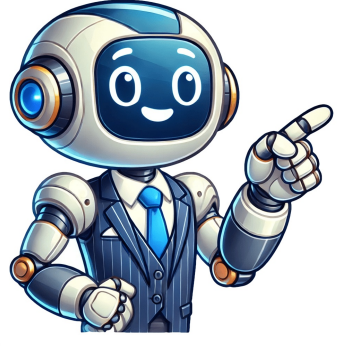


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the free encyclopedia that anyone can edit.117,937 active editors 7,001,233 articles in EnglishThe English-language Wikipedia thanks its contributors for creating more than seven million articles! Learn how you can take part in the encyclopedia's continued improvement.GL Mk.II transmitter vanRadar, Gun Laying, MarkI, or GL Mk.I.I for short, was an early World WarII radar system developed by the British Army to provide information for anti-aircraft artillery. There were two upgrades, GL/EF (elevation finder) and GL Mk.II (pictured), both improving the ability to determine a target's bearing and elevation. GL refers to the radar's ability to direct the guns onto a target, known as gun laying. The first GL sets were developed in 1936 using separate transmitters and receivers mounted on gun carriages. Several were captured in 1940, leading the Germans to believe falsely that British radar was much less advanced than theirs. The GL/EF attachment provided bearing and elevation measurements accurate to about a degree: this caused the number of rounds needed to destroy an aircraft to fall to 4,100, a tenfold improvement over early-war results. The Mk.II, which was able to directly guide the guns, lowered the rounds-per-kill to 2,750. About 410 Mk.IIs and 1,679 Mk.IIs were produced. (Fullarticle...)Recently featured: Andrea NavageroNosy KombamcDonnell Douglas Phantom in UK serviceArchiveBy emailMore featured articlesAboutLieke Klaver ahead in the women's 400 metres final...at a 400-metre race in 2025 (pictured) was won by Lieke Klaver, who pretended that an absent competitor was running in front of her?... that the land snail Drymaeus peccolus is notable for the striking variety of colors and patterns on its shell?... that a forensic investigation of Signalgame has determined how a journalist was included in a group chat about Operation Rough Rider?... that two of the players involved in the 2005 Vietnamese football match-fixing scandal did not accept payment because they felt ashamed?... that a rebellion against a peace treaty with the Yuan dynasty operated out of the Hermitic Site of Anti-Mongolian Struggle on Jeju Island... that Nathan Frink fled the United States with enslaved children to settle in Canada, where he was elected as a Member of the Legislative Assembly and caught in a smuggling conspiracy... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Cave Johnson Couts was separately acquitted for shooting his foreman, firing on funeral mourners, and whipping a native laborer to death?... that characters' scars in an episode of The Last of Us were made with a paste-based appliance and a food mixer?ArchiveStart a new articleNominate an articleNgg wa Thiong'oKenyan writer and activist Ngg wa Thiong'o (pictured) dies at the age of 87.In sumo, nosato Daiki is promoted to yokozuna.In association football, Liverpool win the Premier League title.In motor racing, Jif Palou wins the Indianapolis 500.Ongoing: Gaza warM23 campaignRussian invasion of UkraineTimelineSudanese civil warTimelineRecent deaths: Phil RobertsonMary K. GaillardPeter DavidAlan YentobGerry ConnollySebastiò SalgadoNominate an articleMay 30: Statehood Day in Croatia (1990)Johann Sebastian Bach1431 Hundred Years' War: After being convicted of heresy, Joan of Arc was burned at the stake in Rouen, France.1723 Johann Sebastian Bach (pictured) assumed the office of Thomaskantor in Leipzig, presenting the cantata Die Elenden sollen essen in St.Nicholas Church.1922 The Lincoln Memorial in Washington, D.C., featuring a sculpture of the sixteenth U.S. president Abraham Lincoln by Daniel Chester French, opened.1963 Buddhist crisis: A protest against pro-Catholic discrimination was held outside the National Assembly of South Vietnam in Saigon, the first open demonstration against President Ng nh Dim.2008 The Convention on Cluster Munitions, prohibiting the use, transfer, and stockpiling of cluster bombs, was adopted.Ma Xifan (d.947)Colin Blythe (b.1879)Norris Bradbury (b.1909)Wynonna Judd (b.1964)More anniversaries: May 29May 30May 31Archively emList of days of the yearAboutSeventeen performing "Oh My!" in 2016Seungh Korean boy band Seventeen made their debut on May 26, 2015, when they performed a showcase for their debut EP 17 Carat in front of a crowd of 1,000 people. Since then, the group have had 9 concert tours, 13 fan meetings, and have performed at a number of music festivals and awards shows. Their concert tours include the Night Here World Tour, which sold over one million tickets, and the Follow Tour, which was noted by Billboard as being the top grossing K-pop tour of 2023. In 2024, Seventeen made their first appearances at festivals in Europe, when they were the first South Korean act to perform at Glastonbury Festival's Pyramid Stage and as headliners for Lollapalooza Berlin. Seventeen's live performances are well regarded by fans and critics alike, and garnered them the award for Top K-pop Touring Artist at the 2024 Billboard Music Awards. (Fullist...)Recently featured: Accolades received by Top Gun: MaverickNational preserve76th Primetime Emmy AwardsArchiveMore featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiaigwa's (‘right/correct sun’), was a Teme-Augama Anishnabai chief, fur trader, and gold prospector in Upper Canada. He was a prominent employee of the Hudson's Bay Company. Tonen was the elected deputy chief before being the lead chief and later the life chief of his community. In his role as deputy, he negotiated with the Canadian federal government and the Ontario provincial government, advocating for his community to receive annual financial support from both. His attempts to secure land reserves for his community were thwarted by the Ontario premier Oliver Mowat. Tonen's prospecting triggered a 1906 gold rush and the creation of Kerr Addison Mines Ltd., although one of his claims was stolen from him by white Canadian prospectors. This photograph shows Tonen in 1909.Photograph credit: William John Winter; restored by Adam CuerdenRecently featured: Australian white hisBhell Gate BridgeAnemononides blandaArchiveMore featured picturesCommunity portal The central hub for editors, with resources, links, tasks, and announcements.Village pump Forum for discussions about Wikipedia itself, including policies and technical issues.Site news Sources of news about Wikipedia and the broader Wikimedia movement.Techouse Ask basic questions about using or editing Wikipedia.Help desk Ask questions about using or editing Wikipedia.Reference desk Ask research questions about encyclopedic topics.Content portal A unique way to navigate the encyclopedia.Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a non-profit organization that also hosts a range of other volunteer projects. 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"Adore U" serves as the lead single for the EP.17 Carat features five tracks written, co-written, and co-produced by Seventeen's group members. "Adore U" was chosen as the lead single for the EP and was performed on multiple music shows by the group. "Shining Diamond" was used as a pre-single on the group's reality debut show. The group stated that the tracklist was chosen to reflect Seventeen's core concept of "boys' passion".[1] The album has two physical versions: one with a "black" themed photo card set, and the other with a "white" themed photo card set. All copies include a CD containing two songs and a mid-poster. "Adore U" is the single of the extended play. It was written by Wozi2, Bumzu, and Yeon Dong-gwon. The Korea Herald, 26 May 2015. Retrieved 30 November 2016. "Cumulative sales of 17 Carat." (2015 Album Chart). "2016 12 Album Chart". "2017 11 Album Chart". "2017 10 Album Chart". Korea Music Industry Association. Archived from the original on September 10, 2016. 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Retrieved from " 3The following pages link to 17 Carat External tools[link count]transclusion [count]sorted list See help page for transcluding these entriesShowing 50 items.View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Main Page [links] editPledis Entertainment discography [links] [edit]List of 2015 albums [links] [edit]2015 in South Korean music [links] [edit]Seventeen (South Korean band) [links] [edit]S.Coups [links] [edit]Vernon (rapper) [links] [edit]Wooon [links] [edit]List of awards and nominations received by Seventeen [links] [edit]Seventeen discography [links] [edit]Love & Letter [links] [edit]Joshua (singer) [links] [edit]Seventeen TV [links] [edit]17 carat (redirect page) [links] [edit]Going Seventeen [links] [edit]List of Seventeen live performances [links] [edit]Teen, Age [links] [edit]All [links] [edit]Bumzu [links] [edit]Boys Be [EP] [links] [edit]You Make My Day [links] [edit]You Made My Dawn [links] [edit]Jun (Chinese entertainer) [links] [edit]List of Stray Kids live performances [links] [edit]The8 [links] [edit]An Ode [links] [edit]SeungKwan [links] [edit]Fallen Flower [links] [edit]Heng-gar [links] [edit]Semicolon (EP) [links] [edit]Your Choice [links] [edit]Going Seventeen (web series) [links] [edit]Not Alone (seventeen song) [links] [edit]Atsuka (EP) [links] [edit]Rock with You (Seventeen song) [links] [edit]Wozi (South Korean singer) [links] [edit]Don't Wanna Cry (Seventeen song) [links] [edit]Darling [links] [edit]Face the Sun [links] [edit]Left & Right (Seventeen song) [links] [edit]24H (EP) [links] [edit]We Make You [links] [edit]Hot (Seventeen song) [links] [edit]Dream (Seventeen EP) [links] [edit]BSS (band) [links] [edit]FML (EP) [links] [edit]Super (Seventeen song) [links] [edit]Always Yours (album) [links] [edit]Seventeenth Heaven [links] [edit]View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from " WhatLinksHere17 Carat"Resident Evil Zero launched for the Nintendo GameCube over 12 years ago, which not only makes me feel old but also makes me wonder whether such an antiquated game has a place on the current gen systems.As its name suggests, Resident Evil Zero was a prequel to Resident Evil, which also enjoyed a remake for the GameCube and was subsequently re-released in HD for the Xbox One last year. At the time, Capcom said it had been their fastest selling digital title to date, and it's not hard to see why. The more recent Resident Evil games simply aren't very good.Despite that, Resident Evil remains one of Capcom's most valuable franchises. Beyond the main series of games, it also has a cheezy line of action-horror novellas, all sorts of licensed books, merch, and more game spin-offs than should ever be necessary.You may like I never finished Resident Evil Zero as a kid; my dog's insatiable desire to chew on the GameCube's proprietary cables saw to that. So, I was heading into Resident Evil Zero with a nostalgic urge to finish what I began. Sadly, in 2016, I think nostalgia is potentially the best thing that Resident Evil Zero has to offer.Disclosure: This review was conducted on Xbox One using a copy provided by Capcom.ZeroSumAs mentioned, Resident Evil Zero is a prequel, overlapping with the original game. You can control either Rebecca Chambers, a rookie S.T.A.R.S. operative separated from her team in the mutant infested mountains from the original, or Billy Coen, a disgraced military lieutenant who recently escaped a trip to death row.Resident Evil Zero won't win any Oscars. The franchise follows a standard formula: biotech company attempts to play God, creating biological weapons for profit, viruses leak through various mishaps or sabotage, and then bad things happen if you're a fan who hasn't played Zero before, you'll appreciate the additional insights for events leading into Resident Evil and Resident Evil 2, particularly when it comes to the relationship between signature antagonists William Birkin and Albert Wesker. Though, for the most part, the plot is a forgettable affair. It serves mainly as an excuse for the game's various undead mutants and haunted locations, and it works pretty well in that role.Like Resident Evil HD before it, Zero's backdrops are at least hauntingly beautiful in their own artistic right. When it comes to visuals, Capcom hasn't done a massive amount of spring cleaning and part of that lies in the game's format. Like every Resident Evil pre-Code Version, the game relies on static pre-rendered backdrops that merely imitate a 3D environment. In previous generations, this allowed Capcom to create the illusion of something more detailed, but they also helped the game radiate a claustrophobic atmosphere with fixed camera angles. In 2016, such techniques have become unnecessary, and when Zero does feature a truly 3D object, they sit jarringly on top of the game's static art like low-poly invaders.That said, like Resident Evil HD before it, Zero's backdrops are at least hauntingly beautiful in their own artistic right. When you consider its age, Resident Evil Zero's locations are well-detailed, basking in that classic atmosphere that the most recent iterations have largely forgotten. The musical treatment is suitably eerie too, surrendering a mixture of moody orchestral tones, foreboding natural ambience and occasional dead silence which often indicates an imminent, looming threat. Quiet is rarely good.Resident Evil Zero pulls off some interesting tricks to bring the static backgrounds to life. Light sources throw dynamic shadows from the game's horrific creatures, and surfaces like windows and puddles cast ghostly reflections. Despite the addition of widescreen and a bumped resolution, Resident Evil Zero will still require a little adjusting of expectations on your part. These issues repeatedly hint at the game's age, kicking you out of the immersion.Certain 3D models seem to have enjoyed a little polish, while others appear blurry and pixelated, as though they stepped out of the time machine too soon. This problem is especially evident in Resident Evil Zero's pre-rendered cut-scenes, which present like YouTube videos streaming on dial-up. The visuals aren't the only thing that requires you to think creatively, utilizing both characters in tandem. And for those times you're forced to go it alone, it can make combat far more risky and tense; two shooters are better than one, after all. As mentioned, you can split the characters up at will should you choose to, allowing you to cover more ground and potentially solve the game's maze puzzles more efficiently. It's even more fun in Zero's take on Game +1, which allows players to team up with the super-human Albert Wesker on the second play-through on Normal difficulty, though, combat scenarios often feel tuned to have two characters present, making it hard to judge whether or not splitting up is a good idea. Weighing up the risks of splitting up is quite an interesting concept, but the bigger, scarier risk is considering whether or not you'll end up having to leave items behind for tedious backtracking later on.The mechanics that work well in Resident Evil Zero are the ones that worked well in its predecessor.Resident Evil Zero is supposed to be a survival horror game, and it certainly has all the appropriate Resident Evil elements. Blood-stained, abandoned Umbrella Inc facilities, creepy text-files, shambling undead, but having an A.I. partner at your beck and call strips away that isolated feeling the fixed-camera usually imposes. Your A.I. partner will immediately hint at anything that moves, whether it's on-screen or not, eliminating the fear of not knowing what's around the corner. When combined with frequent trips to the inventory menu, the tension is diminished. Zero simply isn't very scary.The mechanics that work well in Resident Evil Zero are the ones that worked well in its predecessor. The item-hunting crawl is as satisfying as it always was, despite the inventory issues. Whether it's finding that particular key you need, solving that strange puzzle, discovering that desperate first aid spray as you're inches from death, there's plenty to love about Resident Evil Zero, particularly if you're a fan of those classic games.Normal mode poses a significant challenge in its own right. 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