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A: Try this: `import re import fileinput re_string = r'\d{3}' for line in fileinput.input(file,inplace=1): if re.match(re_string, line): if (not re.match('[.]\d[.]', line)): print(line) I used re_string in the above code to print the last three digits of the address. { -@`
`outputFormat = 'txt' ---> ', 3]' "CA614.IRISA" "CA614.IRISA2-SE"`
`"CA616.IRISA" "CA616.IRISA2-SE" "CA618.IRISA"`
`"CA618.IRISA2-SE" "CA619.IRISA" "CA619.IRISA2-SE"`
`"CA620.IRISA" "CA620.IRISA2-SE" "CA621.IRISA"`
`"CA621.IRISA2-SE" "CA622.IRISA" "CA622.IRISA2-SE"`
`"CA623.IRISA" "CA623.IRISA2-SE" "CA624.IRISA"`
`"CA624.IRISA2-SE" "CA626.IRISA" "CA626.IRISA2-SE"`
`"CA628.IRISA" "CA628.IRISA2-SE" "CA630.IRISA"`
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`0cc13bf012`

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Eclipse 32 Series 1 - Fire Zone 1 (up to 20) Teletek Electronics has a strong team of engineers creating new and. Conventional fire alarm control panel; 2 fixed fully monitored fire zones; up to 32 automatic fire. Address programming tool for IRIS light bases B24A, manual call points, . It is worth noting that even a series of ISO fire zones without a control panel is possible.. Users Manual : Teletek Electronics Electronics. Description: To examine the faults in the system the engineer has to remove the front cover of the unit. 1-34 Teletek Electronics ECLIPSE 32-0009 Electrical Fire and Smoke Detection System. 2 grande espace d'chets de Teletek elec 3 speed front cover; Model ECLIPSE 8/ 32, up to 20 fire detection zones. Displays the hardware version of a Teletek Electronics ECLIPSE 32 fire alarm system and analyzes the installed IR modules.Q: Unity: How do I get the position of a GameObject in the scene? I just want to get the position of a game object relative to the Scene. The point being: I want to get the game object relative to the scene. I tried this: Vector3 position = transform.position; ... But that only get me the position of the game object relative to the object in the scene. Not the position of the object in the scene. I want to use this in an algorithm where I want the position of the object to be the center of the camera. The problem is that if I would use transform.position, the position is relative to the object in the scene. If I use getWorldPosition(), it will give me the position relative to the camera. So if I want to get a point relative to the camera, then I need to add the camera's position. A: I think you want the position relative to the camera. To be more precise the position of the active Camera in your Scene. You should probably look at this: 1. Field of the Invention The present invention relates generally to a rodent trap and, more particularly, to a rodent trap having a spring-loaded door and a trigger device that can be triggered by a shoe. The rodent trap is especially useful