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X-Men: Legacy

issue #208 to X-Men: Legacy. Prior to the name change, the series is usually referred to as X-Men (vol. 2) because the first series, Uncanny X-Men, was titled

X-Men: Legacy is a comic book series published by Marvel Comics featuring the mutant superhero team the X-Men.

The title began its publication in October 1991 as X-Men. From 2001 until 2004 it was published as New X-Men. It had reverted from issue #157 to its original title X-Men, but changed again from issue #208 to X-Men: Legacy. Prior to the name change, the series is usually referred to as X-Men (vol. 2) because the first series, Uncanny X-Men, was titled The X-Men prior to 1981. In addition, a new unrelated ongoing series titled X-Men was later released starting in 2010, and is generally referred to as X-Men (vol. 3).

X-Men: Legacy was relaunched in 2012 as part of Marvel NOW! with a new issue #1. The new volume, written by Simon Spurrier, focuses on Legion, son of the recently deceased...

Mitsubishi X-2 Shinshin

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The Mitsubishi X-2 Shinshin (?? X-2 ??, formerly the ATD-X) is a Japanese experimental aircraft for testing advanced stealth fighter aircraft technologies. It is being developed by the Japanese Ministry of Defense Technical Research and Development Institute (TRDI) for research purposes. The main contractor of the project is Mitsubishi Heavy Industries. Many consider this aircraft to be Japan's first domestically made stealth fighter. ATD-X is an abbreviation for "Advanced Technology Demonstrator – X". The aircraft is widely known in Japan as Shinshin (??; meaning "mind" or "spirit.") although the name itself is an early code name within the Japan Self-Defense Forces and is not officially in use. The aircraft's first flight was on 22 April 2016.

The success of this development test prototype...

Final Fantasy X-2

Final Fantasy X-2 is a 2003 role-playing video game developed and published by Square for the PlayStation 2. Unlike most Final Fantasy games, which use

Final Fantasy X-2 is a 2003 role-playing video game developed and published by Square for the PlayStation 2. Unlike most Final Fantasy games, which use self-contained stories and characters, X-2 continues the story of Final Fantasy X (2001). The story follows Yuna as she searches for Tidus, the main character of the previous game, while trying to prevent political conflicts in Spira from escalating to war.

Final Fantasy X-2 was the first game in the series to feature just three player characters and an all-female main cast. The battle system incorporates Final Fantasy character classes—one of the series' signature gameplay concepts—and is one of the few entries to have multiple possible endings. The soundtrack was created by Noriko Matsueda and Takahito Eguchi in lieu of long-time Final Fantasy...

Music of Final Fantasy X-2

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The music of the video game Final Fantasy X-2 was composed by Noriko Matsueda and Takahito Eguchi. Regular series composer Nobuo Uematsu did not contribute any of the music, despite having composed around half of the soundtrack for the first game, Final Fantasy X. The Final Fantasy X-2 Original Soundtrack was released on two Compact Discs in 2003 by Avex. After the release of Final Fantasy X-2 International + Last Mission, an album entitled Final Fantasy X-2 International + Last Mission Original Soundtrack composed of the songs added to the soundtrack for that game was released in 2003 by Avex. Final Fantasy X-2 Piano Collection, a collection of piano arrangements of the original soundtracks by Noriko Matsueda, Takahito Eguchi, Hiroko Kokubu, Masahiro Sayama, and Febian Reza Pane, was released...

X-Force

incarnation of X-Force appears in the 2018 film Deadpool 2 as part of the X-Men film series. A planned X-Force film adaptation was in production at 20th Century

X-Force is a team of superheroes appearing in American comic books published by Marvel Comics, most commonly in association with the X-Men. Conceived by writer/illustrator Rob Liefeld, the team first appeared in New Mutants #100 (April 1991) and soon afterwards was featured in its own series called X-Force. The group was originally a revamped version of the 1980s team the New Mutants.

X-Force's first leader was the mutant Cable. An offshoot of the X-Men, X-Force takes a more militant and aggressive approach towards its enemies compared to the X-Men.

An alternate incarnation of X-Force appears in the 2018 film Deadpool 2 as part of the X-Men film series. A planned X-Force film adaptation was in production at 20th Century Fox, but canceled after Disney acquired the studio.

X-23

such as Avengers Academy, New X-Men (vol. 2), X-Force (vol. 3 & 6), X-Men Red (vol. 1), X-Men (vol. 6), and NYX (vol. 2). The character also appears in

Laura Kinney (designation X-23) is a fictional superheroine appearing in American comic books published by Marvel Comics, commonly in association with Wolverine, whose codename she has also used, and the X-Men. The character was created by writer Craig Kyle for the X-Men: Evolution television series in 2003, before debuting in the NYX comic series in 2004. Since then she has headlined two six-issue miniseries written by Kyle and Christopher Yost, the X-23 (2010) one-shot and the 2010 X-23 (vol. 3) ongoing series written by Marjorie Liu, the 2015 All-New Wolverine ongoing series by writer Tom Taylor, and the 2018 X-23 (vol. 4) ongoing series by writer Mariko Tamaki. Since December 2024, she has headlined the ongoing series Laura Kinney: Wolverine by writer Erica Schultz. Laura has also appeared...

X Window System

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The X Window System (X11, or simply X) is a windowing system for bitmap displays, common on Unix-like operating systems.

X originated as part of Project Athena at Massachusetts Institute of Technology (MIT) in 1984. The X protocol has been at version 11 (hence "X11") since September 1987. The X.Org Foundation leads the X project, with the current reference implementation, X.Org Server, available as free and open-source software

under the MIT License and similar permissive licenses.

Weapon X

#22. Marvel Comics. X-Force #2 X-Force #1 Gwenpool #1-5. Marvel Comics. Ultimate X-Men Vol 1 #2 Ultimate X-Men Vol 1 #10 Ultimate X-Men Vol 1 #12-14 Free

Weapon X is a fictional government genetic research facility project appearing in American comic books published by Marvel Comics. They were conducted by Department K, which turned willing and unwilling beings into living weapons to carry out covert missions like assassination or eliminating potential threats to the government. It was similar to human enhancement experiments in the real world, but it captured mutants and did experiments on them to enhance their abilities such as superpowers, turning them into weapons. They also mutated baseline humans. The Weapon X Project produced Wolverine, Deadpool, Sabretooth, and Weapon H.

The fictional experiment X, or the brutal adamantium-skeletal bonding process, written by Barry Windsor-Smith in his classic story "Weapon X" (originally published in...

X-ray astronomy

X-ray astronomy is an observational branch of astronomy which deals with the study of X-ray observation and detection from astronomical objects. X-radiation

X-ray astronomy is an observational branch of astronomy which deals with the study of X-ray observation and detection from astronomical objects. X-radiation is absorbed by the Earth's atmosphere, so instruments to detect X-rays must be taken to high altitude by balloons, sounding rockets, and satellites. X-ray astronomy uses a type of space telescope that can see x-ray radiation which standard optical telescopes, such as the Mauna Kea Observatories, cannot.

X-ray emission is expected from astronomical objects that contain extremely hot gases at temperatures from about a million kelvin (K) to hundreds of millions of kelvin (MK). Moreover, the maintenance of the E-layer of ionized gas high in the Earth's thermosphere also suggested a strong extraterrestrial source of X-rays. Although theory...

X band

communication engineering, the frequency range of the X band is set at approximately 7.0–11.2 GHz.[citation needed] In radar engineering, the frequency

The X band is the designation for a band of frequencies in the microwave radio region of the electromagnetic spectrum. In some cases, such as in communication engineering, the frequency range of the X band is set at approximately 7.0–11.2 GHz. In radar engineering, the frequency range is specified by the Institute of Electrical and Electronics Engineers (IEEE) as 8.0–12.0 GHz. The X band is used for radar, satellite communication, and wireless computer networks.

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