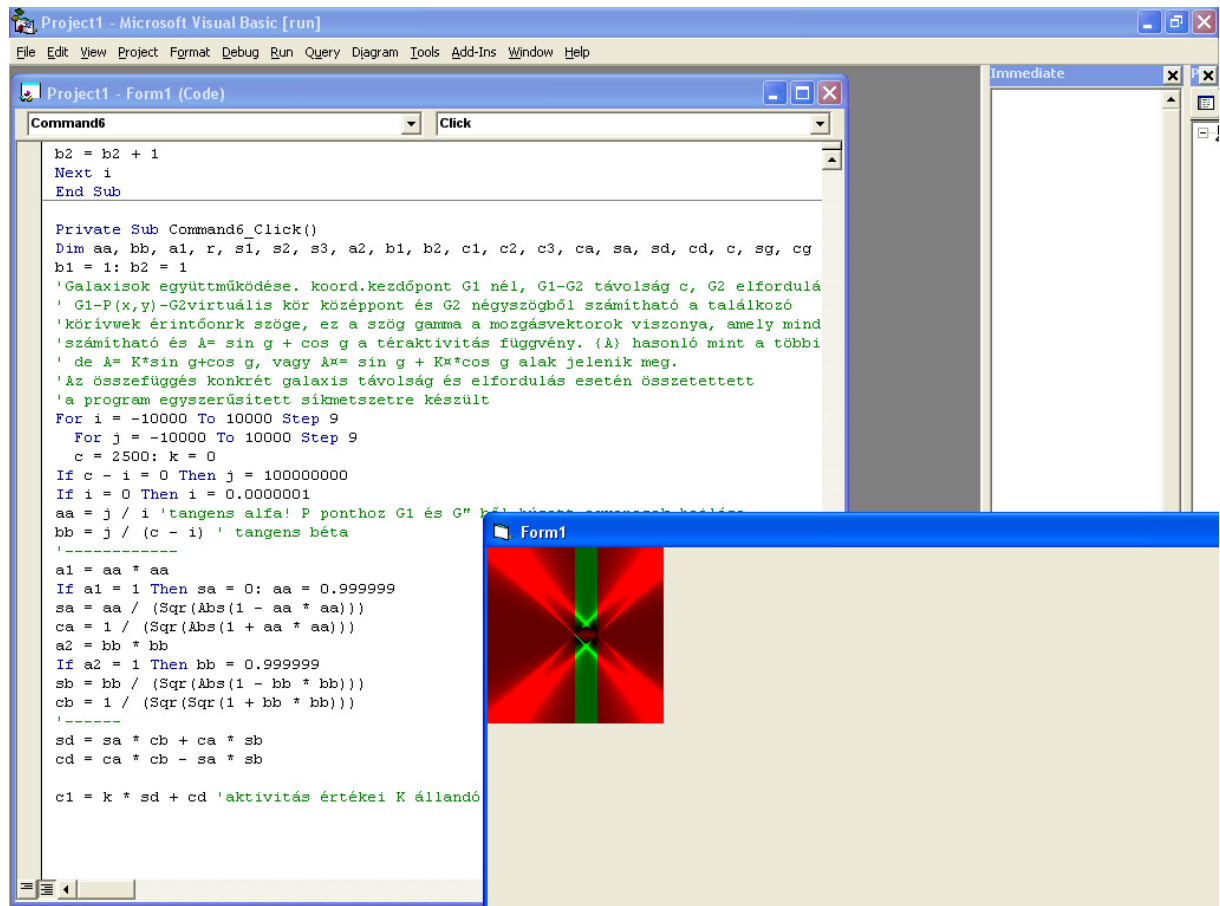
PSet (b2, b1), RGB(r, b, g)
b1 = b1 + 1
Next j
b1 = 1
b2 = b2 + 1
Next i
End Sub

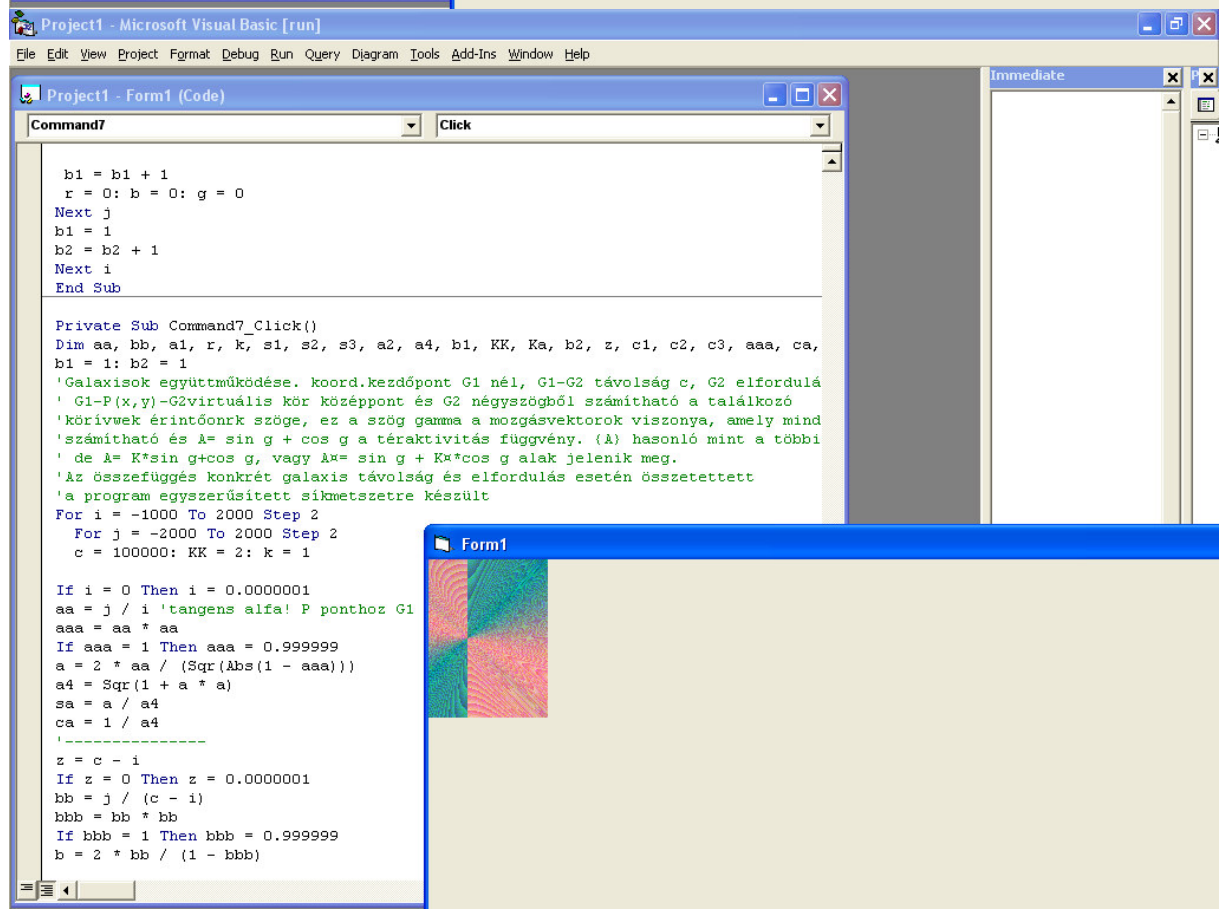
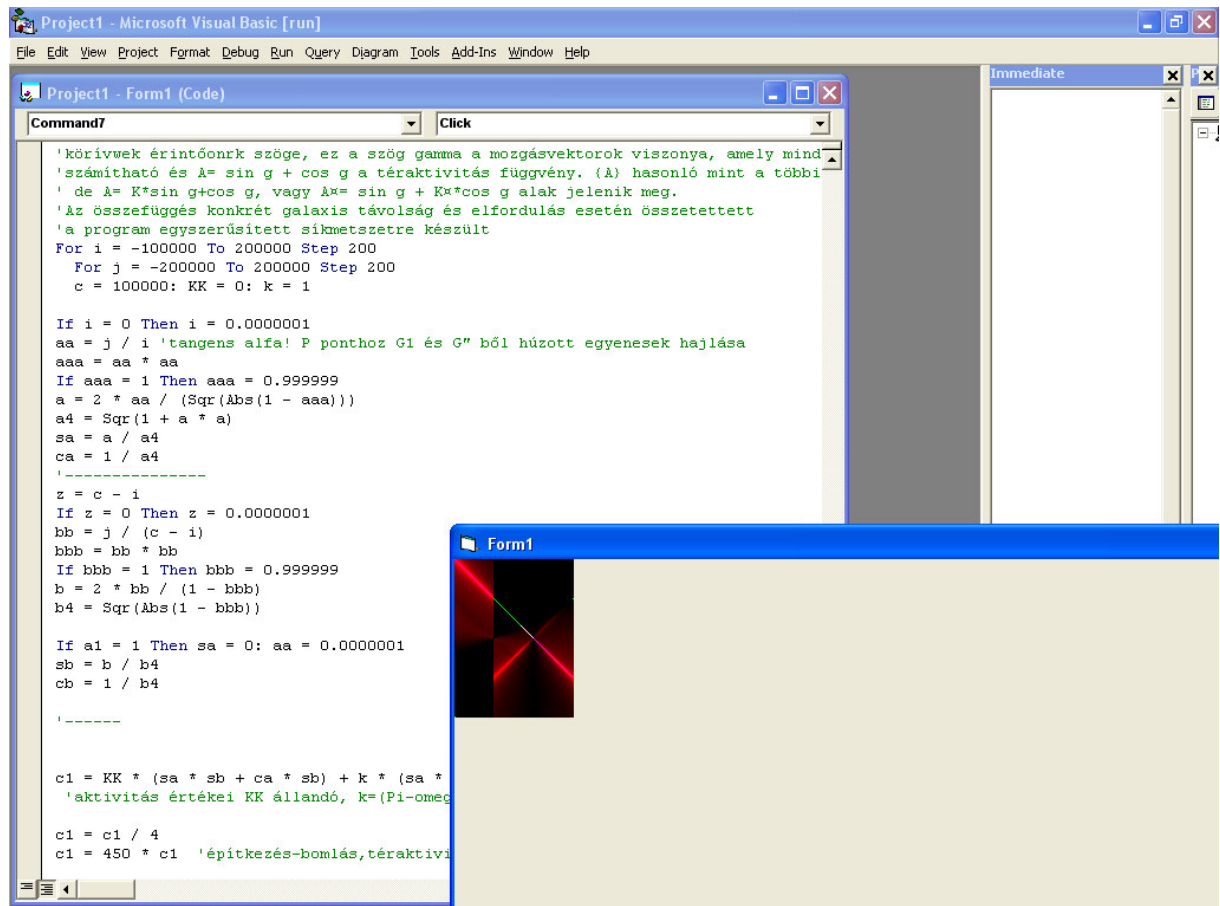
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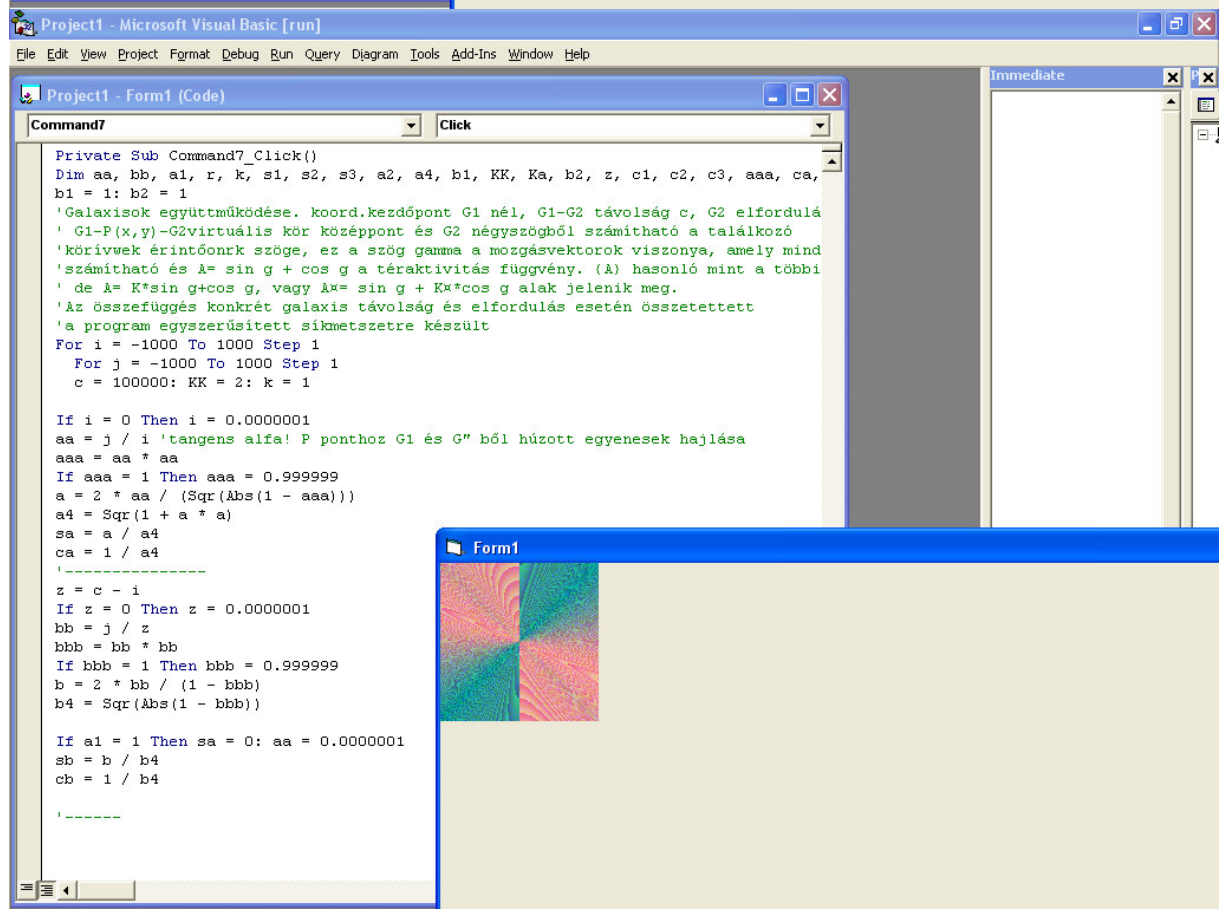
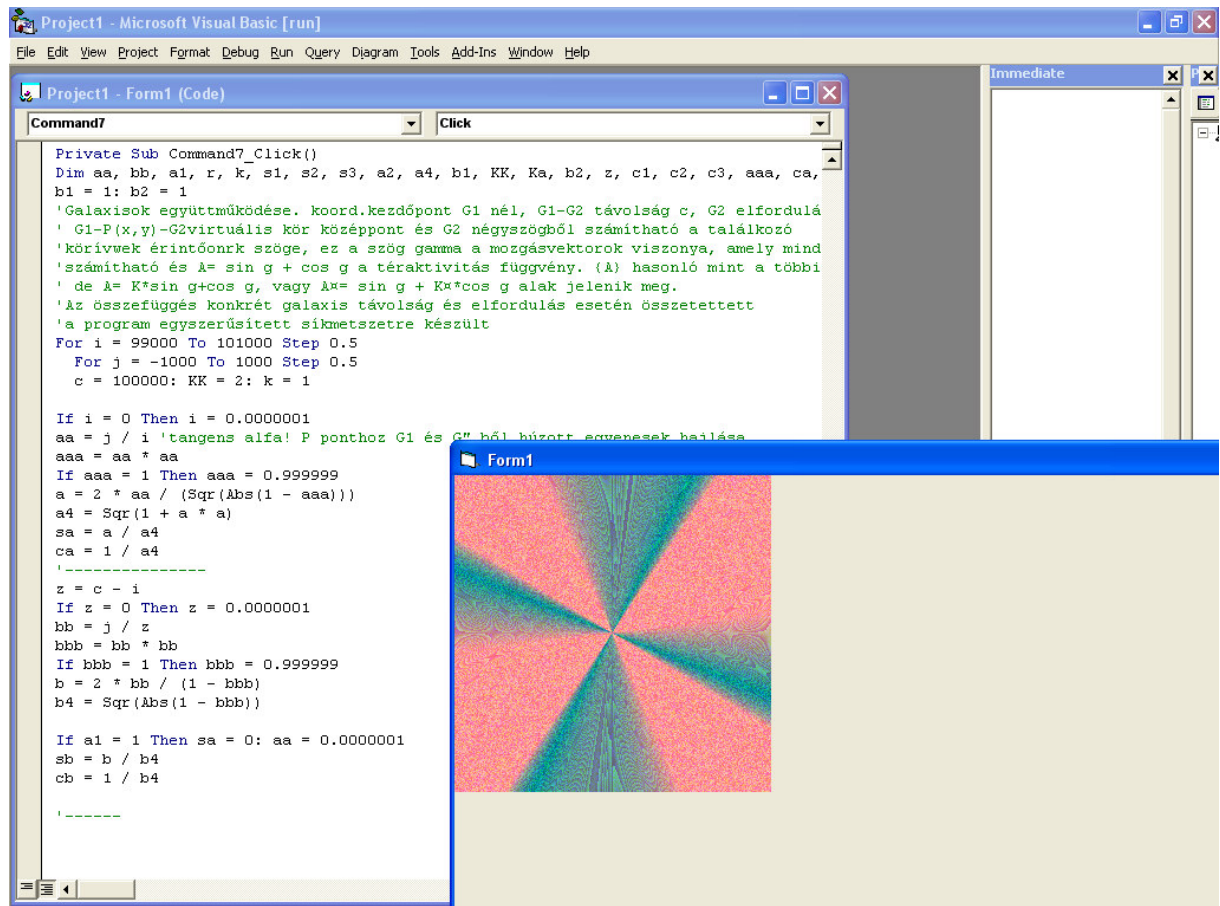


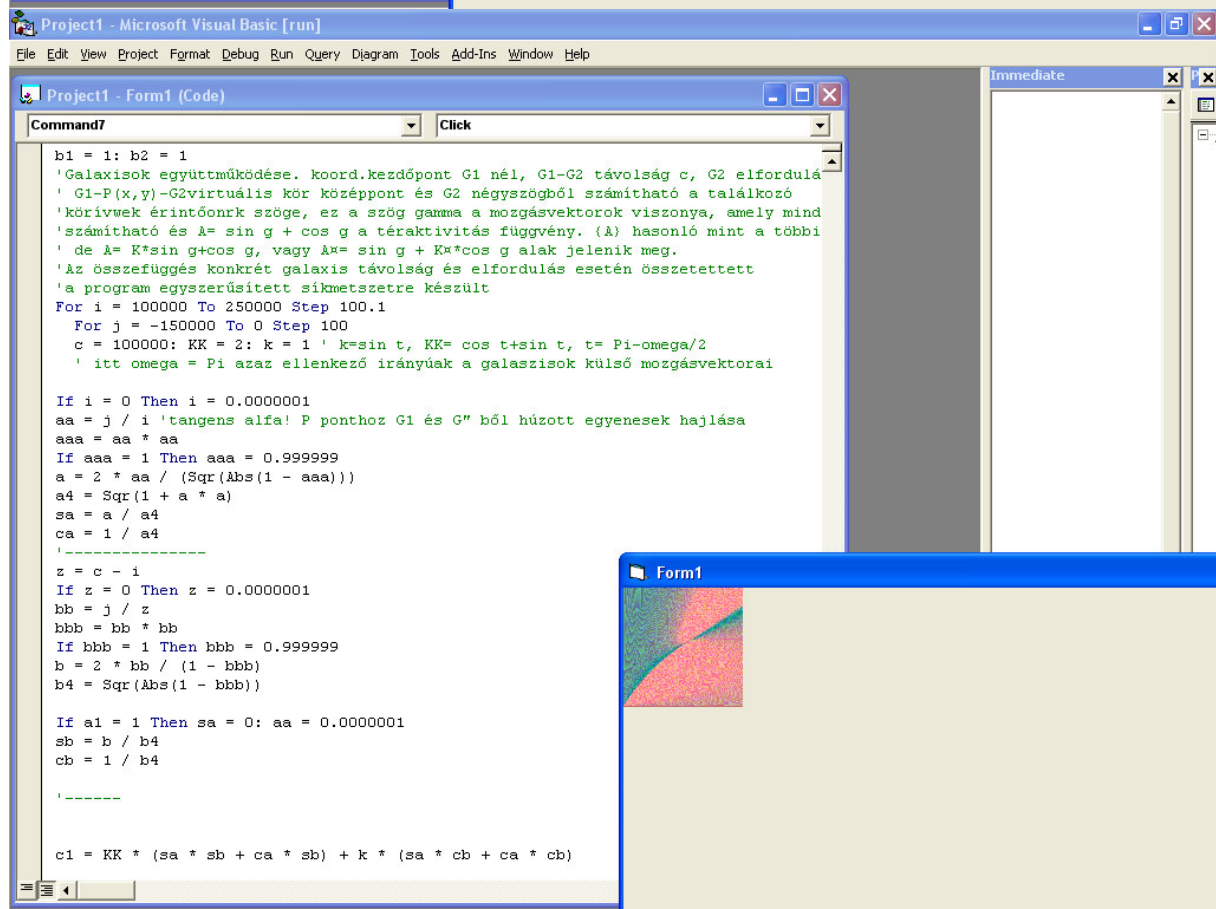
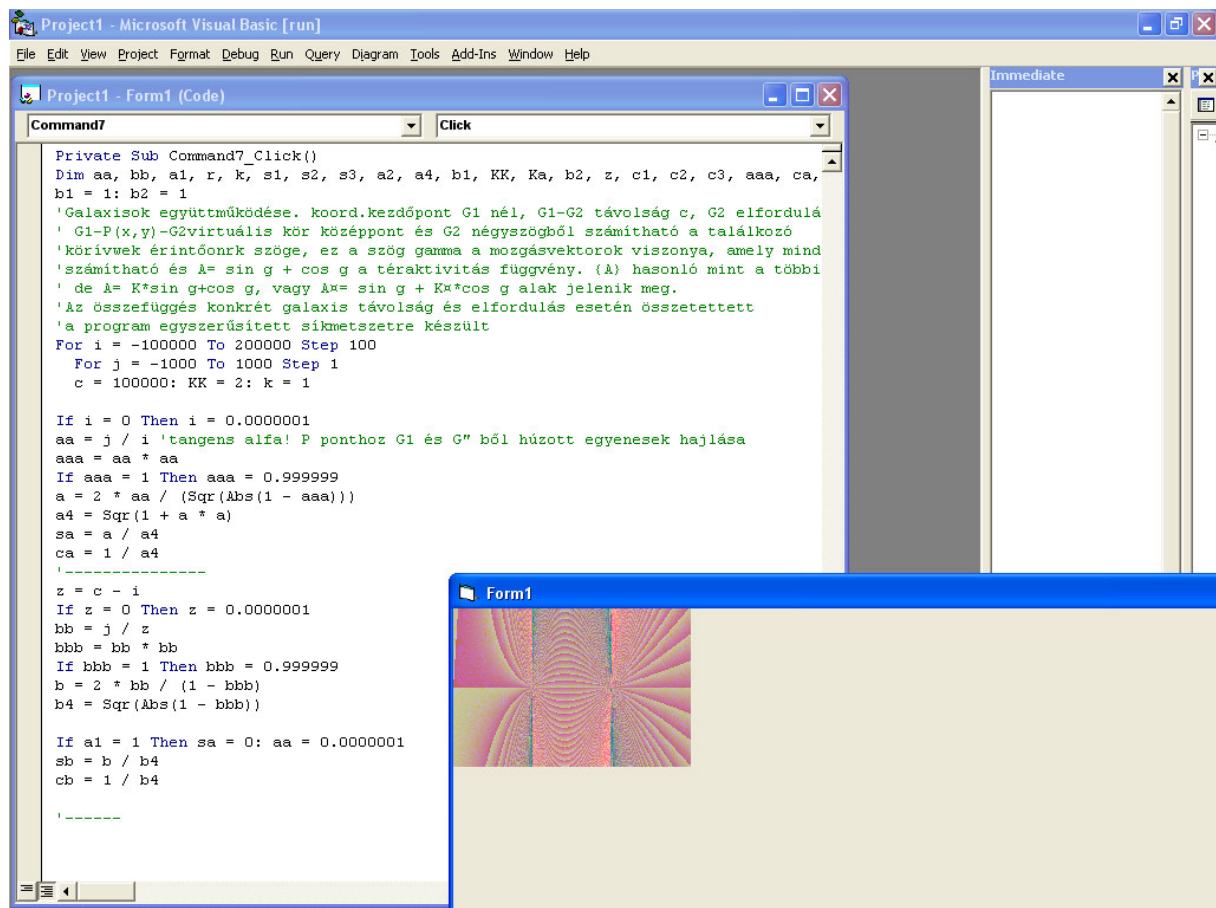


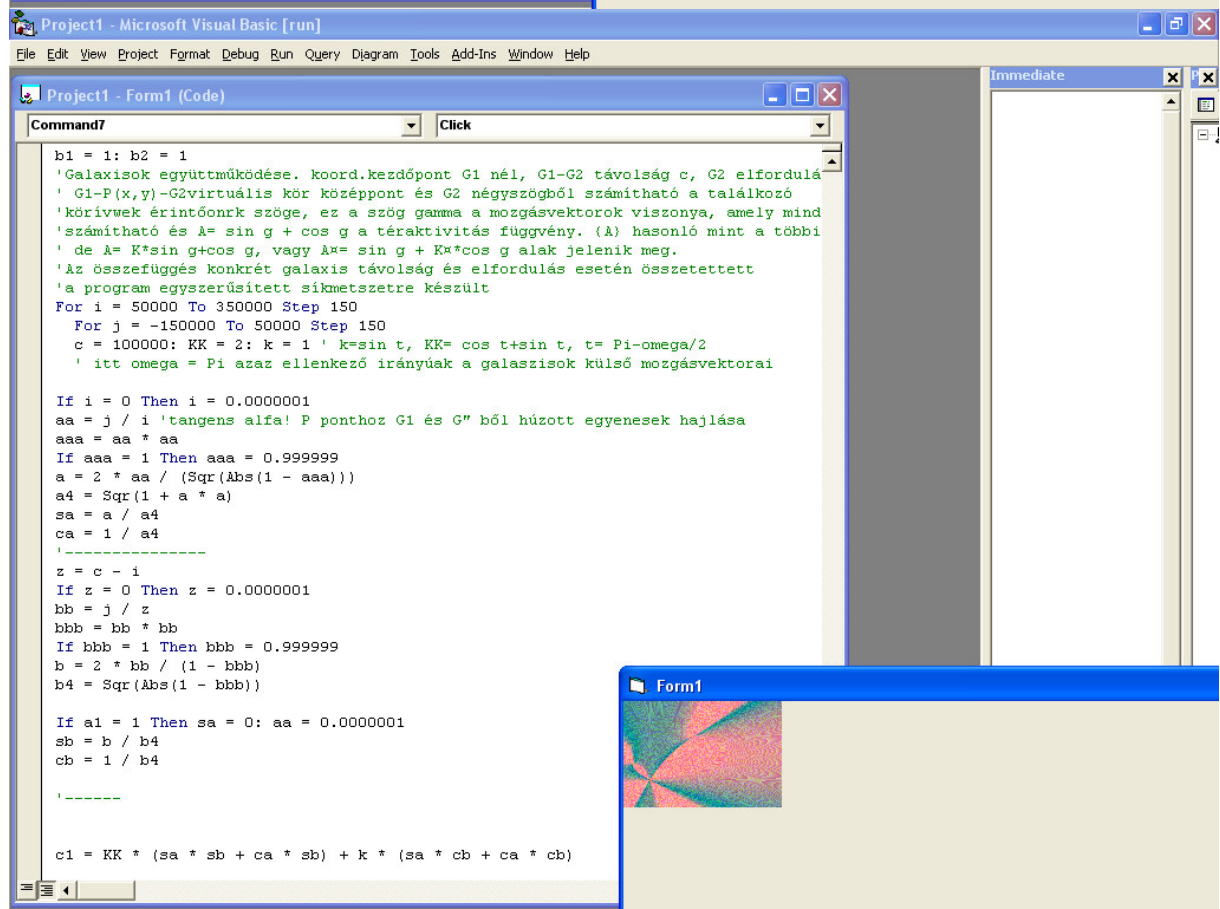
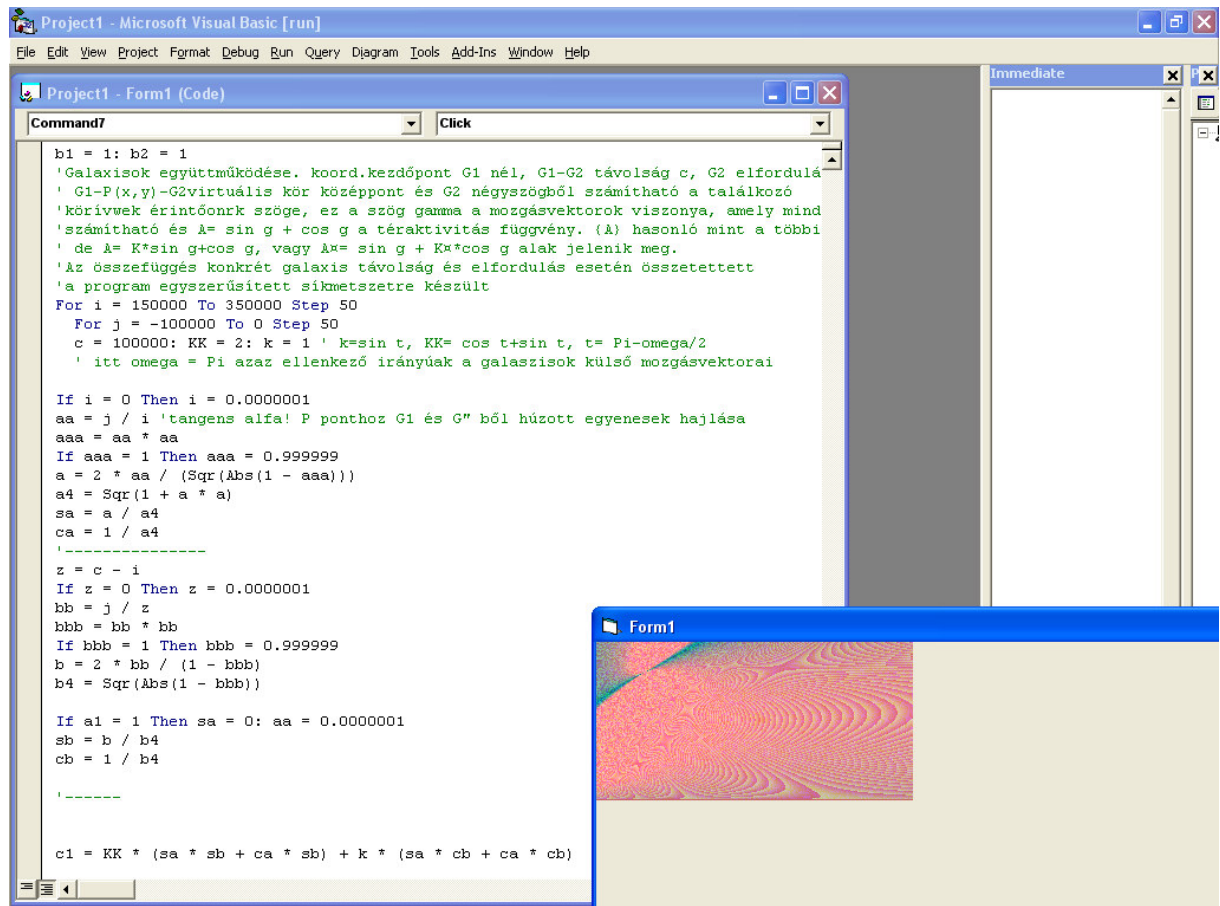


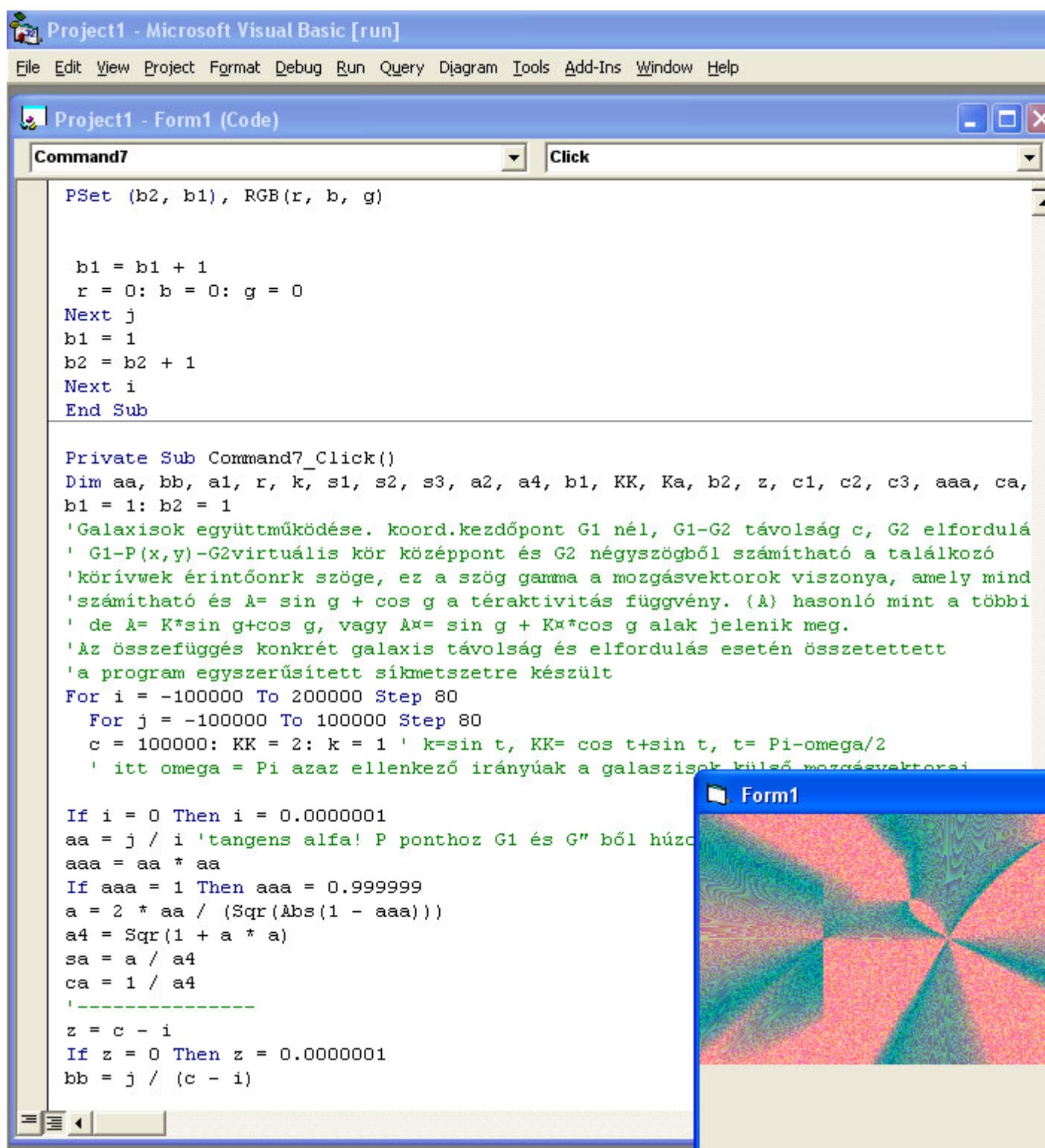


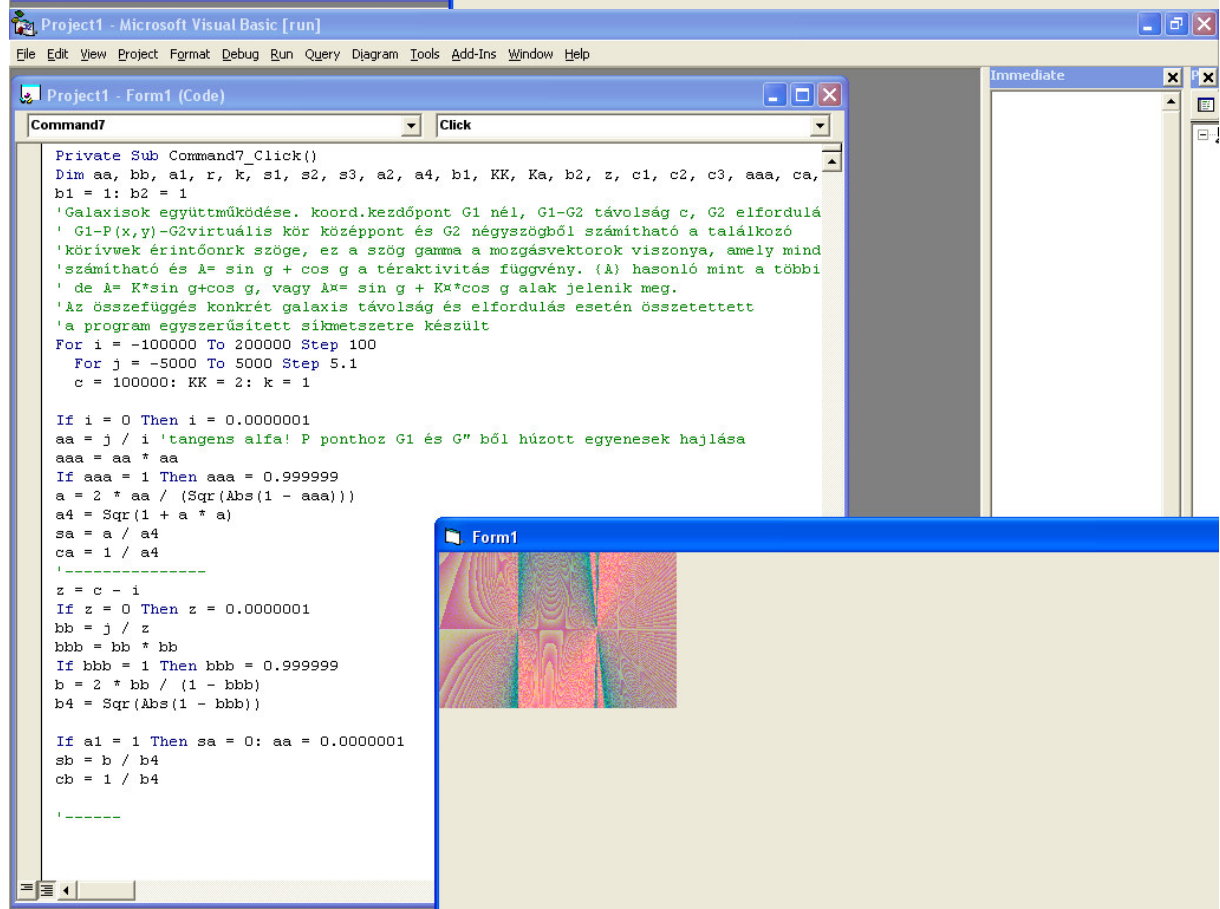
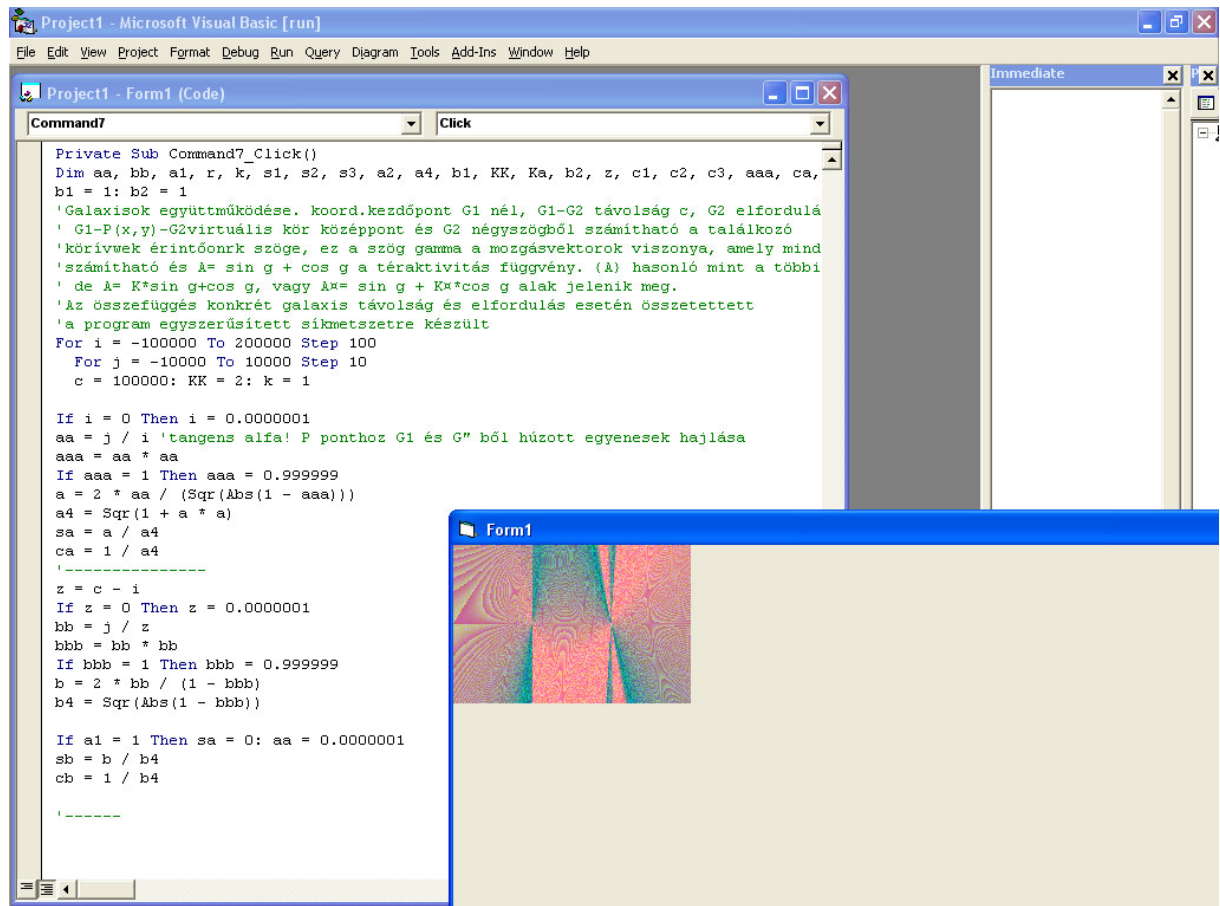


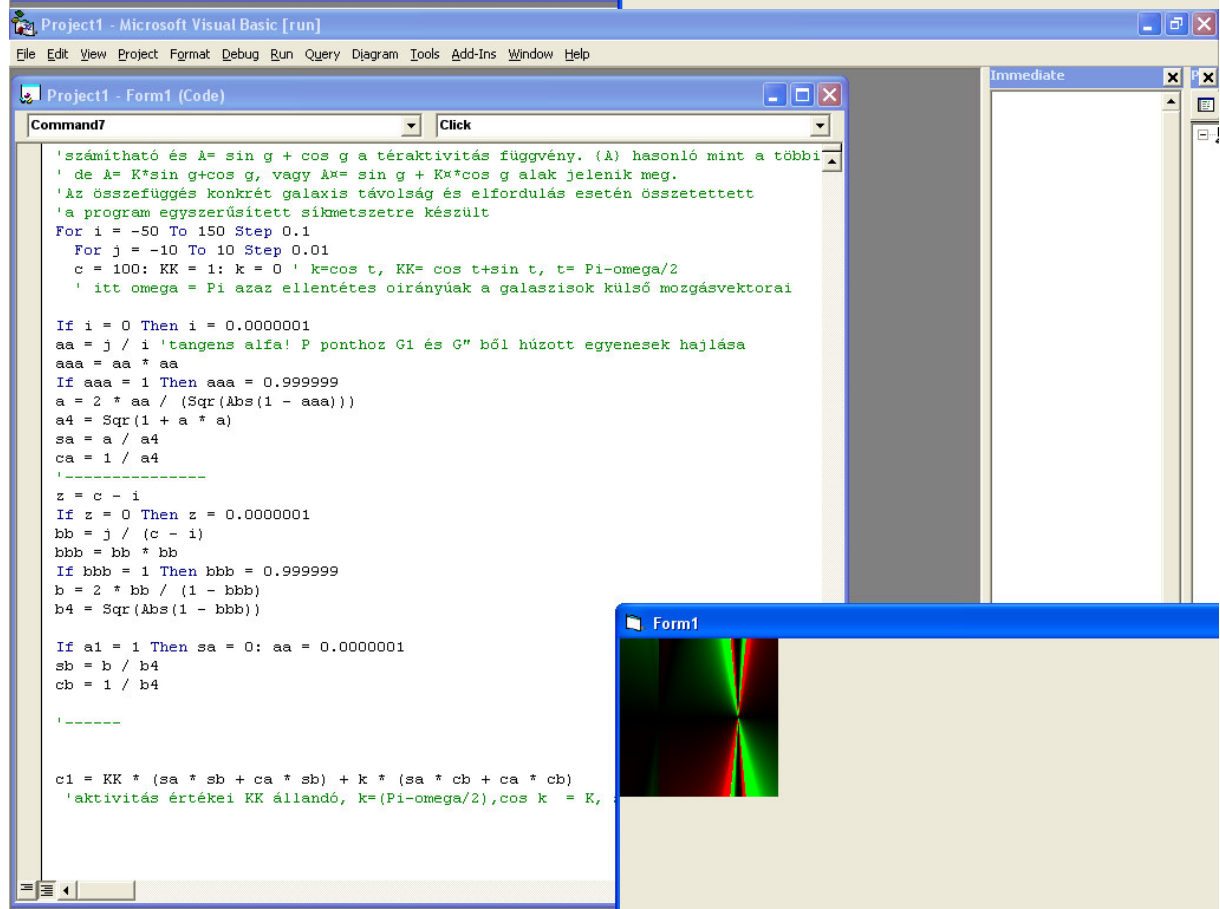
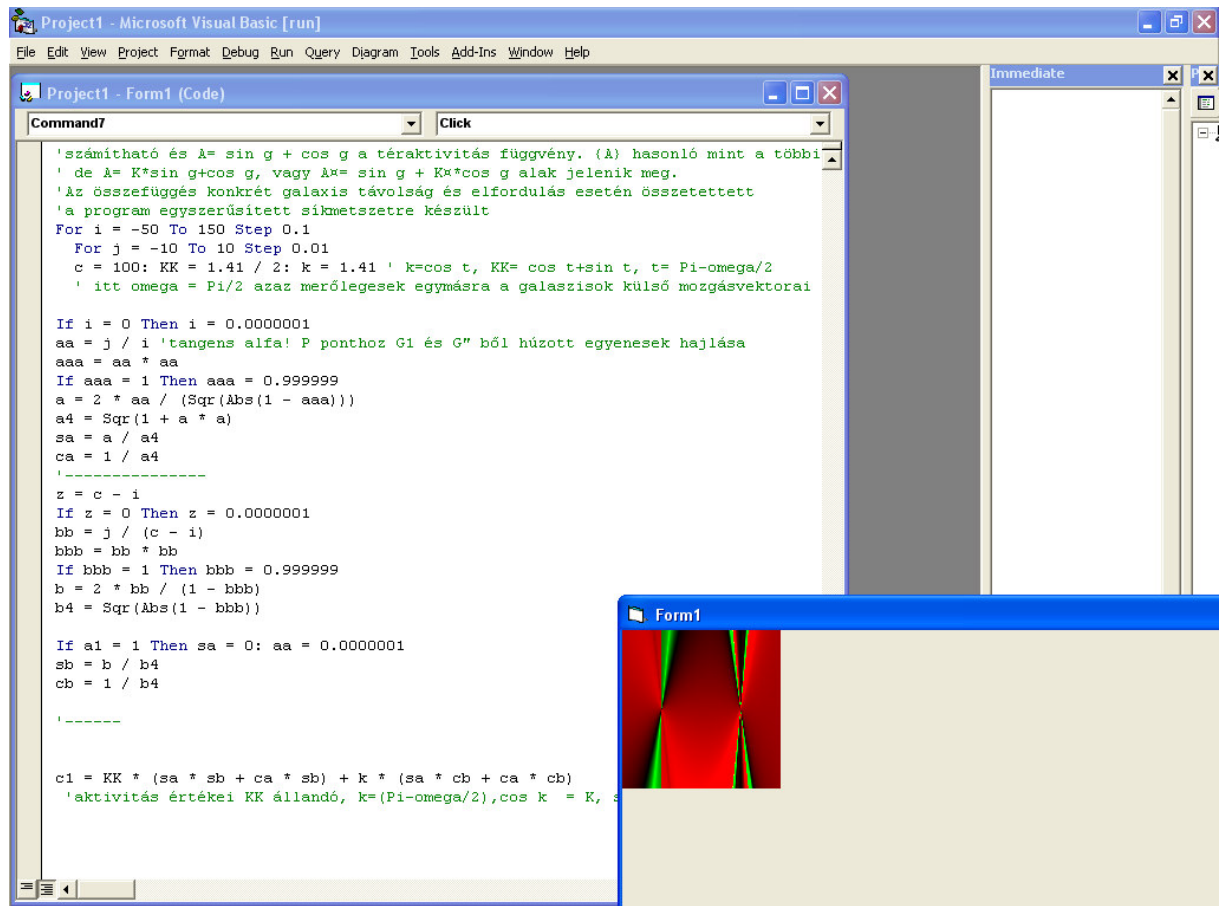


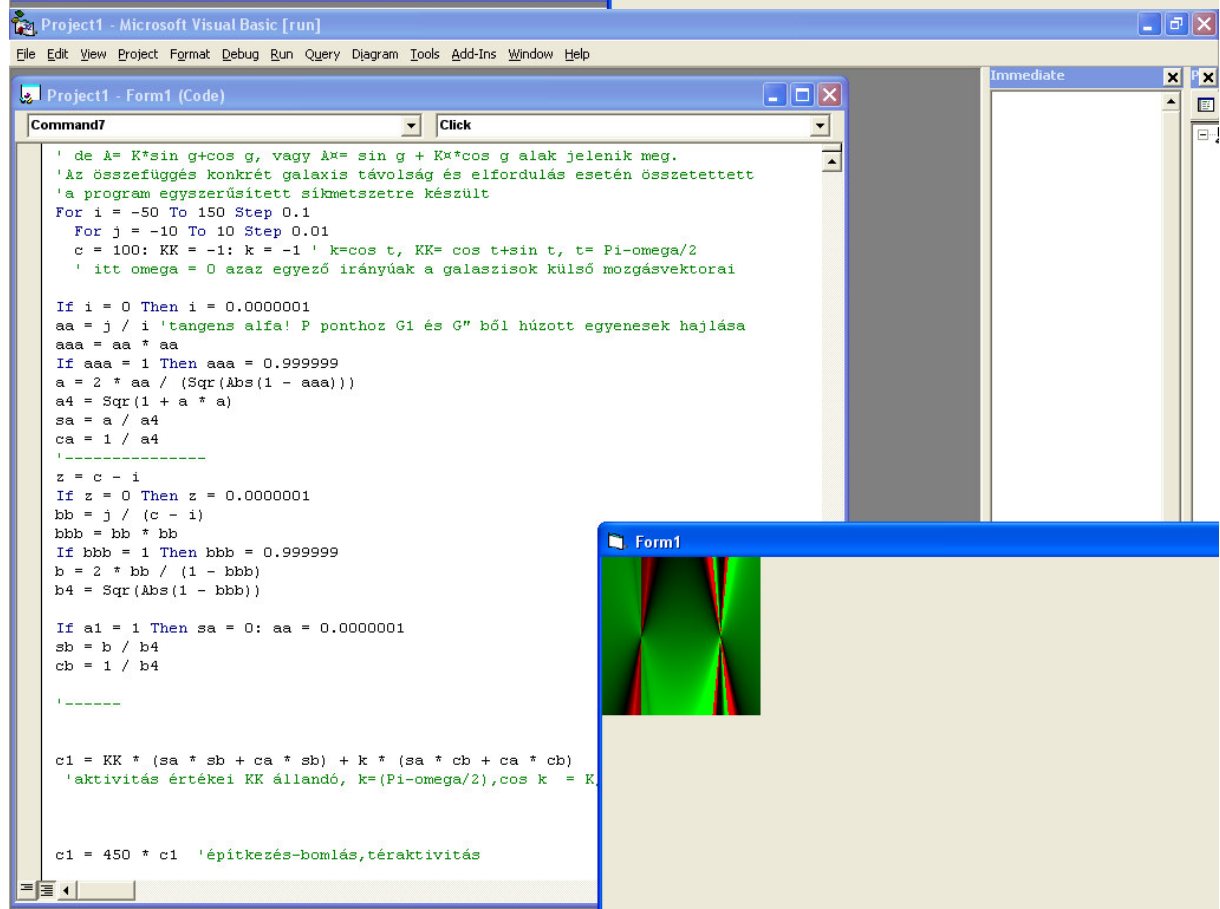
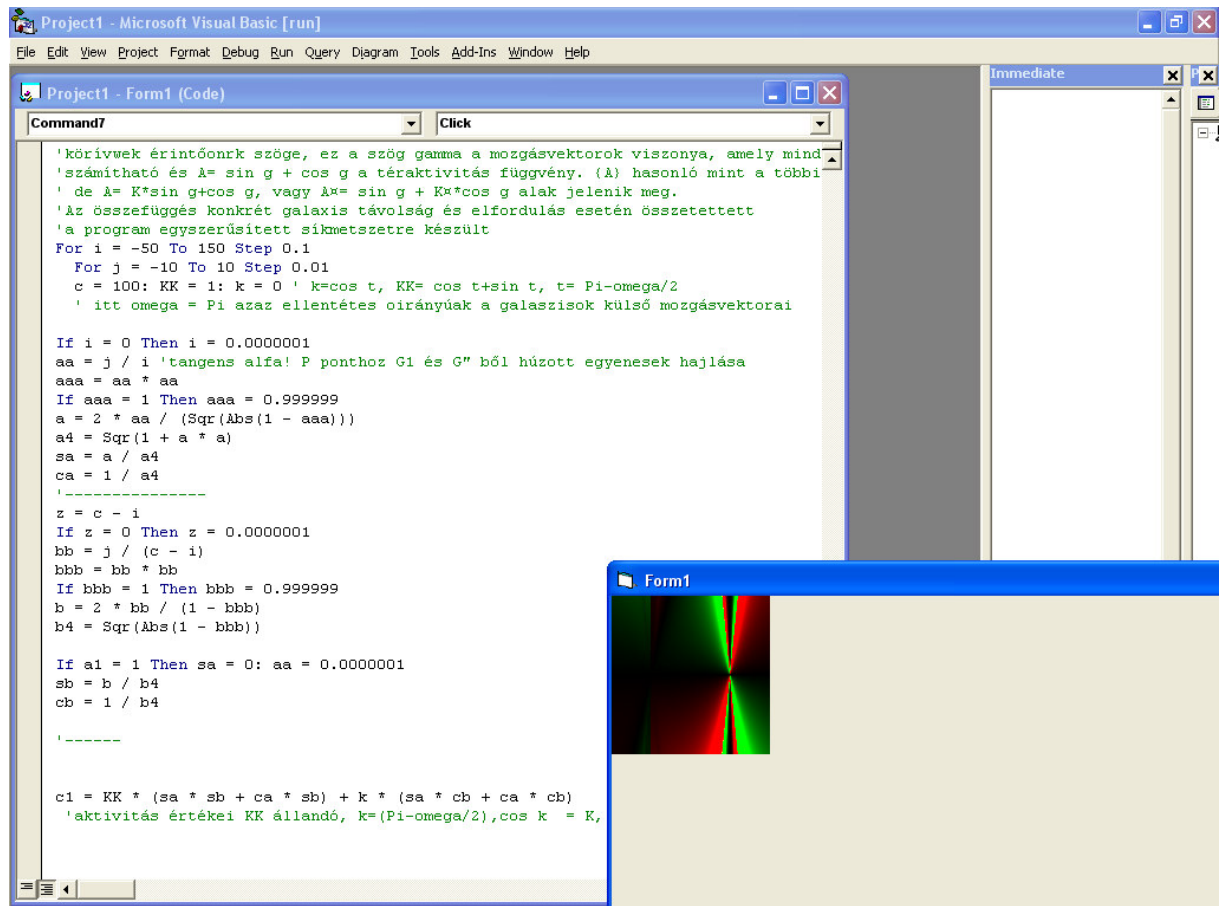


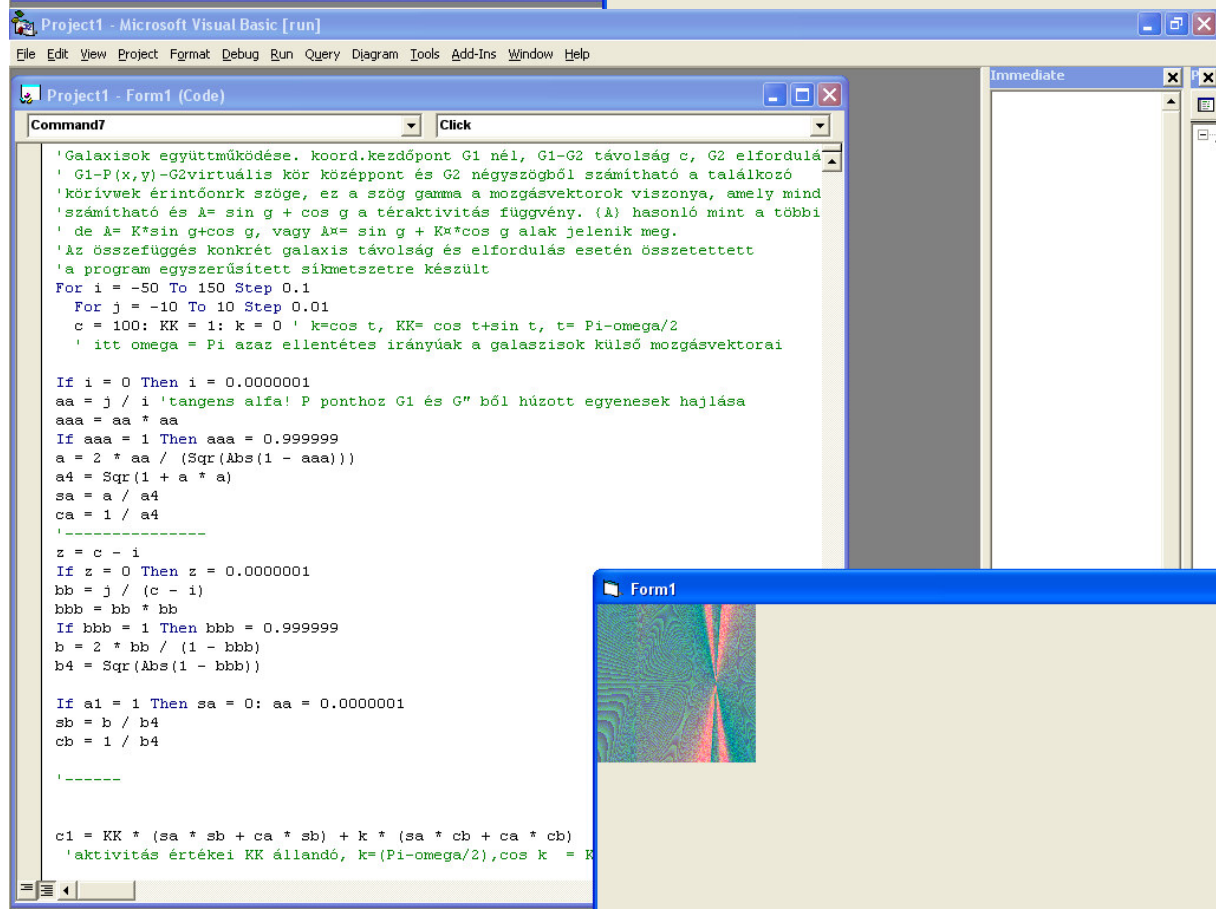
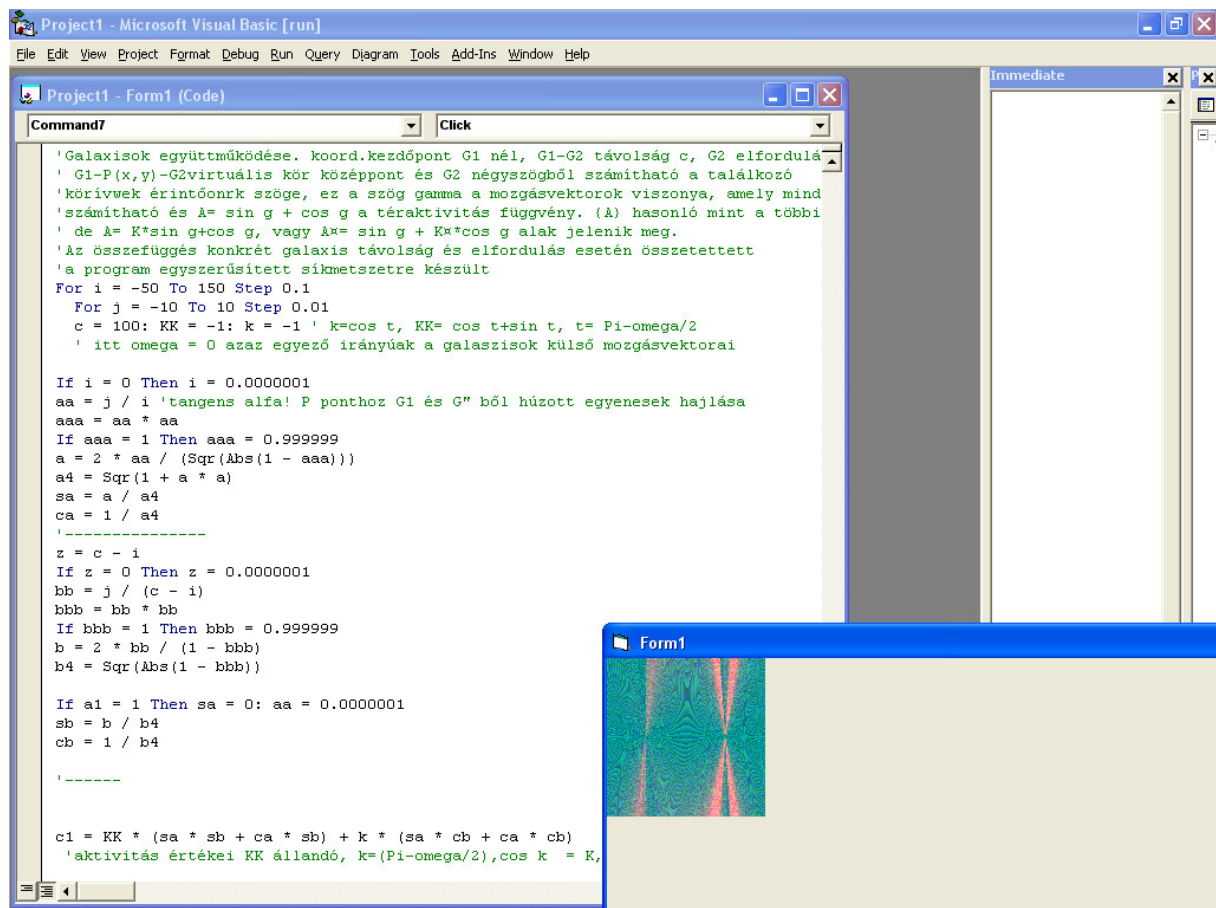


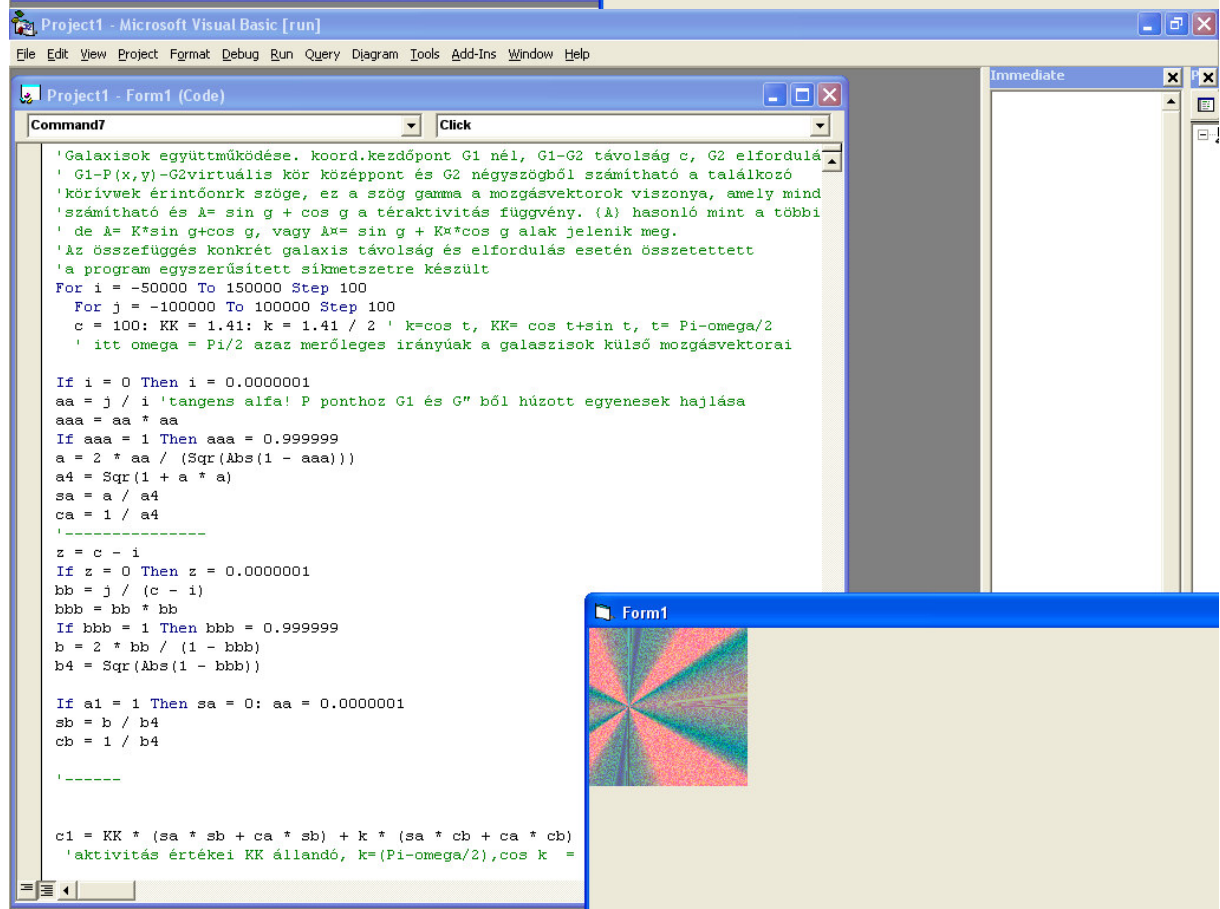
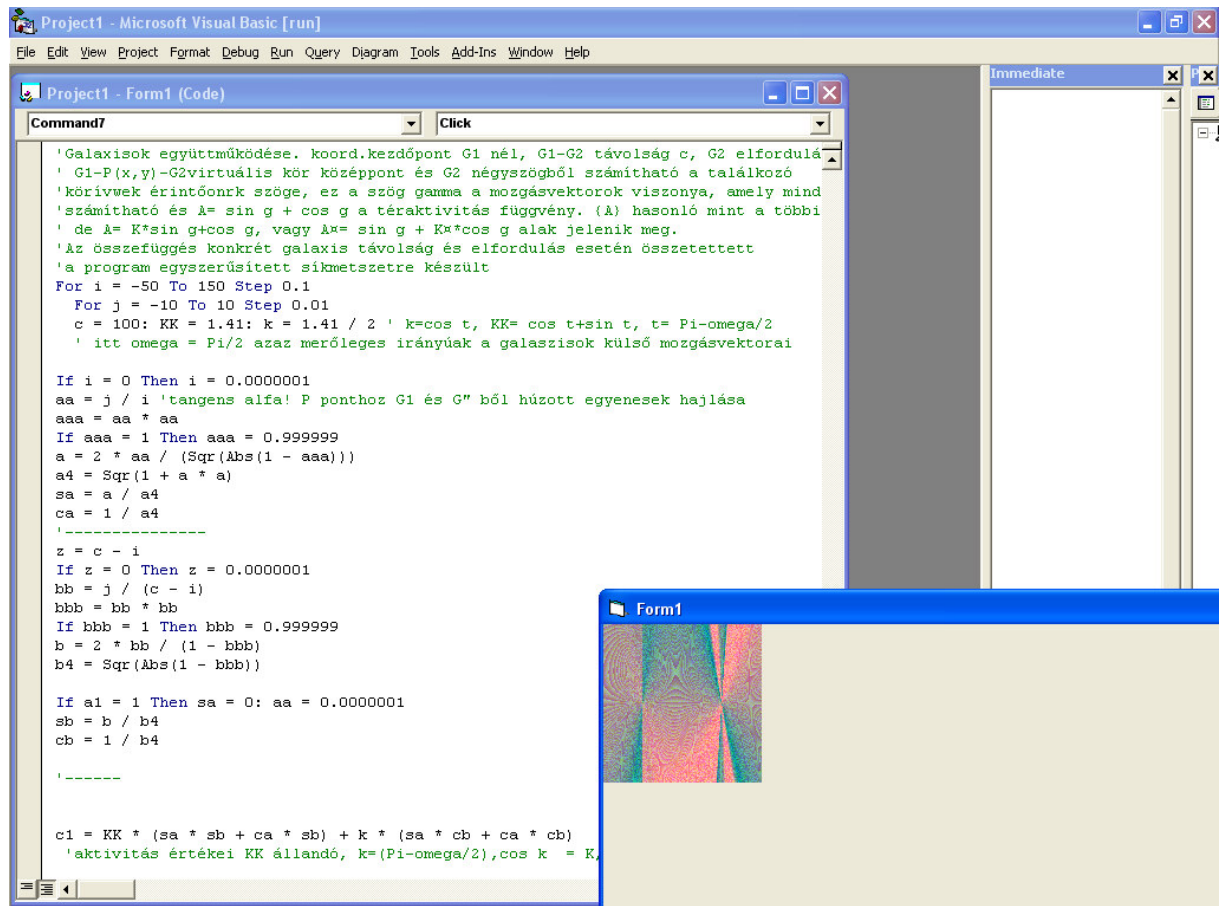


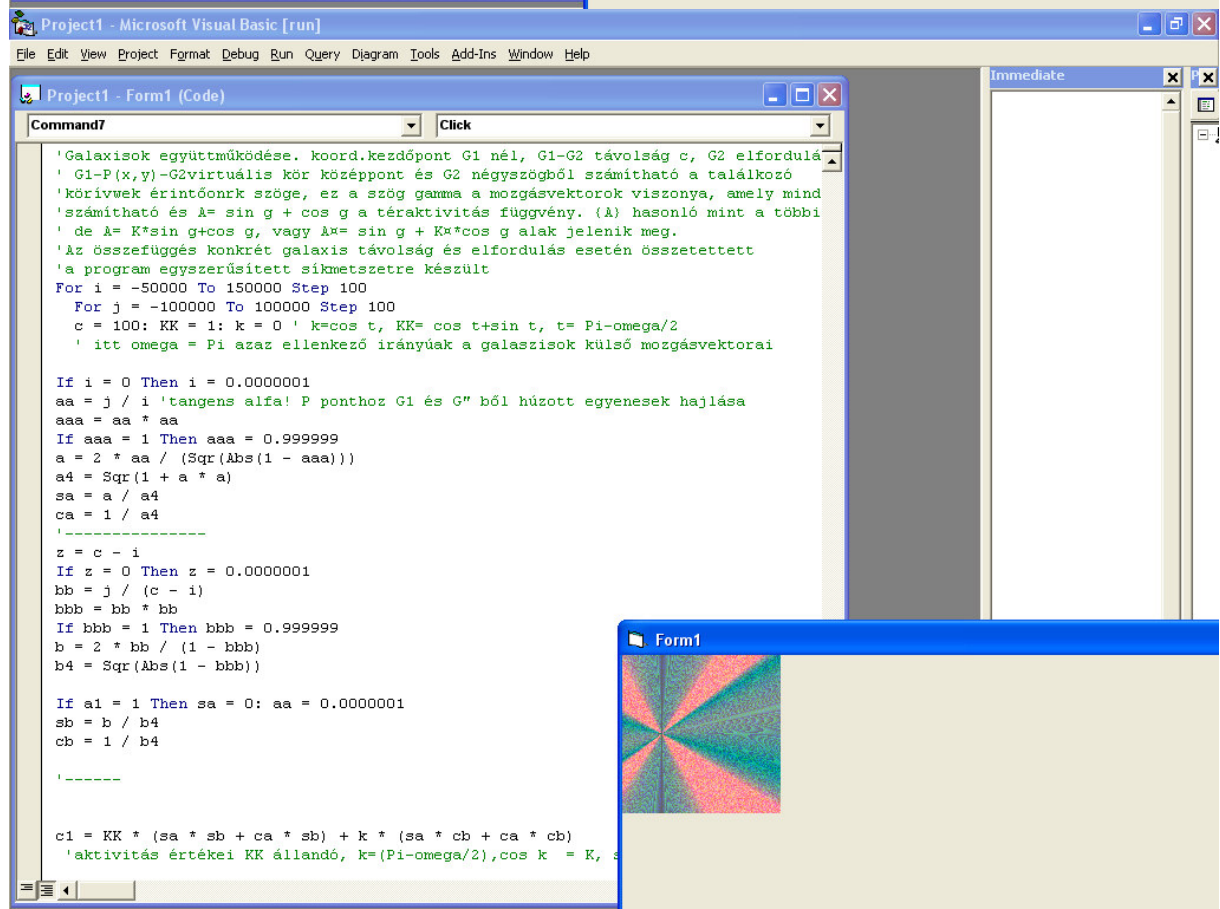
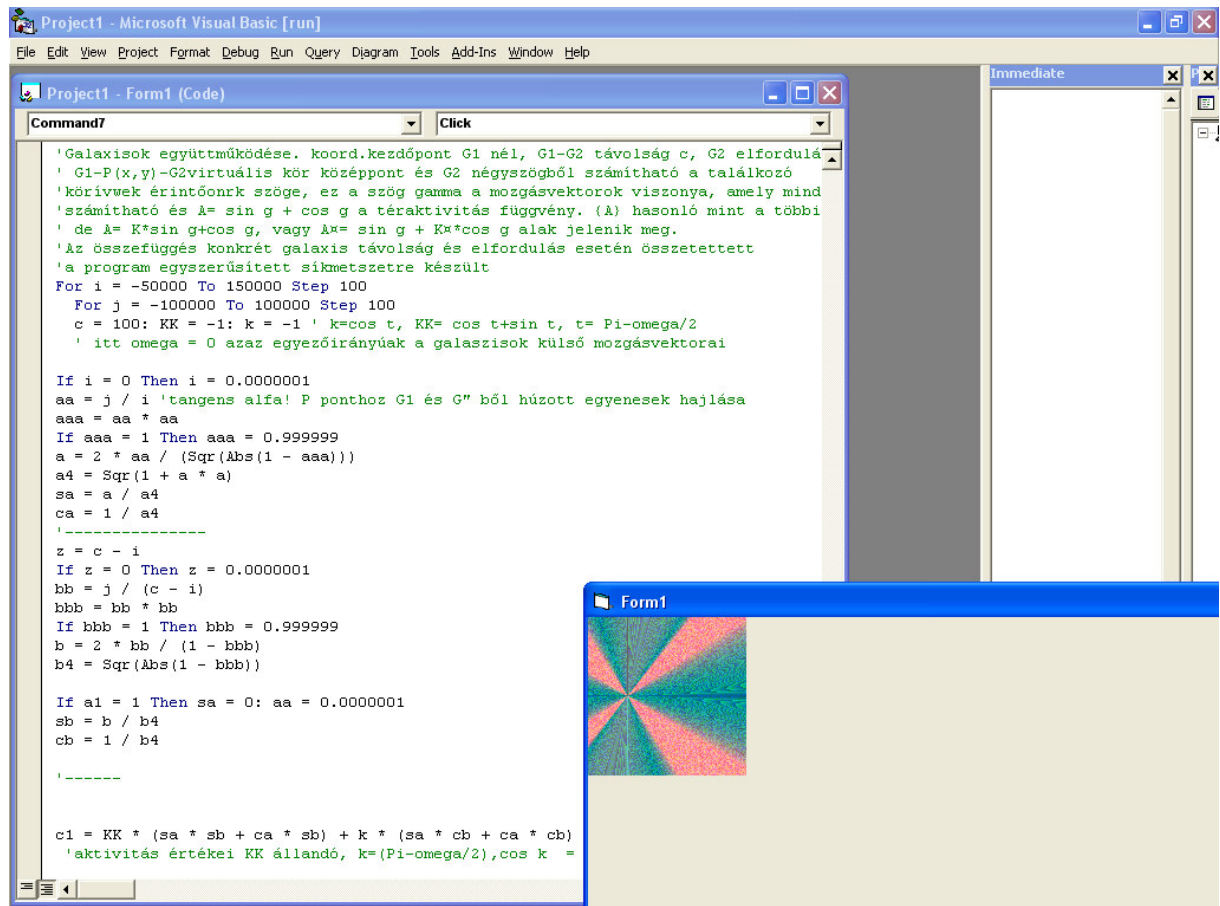


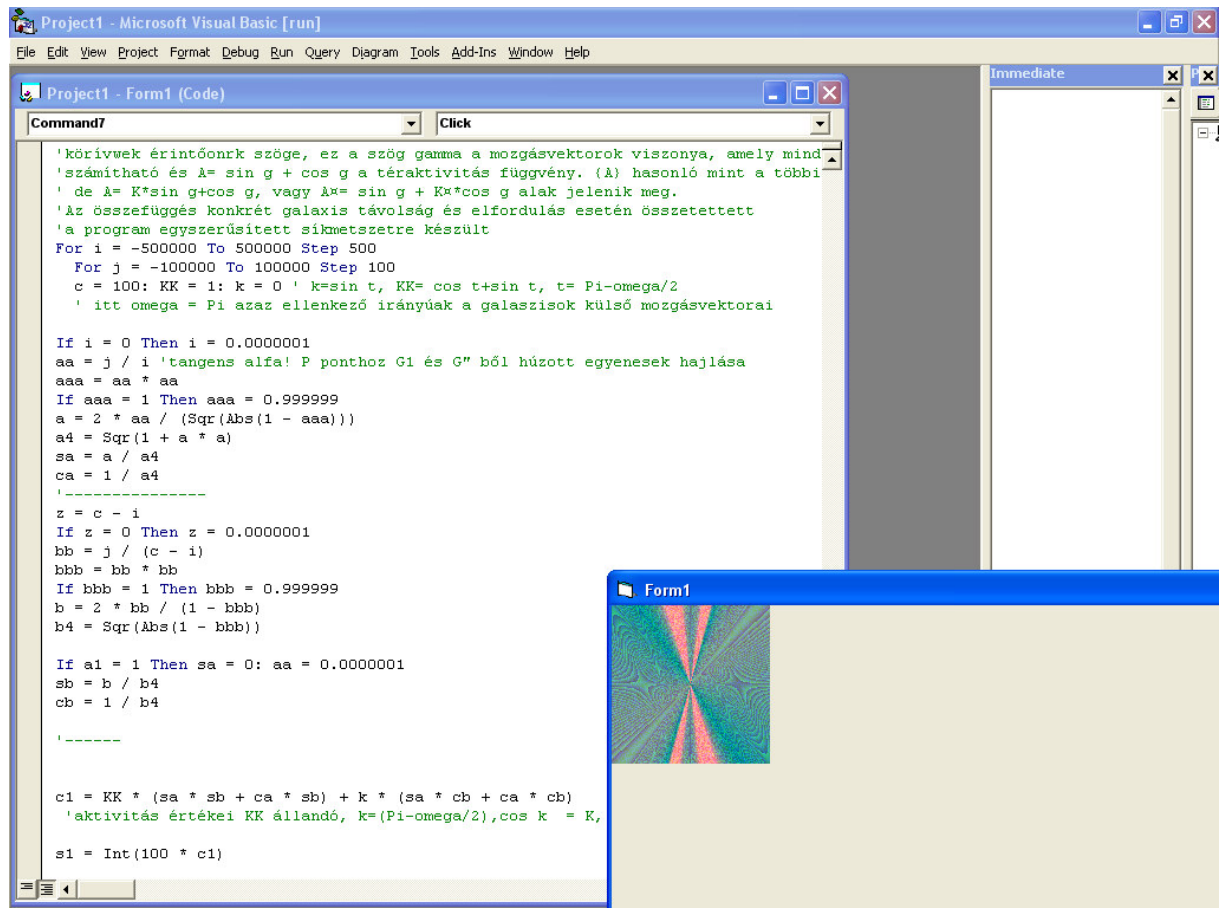


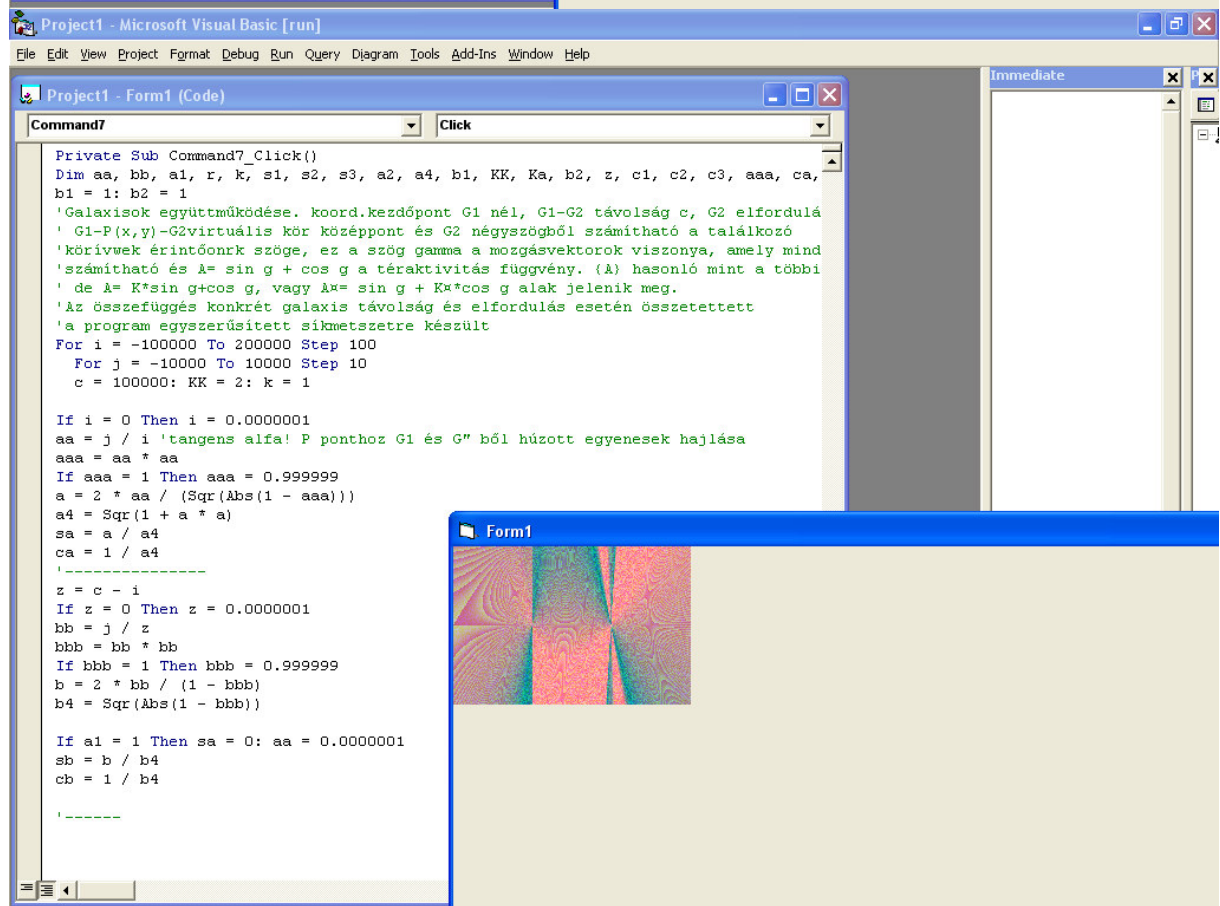
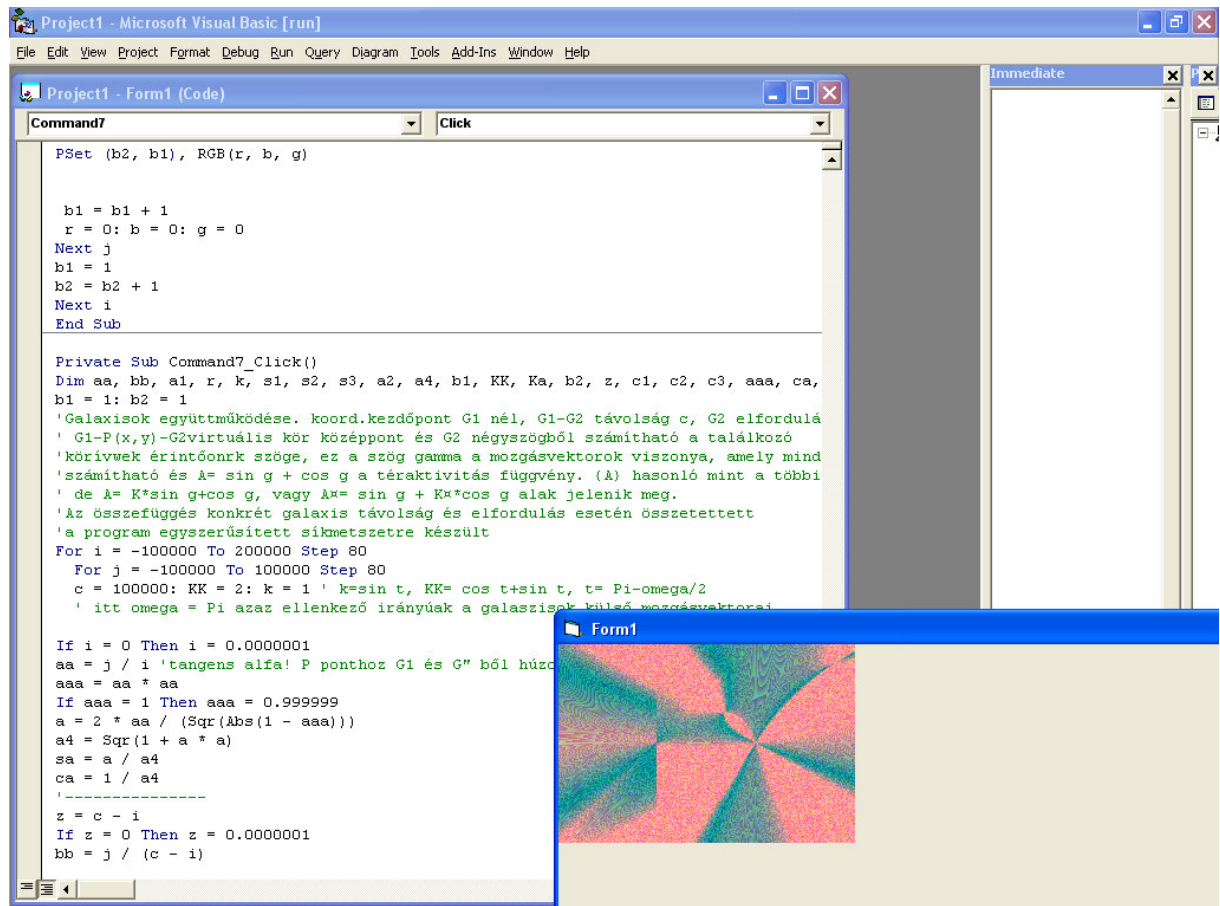


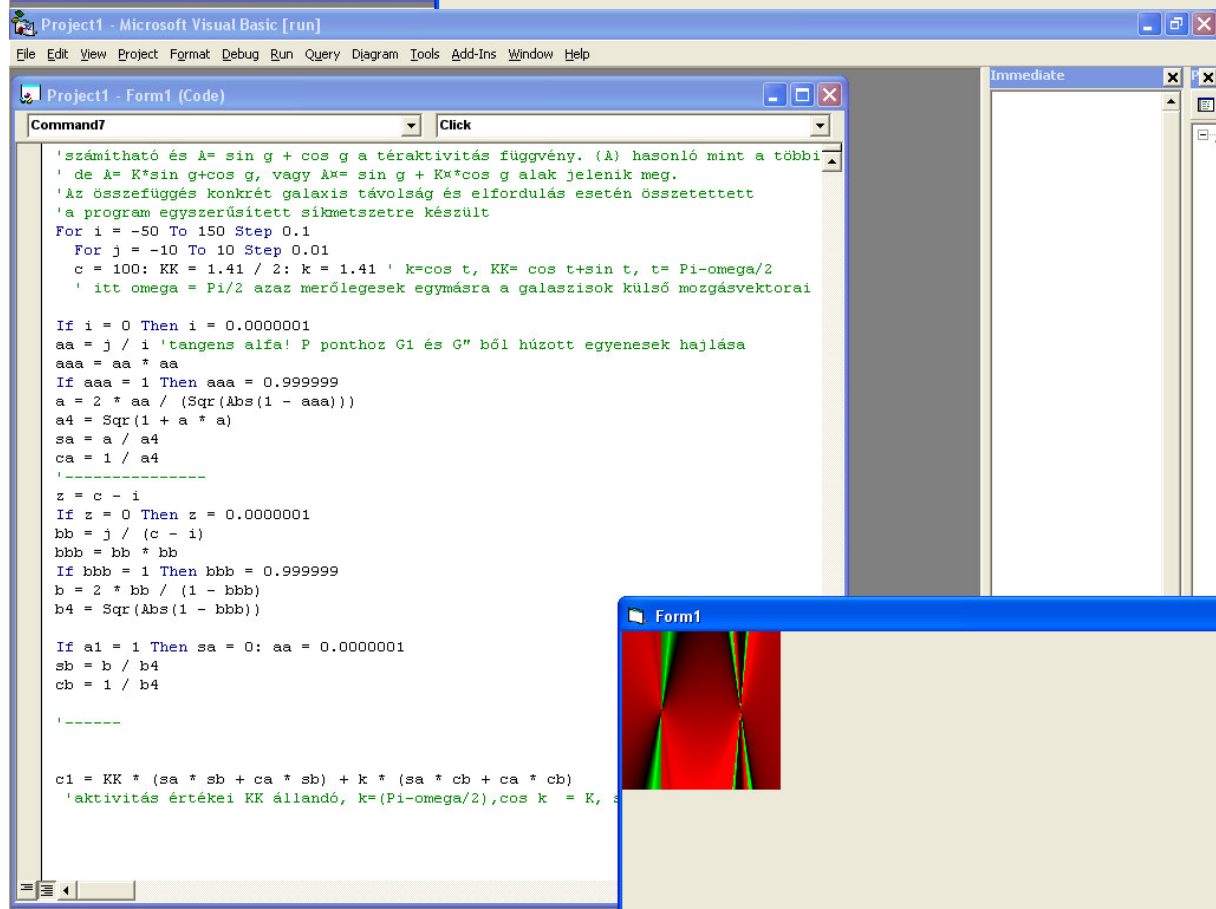
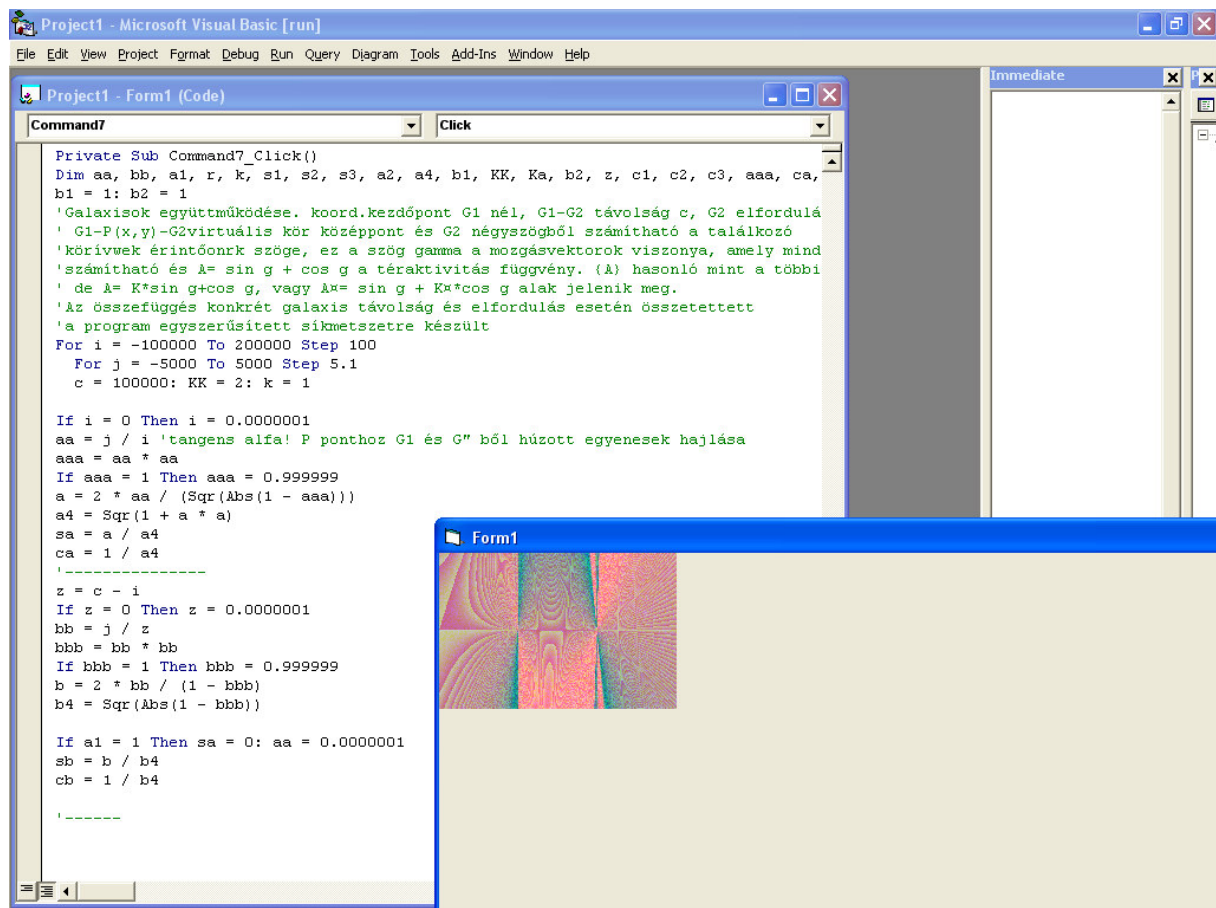


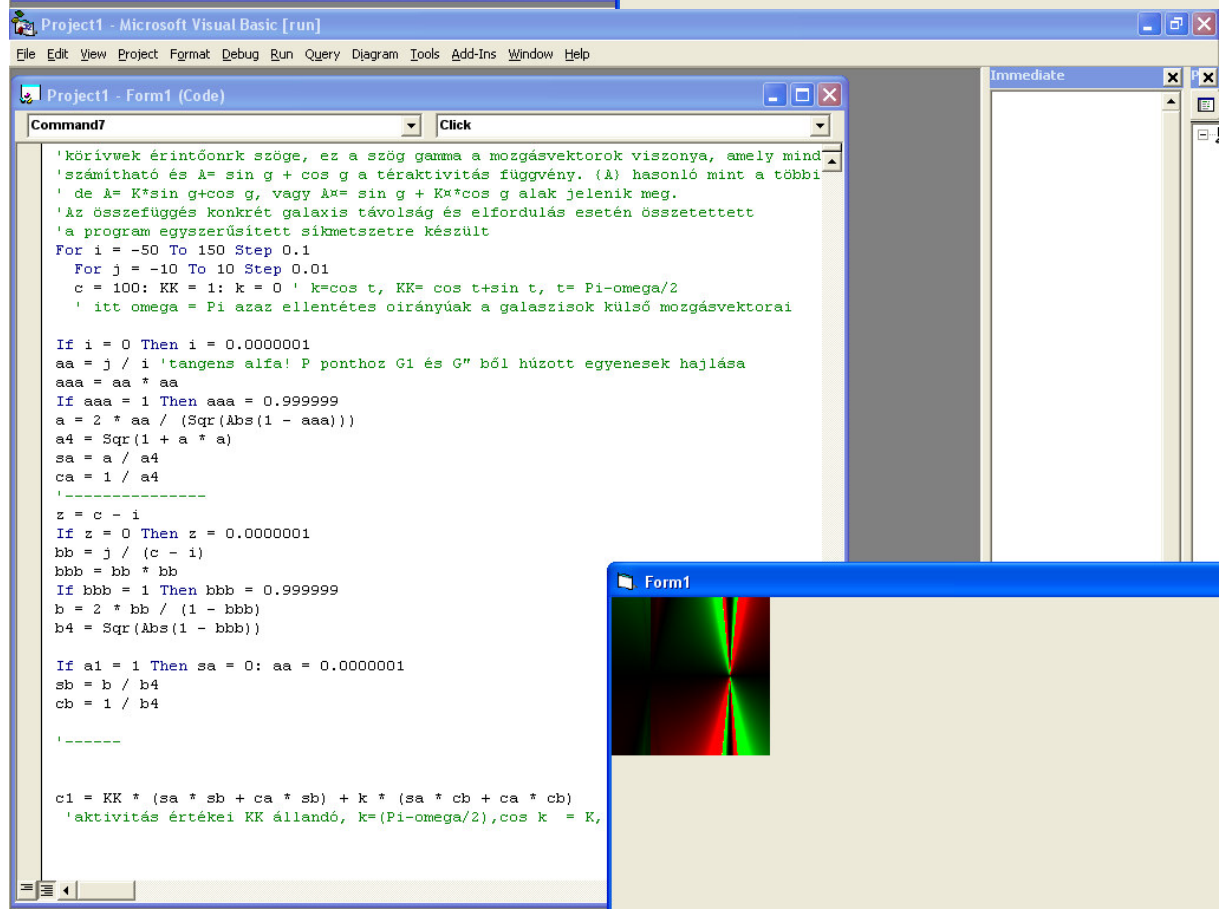
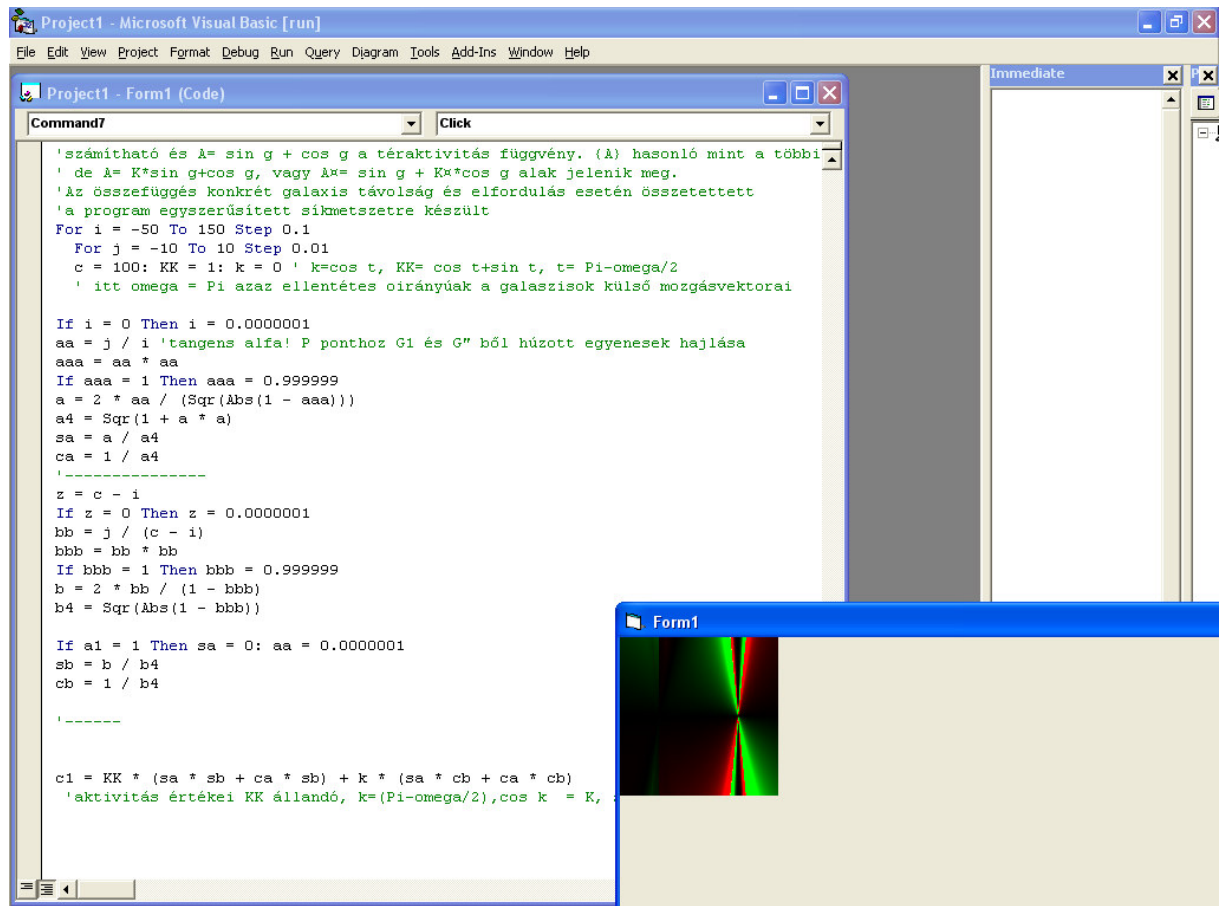


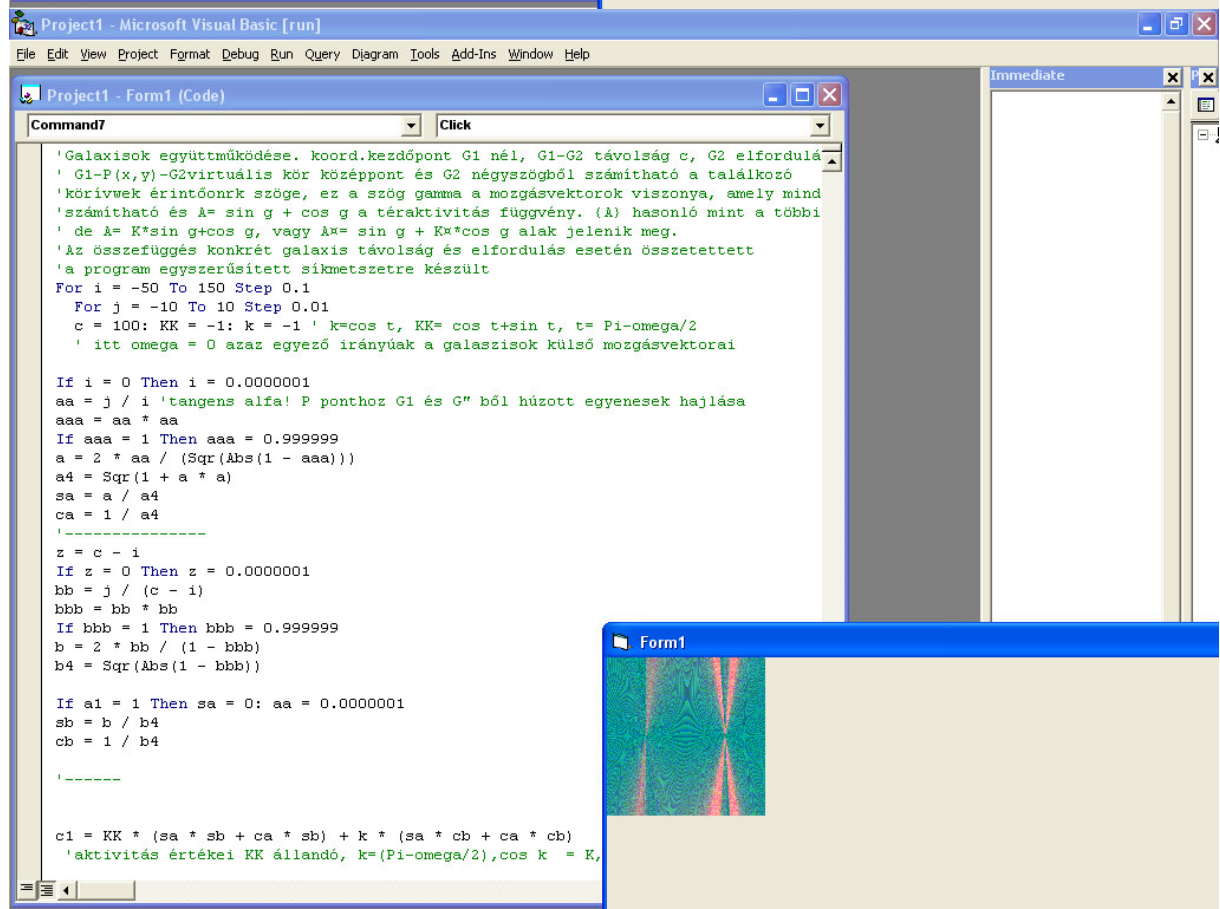
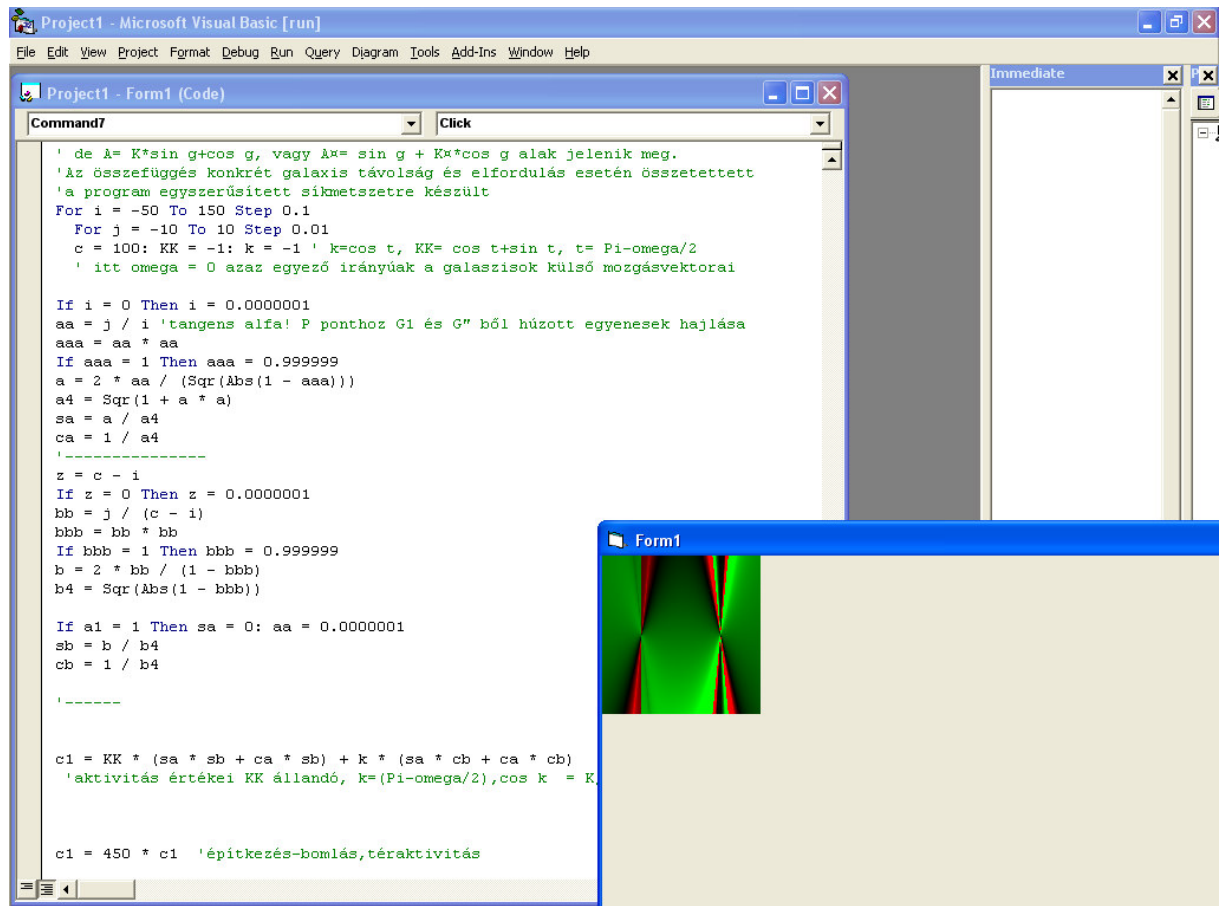


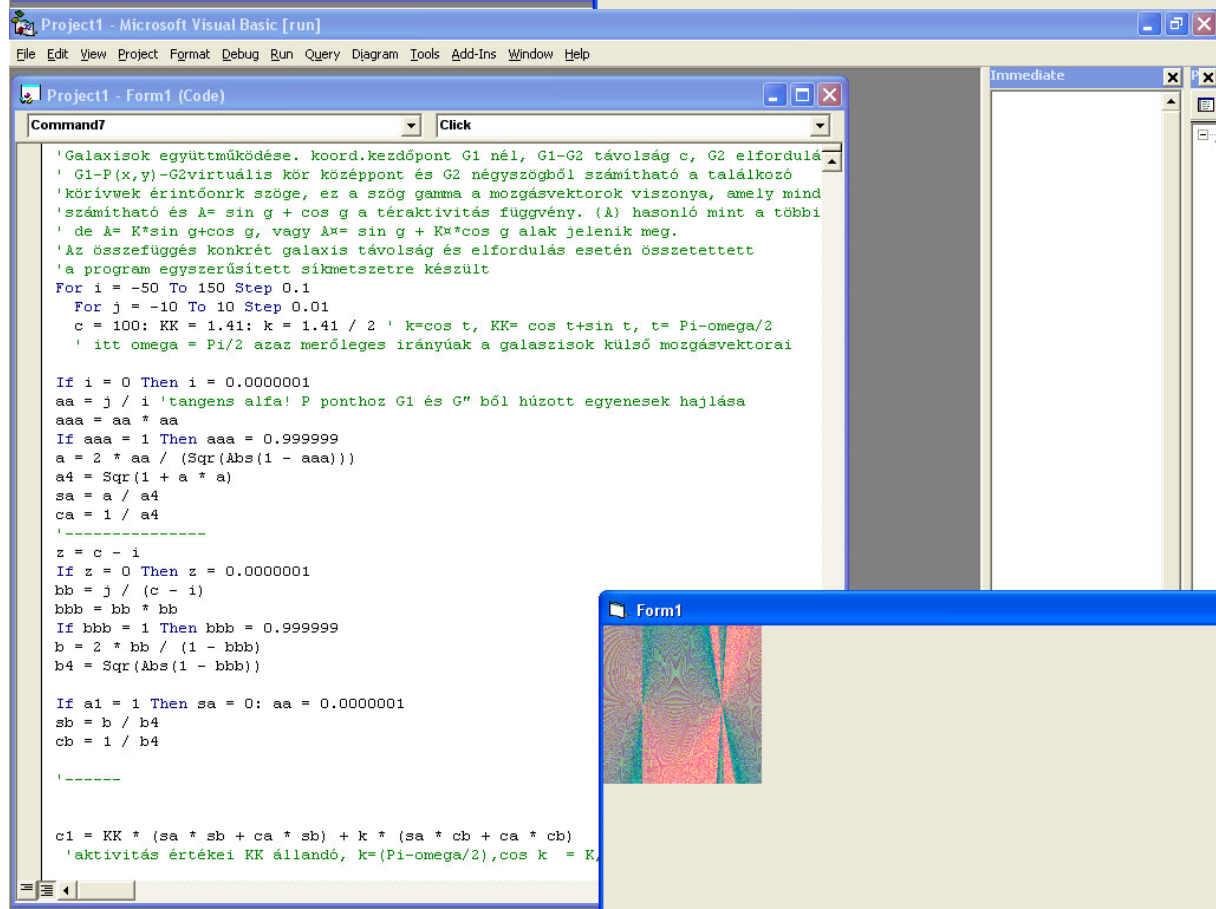
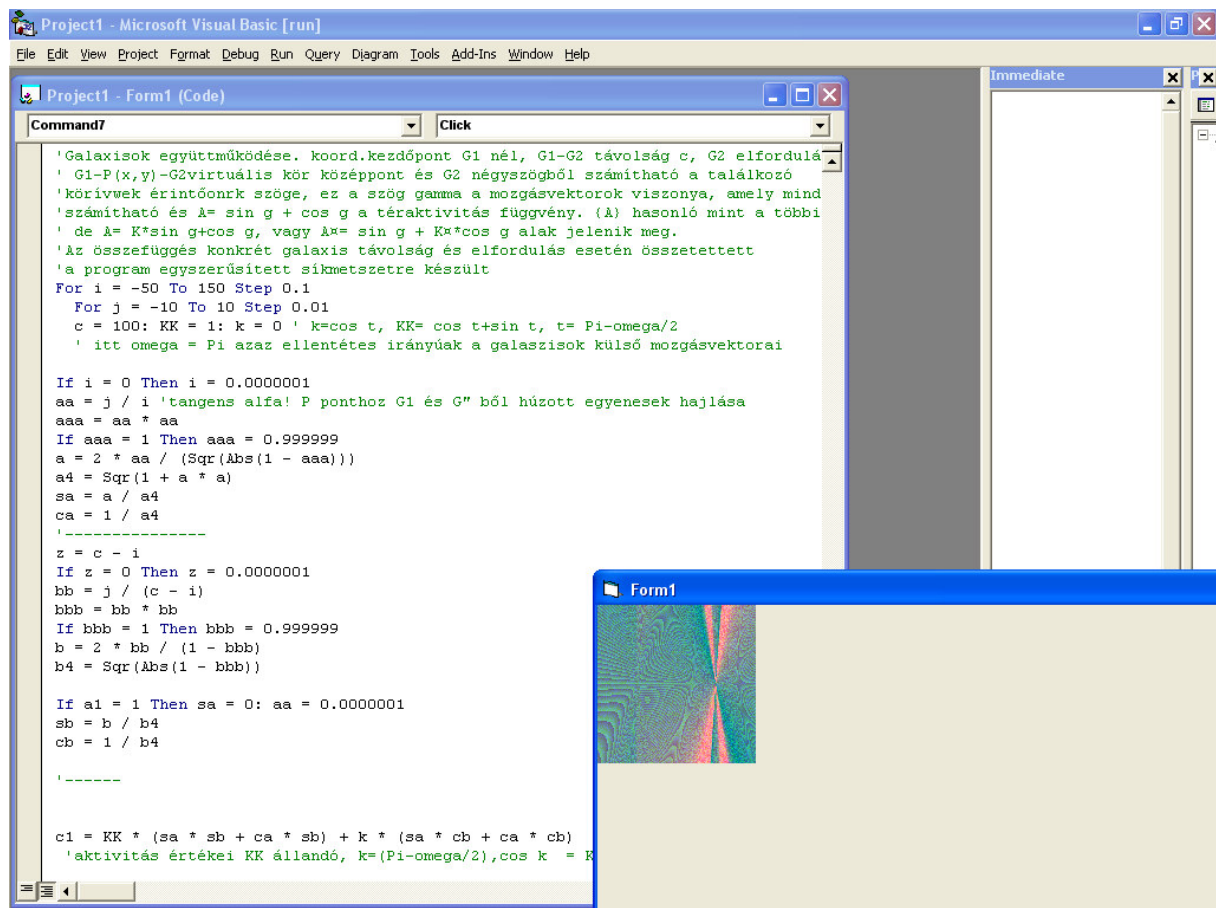


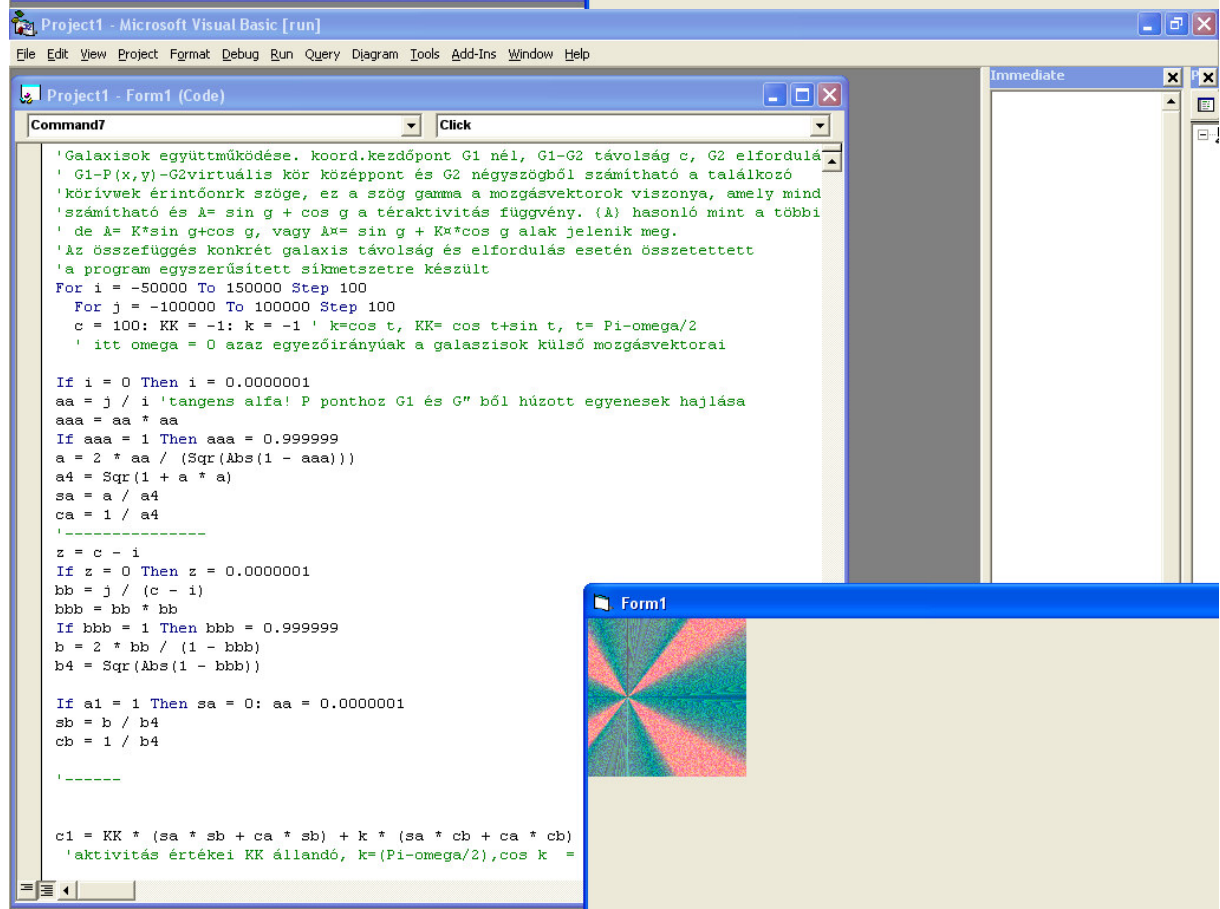
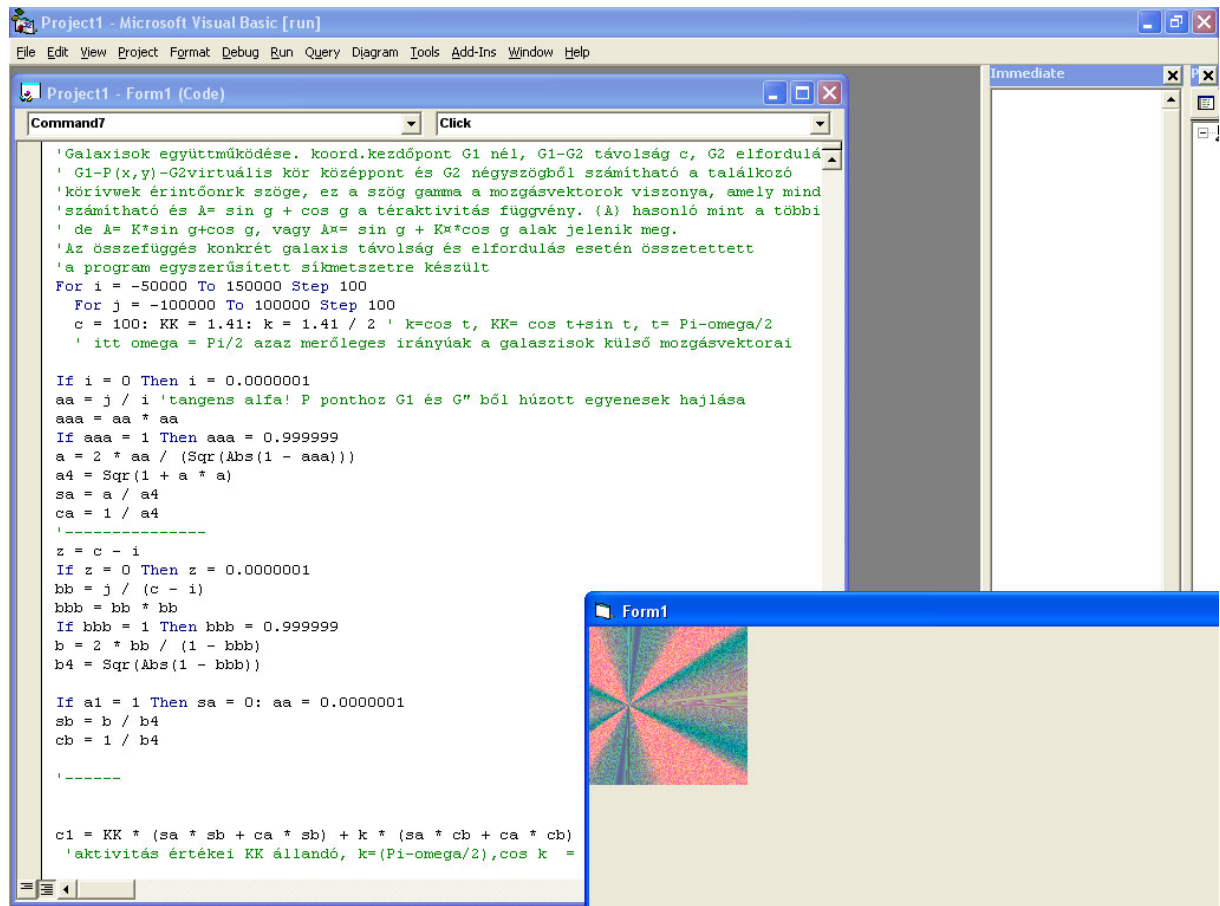


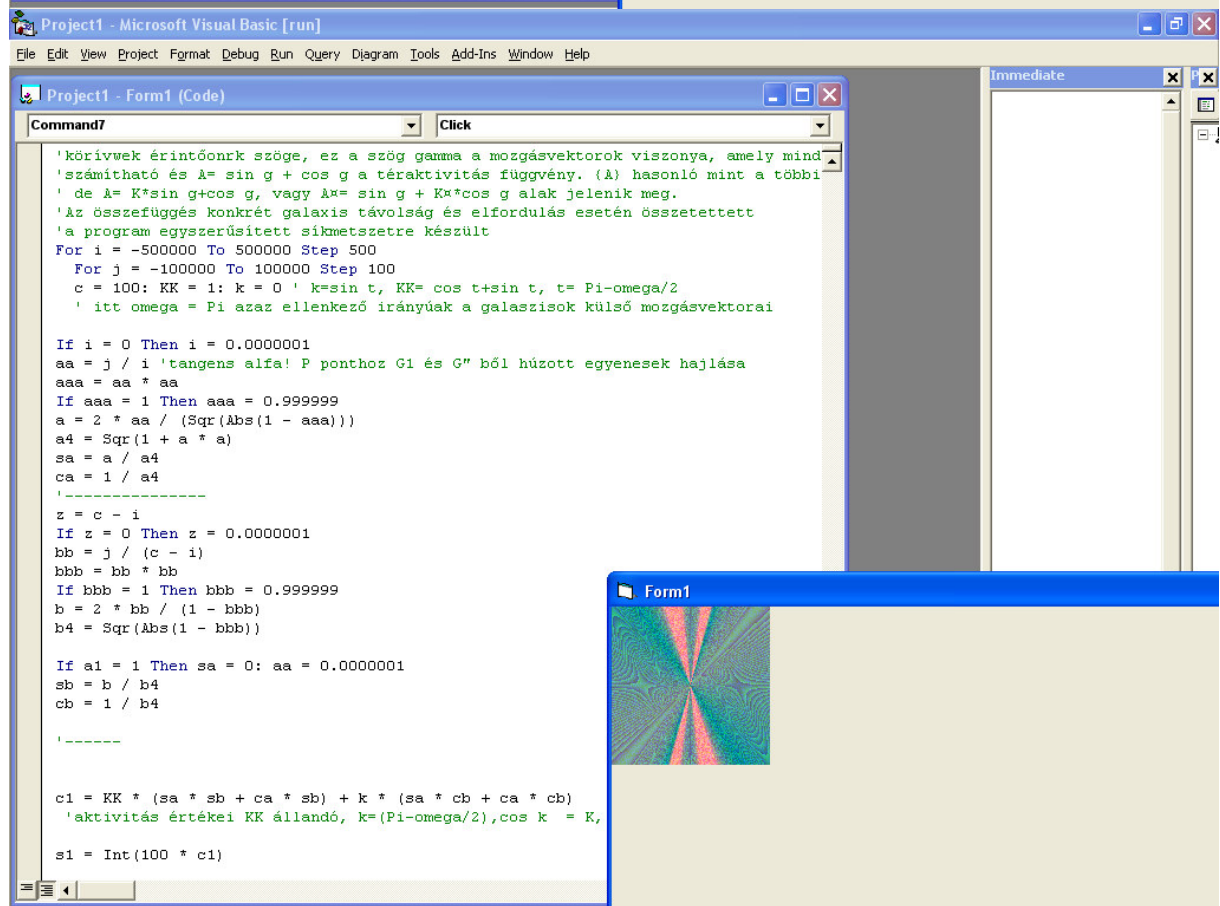
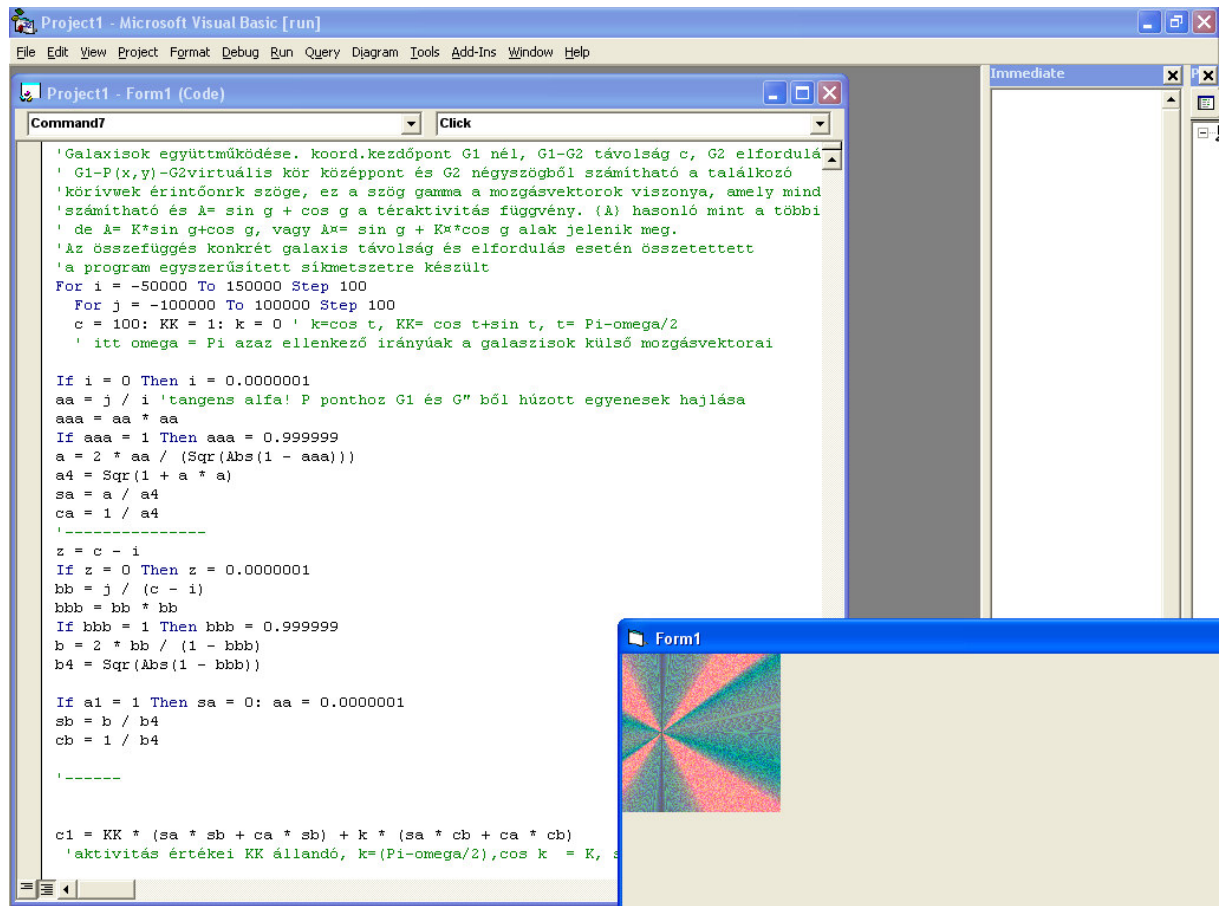


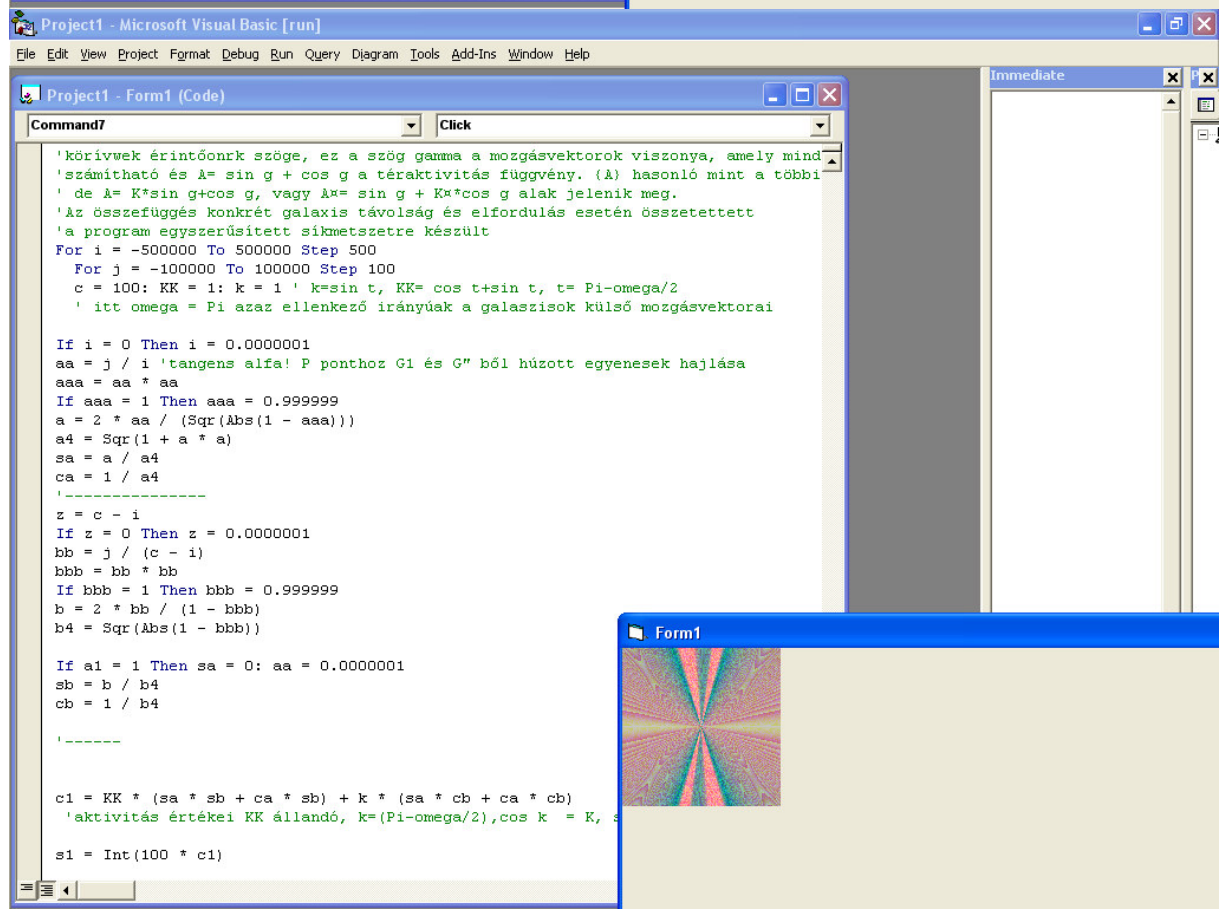
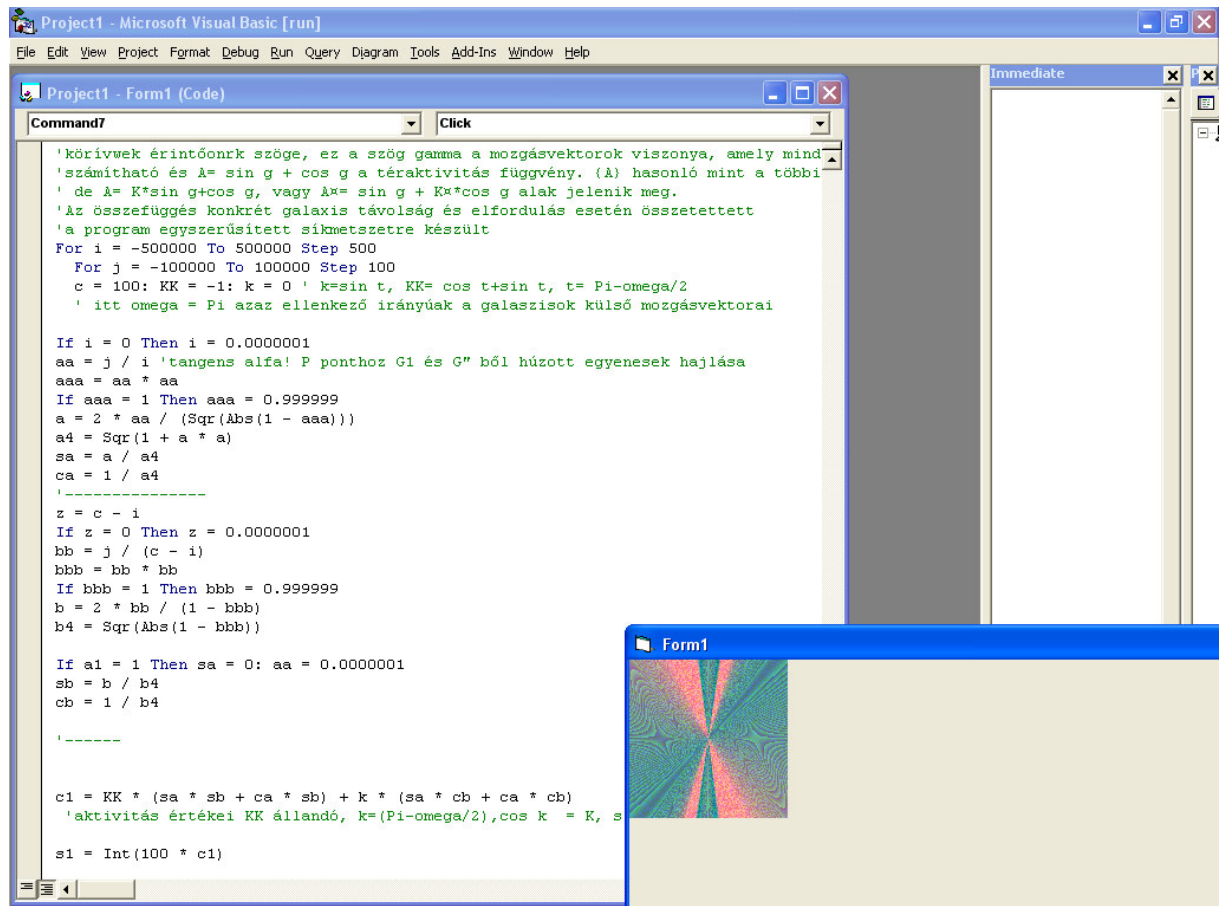




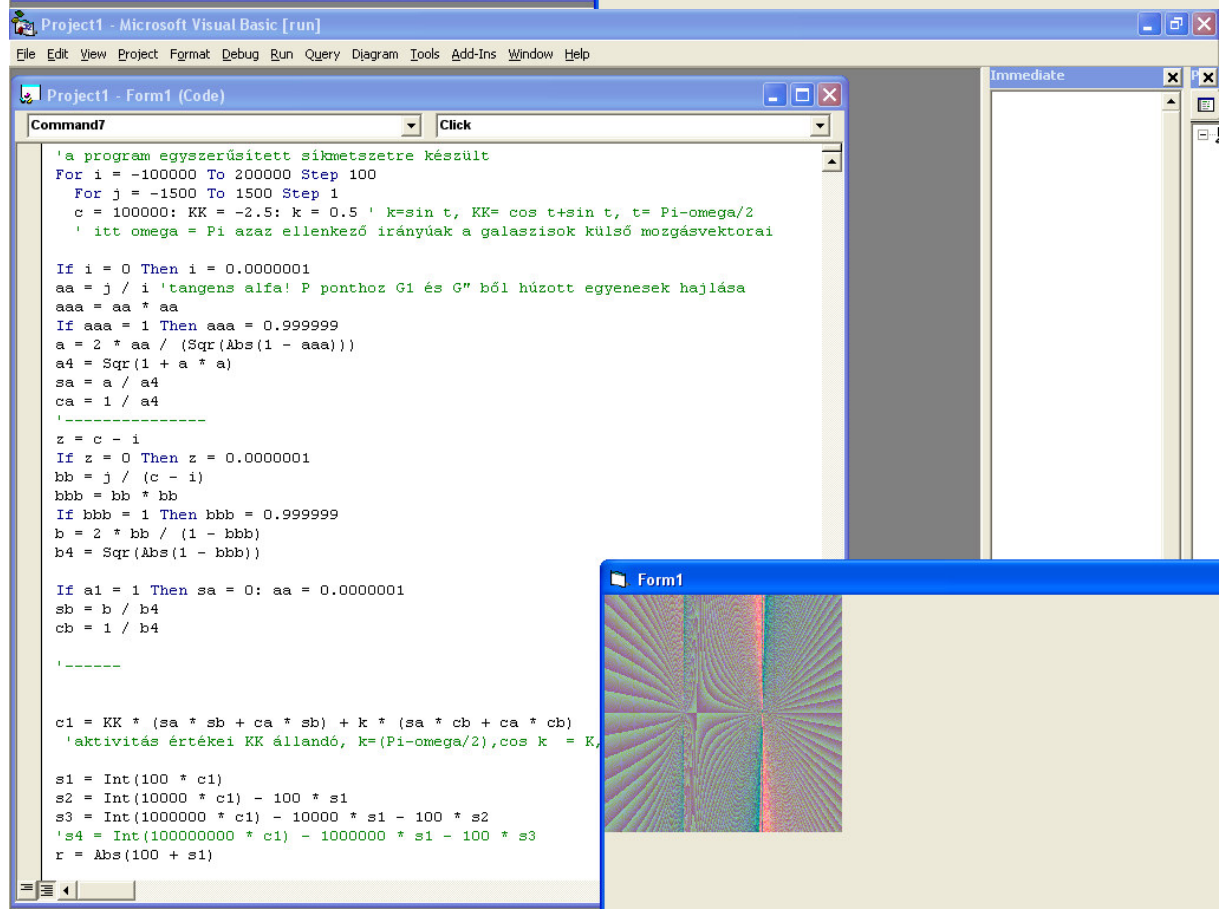
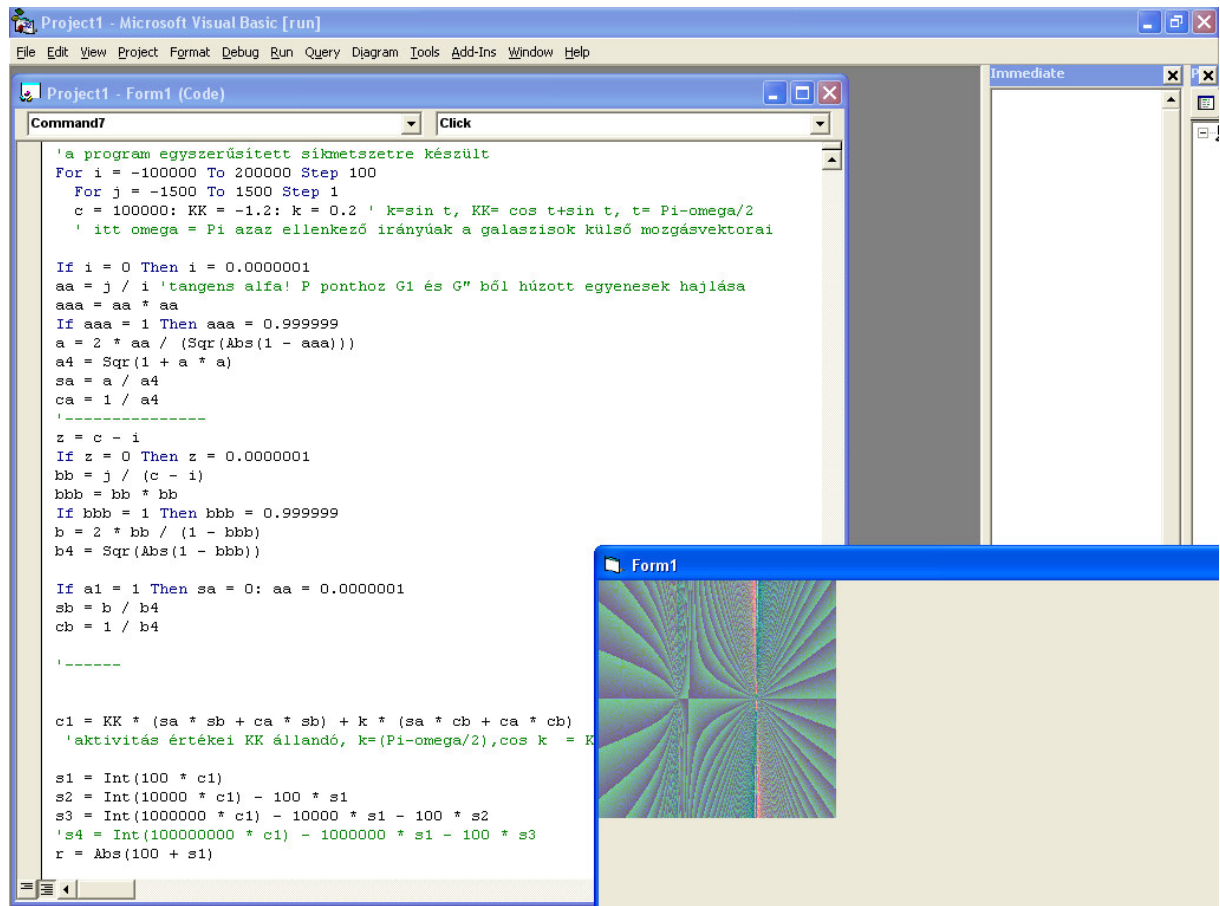


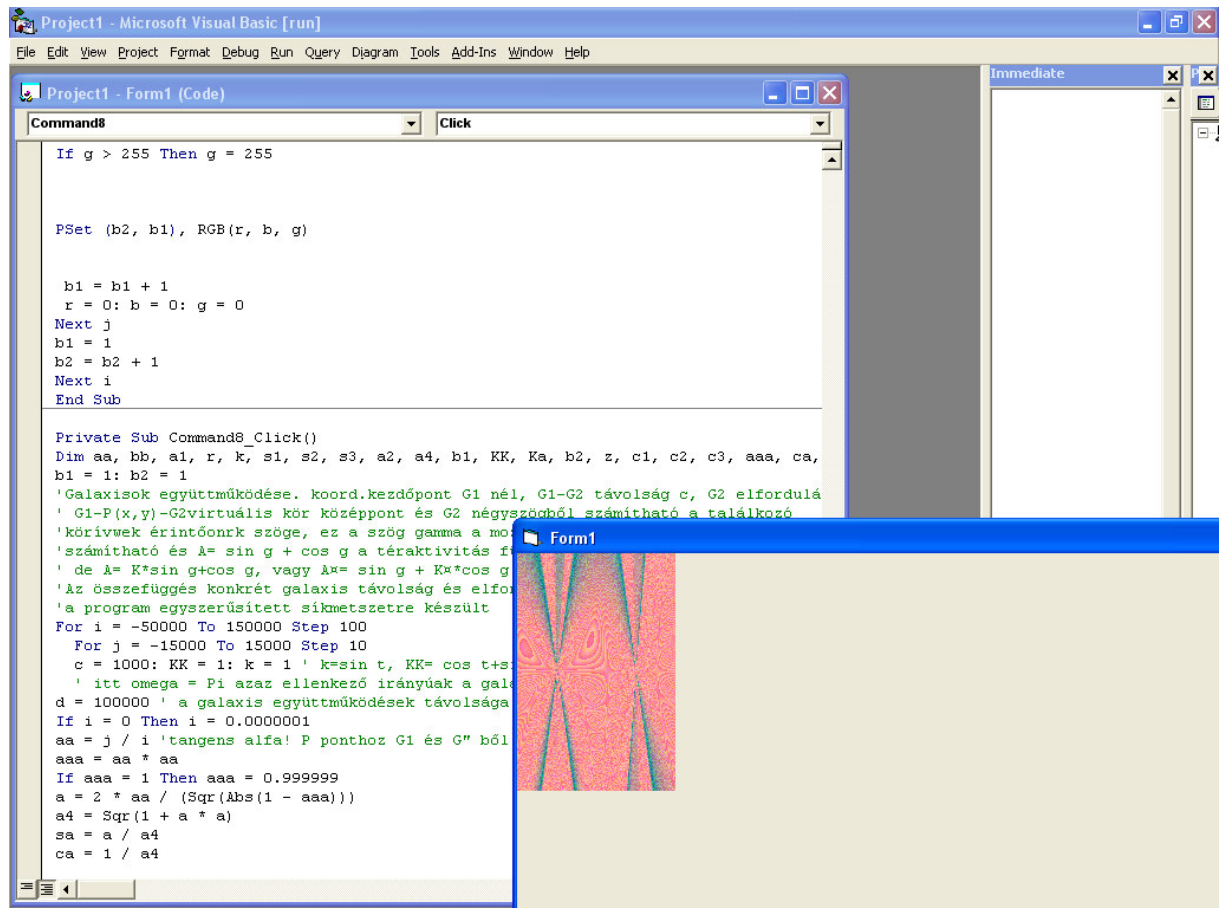


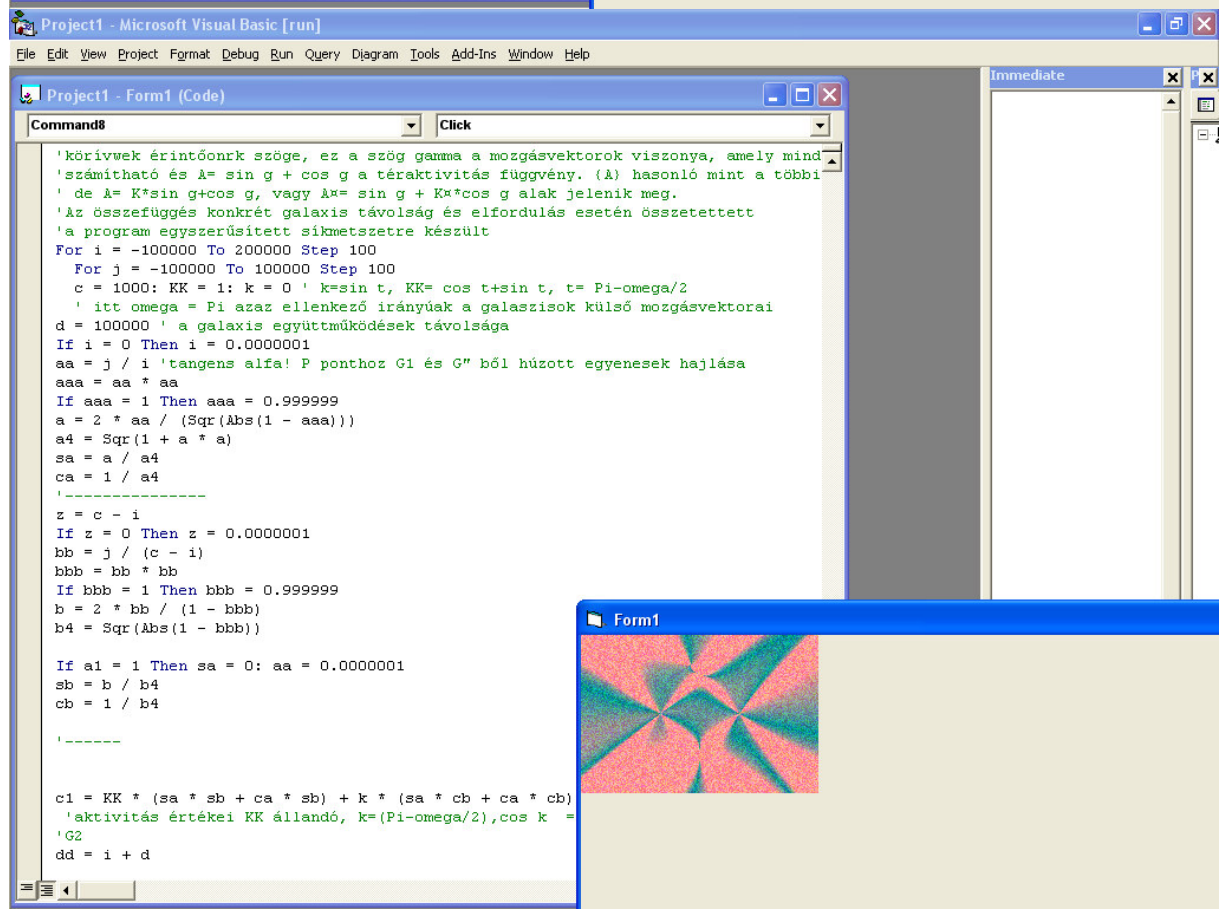
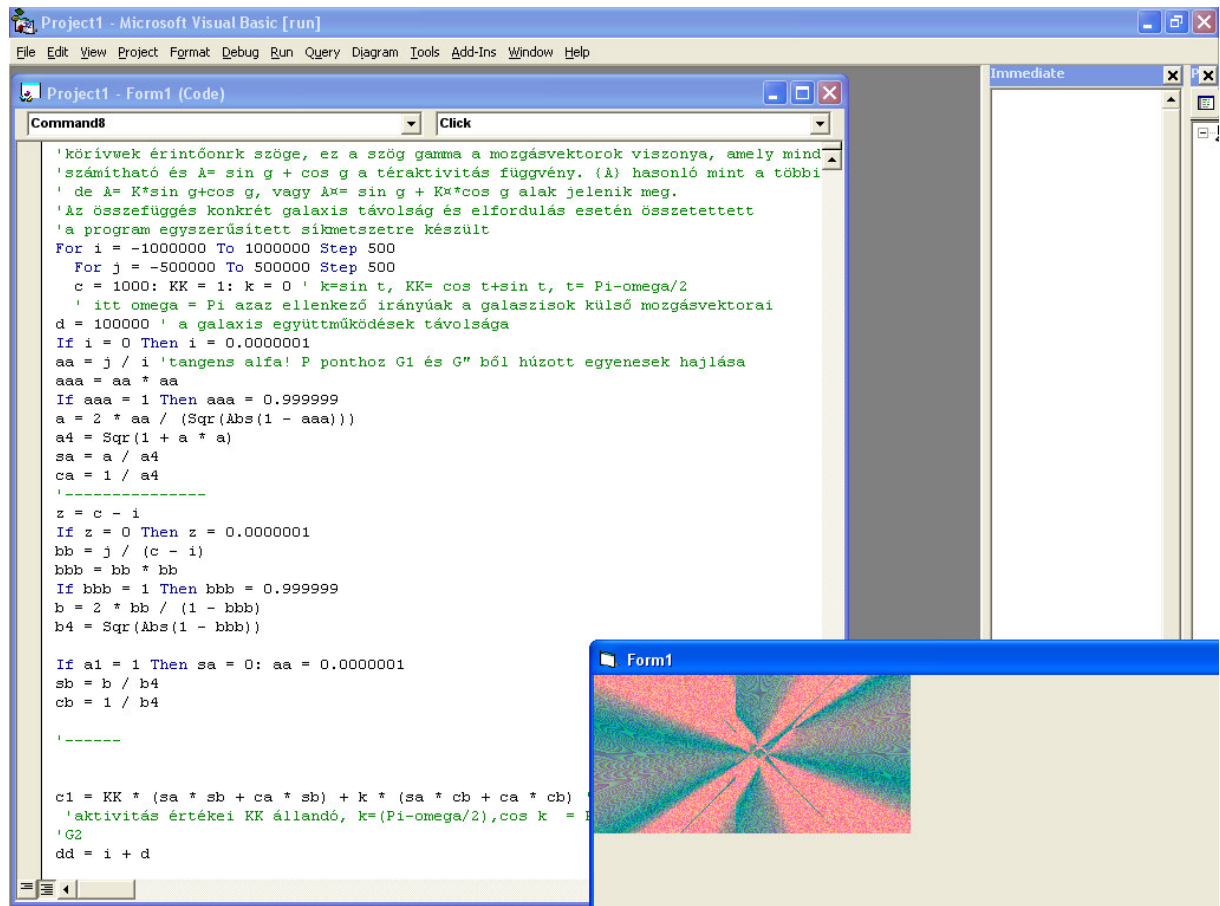


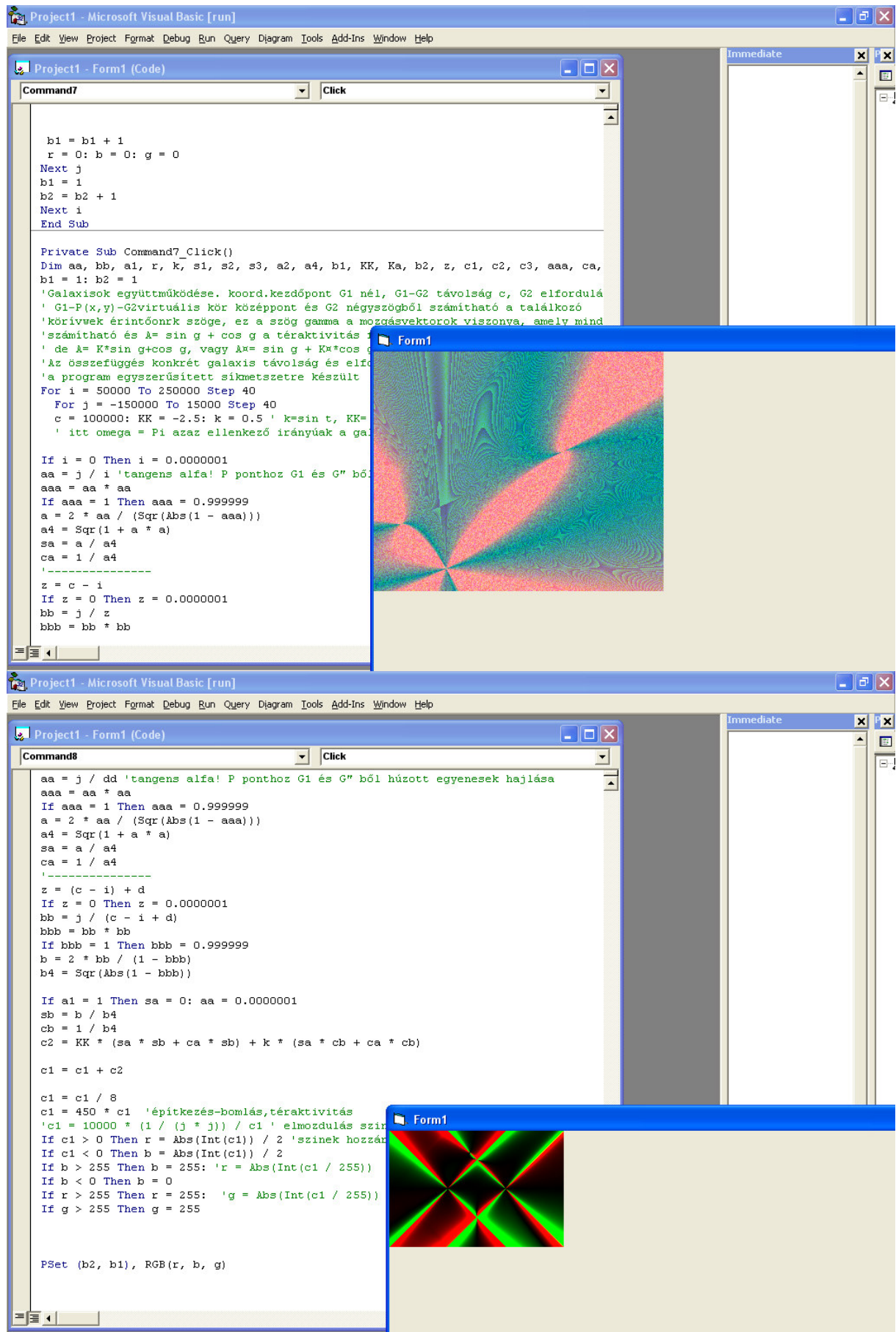


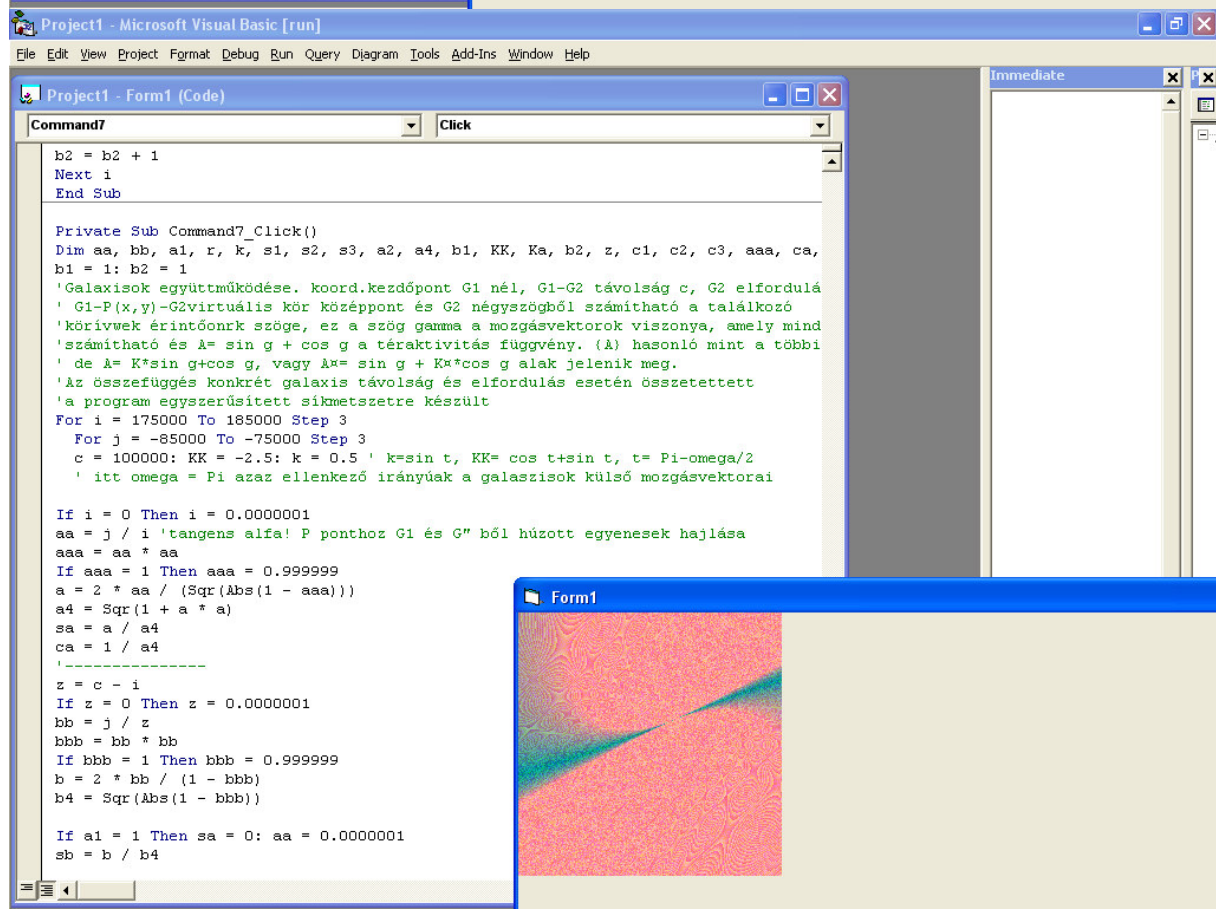
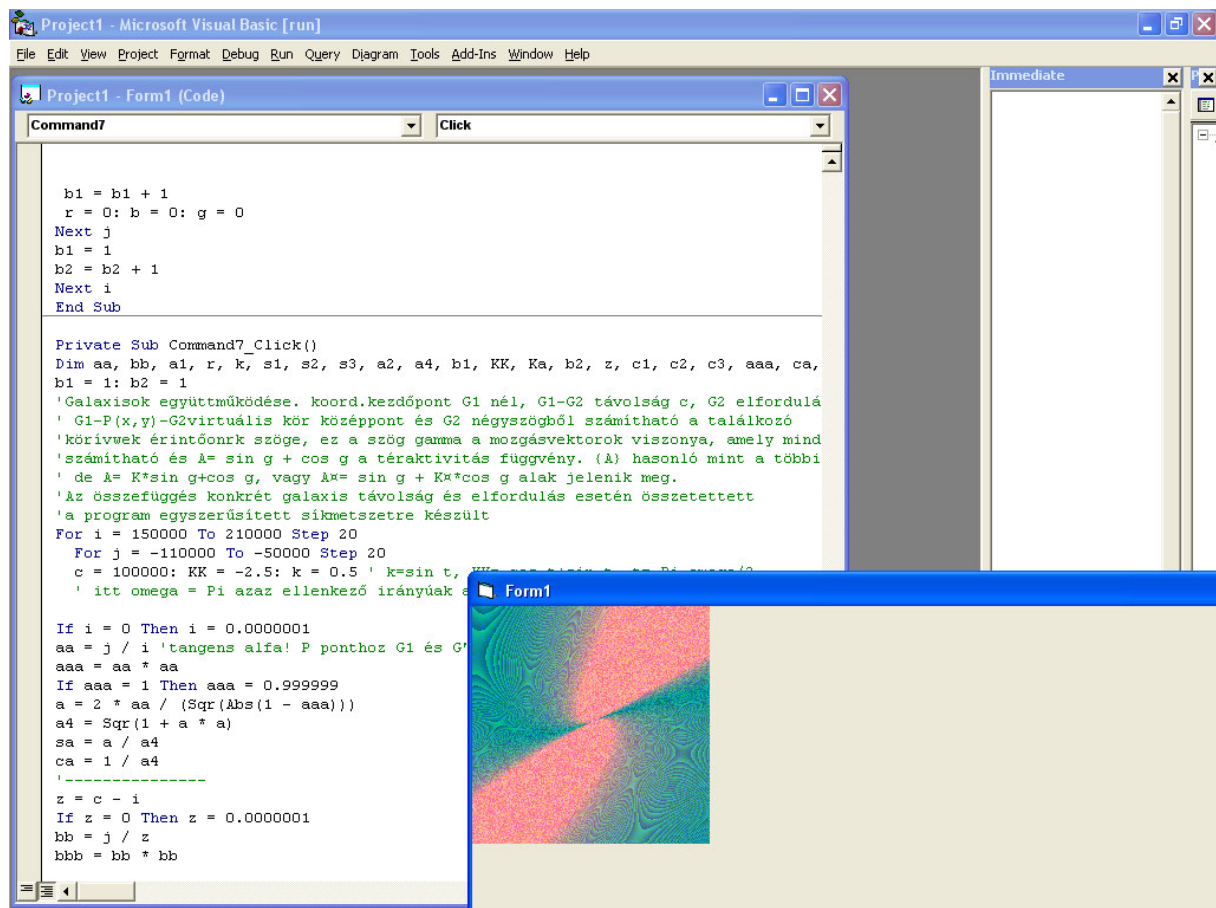


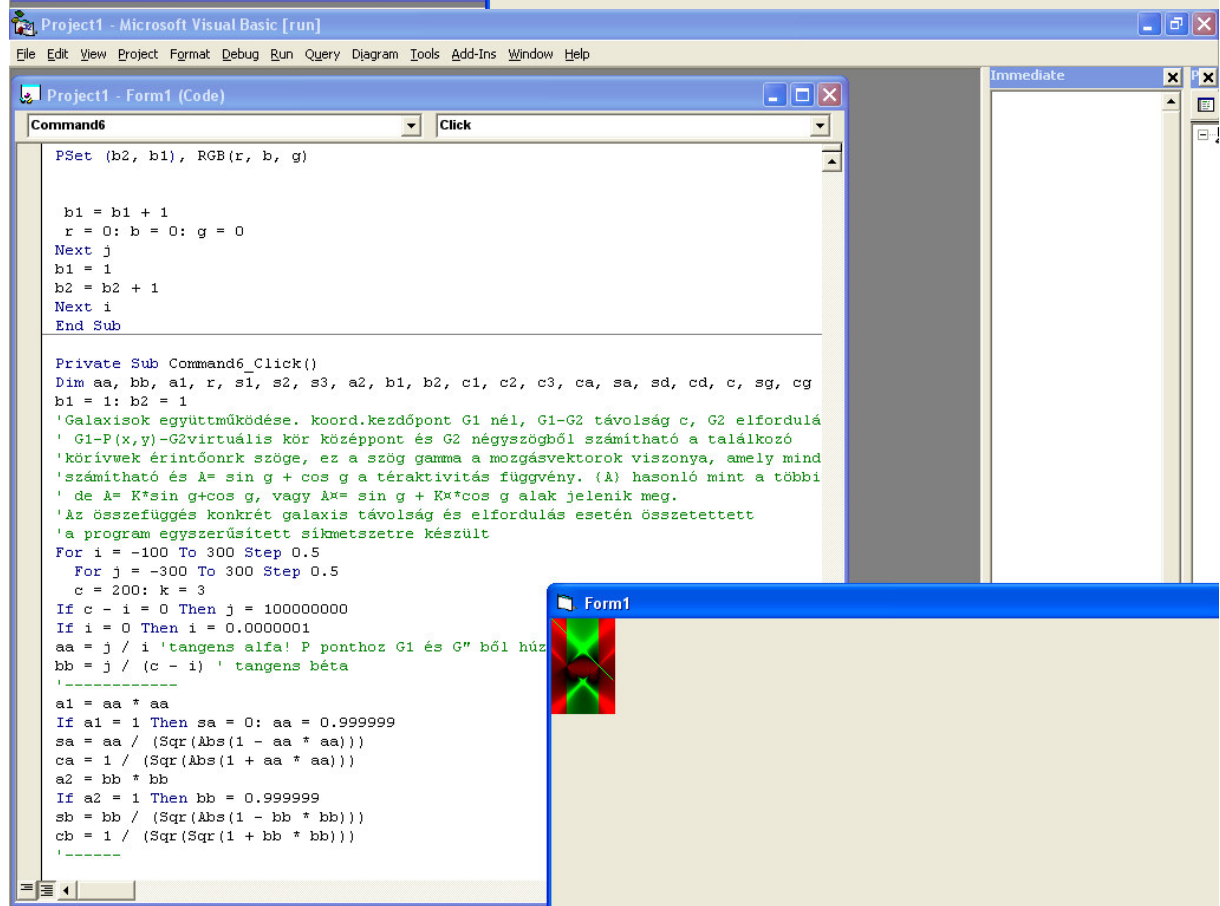
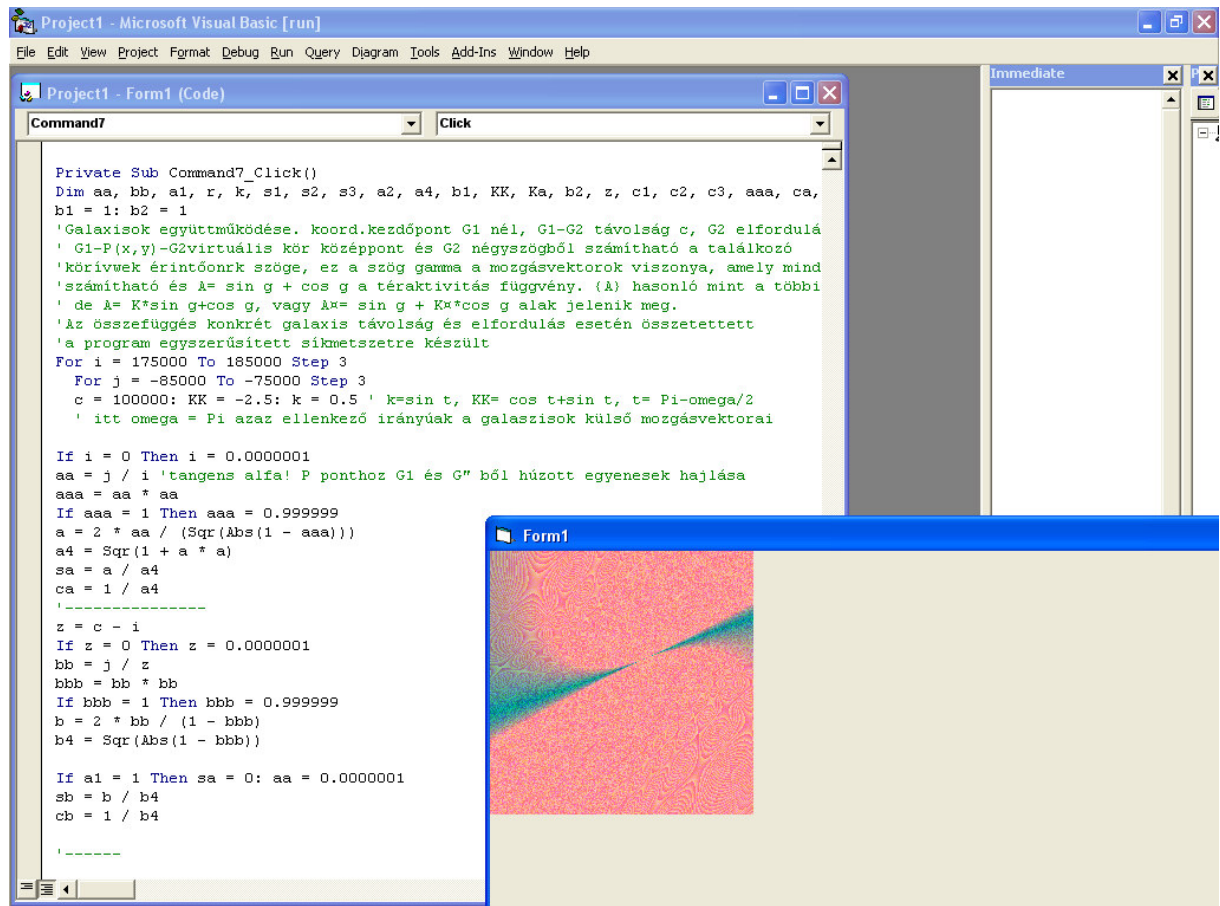


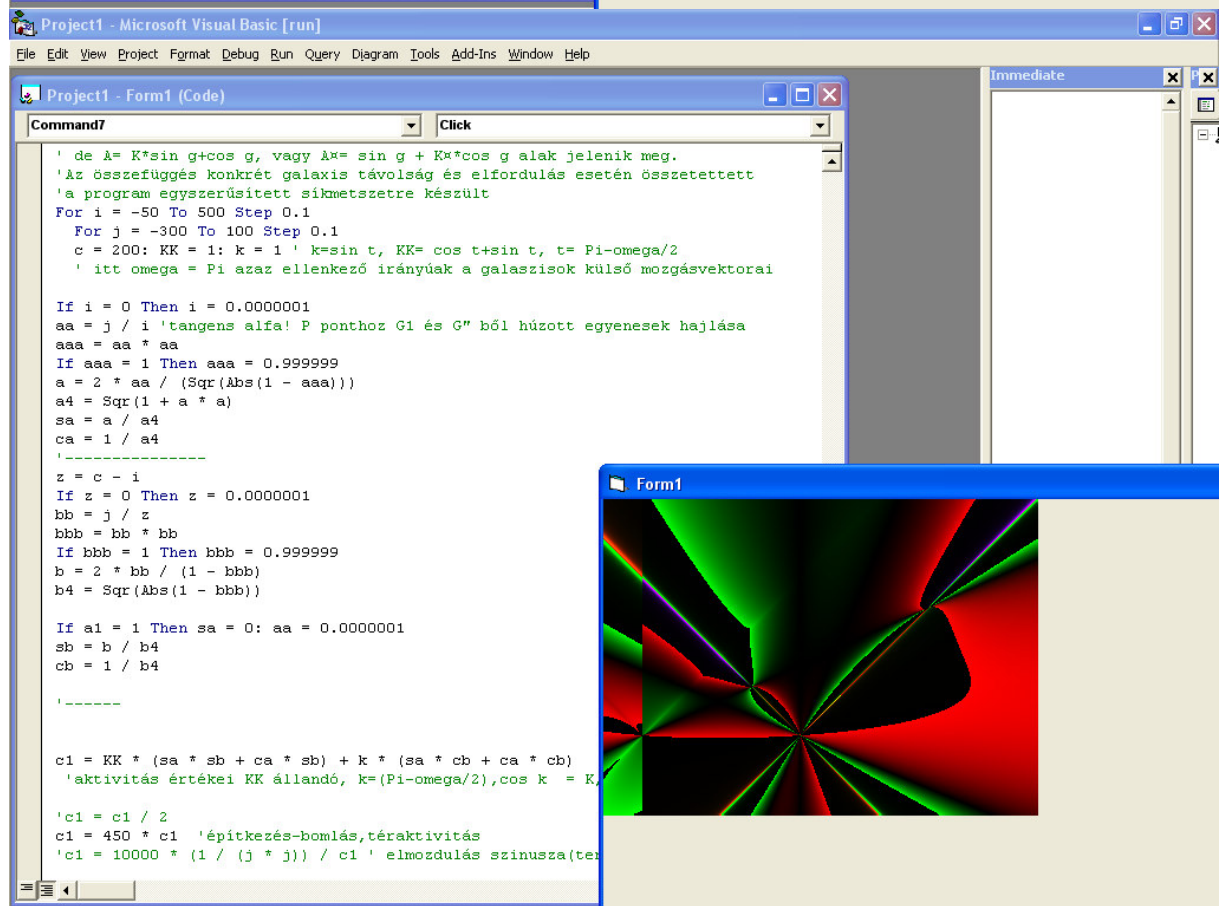
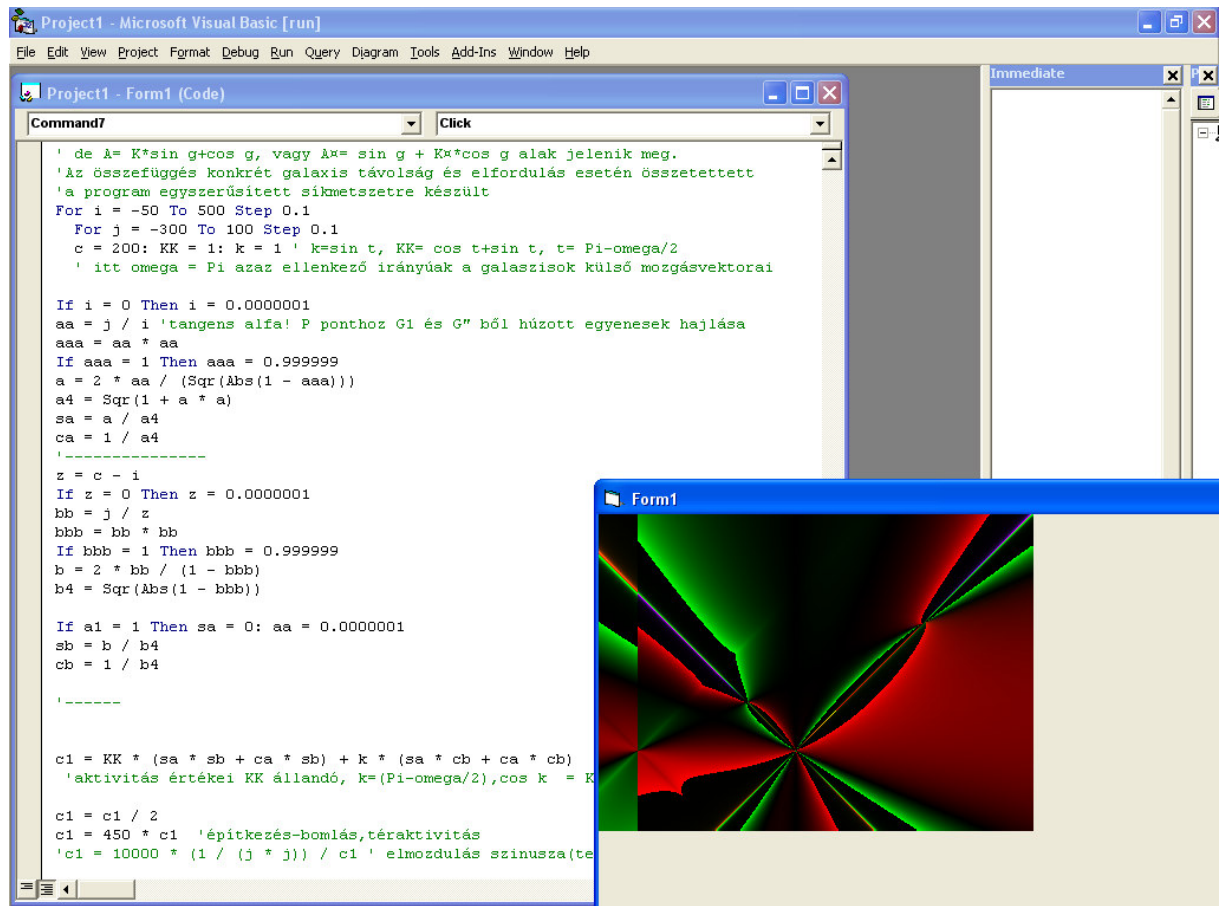


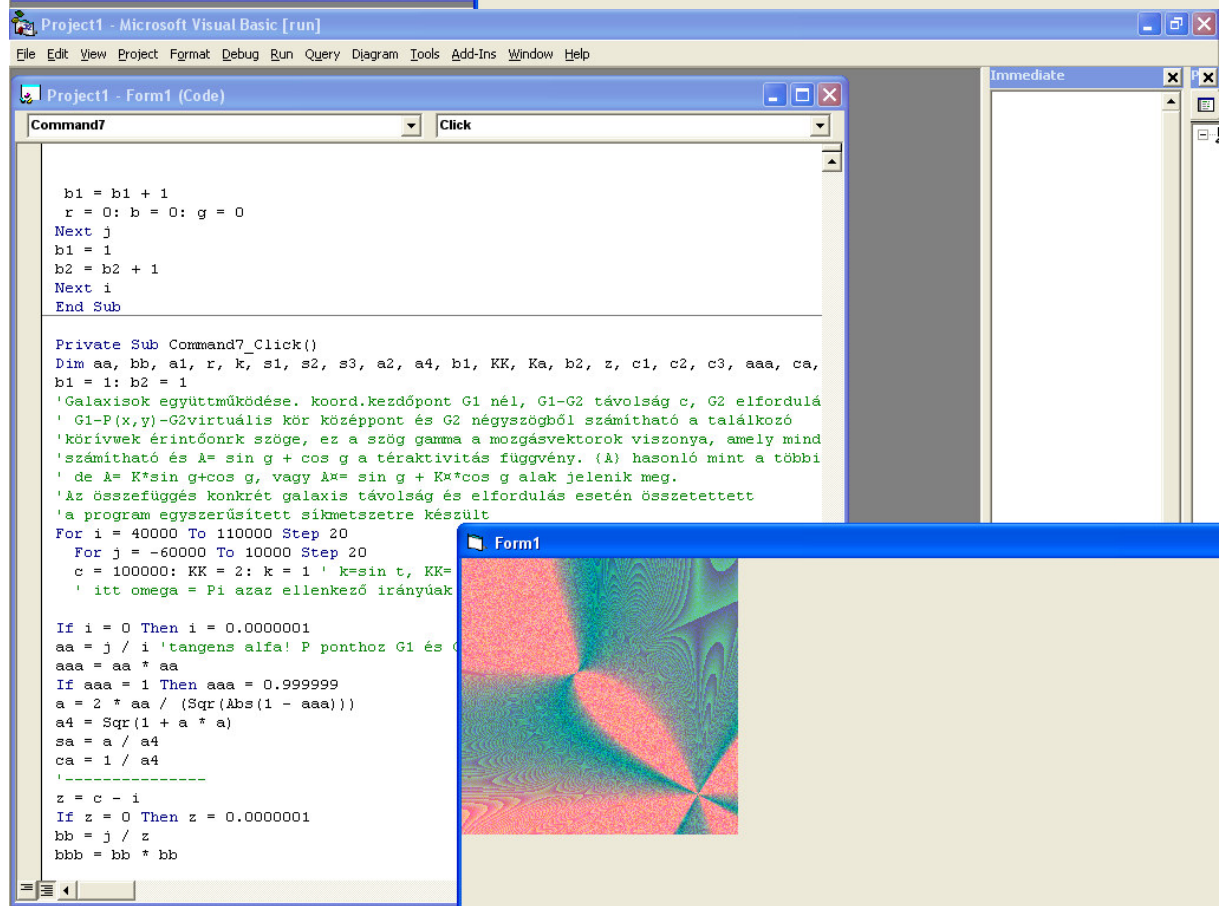
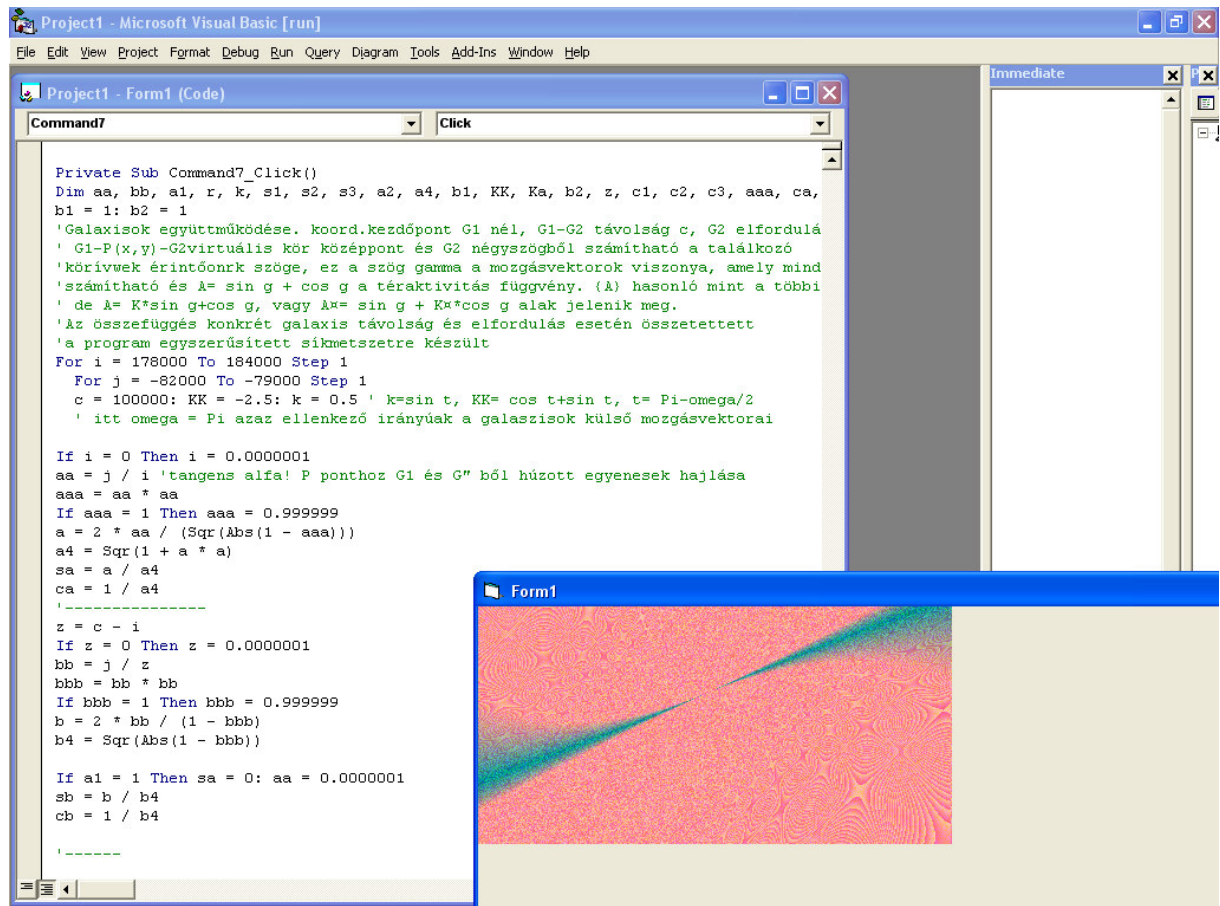


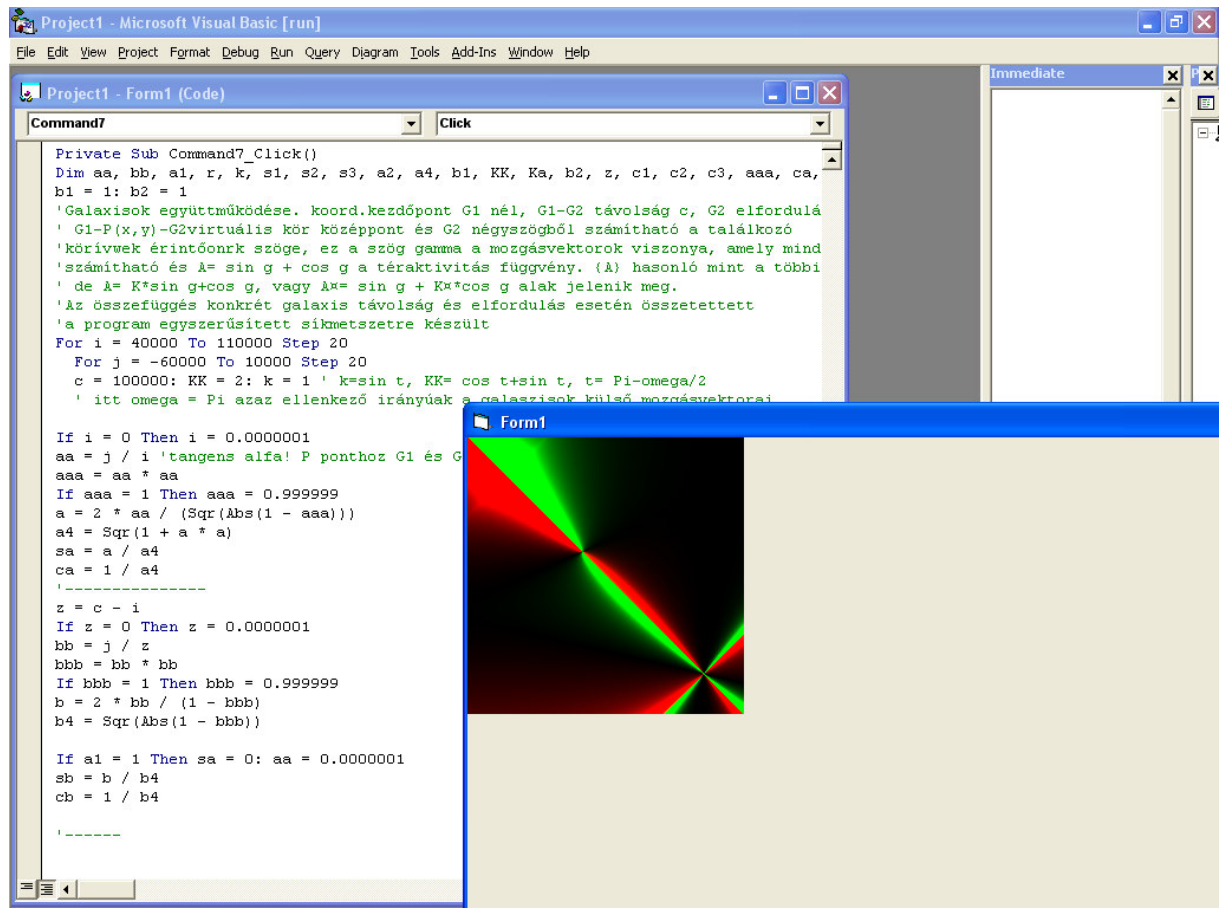


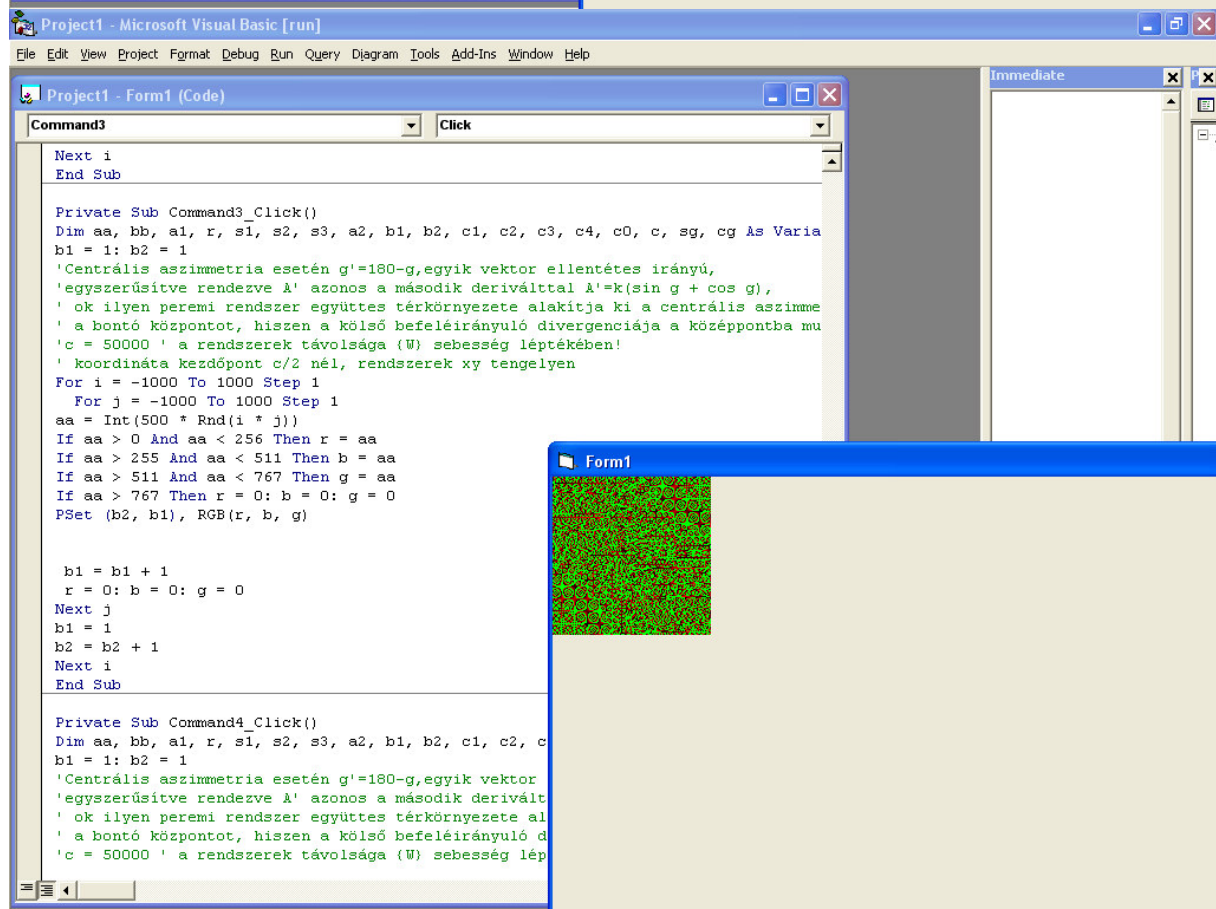
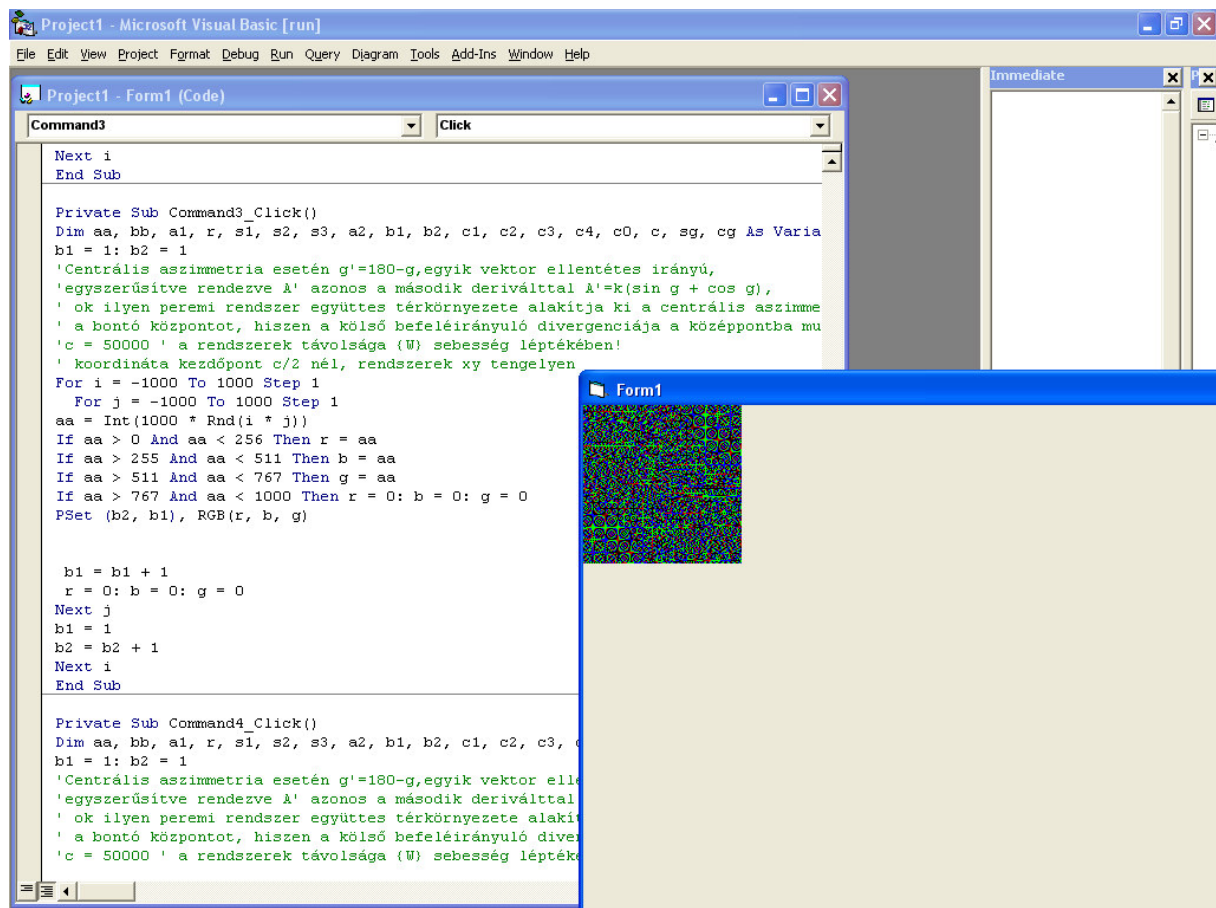


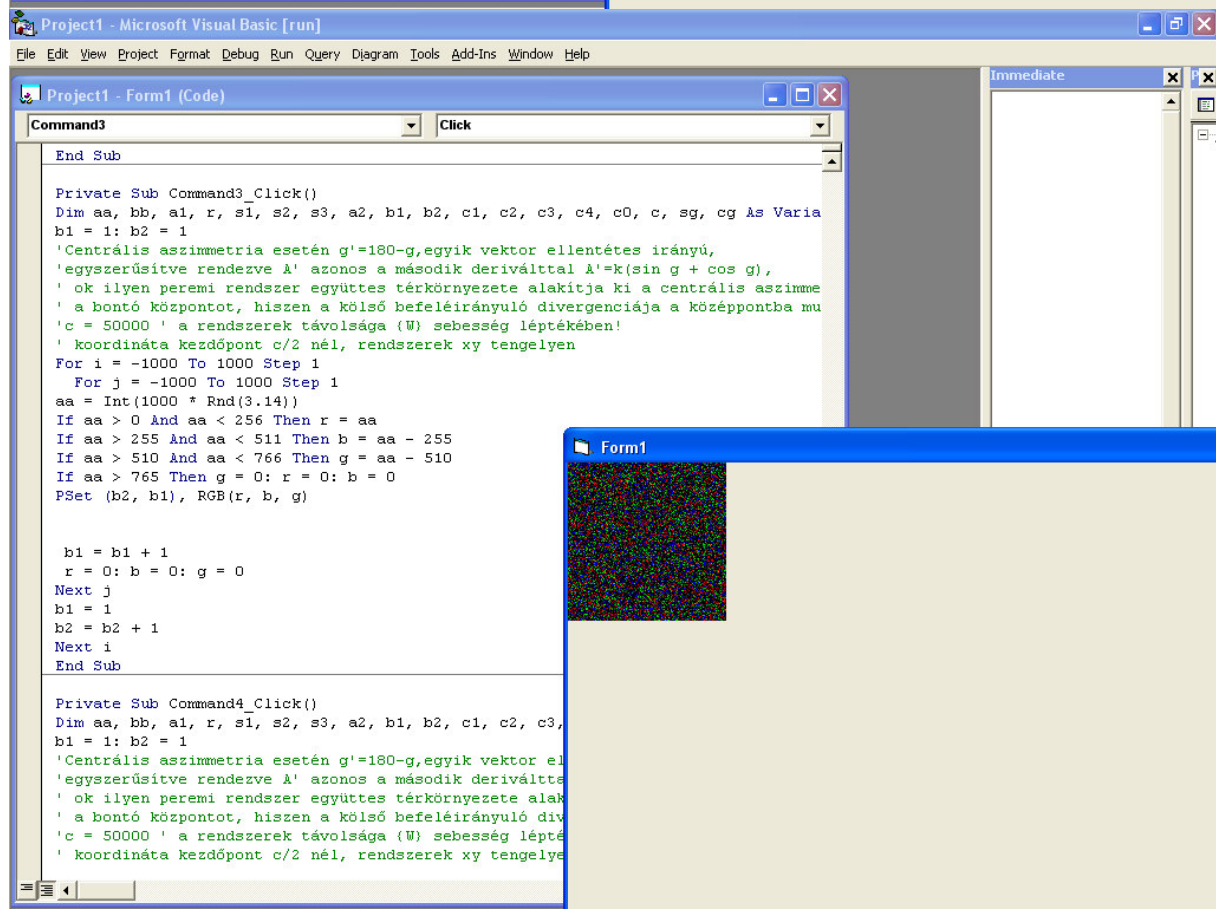
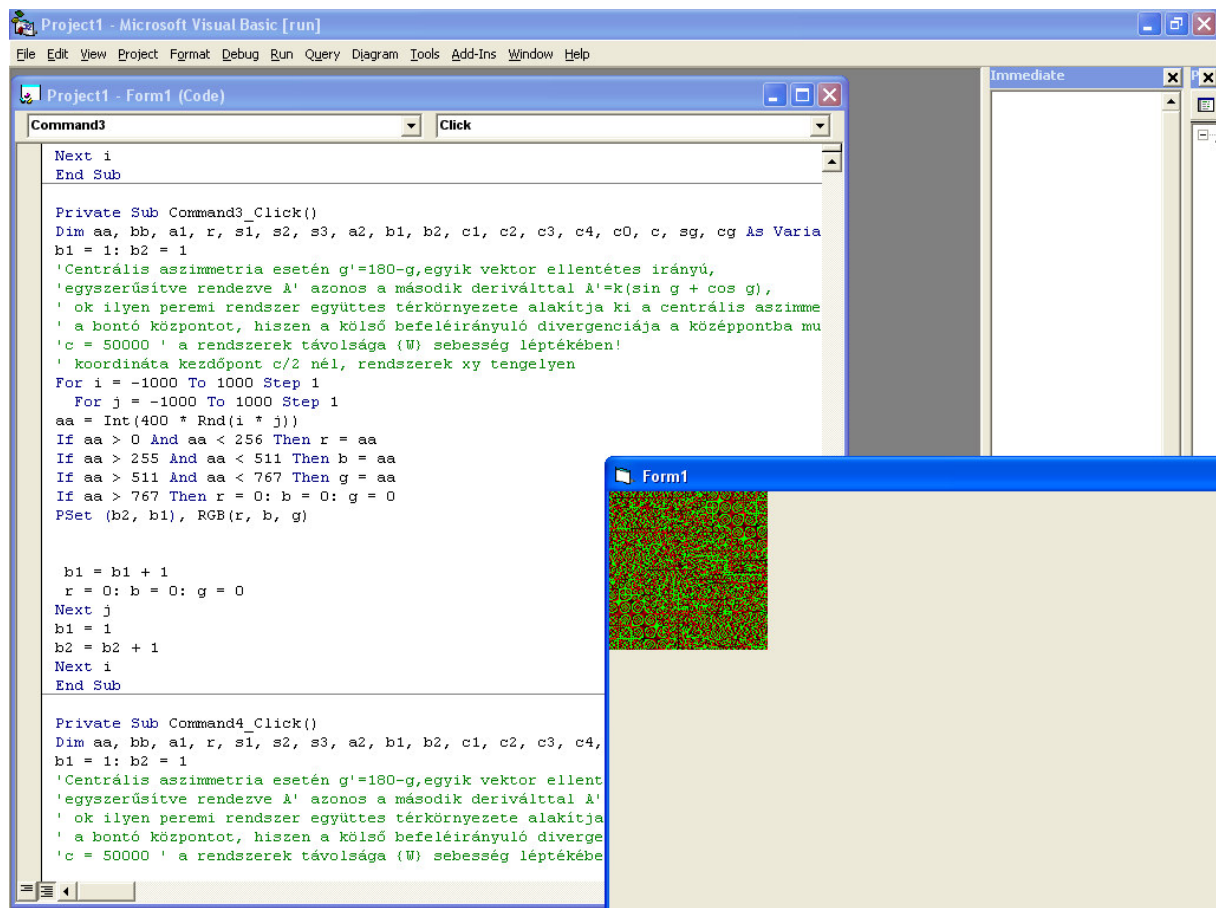


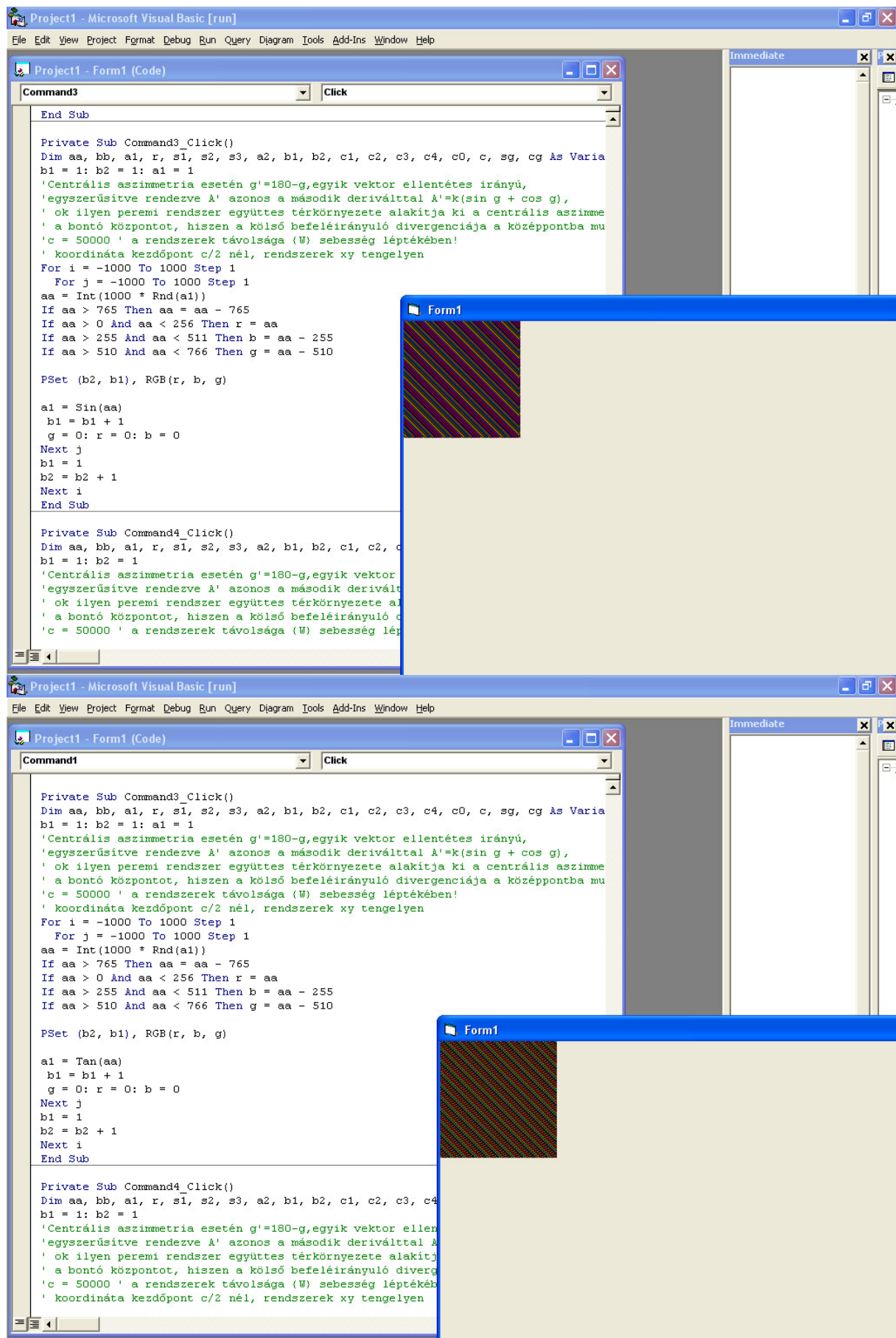


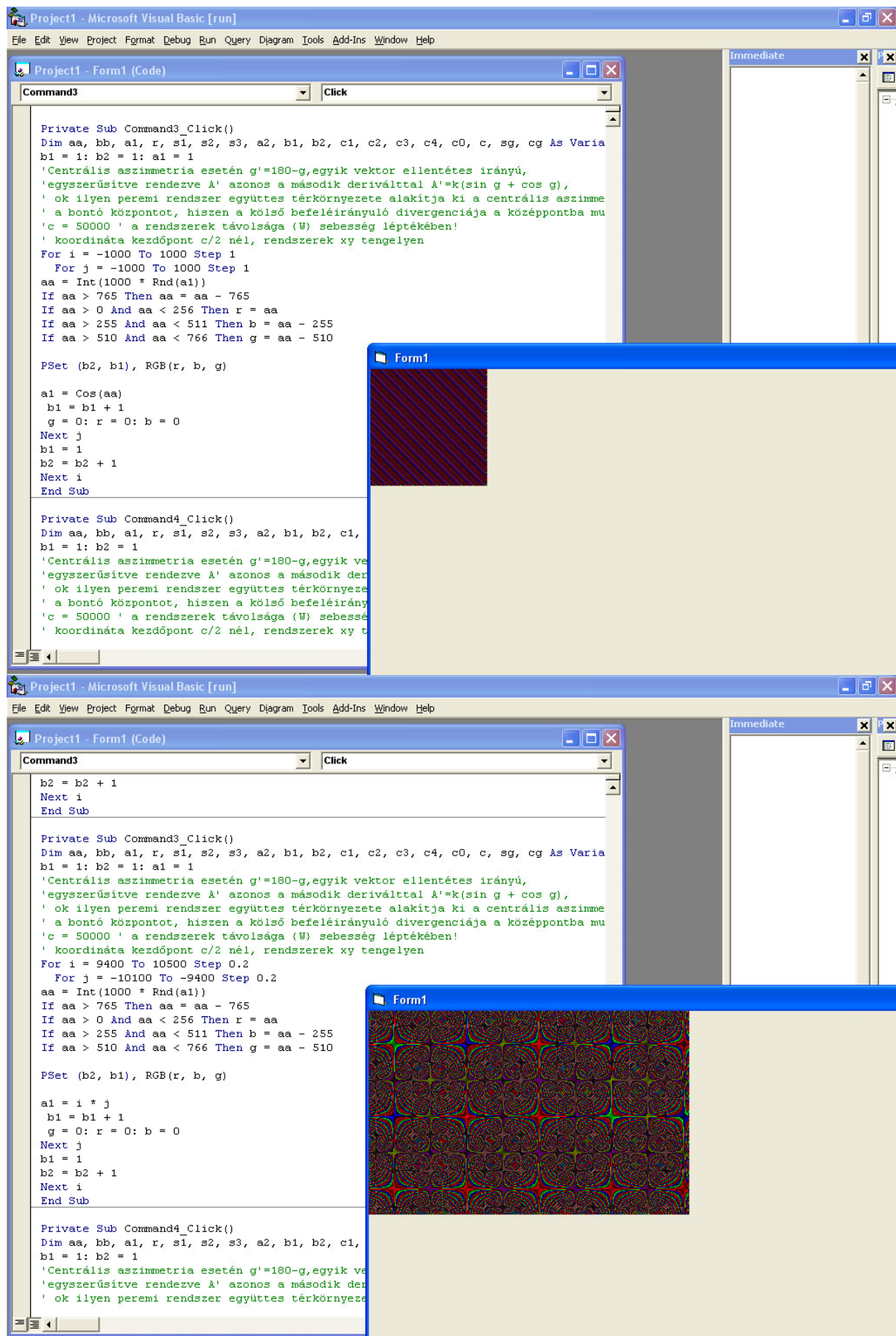


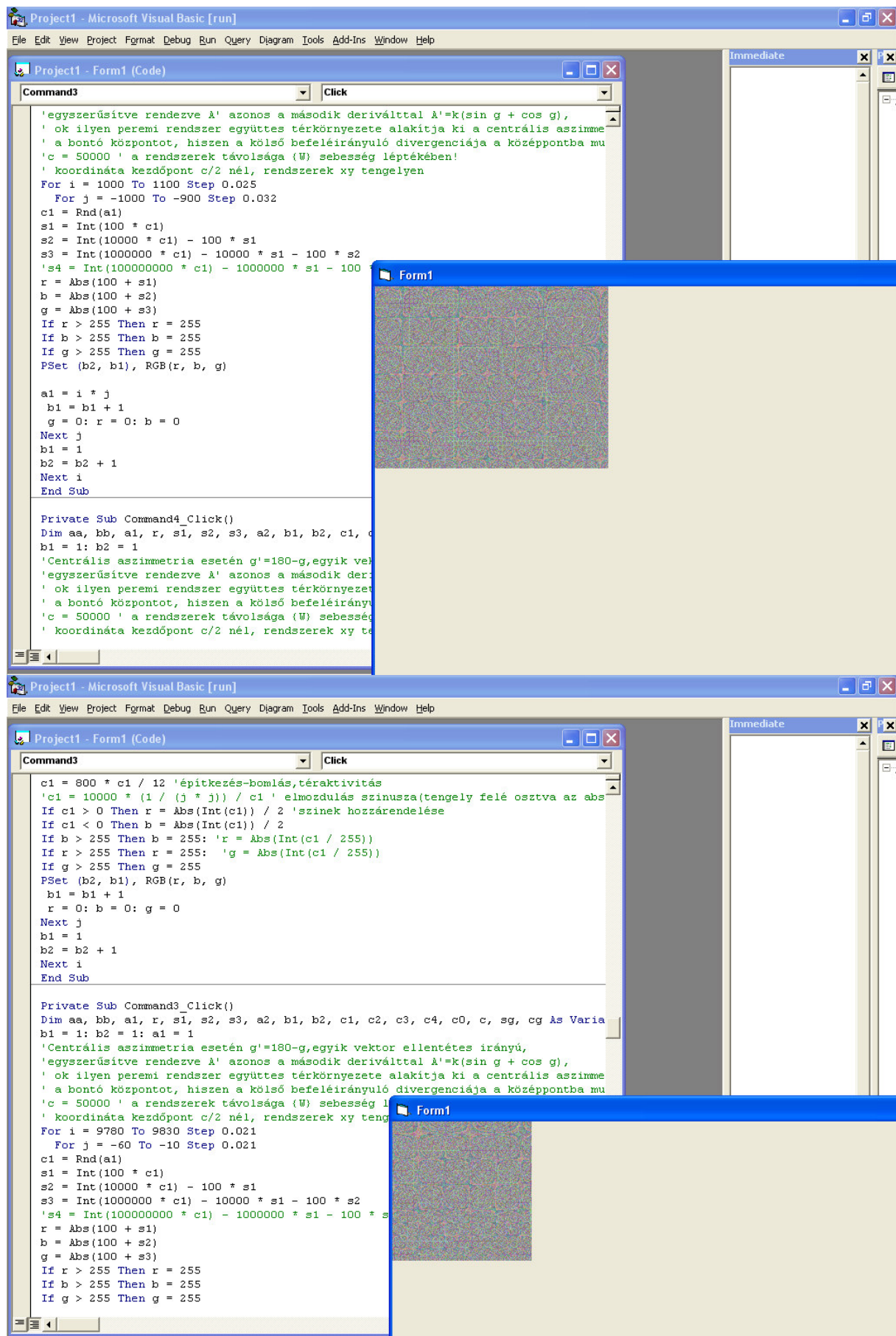


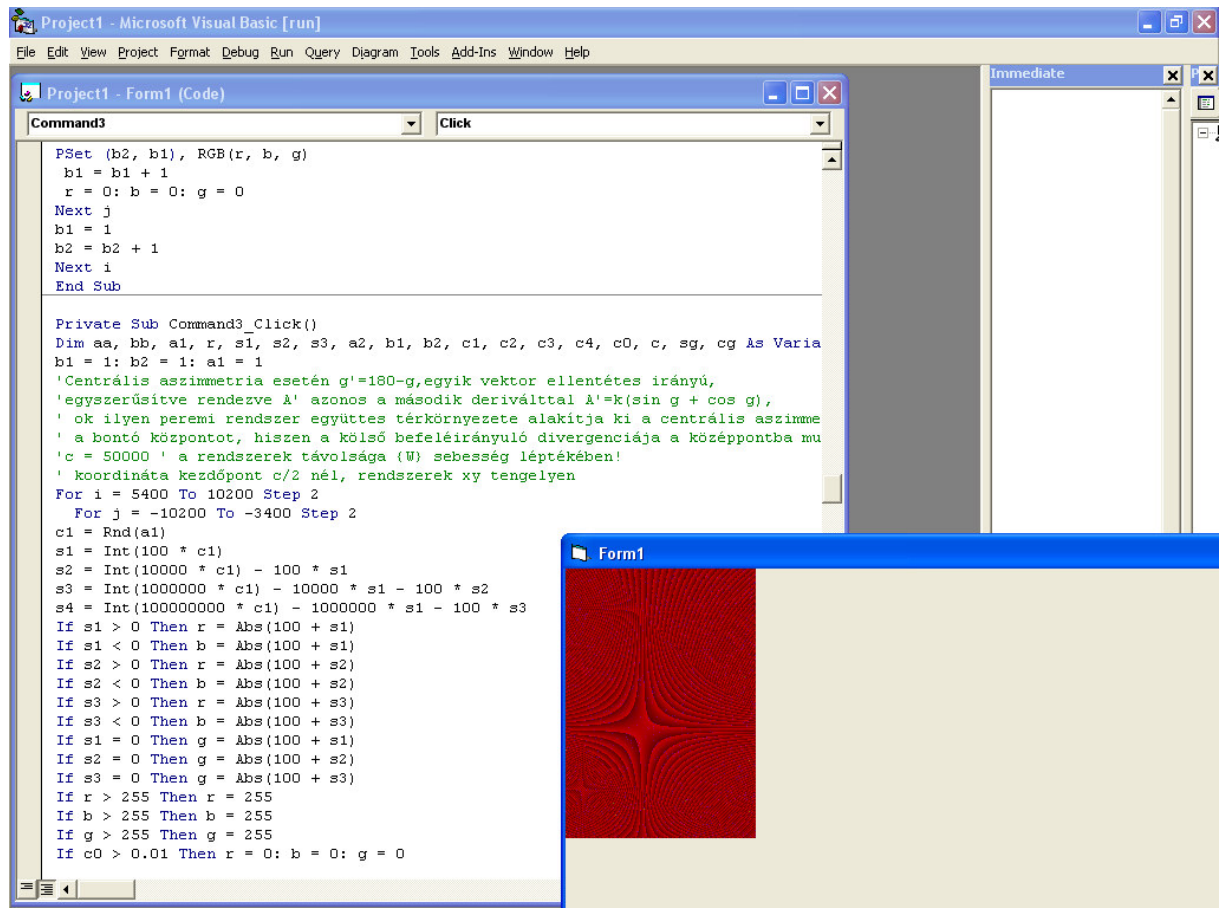


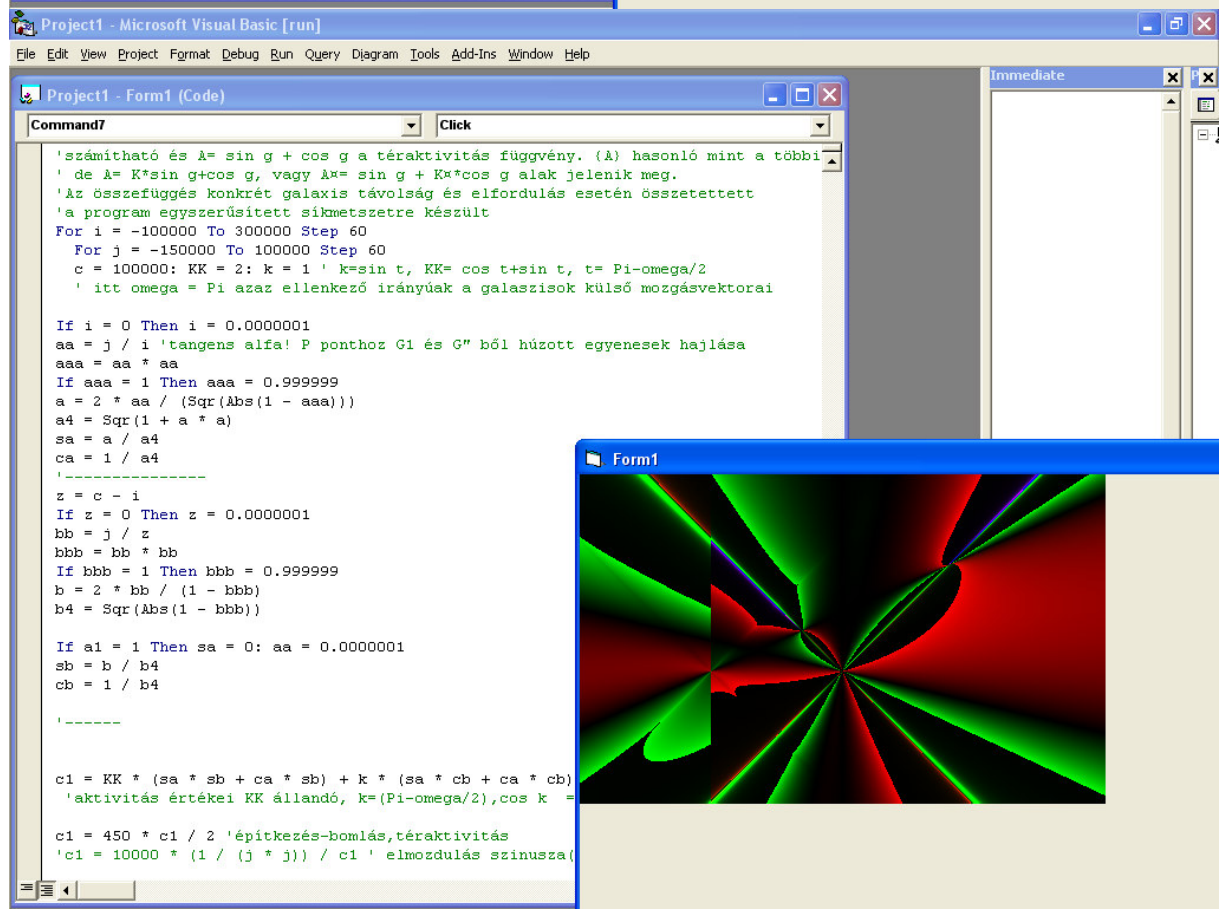
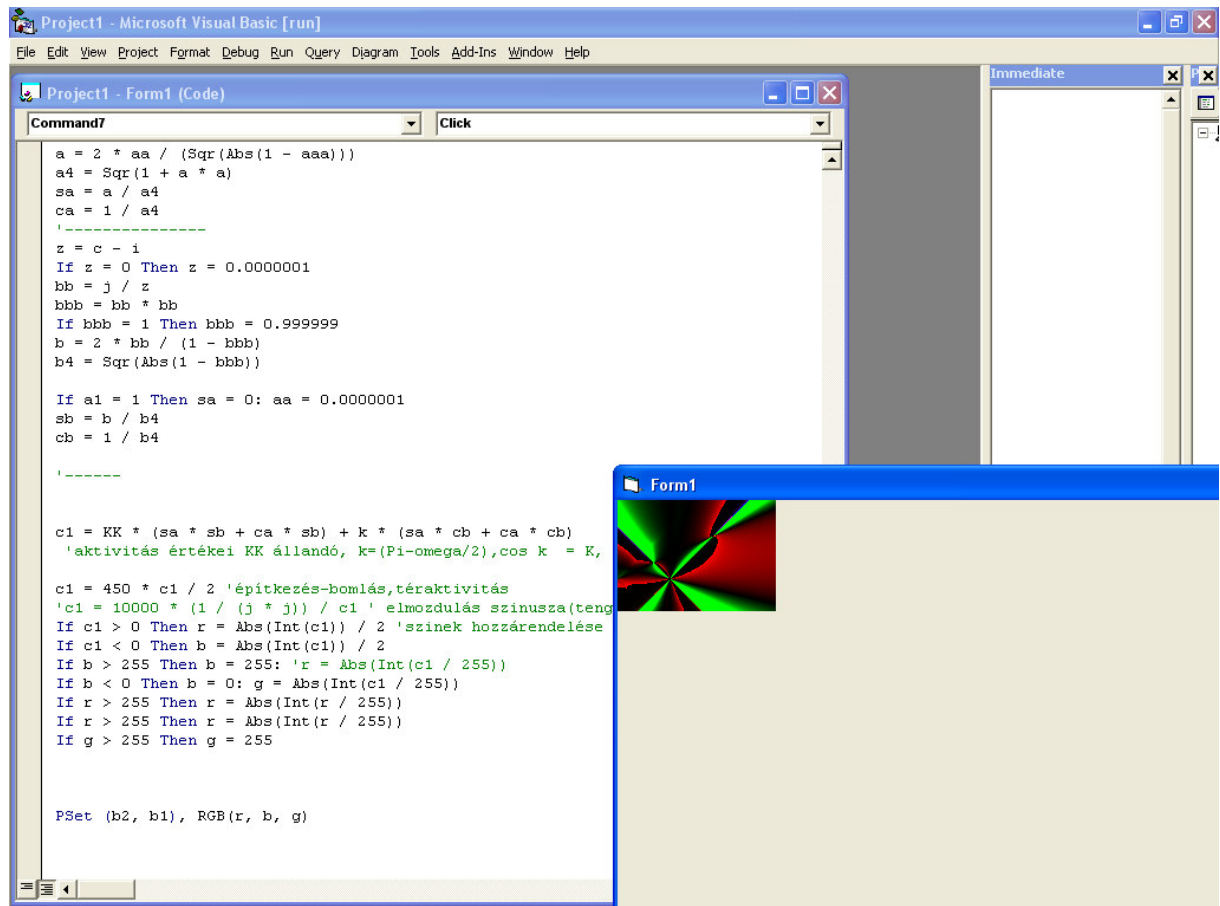


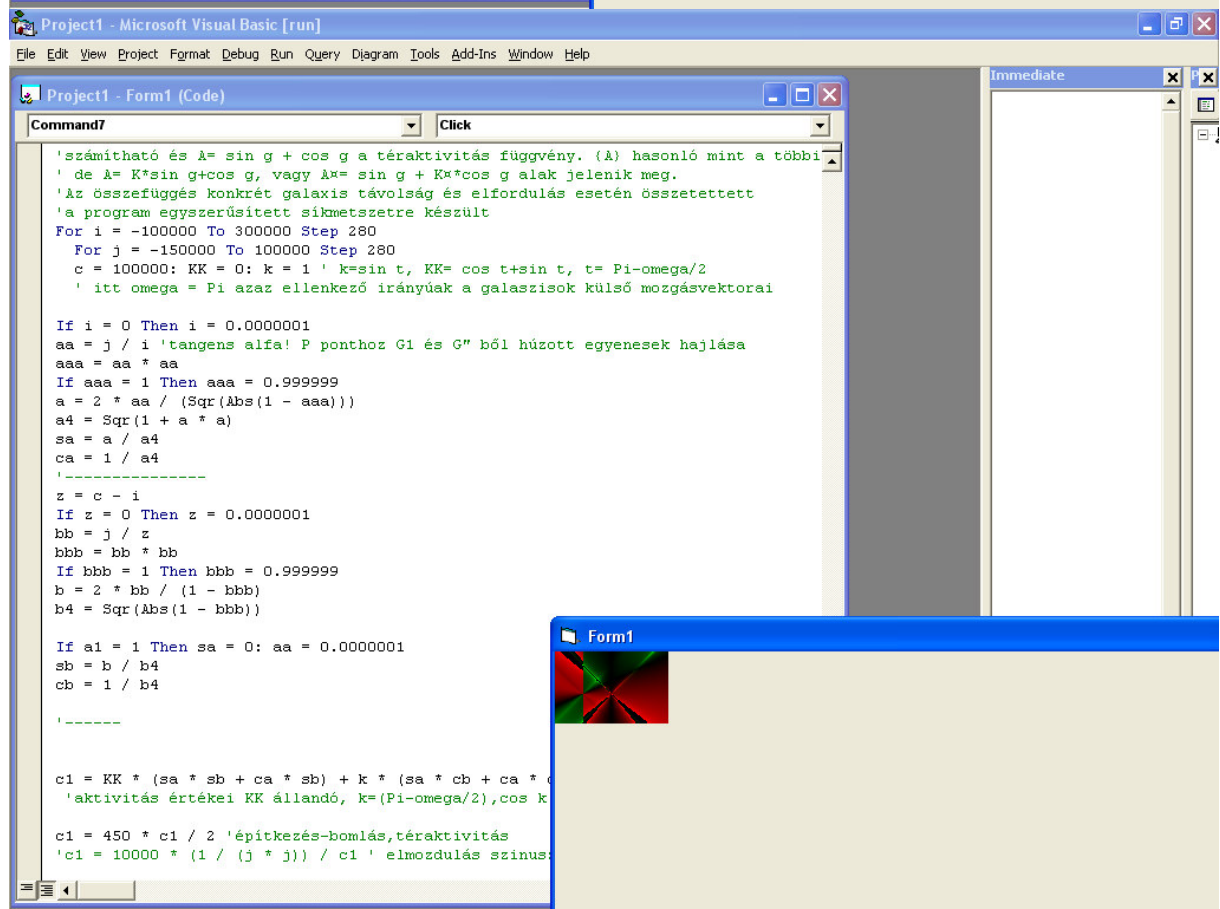
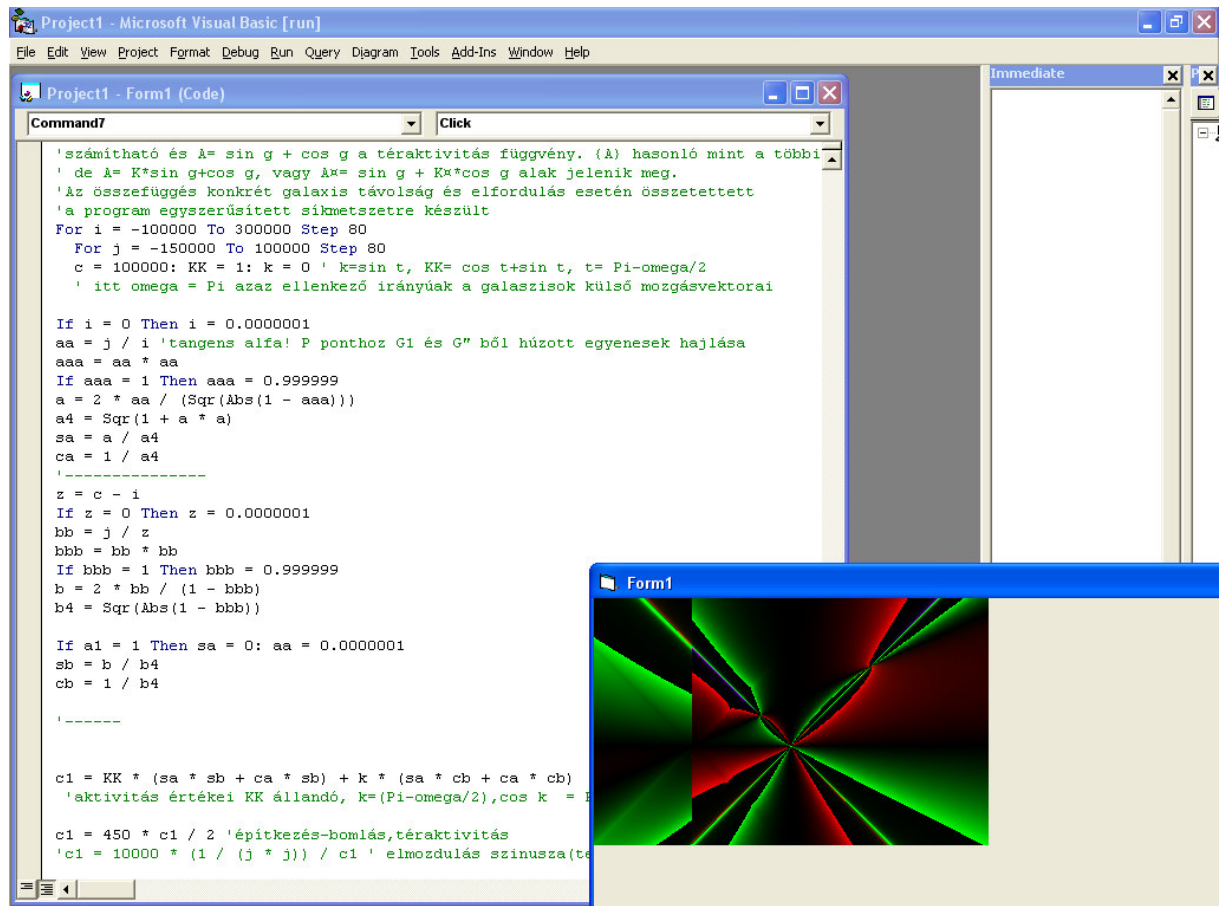


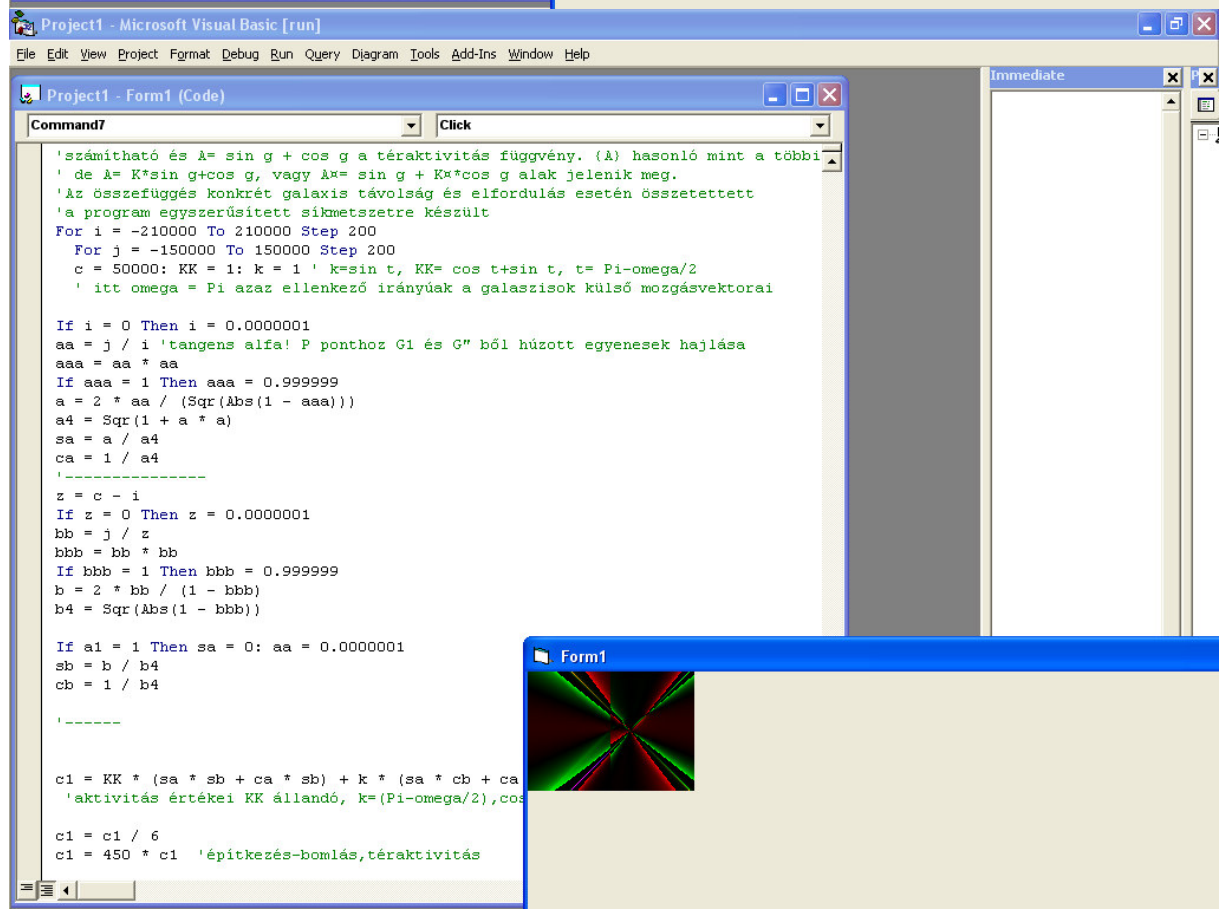
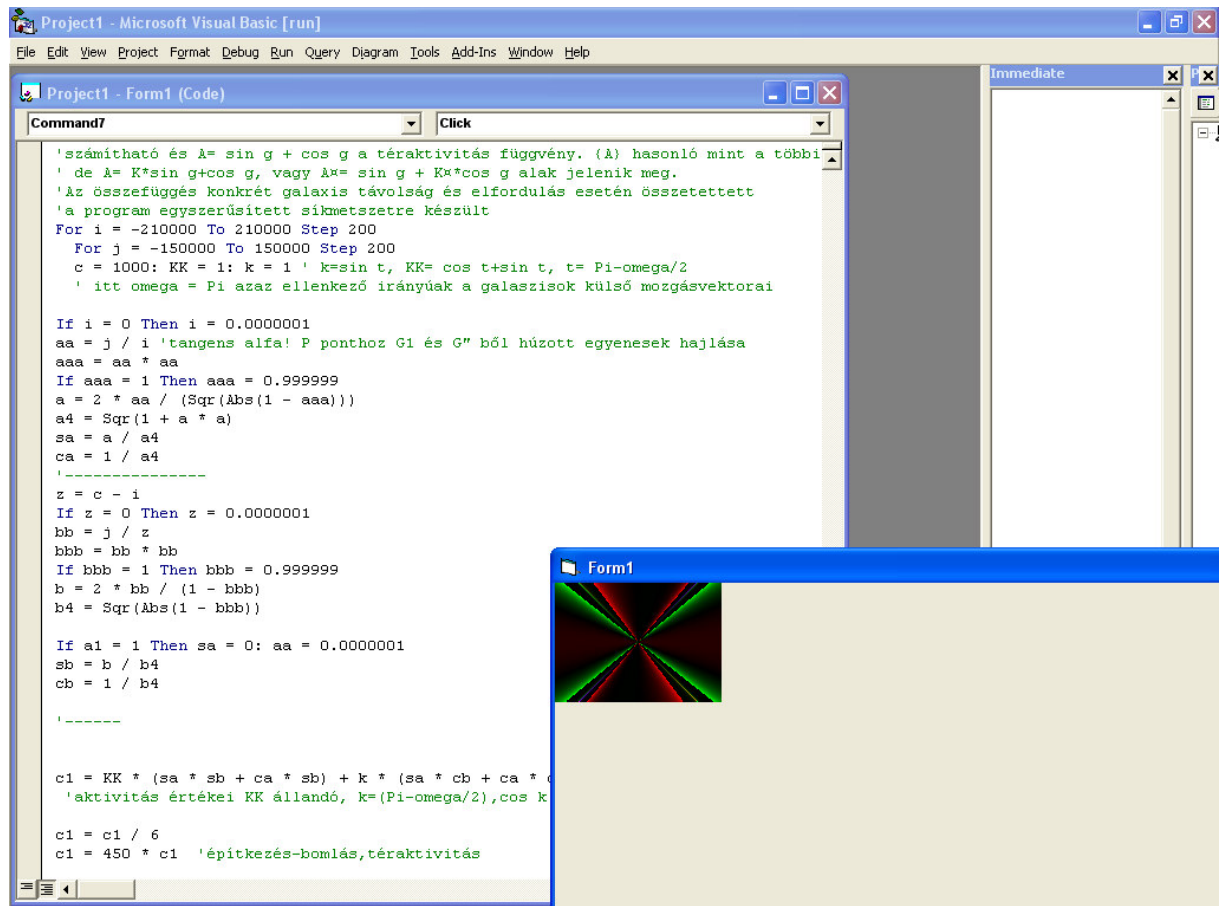


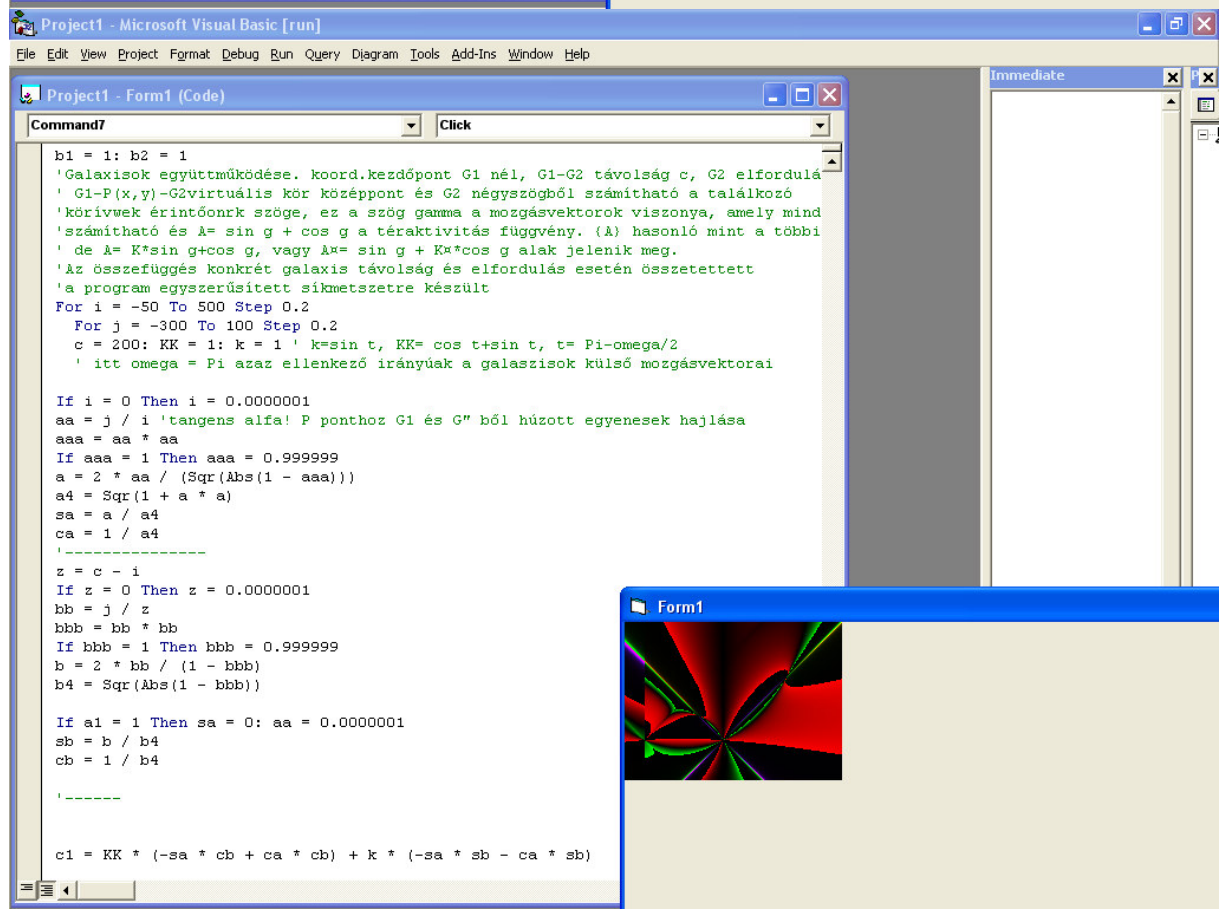
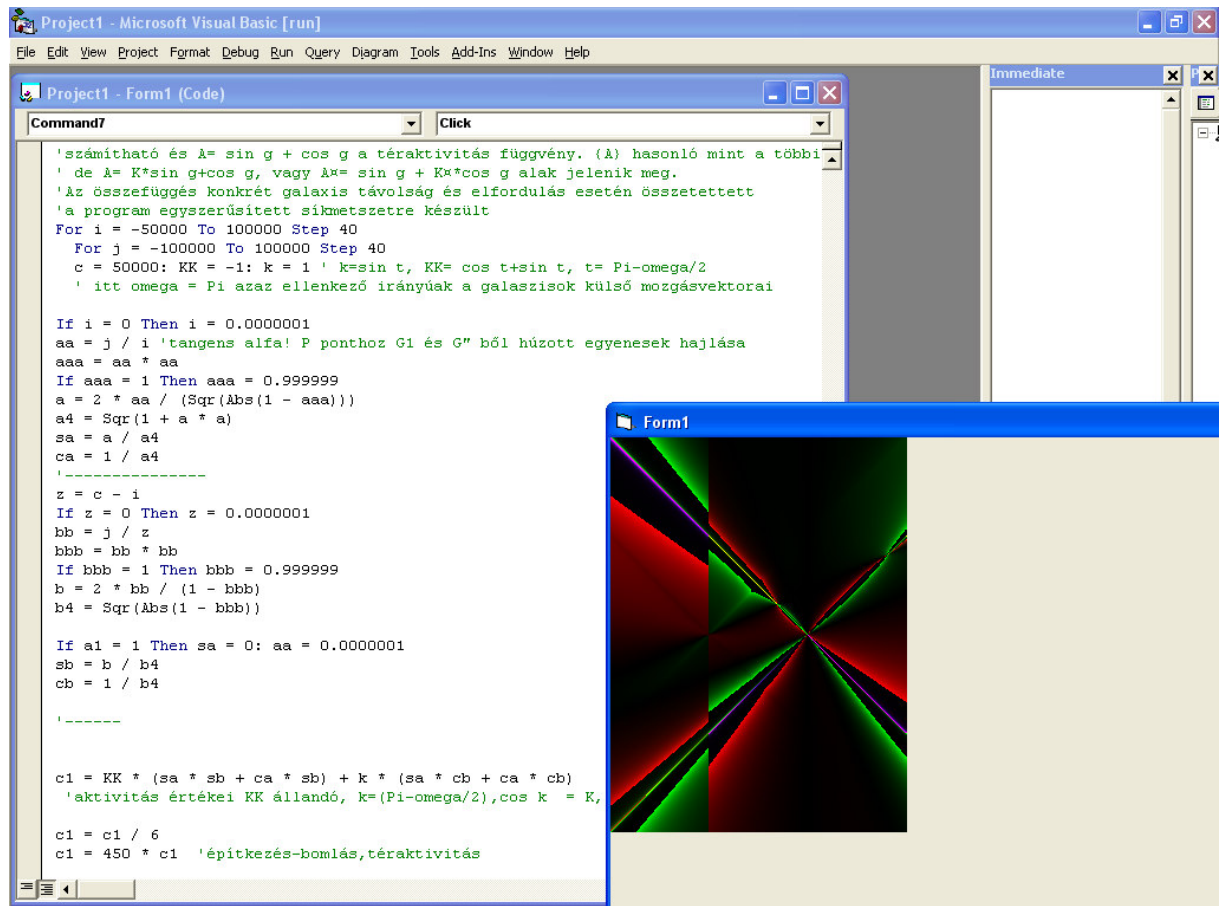


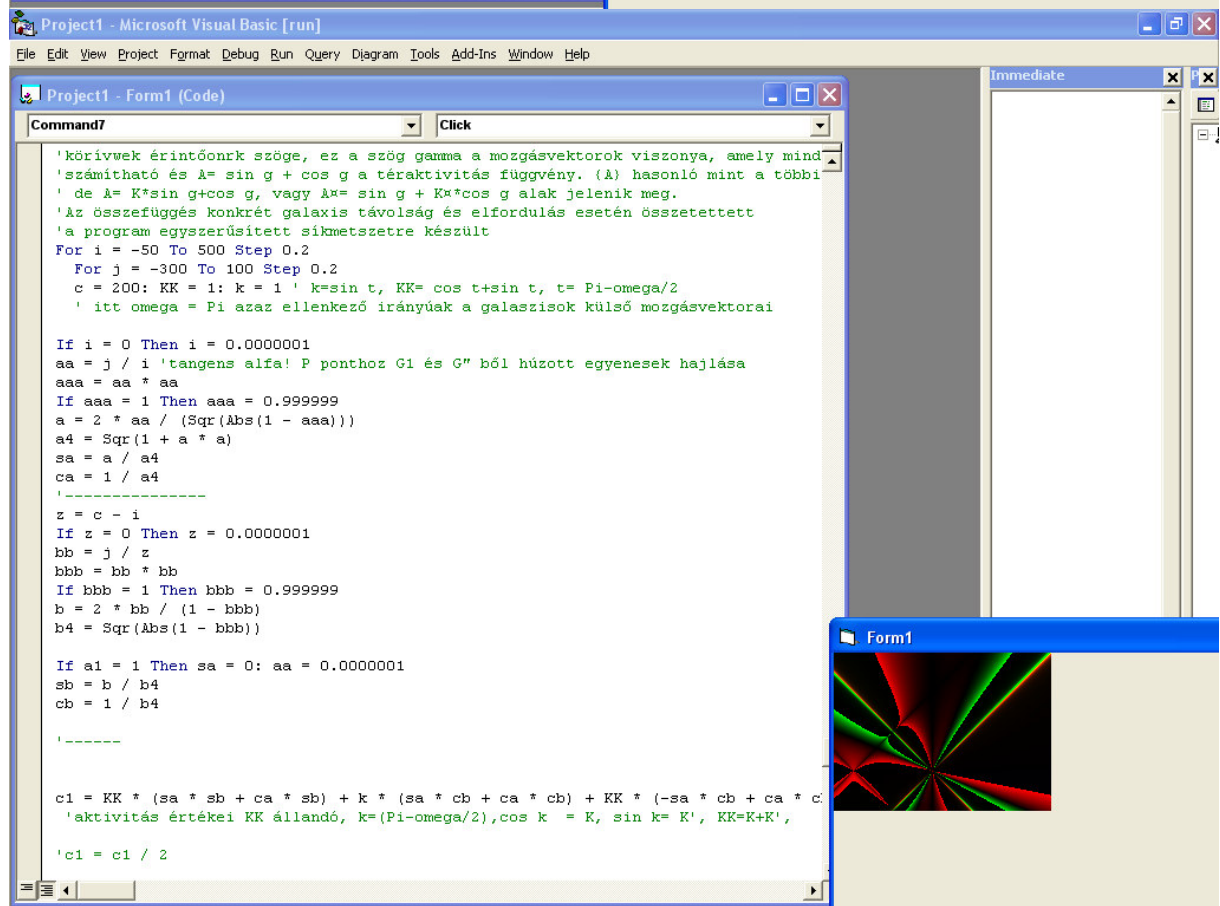
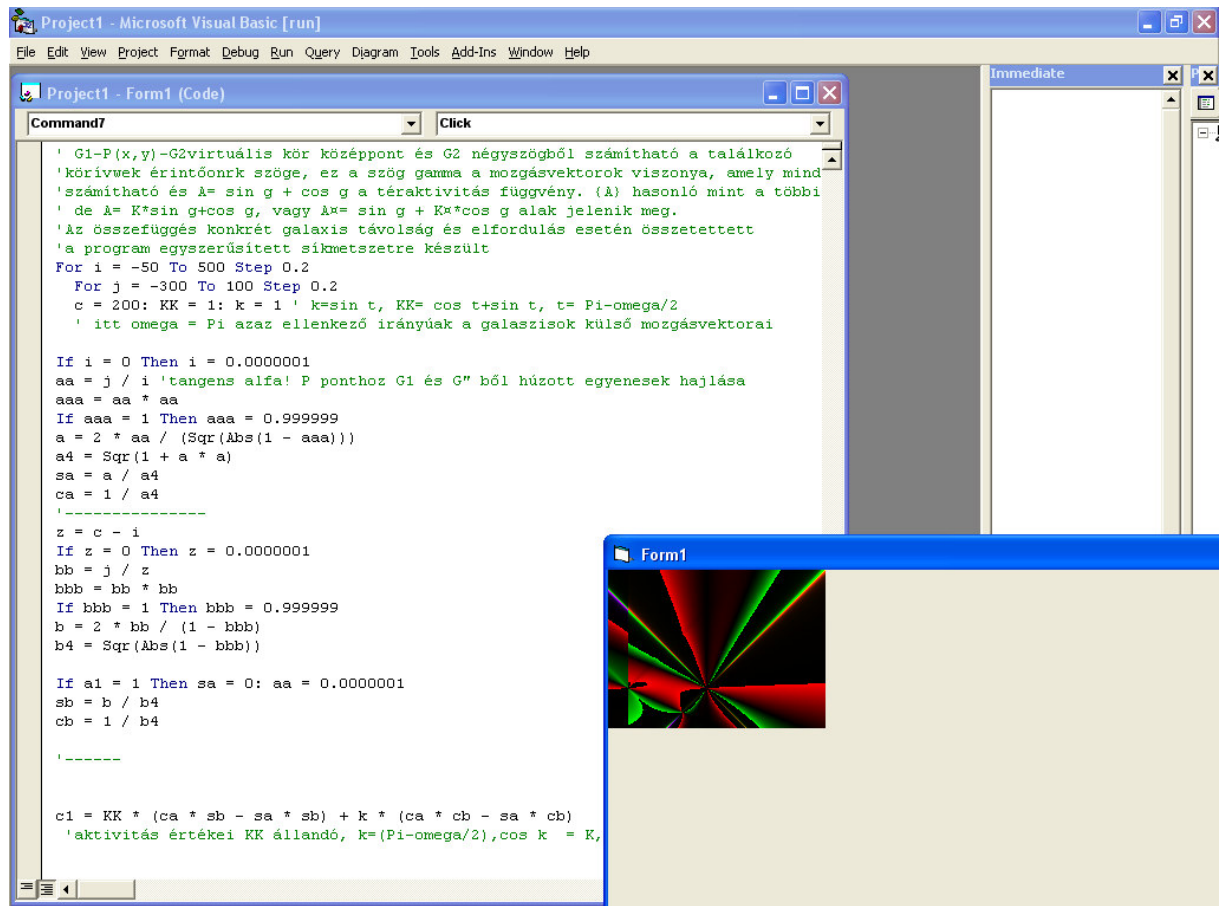


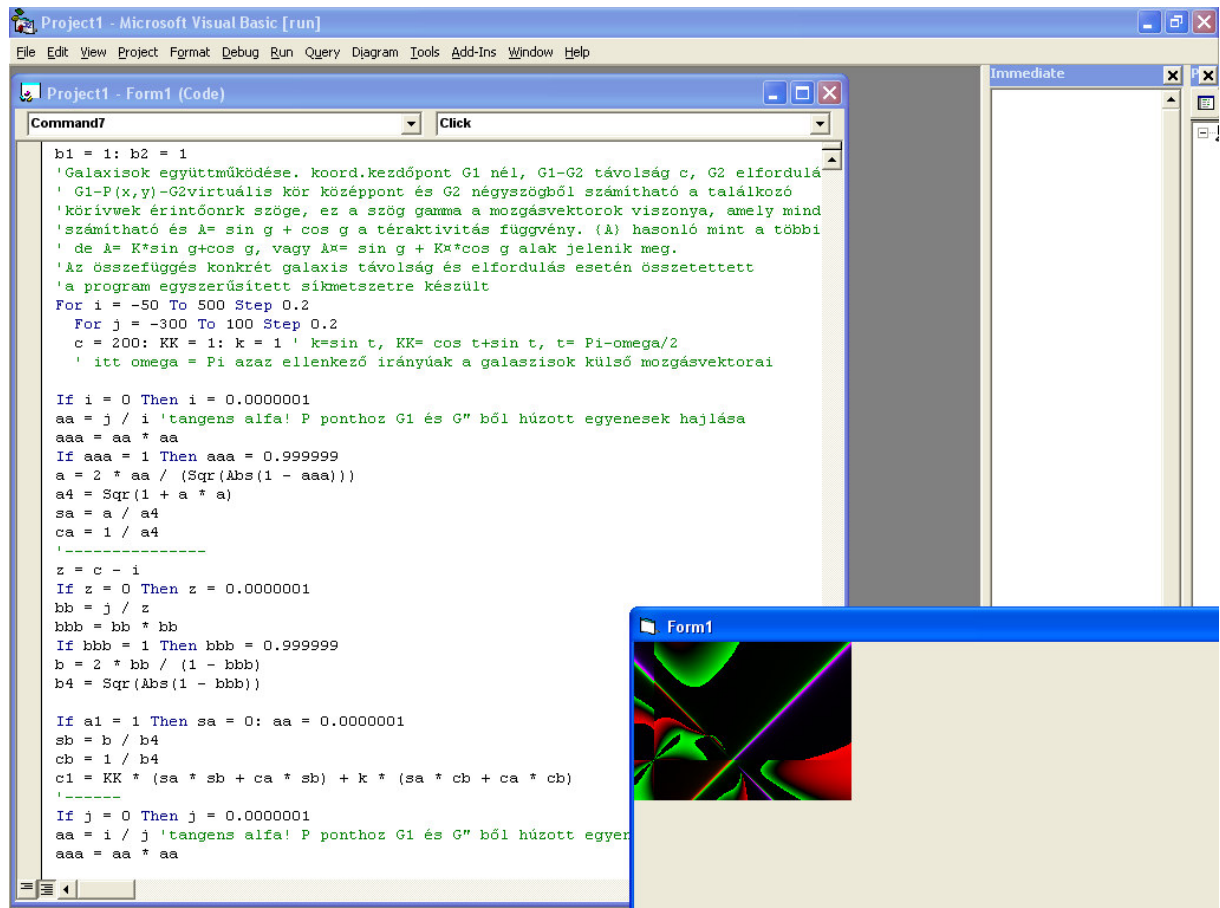


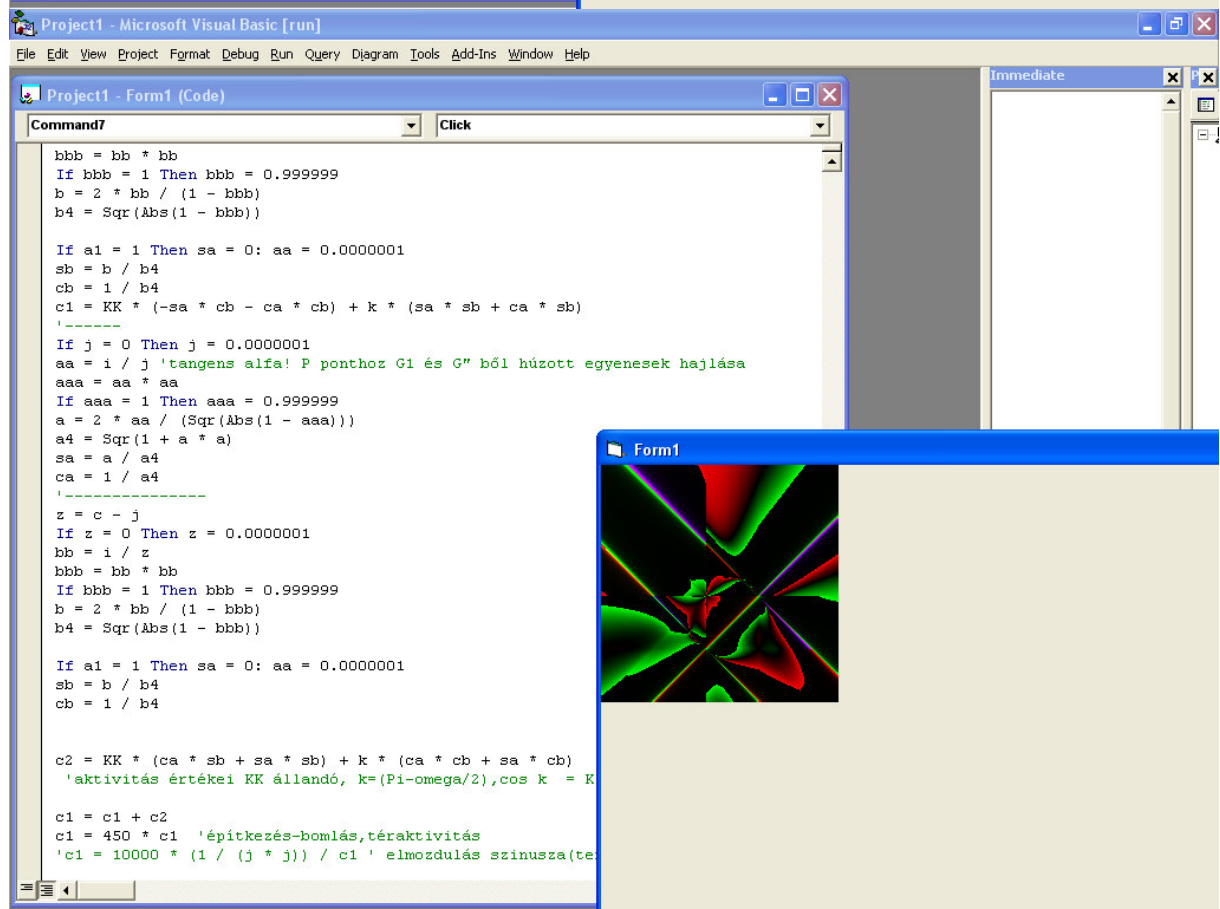
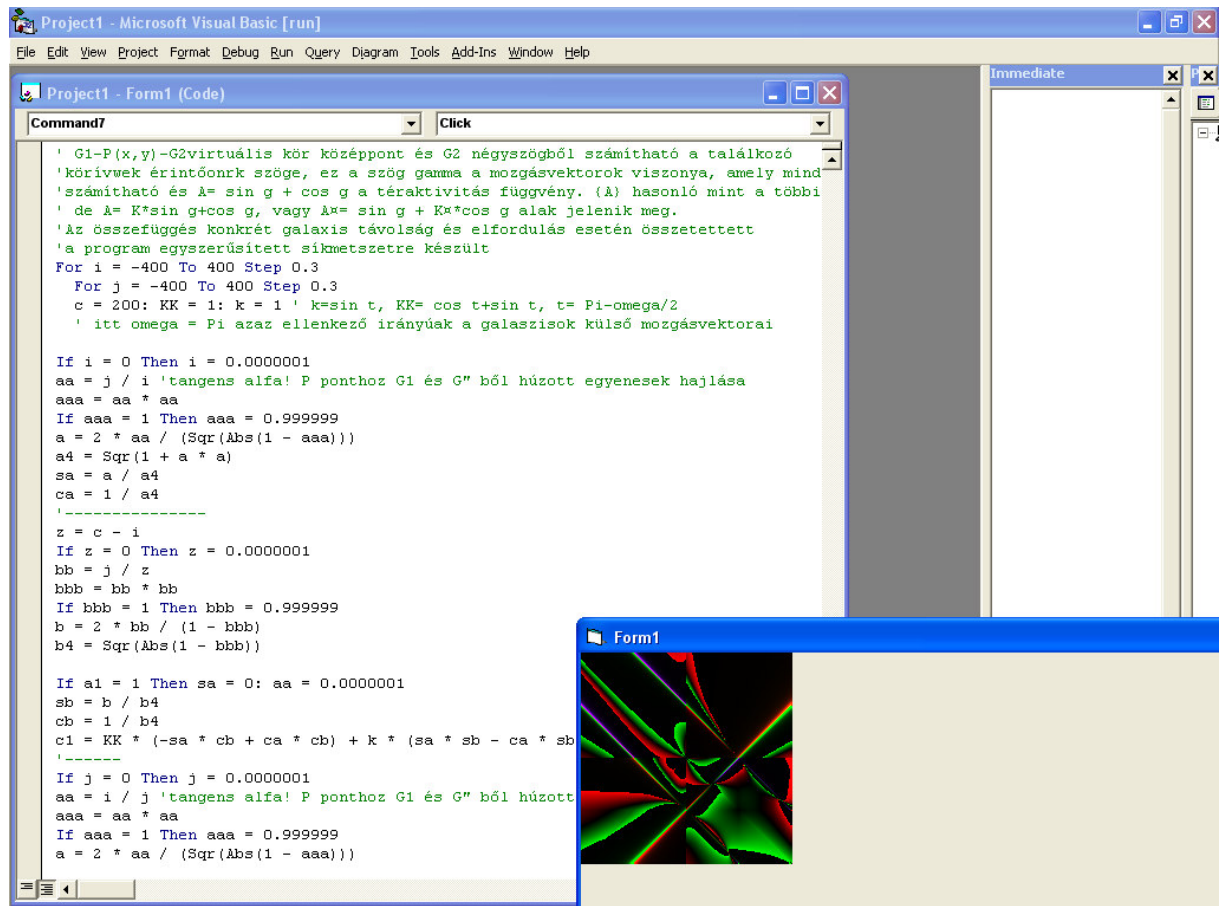












Private Sub Command7_Click()

Dim aa, bb, a1, r, k, s1, s2, s3, a2, a4, b1, KK, Ka, b2, z, c1, c2, c3, aaa, ca, sa, sd, cd, c, sg, cg
As Variant

b1 = 1: b2 = 1 'PILLANGÓ

'Galaxisok együttműködése. koord.kezdőpont G1 nél, G1-G2 távolság c, G2 elfordulási szöge omega.

' G1-P(x,y)-G2virtuális kör középpont és G2 négyszögből számítható a találkozó

'körívvek érintőnkr szöge, ez a szög gamma a mozgásvektorok viszonya, amely minden pozícióban

'számítható és $A = \sin g + \cos g$ a téraktivitás függvény. {A} hasonló mint a többi esetben

'de $A = K \cdot \sin g + \cos g$, vagy $A = \sin g + K \cdot \cos g$ alak jelenik meg.

'Az összefüggés konkrét galaxis távolság és elfordulás esetén összetett

'a program egyszerűsített síkmetszetre készült

For i = -400 To 500 Step 0.3

For j = -500 To 400 Step 0.3

c = 200: KK = 1: k = 1 ' k=sin t, KK= cos t+sin t, t= Pi-omega/2

' itt omega = Pi azaz ellenkező irányúak a galaxisok külső mozgásvektorai

If i = 0 Then i = 0.0000001

aa = j / i 'tangens alfa! P ponthoz G1 és G" ből húzott egyenesek hajlása

aaa = aa * aa

If aaa = 1 Then aaa = 0.999999

a = 2 * aa / (Sqr(Abs(1 - aaa)))

a4 = Sqr(1 + a * a)

sa = a / a4

ca = 1 / a4

'-----

z = c - i

If z = 0 Then z = 0.0000001

bb = j / z

bbb = bb * bb

If bbb = 1 Then bbb = 0.999999

b = 2 * bb / (1 - bbb)

b4 = Sqr(Abs(1 - bbb))

If a1 = 1 Then sa = 0: aa = 0.0000001

sb = b / b4

cb = 1 / b4

c1 = KK * (-sa * cb - ca * cb) + k * (sa * sb + ca * sb)

'-----

If j = 0 Then j = 0.0000001

aa = i / j 'tangens alfa! P ponthoz G1 és G" ből húzott egyenesek hajlása

aaa = aa * aa

If aaa = 1 Then aaa = 0.999999

a = 2 * aa / (Sqr(Abs(1 - aaa)))

a4 = Sqr(1 + a * a)

sa = a / a4

ca = 1 / a4

'-----

z = c - j

If z = 0 Then z = 0.0000001

```

bb = i / z
bbb = bb * bb
If bbb = 1 Then bbb = 0.999999
b = 2 * bb / (1 - bbb)
b4 = Sqr(Abs(1 - bbb))

```

```

If a1 = 1 Then sa = 0: aa = 0.0000001
sb = b / b4
cb = 1 / b4

```

```

c2 = KK * (ca * sb + sa * sb) + k * (ca * cb + sa * cb)
'aktivitás értékei KK állandó, k=(Pi-omega/2),cos k = K, sin k= K', KK=K+K',

```

```

c1 = c1 + c2
c1 = 450 * c1 'építkezés-bomlás,téraktivitás
'c1 = 10000 * (1 / (j * j)) / c1 ' elmozdulás szinusz(tengely felé osztva az absz elmozdulással)
If c1 > 0 Then r = Abs(Int(c1)) / 2 'szinek hozzárendelése
If c1 < 0 Then b = Abs(Int(c1)) / 2
If b > 255 Then b = Abs(Int(b / 255))
If b > 255 Then b = 255
If b < 0 Then b = 0: g = Abs(Int(c1 / 255))
If r > 255 Then r = Abs(Int(r / 255))
If r < 0 Then r = 0: g = Abs(Int(c1 / 255))
If r > 255 Then r = 255
If g > 255 Then g = 255

```

```

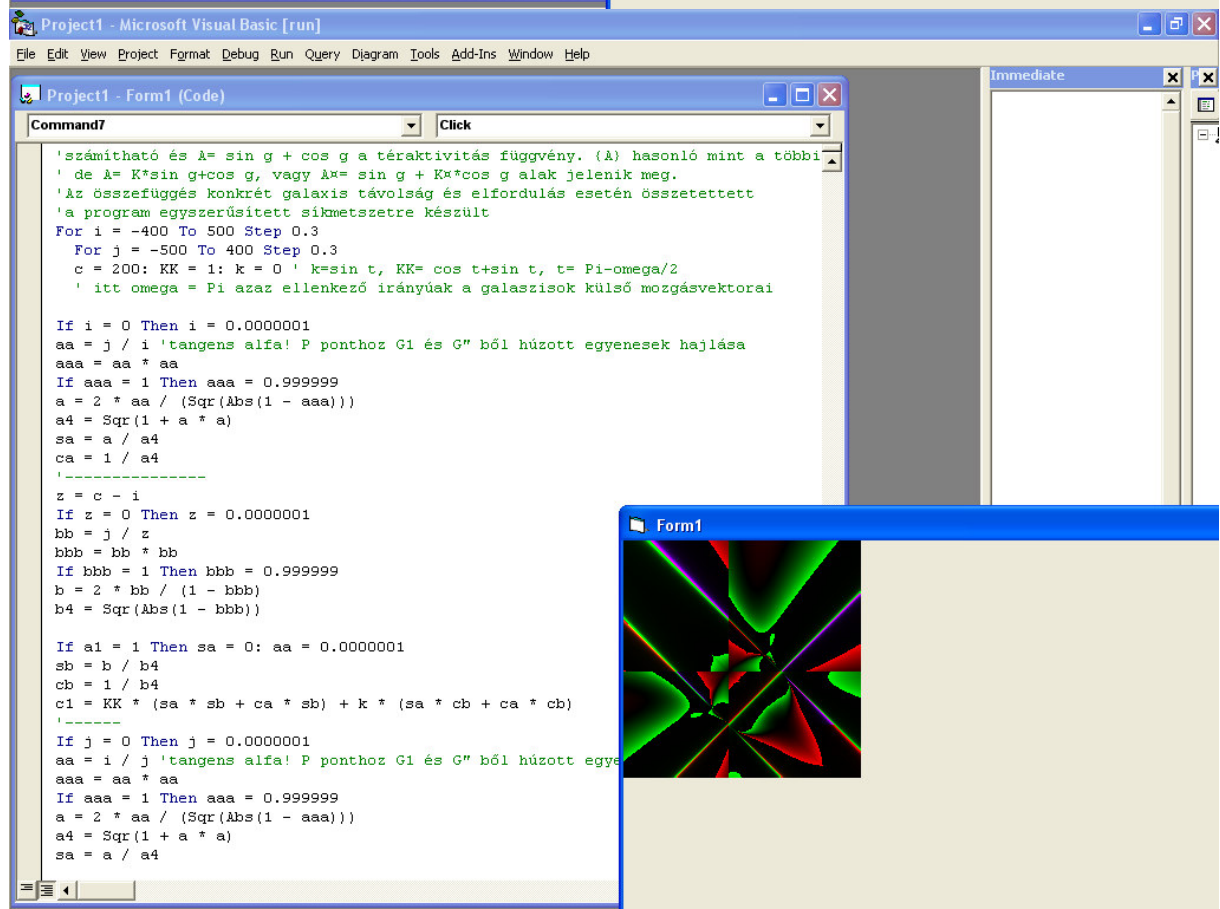
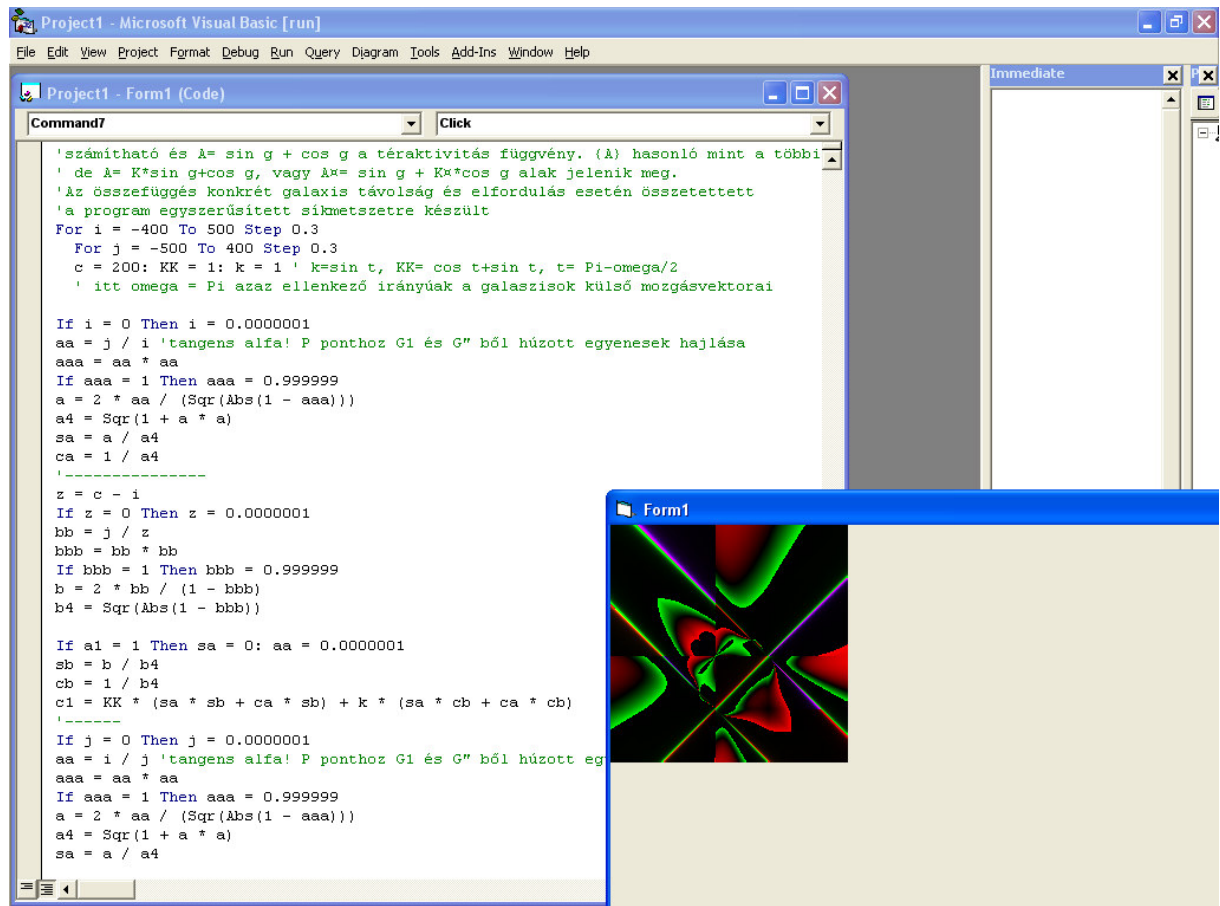
PSet (b2, b1), RGB(r, b, g)

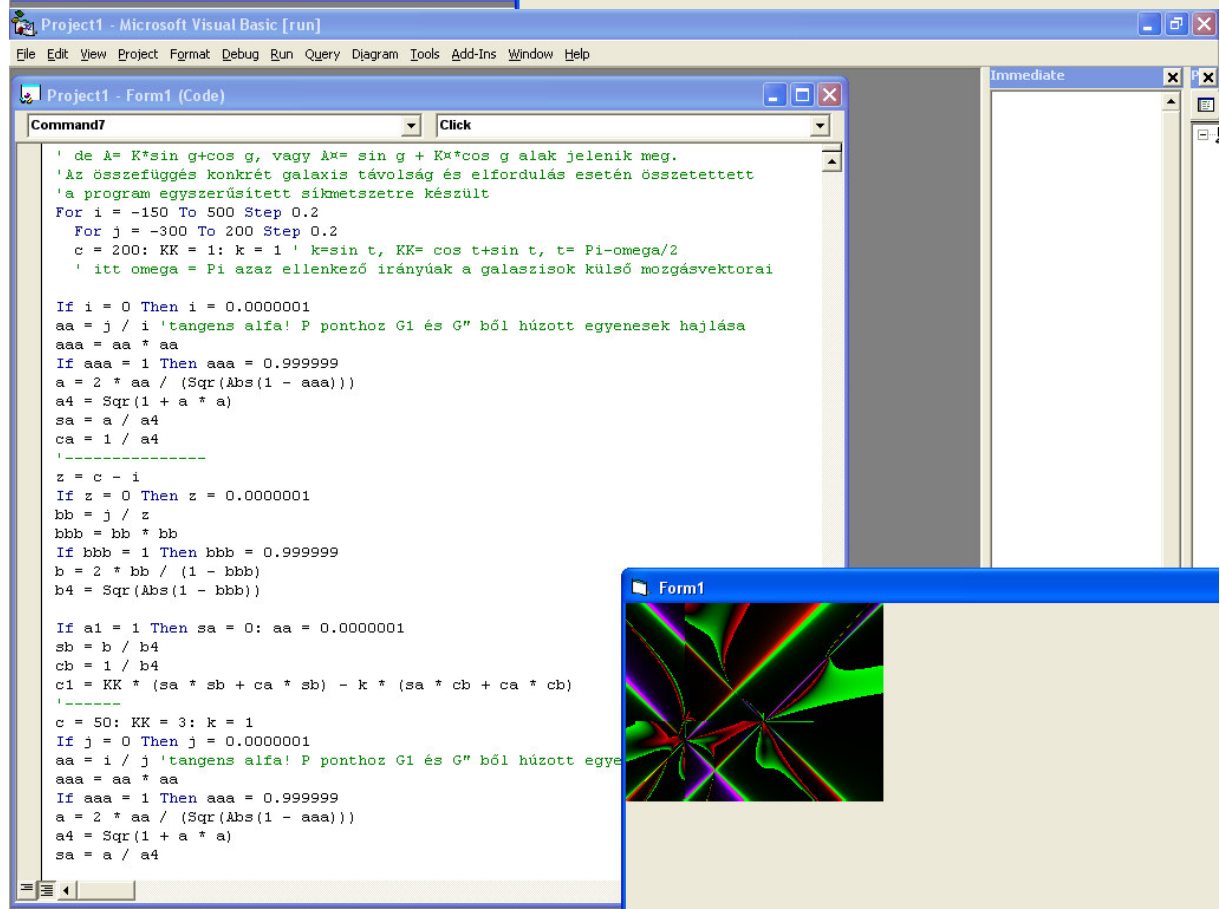
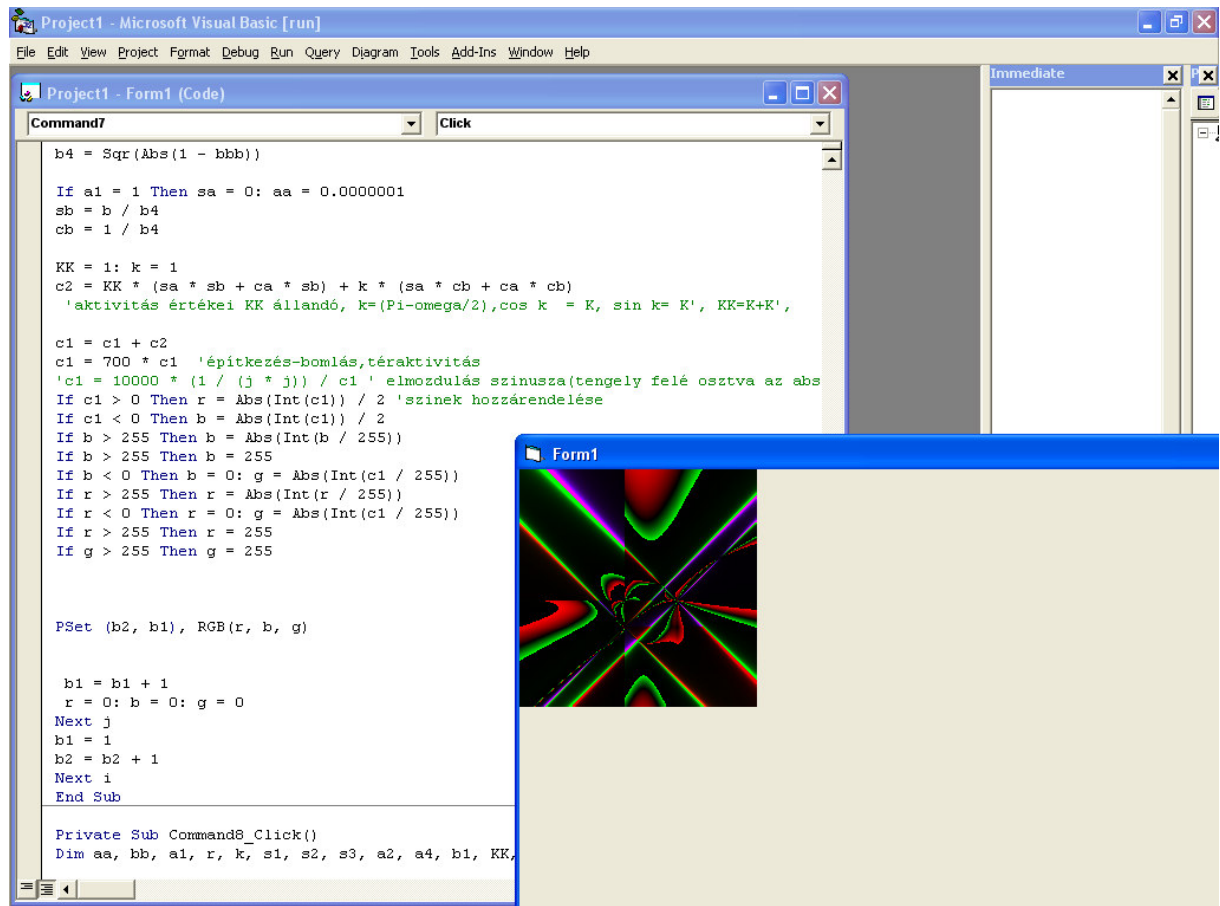
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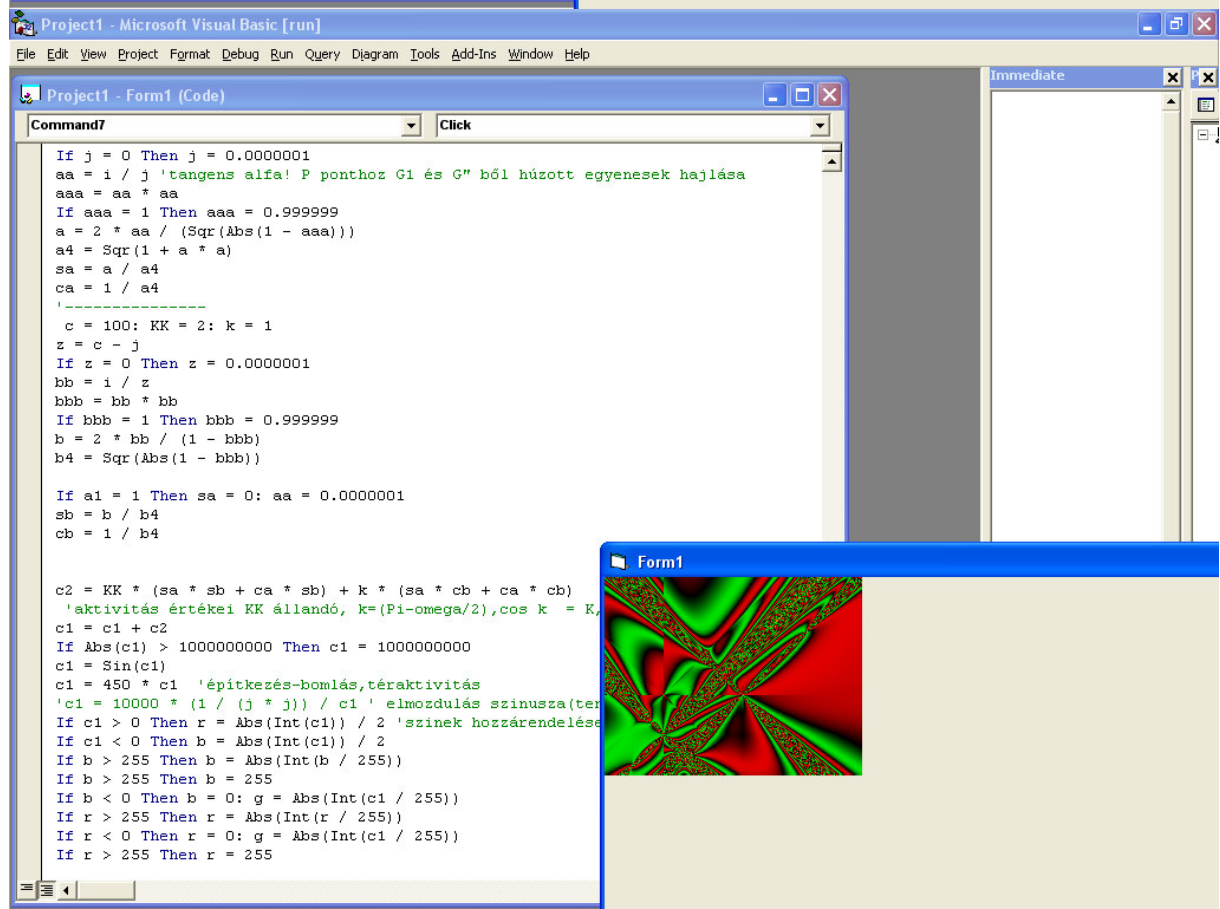
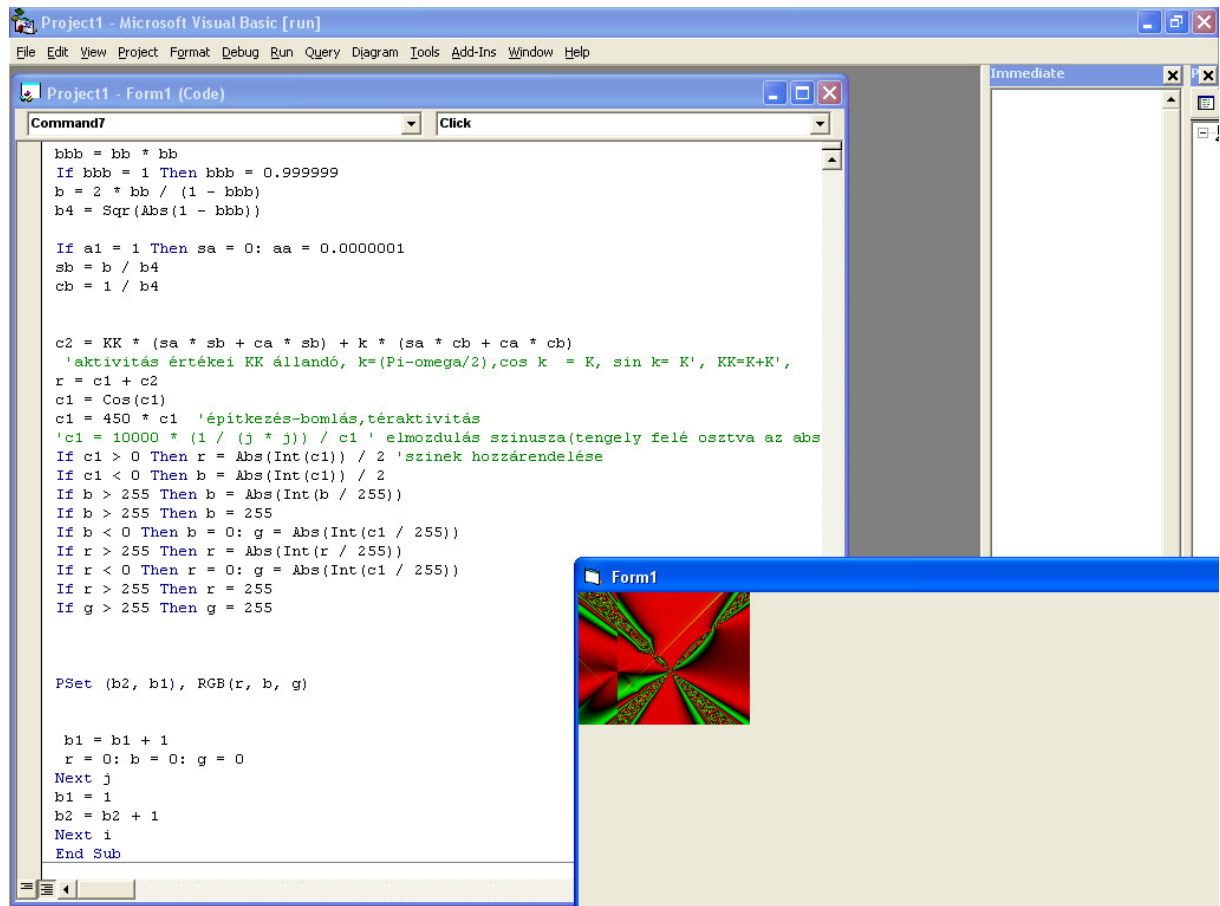
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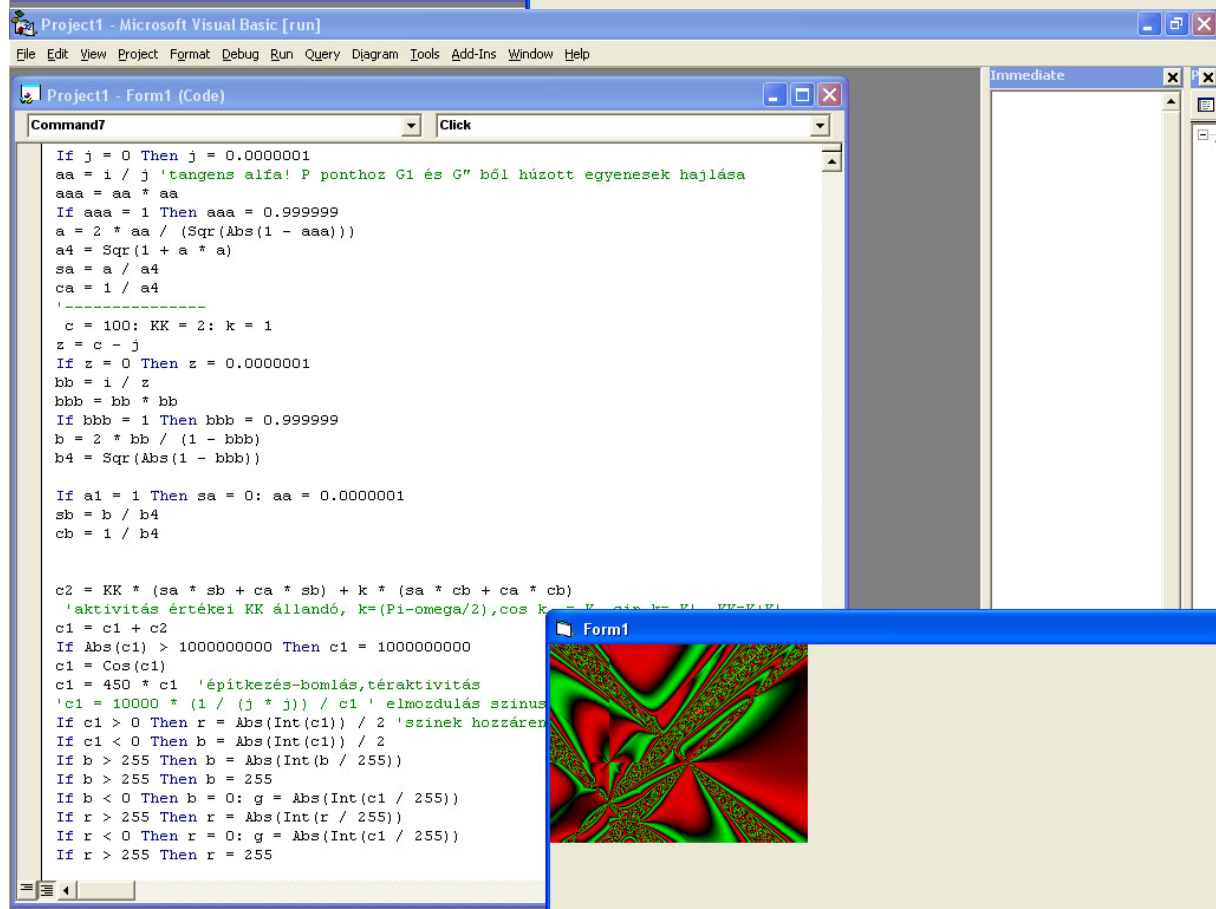
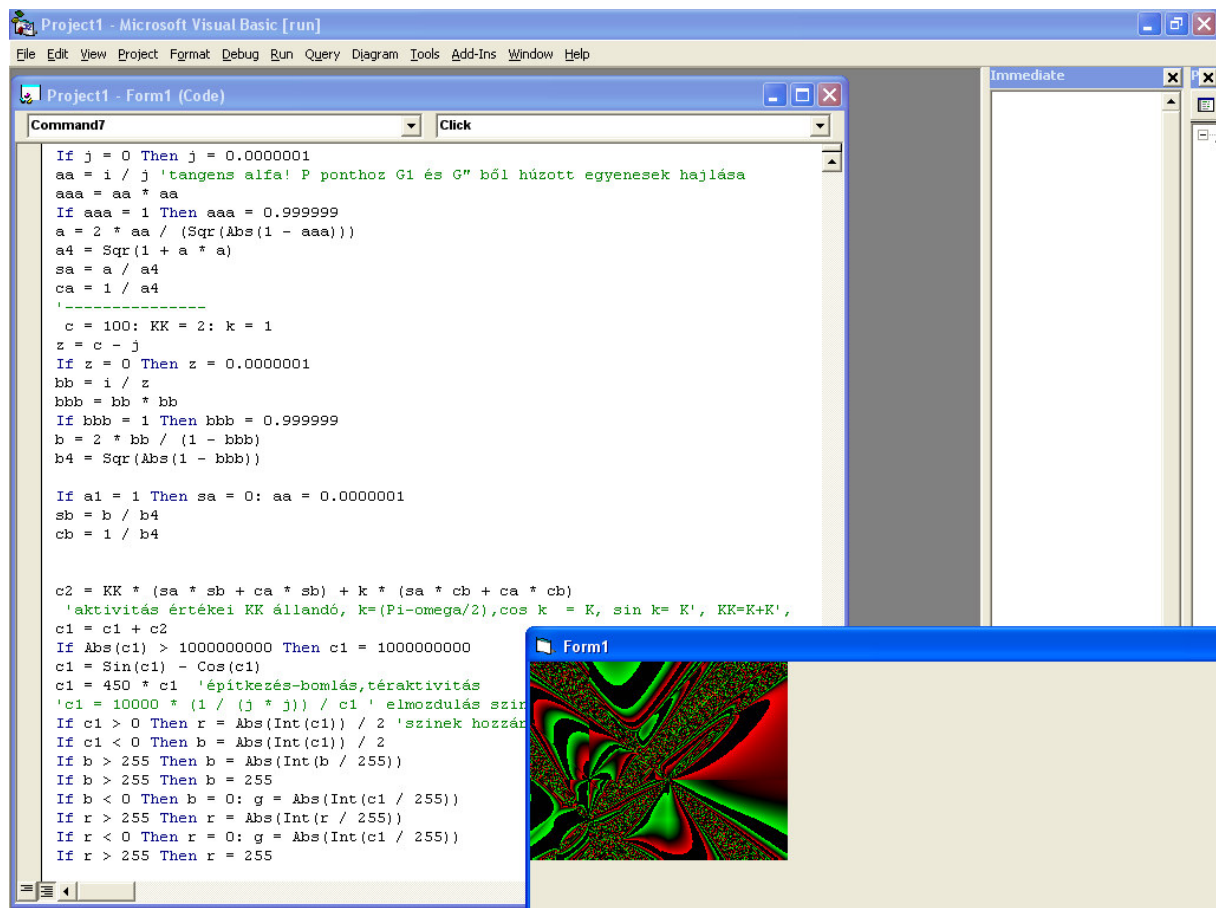
b1 = b1 + 1
r = 0: b = 0: g = 0
Next j
b1 = 1
b2 = b2 + 1
Next i
End Sub

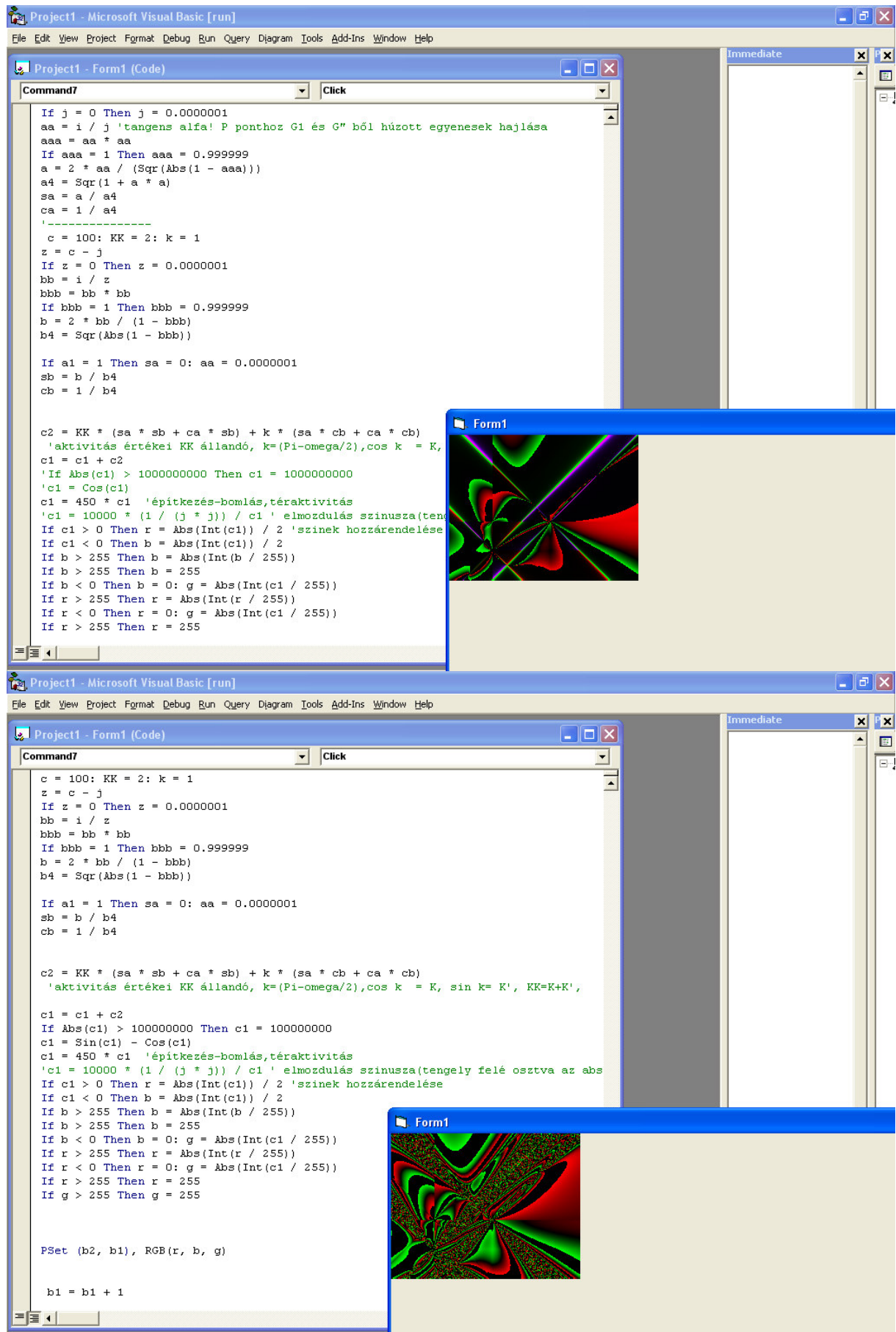
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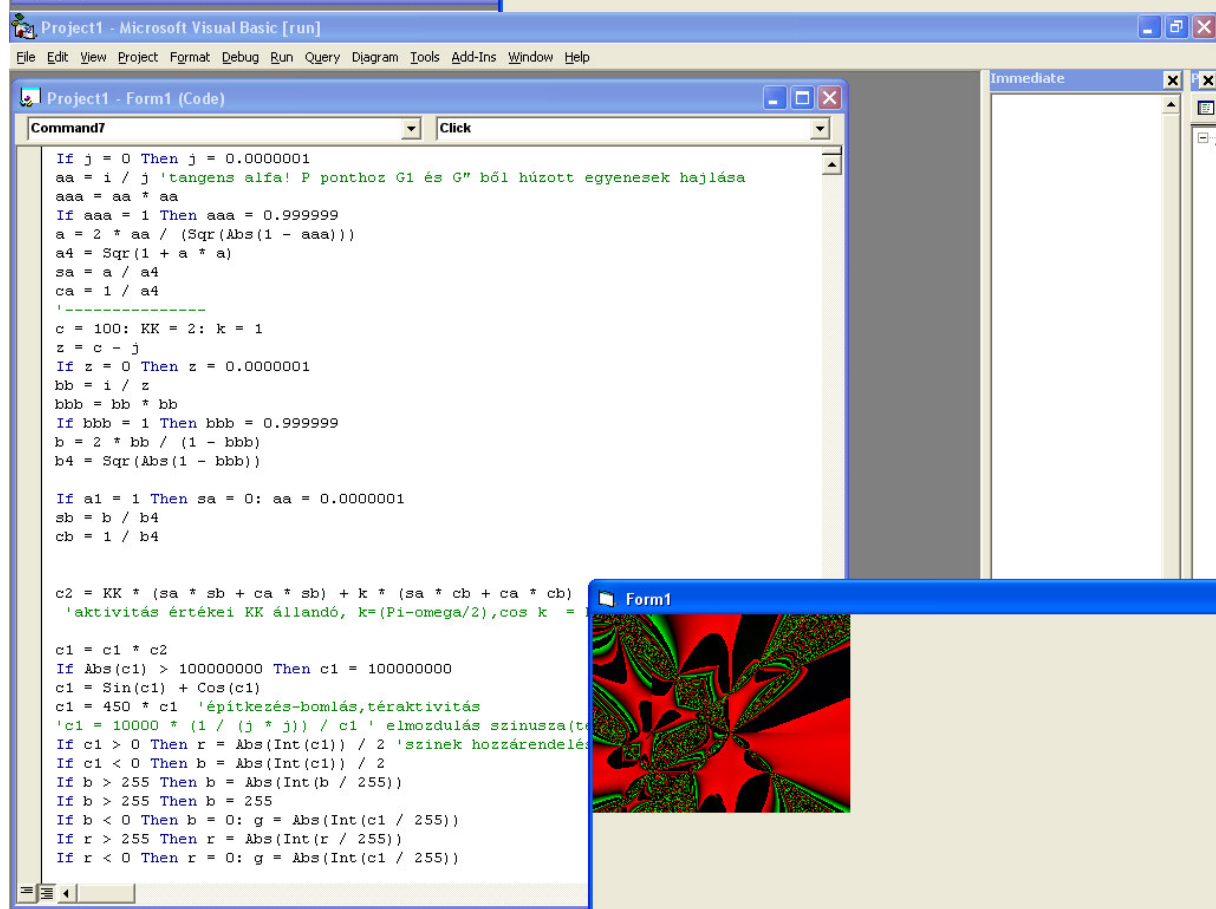
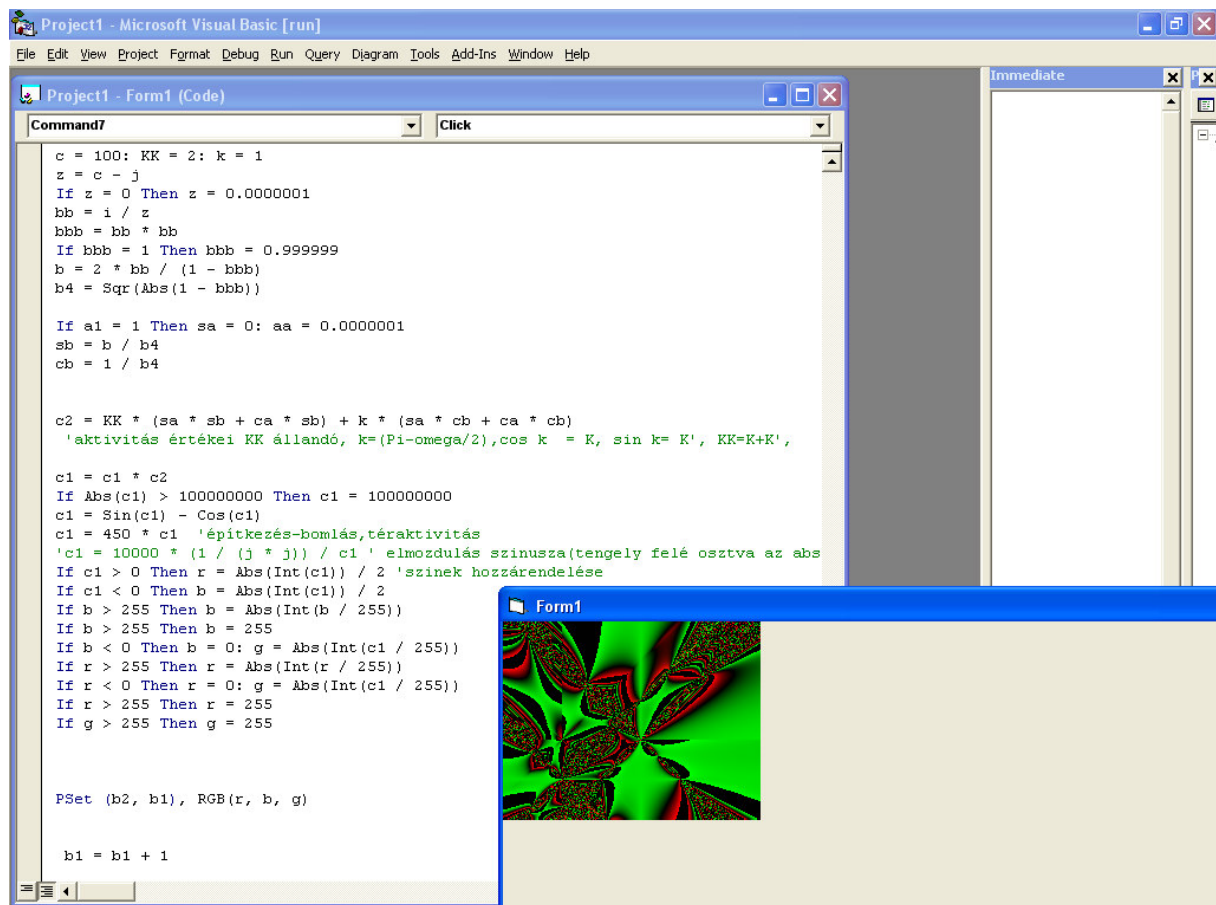


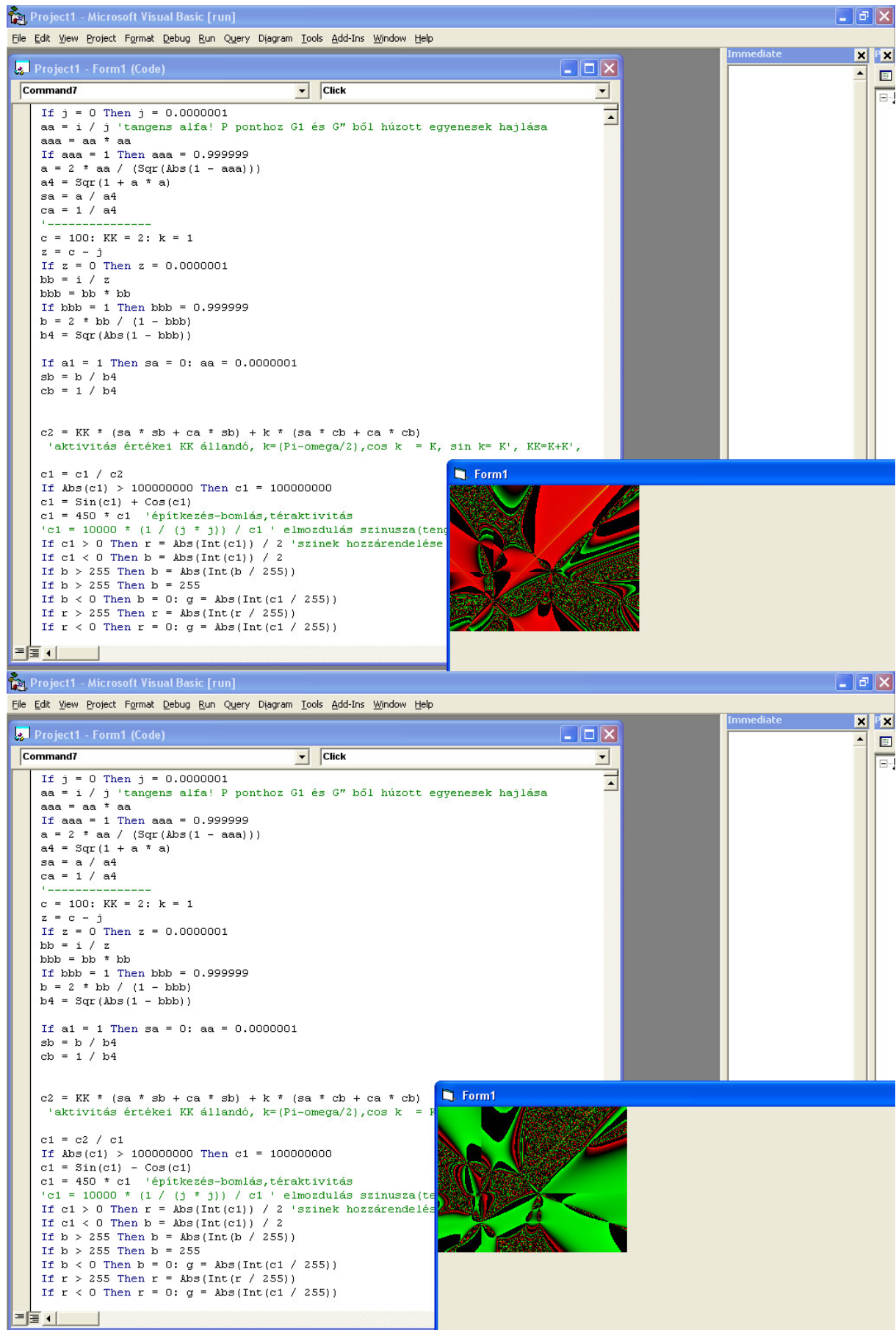


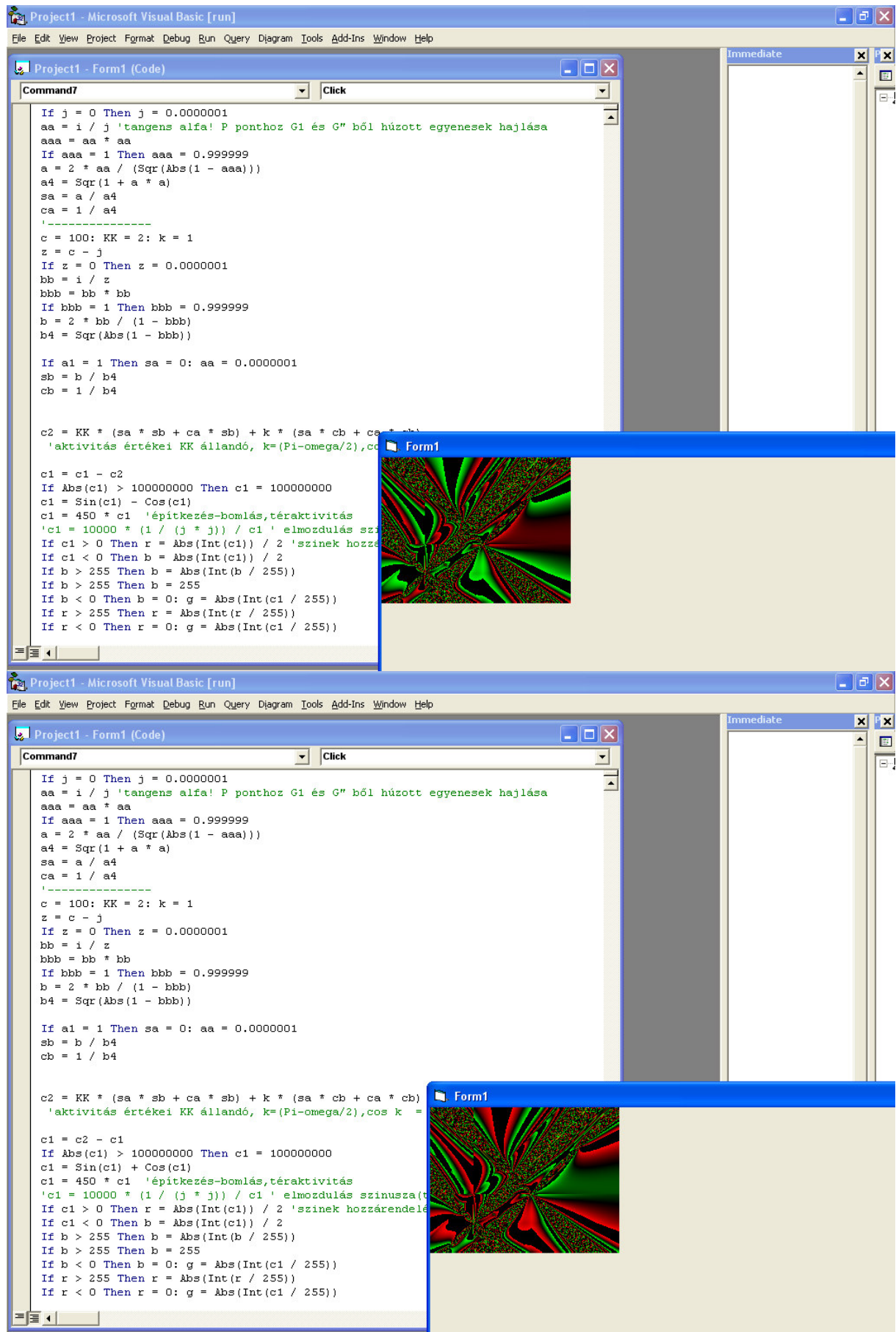


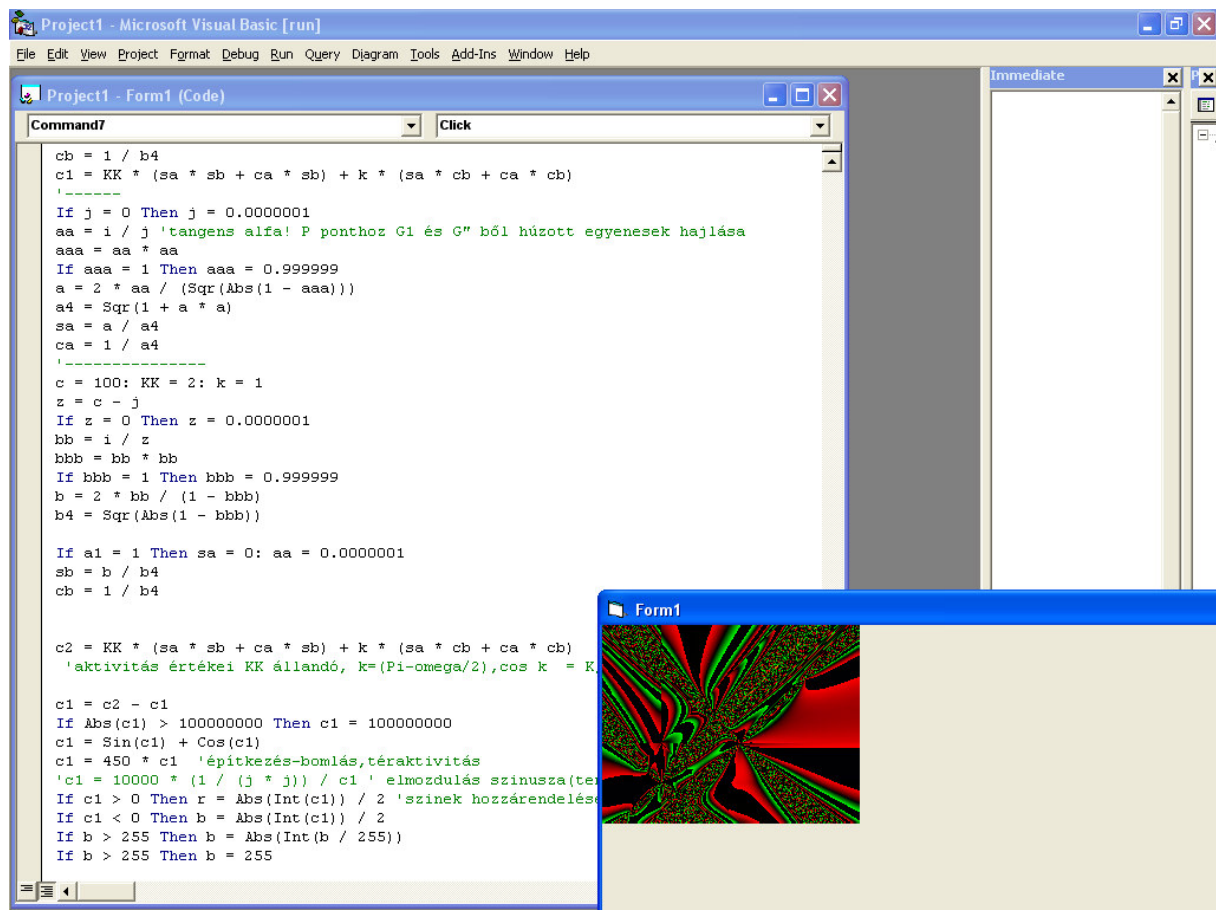












Alsóörs, 2025. 10. 02. /feltöltés! /

