97

97 may refer to: 97 (number) 97 BC AD 97 1997 2097 "97", song from the compilation album Alkaline Trio (2002) by American punk rock band Alkaline Trio

97 may refer to:

97 (number)

97 (number)

97 (ninety-seven) is the natural number following 96 and preceding 98. It is a prime number and the only prime in the nineties. 97 is: the 25th prime number

97 (ninety-seven) is the natural number following 96 and preceding 98. It is a prime number and the only prime in the nineties.

X-Men '97

X-Men '97 is an American animated television series created by Beau DeMayo for the streaming service Disney+, based on the Marvel Comics superhero team

X-Men '97 is an American animated television series created by Beau DeMayo for the streaming service Disney+, based on the Marvel Comics superhero team the X-Men. It is a revival of X-Men: The Animated Series (1992–1997) produced by Marvel Studios Animation, and continues the story of the X-Men from the earlier series. DeMayo was head writer for the first two seasons and Matthew Chauncey took over for the third, with Jake Castorena as supervising director.

Ray Chase, Jennifer Hale, Alison Sealy-Smith, Cal Dodd, J. P. Karliak, Lenore Zann, George Buza, A. J. LoCascio, Holly Chou, Isaac Robinson-Smith, Matthew Waterson, Ross Marquand, and Adrian Hough star as members of the X-Men. Sealy-Smith, Dodd, Zann, Buza, and Hough reprised their roles from the original series, as did Christopher Britton. Original series stars Catherine Disher, Chris Potter, Alyson Court, Lawrence Bayne, and Ron Rubin returned to voice new characters.

The revival was first discussed in June 2019 and formally announced in November 2021, with DeMayo and Castorena attached. Chase Conley and Emi Yonemura also directed episodes. The series is the first X-Men project from Marvel Studios since the company regained the film and television rights to the characters. Animation was provided by Studio Mir and Tiger Animation, and is a modernized version of the original series' style. DeMayo was fired as head writer in March 2024 after completing work on the first two seasons. Chauncey was hired to write the third season in July 2024.

X-Men '97 premiered on March 20, 2024, with its first two episodes. The rest of the ten-episode first season was released weekly until May 15. It received critical acclaim and various accolades. The second season is scheduled to premiere in 2026. A third is in development.

Type 97

Type 97 may refer: Type 97 motorcycle Type 97 grenade Type 97 sniper rifle Type 97 automatic cannon Type 97 heavy tank machine gun Type 97 aircraft machine

Type 97 may refer:

PF-97

The PF-97 (Chinese: 97?93?????; lit. 'Type 97 93 millimetre rocket launcher ') is a 93 mm (3.7 in) portable, disposable, unguided, shoulder-launched, rocket

The PF-97 (Chinese: 97?93?????; lit. 'Type 97 93 millimetre rocket launcher') is a 93 mm (3.7 in) portable, disposable, unguided, shoulder-launched, rocket launcher used by the Chinese People's Liberation Army (PLA). The PF-97 is a Chinese licensed copy of the Russian RPO-A Shmel thermobaric rocket launcher. The PF-97 was later developed into the PF-11 (Type 11) rocket launcher system with weight reduction, newer construction, and multiple types of warheads.

The PF-97 was developed as a replacement for flamethrowers and FHJ-84 incendiary rockets in the PLA service. It sits between the smaller caliber DZJ-08 and larger PF-98 recoilless weapons.

97 Bowery

97 Bowery is a five-story loft building on the Bowery between Hester and Grand Streets in the Chinatown neighborhood of Manhattan, New York City. The building

97 Bowery is a five-story loft building on the Bowery between Hester and Grand Streets in the Chinatown neighborhood of Manhattan, New York City.

The building was designed by Peter L.P. Tostevin in the Italianate style, and was built in 1869 for John P. Jube & Co., which occupied it until 1935. The building has a cast-iron facade from the J. B. & W. W. Cornell Iron Works, the details of which were most likely chosen from a catalog. As such, it is typical of cast-iron construction in the 1850s and 1860s. At the time it was built, the Bowery was the primary commercial street of the Lower East Side. Today, the building is a rare cast-iron survivor in the area, as well as a reminder of the importance of the Bowery as a commercial center after the Civil War.

97 Bowery was designated a New York City Landmark by the New York City Landmark Preservation Commission on September 14, 2010.

Tatra 97

The Tatra 97 (T97) is a Czechoslovak mid-size car built by Tatra in Kop?ivnice, Moravia, from 1936 to 1939. The Tatra 97 was designed to complement two

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AC'97

AC'97 (Audio Codec '97; also MC'97 for Modem Codec '97) is an audio codec standard developed by Intel Architecture Labs and various codec manufacturers

AC'97 (Audio Codec '97; also MC'97 for Modem Codec '97) is an audio codec standard developed by Intel Architecture Labs and various codec manufacturers in 1997. The standard was used in motherboards, modems, and sound cards.

The specification covers two types of components, and the AC-Link digital interface between them:

an AC'97 digital controller (DC97), which is typically built into the southbridge of the chipset, and

an AC'97 audio and/or modem codec, available from several vendors, which contains the analog components of the architecture.

AC'97 defines a high-quality, 16- or 24-bit audio architecture with 5.1 surround sound support for the PC. AC'97 supports a 96 kHz sampling rate at 24-bit stereo resolution and a 48 kHz sampling rate at 24-bit stereo resolution for multichannel recording and playback.

Integrated audio is implemented with the AC'97 Codec on the motherboard, a communications and networking riser card, or an audio/modem riser card.

The first shipping system was in the Cyrix MediaGX, in 1997. Intel started shipping the initial I/O Controller Hub support in 1999, and it was not until public shaming in 2000, that most PC OEMs started shipping AC'97 audio as the default.

In 2004, Intel released Intel High Definition Audio (HD Audio) which is a successor that is not backward compatible with AC'97. HD Audio has the capability to define up to 15 output channels, but in practice most motherboards provide no more than 8 channels (7.1 surround sound).

FIFA 97

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FIFA 97 (also known as FIFA Soccer 97) is a football simulation video game published by EA Sports. It was released for PC, PlayStation, SNES, and Mega Drive, in 1996, with the Saturn version to follow in 1997.

FIFA 97 is the fourth game in the FIFA series and the second to use the Virtual Stadium engine. Unlike the first game to use the engine, FIFA 97 features polygonal players as opposed to the 2D sprites used in FIFA Soccer 96. The engine however received complaints for being sluggish in the PC and PlayStation versions.

Frenchman David Ginola (then a Newcastle United player) was pictured on the cover of the game in the European market. He was also used for motion capture for the polygonal models in the game, while Brazilian Bebeto was featured on the cover for the Americas and Asia-Pacific markets.

Interstate 97

Interstate 97 (I-97) is a north-south Interstate Highway in the eastern United States. It runs entirely within Anne Arundel County, Maryland, for 17.62

Interstate 97 (I-97) is a north-south Interstate Highway in the eastern United States. It runs entirely within Anne Arundel County, Maryland, for 17.62 miles (28.36 km) from U.S. Route 50/U.S. Route 301 (US 50/US 301) in Parole near Annapolis north to I-695 and I-895B in Brooklyn Park near Baltimore. The interstate is the primary highway between Baltimore and Annapolis. I?97 connects Annapolis with Baltimore/Washington International Airport and links the northern Anne Arundel County communities of Crownsville, Millersville, Severna Park, Glen Burnie, and Ferndale. It is currently the second shortest primary Interstate Highway in the country after the unfinished I-87 in North Carolina.

I-97 was constructed along the corridor of Maryland Route 3 (MD 3) between Millersville and Ferndale and MD 178 between Parole and Millersville. From Millersville to south of Glen Burnie, the interstate closely follows the former course of MD 3, which was built in the late 1910s and early 1920s and expanded to a divided highway in the late 1950s. North of there, the highway follows the Glen Burnie Bypass, a freeway built in the mid-1950s. The segment of I-97 from Millersville to Crownsville originated as a two-lane portion of MD 32 in the early 1970s. The interstate was introduced in 1979 after the state of Maryland successfully obtained interstate mileage for a Baltimore–Annapolis freeway from the federal government. The state

decided to build the highway along I-97's current corridor rather than along the MD 2 corridor, which has partial freeway access via MD 10.

Construction on I-97 began in the late 1980s with new construction from US 50/US 301 to Crownsville. The Crownsville–Millersville segment of MD 32 was expanded and incorporated into the interstate and the MD 3–MD 32 junction was upgraded. The portion of the MD 3 corridor from Millersville to south of Glen Burnie was upgraded on the spot to interstate highway standards in the early 1990s, after which MD 3 was truncated at Millersville. I-97's interchange with I-695 was rebuilt in the late 1980s and early 1990s. The Glen Burnie Bypass was upgraded and expanded to six lanes in the mid-1990s. The complex process included reconstruction of several interchanges; the last interchange to be reconstructed was upgraded in the mid-2000s.

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