

Quickcpy++

Hackstring: `␣cos-1(10<??>!␣▶t00xnor2␣n00√(@20003:<strcpy>`

D8A0<or>:

0 0 ▒ 0 0 ▒ 0 @ . ° @ ▶t ImP(∠ 0 0 0 0
@ ln(1 0 @ ! 0 0 E @ 0 0 0

A = 10.000 A0 D1 A2 1F 01
B = 1 0.1 02 80 D1 90 20 AC
C = 1 02 CC 3E 9D 23

D8C0<-> (E9E0 ver):

or @ 0 0 0 0 - 0 6 @ 2 0 G ▶Simp @ @ 1
0 RanInt#(° 0 0 0 0 x @ 0 0 @ tanh(1 0

A = 10.000 C0 D1 A2 1F A0
B = 1 9.C 16 E9 80 0E 20 9F
C = 1 BC 23

D8E0<G>:

0 0 . Q(1 0 efRanIn Mean(0 ▶a+bi @ 2 0
. Q(1 0 or @ or ! P @ or @

A = 10.000 E0 D1 A2 1F 62
B = 1 F.AEF 5A D2 03 62 A0
C = 1 EF A0 BF A0 EF 23

Launcher:

<48 s6> . Q(1 0 @ ▶t @ 0 ▶a+bi @ 2 0 .
Q(1 0 or @ or ! Q(@ 2 0 or @ p @ 0 0
Mean(

A = 10.000 62 11 D1 02 D2

B = 1 0.3 62 A0 EF A0 62 0D

C = 1 A0 EF BF 5A 23

Hex editor

10	E3	42	07	01	00	0C	E3	F0	F5	02	00	00	00	00	00
00	00	00	00	00	00	00	00	2E	62	01	00	10	E3	DA	83
A8	9F	00	00	5C	A0	00	00	94	98	02	00	00	00	00	00
70	61	01	00	3E	9D	00	00	2F	00	90	C7	00	00	3E	9D
00	00	04	00	D4	4B	01	00	3E	9D	00	00	A7	00	F4	FC
01	00	66	E3	D4	4B	01	00	08	40	02	00	00	00	00	00
00	00	00	00	74	1F	02	00	70	61	01	00	F4	FC	01	00
40	00	86	8C	02	00	98	E3	00	00	90	C7	00	00	3E	9D
00	00	A8	00	D4	4B	01	00	08	40	02	00	00	00	00	00
00	00	00	00	74	1F	02	00	42	E6	3E	9D	00	00	00	00
A0	9C	00	00	44	E6	0F	00	AE	1B	02	00	CC	61	01	00
16	39	01	00	D6	4B	01	00	52	0B	02	00	00	00	00	00
D2	03	02	00	3E	9D	00	00	44	E6	90	C7	00	00	3E	9D
00	00	38	00	F4	FC	01	00	EE	E3	D4	4B	01	00	08	40
02	00	00	00	00	00	00	00	00	00	74	1F	02	00	40	E6

3E 9D 00 00 00 00 A0 9C 00 00 1A E4 00 00 A5 9C
00 00 00 00 02 00 B0 3A 01 00 01 00 80 0E 01 00
44 E6 00 00 52 E5 36 16 02 00 00 00 BC 6E 01 00

00 00 74 1F 02 00 42 E6 3E 9D 00 00 01 00 A0 9C
00 00 00 00 00 00 B0 3A 01 00 FA E5 74 1F 02 00
86 E4 D6 4B 01 00 A5 9C 00 00 00 00 00 00 F4 FC

01 00 1F FC 18 96 01 00 A8 9F 00 00 5C A0 00 00
3E 9D 00 00 C4 00 F4 FC 01 00 80 E4 D4 4B 01 00
08 40 02 00 00 00 00 00 00 00 00 00 74 1F 02 00

C8 E4 3E 9D 00 00 00 00 A5 9C 00 00 00 00 00 00
F4 FC 01 00 1E FC 18 96 01 00 A8 9F 00 00 5C A0
00 00 3E 9D 00 00 68 00 F4 FC 01 00 C2 E4 D4 4B

01 00 08 40 02 00 00 00 00 00 00 00 00 00 74 1F
02 00 00 00 3E 9D 00 00 00 00 F4 FC 01 00 26 FC
18 96 01 00 A8 9F 00 00 5C A0 00 00 3E 9D 00 00

0C 00 F4 FC 01 00 FA E4 D4 4B 01 00 08 40 02 00
00 00 00 00 00 00 00 00 74 1F 02 00 B0 3A 01 00
02 E6 74 1F 02 00 40 E6 3E 9D 00 00 00 00 A0 9C

00 00 00 00 00 00 30 BF 00 00 08 40 02 00 00 00
00 00 00 00 00 00 74 1F 02 00 40 E6 3E 9D 00 00
01 00 A0 9C 00 00 00 00 00 00 B0 3A 01 00 52 E5

74 1F 02 00 40 E6 3E 9D 00 00 FF FF A0 9C 00 00
42 E6 42 E6 3E 9D 00 00 00 00 A5 9C 00 00 40 E6
00 00 3E 9D 00 00 00 00 A0 9C 00 00 BE E5 00 00

```

A5 9C 00 00 00 00 00 00 30 BF 00 00 70 61 01 00
FA 3F 02 00 00 00 00 00 00 00 00 00 A8 9F 00 00
5C A0 00 00 E6 C1 00 00 00 00 4E E6 A5 9C 00 00

00 00 00 00 EA ED 01 00 50 E6 00 00 00 00 D6 4B
01 00 A5 9C 00 00 5A E6 00 00 6A 21 01 00 00 00
74 82 01 00 10 40 02 00 D6 4B 01 00 A5 9C 00 00

00 00 00 00 2E 62 01 00 D4 DD 00 06 36 9D 00 00
2E 62 01 00 05 05 48 E6 80 8F 00 00 2E 62 01 00
05 25 53 E6 80 8F 00 00 7E 94 00 00 80 75 01 00

00 05 20 00 86 53 01 00 3C 9F 00 00 5C A0 00 00
48 A2 00 00 32 E6 3E 9D 00 00 01 00 A5 9C 00 00
00 00 00 00 A5 30 01 00 40 03 60 E6 00 E3 00 00

32 89 0E 00 00 00 B0 3A 01 00 00 E3 74 1F 02 00
51 D5 00 00 00 00 00 00 41 64 64 72 3A 20 00 00
00 00 00 56 61 6C 75 65 3A 20 00 00 00 00 00 00

```

Launcher:

```

<48 sô> × @ 0 0 G or 0 0 = 0 1 0 ( @ G
►Simp 0 m 0 0 @ tanh( 1 0 2 LCM( 1 0 0
0 = 0 1 0 M @ G ►Simp ( p m 2 LCM( 1
0 0 0 √( @ 2 0

```

@ = 10.000 9F A0 03 20 E9:

@ = 1 18 03 E9 01 1F 23