Maple and Visio Index for New Lagrange doc PhL 10.22.16

code + Fig (1.4) and (1.6)	level surfaces.mws
Fig (1.10) two sphere thing	Lagrange Appendix C.vsd, p 1
Fig (2.10) 1D plot	lost in PC Black crash to black screen
Fig (3.1.1) sphere	lag mult.vsd p3
Fig (3.1.2) top view	lag mult.vsd p3
Fig (3.1.8) target arrows	lag mult.vsd p1
code for (3.1.18) + Figs	lag mult c.mws
Fig (3.1.19) curvy constraint	lag mult.vsd p4
Fig (3.2.4) sphere slices	lag mult.vsd p5
Fig (3.4.6) quad fit + Visio	quadratic fit.mws + new lag.vsd p 1
Fig (4.15) and the other ellipse/circle pictures	lag mult.vsd p1
Sec 4 code for all the ellipse/circle calcs	lag mult a.mws
5.3.9 above	showing CB = 0, this mws is lost but very simple code
5.3.15	omega and log omega curves.mws
5.3.18	new lag.vsd page 2
5.4.12-25	omega plot 4.mws (old)
5.4.26	above Maple and lag mult.vsd p4 (old)
5.4.27	omega plot 4.mws (in old Lagrange support)
5.4.28	why omega is huge.mws
5.4.29	new lag.vsd p 2 top right
5.4.31	scallop level surfaces.mws
5.4.35-36	scallop level surfaces.mws

5.5.8	wiki, ref given in line
5.5.11	maxwell curve and vpeak.mws
5.5.12	integral for doing means.mws, redirected to Spiegel
5.5.16	maxwell curve and vpeak.mws
5.5.33-39	new lag 5_5 numeric v2.mws
5.5.40	new lag.vsd

Fig (6.1.2) R matrix w parens	lag mult.vsd	p2
Fig (6.1.3) SxS dets	lag mult.vsd	p3

Fig (A.3)	lag mult.vsd	p2
Fig (A.5)	shilov.vsd	p1
Fig (A.9)	clip from Shilov	

Fig (C.4,8,12)	Lagrange Appendix C.vsd, p 1

Fig (D.12)	Lagrange Appendix C v1.vsd, p 2

List of all production files

Visio	folder
lag mult.vsd	old
shilov.vsd	old
Lagrange Appendix C.vsd	App C folder
new lag.vsd	new
Maple	
level surfaces.mws	old
lag mult c.mws	old
lagr mult a.mws	old
omega plot 4.mws	old
quadratic fit.mws	new
omega and log omega curves.mws	new
why omega is huge.mws	new
scallop level surfaces.mws	new
maxwell curve and vpeak.mws	new
integral for doing means.mws	new
new lag 5_5 numeric v2.mws	new