Bell X-2

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The Bell X-2 (nicknamed "Starbuster") was an X-plane research aircraft built to investigate flight characteristics in the Mach 2–3 range. The X-2 was a rocket-powered, swept-wing research aircraft developed jointly in 1945 by Bell Aircraft Corporation, the United States Army Air Forces and the National Advisory Committee for Aeronautics (NACA) to explore aerodynamic problems of supersonic flight and to expand the speed and altitude regimes obtained with the earlier X-1 series of research aircraft.

Characters of Final Fantasy X and X-2

The game's sequel, Final Fantasy X-2, was released in 2003. It takes place two years after the events of Final Fantasy X and features both new and returning

Square's 2001 role-playing video game Final Fantasy X is the tenth game of the Final Fantasy series. It features several fictional characters designed by Tetsuya Nomura, who wanted the main characters' designs and names to be connected with their personalities and roles in the plot. The game takes place in Spira, which features multiple tribes. The game's sequel, Final Fantasy X-2, was released in 2003. It takes place two years after the events of Final Fantasy X and features both new and returning characters.

There are seven main playable characters in the game, most prominently protagonist Tidus, a skilled blitzball player from Zanarkand who becomes lost in the world of Spira after an encounter with an enormous creature called Sin and searches for a way home. He joins the summoner Yuna, who travels towards Zanarkand's ruins to defeat Sin alongside her guardians: Kimahri Ronso, a member of the Ronso tribe; Wakka, the captain of the blitzball team in Besaid; Lulu, a stoic black mage; Auron, a famous warrior and an old acquaintance of Tidus; and Rikku, Yuna's cousin who searches for a way to avoid Yuna's sacrifice in the fight against Sin. The leader of the Guado tribe, Seymour Guado, briefly joins the party for a fight, but is revealed to be an antagonist in his quest to replace Tidus' father, Jecht, to become the new Sin. Final Fantasy X-2 features Yuna, Rikku, and the newly introduced Paine as playable characters in their quest to find spheres across Spira and find clues regarding Tidus' current location. During their journey, they meet Paine's former comrades, who are related to the spirit of an avenger named Shuyin.

The creation of these characters brought the Square staff several challenges, as Final Fantasy X was the first game in the franchise to feature voice acting. They also had to feature multiple tribes from different parts from Spira with distinctive designs. Various types of merchandising based on the characters have been released. The characters from Final Fantasy X and its sequel were praised by video game publications, owing to their personalities and designs. The English voice acting initially received mixed response, but X-2's dub received a better response.

Mitsubishi X-2 Shinshin

The Mitsubishi X-2 Shinshin (?? X-2 ??, formerly the ATD-X) is a Japanese experimental aircraft for testing advanced stealth fighter aircraft technologies

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 has led to the start-up of the Mitsubishi F-X sixth-generation fighter program.

Skycycle X-2

The Skycycle X-2 was a steam-powered rocket owned by Evel Knievel and flown during his Snake River Canyon jump in Idaho in 1974. An earlier prototype

The Skycycle X-2 was a steam-powered rocket owned by Evel Knievel and flown during his Snake River Canyon jump in Idaho in 1974.

An earlier prototype was designed, named the Skycycle X-1, by Doug Malewicki and retired U.S. Navy engineer Robert Truax. It was tested in November 1973 and dove in the Snake River.

The Skycycle X-2 was designed by Truax and ridden by Knievel in his attempt to jump the Snake River approximately 1 mile (1.6 km) west of Shoshone Falls near the city of Twin Falls, Idaho, on September 8, 1974.

A later analysis showed that a design flaw in a mechanical parachute retention cover that did not properly take base drag into account caused the premature parachute deployment. Following the failed jump, Truax and Knievel blamed each other for the failure. Later, Truax accepted full responsibility for the failure.

Final Fantasy X-2

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

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 composer Nobuo Uematsu.

The game was positively received by critics and was commercially successful, selling over 5.4 million copies on PlayStation 2 and winning a number of awards. It was the last Final Fantasy game to be released by Square before it merged with Enix in April 2003. The game was re-released in high-definition for the PlayStation 3 and PlayStation Vita in 2013, alongside Final Fantasy X, as Final Fantasy X/X-2 HD Remaster; this version was later released for the PlayStation 4 in 2015, Windows in 2016, and the Nintendo Switch and Xbox One in 2019. As of September 2021, the Final Fantasy X series had sold over 20.8 million units worldwide, and at the end of March 2022 had surpassed 21.1 million units sold around the world.

X-Men 2

on the character Wolverine X-Men 2: Clone Wars, a 1995 video game by Sega for the Mega Drive/Genesis X-Men II: The Fall of the Mutants, a role-playing

X-Men 2 may refer to:

X2 (film), a 2003 superhero film sequel based on the fictional characters the X-Men

X2: Wolverine's Revenge, a 2003 video game focusing on the character Wolverine

X-Men 2: Clone Wars, a 1995 video game by Sega for the Mega Drive/Genesis

X-Men II: The Fall of the Mutants, a role-playing DOS game for the PC

Linux kernel version history

Infrastructure Platform (CIP) The jump from 2.6.x to 3.x wasn't because of a breaking update, but rather the first release of a new versioning scheme introduced

This article documents the version history of the Linux kernel.

Each major version – identified by the first two numbers of a release version – is designated one of the following levels of support:

Supported until next stable version and 3 months after that

Long-term support (LTS); maintained for a few years

Super-long-term support (SLTS); maintained for many more years by the Civil Infrastructure Platform (CIP)

List of X-Men members

The X-Men are a team of mutant superheroes, published in American comic books by Marvel Comics. Over the decades, the team have featured a rotating line

The X-Men are a team of mutant superheroes, published in American comic books by Marvel Comics. Over the decades, the team have featured a rotating line up composed of many members.

Notation:

A slash (/) between names indicates codenames in chronological order.

Characters listed are set in the Earth-616 continuity, except when noted.

X2 (film)

X2 (also marketed with the subtitle X-Men United, and internationally as X-Men 2) is a 2003 American superhero film directed by Bryan Singer and written

X2 (also marketed with the subtitle X-Men United, and internationally as X-Men 2) is a 2003 American superhero film directed by Bryan Singer and written by Michael Dougherty, Dan Harris and David Hayter, from a story by Singer, Hayter and Zak Penn. The film is based on the X-Men superhero team appearing in Marvel Comics. It is the sequel to X-Men (2000), as well as the second installment in the X-Men film series, and features an ensemble cast including Patrick Stewart, Hugh Jackman, Ian McKellen, Halle Berry, Famke Janssen, James Marsden, Rebecca Romijn-Stamos, Brian Cox, Alan Cumming, Bruce Davison, Shawn Ashmore, Aaron Stanford, Kelly Hu, and Anna Paquin. The plot, inspired by the graphic novel God Loves,

Man Kills, concerns the genocidal Colonel William Stryker leading an assault on Professor Xavier's school to build his own version of Xavier's mutant-tracking computer, Cerebro, in order to destroy every mutant on Earth and to save the human race from them, forcing the X-Men to team up with the Brotherhood of Mutants to stop Stryker and save the mutant race.

Development on the sequel began shortly after the first film was released on July 14, 2000, by 20th Century Fox. David Hayter and Zak Penn wrote separate scripts, combining what they felt to be the best elements of both scripts into one screenplay. Michael Dougherty and Dan Harris were eventually hired to rewrite the work, and changed the characterizations of Beast, Angel, and Lady Deathstrike. Sentinels and the Danger Room were set to appear before being deleted because of budget concerns from Fox. The film's premise was influenced by the Marvel Comics storylines Return to Weapon X and God Loves, Man Kills. Filming began in June 2002 and ended that November, mostly taking place at Vancouver Film Studios, the largest North American production facility outside of Los Angeles. Production designer Guy Hendrix Dyas adapted similar designs by John Myhre from the previous film.

X2 was released in the United States on May 2, 2003, by 20th Century Fox, and received positive reviews for its storyline, musical score, action sequences, and performances. The film grossed $407 million worldwide, making it the ninth-highest-grossing film of 2003, and received eight Saturn Awards nominations. A sequel, X-Men: The Last Stand, was released on May 26, 2006.

The X-Files season 2

The second season of the science fiction television series The X-Files commenced airing on the Fox network in the United States on September 16, 1994,

The second season of the science fiction television series The X-Files commenced airing on the Fox network in the United States on September 16, 1994, concluded on the same channel on May 19, 1995, after airing all 25 episodes. The series follows Federal Bureau of Investigation special agents Fox Mulder and Dana Scully, portrayed by David Duchovny and Gillian Anderson respectively, who investigate paranormal or supernatural cases, known as X-Files by the FBI.

The second season of The X-Files takes place after the closure of the department following the events of the first season finale. In addition to stand-alone "Monster-of-the-Week" episodes, several episodes also furthered the alien conspiracy mythology that had begun to form. Season two introduced several recurring characters—X (Steven Williams), an informant to Mulder; Alex Krycek (Nicholas Lea), Mulder's partner-turned-enemy; and the Alien Bounty Hunter (Brian Thompson), a shape-shifting assassin.

The storylines were widely affected by the pregnancy of actress Gillian Anderson; it was decided that Scully would be kidnapped and abducted by aliens, explaining her absence and allowing her to appear comatose two episodes later, which ultimately added more intricacies to the mythology. The season earned seven Primetime Emmy Award nominations. The premiere "Little Green Men", debuted with a Nielsen household rating of 10.3 and was viewed by 9.8 million households, marking a noticeable increase in viewership since the previous year. The series rose from number 111 to number 63 for the 1994–95 television year. In addition, the show's second season has generally received positive reviews from television critics.