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Category:Anonymous (group) Category:Car sharing Category:Freelance culture Category:Pedophilia Category:Social sharing Category:Virtual communities Category:Websites about social media Category:Internet properties established in 2012 Category:Internet privacy Category:Pedo-culture Category:Anonymous-anonymous Category:Internet trollingQ: how to pass http context in Ajax.BeginForm ajax calls in MVC? I need to pass the httpContext.Current.Request.Params into the method and then get the value of the value in action method. But I am not getting it. Please give me the possible way to do it My code is as below

References External links Pthc Forum.ru Category:Internet forums Category:Russian social networking websitesThe effects of high-dose end-tidal CO_2 inhalation on laser-induced cerebral cortical tissue damage. Laser-induced thermal coagulation was used to examine the effect of high-dose end-tidal CO_2 ($ETCO_2$) inhalation on the middle cerebral artery. Various concentrations of $ETCO_2$ were used to determine what specific level of hypercapnia was required to limit the damage caused by laser beam irradiation in the cerebral cortex of rabbits. We found that hypercapnia induced by increasing $ETCO_2$ concentrations of approximately 5% was required to achieve similar tissue damage as the application of the CO_2 laser beam. This may provide an experimental basis for the development of a therapeutic model of brain injury.The animation industry has for some time now been in an upheaval as virtual reality (VR), augmented reality (AR) and so on have allowed for the creation of new interactive environments. With the new technologies, the commercialisation of the field has seen manufacturers and developers alike creating new experiences and utilising the realisation of the new medium to its fullest. As an example, VR/AR is used in the gaming industry for the likes of Disneyland and Electronic Arts (EA). Technologies like virtual reality allow for a more immersive experience as they are able to move the user to a completely different environment, separate from the real environment. Also, the inclusion of augmented reality transforms the real environment into the virtual one. Video copyright AP Overall, how do these various technologies work? With VR/AR, the user is placed in a completely simulated environment with either a headset or head-mounted display (HMD), allowing them to manipulate the environment, visuals and the person inside of it. With AR, the user sees a projection of the real world onto a HMD. Once a 3D object has been placed in the real world, the object can be superimposed over the real world, displaying it alongside the user. While the technology does have its pros and cons, there is an increasing number of potential uses for the medium both in the professional world and in the personal arena. For example, in the professional world of training, there are plenty of cases in which VR/AR can be used in a great way to aid learning; the opportunity to take real-life scenarios and experiment with immersive f678ea9f9e

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