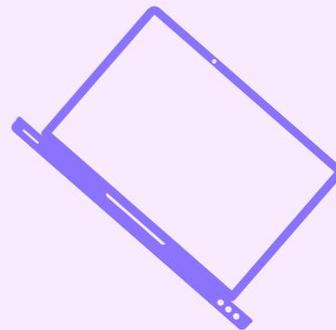




Ramón Huidobro

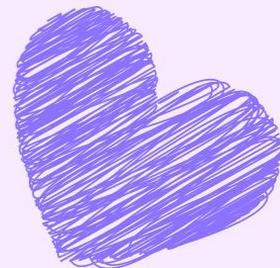


# *¡En vivo y en directo!*

*Live streaming inclusivo,  
divertido y efectivo para devs*



 @hola\_soy\_milk



<https://ramonh.dev/en-vivo.pdf>



# Soy Ramón.

## (él)

De Chile, en Austria

Ingeniero DevRel en Suborbital

Consultante DevRel

Instructor de Programación

Mentor Tech

Mozilla tech speaker

Live streamer

Template Strings in JavaScript on exercism.org

# Te Strings

in JS

0/1 exercise completed

## About Template Strings

In JavaScript, *template strings* allows for embedding expressions in strings, also referred to as string interpolation. This functionality extends the functionality of the built in `String` global object.

You can create template strings in JavaScript by wrapping text in backticks. They not only allow the text to include new lines and other special characters, you can also embed variables and other expressions.

```
const num1 = 1;
const num2 = 2;

`Adding ${num1} and ${num2} gives 3.`
// => Adding 1 and 2 gives 3.
```

## Learn Template Strings

### Custom Signs

Recommended Learning Exercise

Learn about template strings and the ternary operator ...

Chatterino 2.3.4 hola\_soy\_milk\_

hola\_soy\_milk\_ x +

hola\_soy\_milk\_ (live) none

9:50 PretzelRocks: Now Playing: Wake Needle -> <https://prtzl.io/X1HKm4y8GXdl3>

10:01 PretzelRocks: Now Playing: Sunrise by Harris Heller -> <https://prtzl.io/jDHaAVbJAogjN2F1>

10:02 vallukas: morning 🐼

10:02 casi257: Good morning, Ramón!

10:02 casi257: I'll just make myself a quick 🤖

10:03 PretzelRocks: Now Playing: A by fantompower -> <https://prtzl.io/1kHAB2BzZjow2bhY>

Send message as hola\_soy\_milk\_...



***¿Algunos live  
streamers por aquí?***



Pero ¿por qué?

# Colaboración

Pero ¿por qué?

# ***Costo de preparación y producción baja***

Pero ¿por qué?

# *Reusabilidad*

Pero ¿por qué?

# *Reducir las barreras de entrada*

Pero ¿por qué?

***Oye pero ¿necesito equipo  
de calidad alta?***

**Oye pero ¿necesito equipo  
de calidad alta?**

**¡Para nada!**



***Es que no me gusta estar  
con cámara***

***Es que no me gusta estar  
con cámara***

**¡No es obligatorio!**

***¿Y qué puedo  
transmitir en  
vivo?***



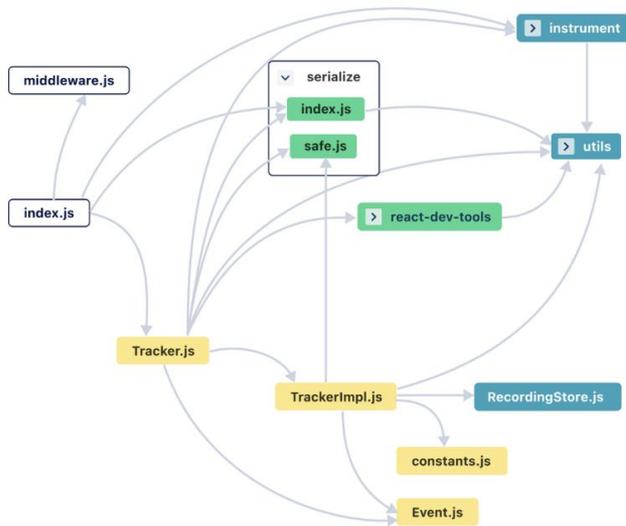


# Visualize codebases for faster onboarding.

Map an **entire codebase** in just a few clicks.

Quickly identify cross-code dependencies and navigate between files and folders. With insights to improve your understanding of the codebase and guide onboarding, planning, and reviews.

Try Maps now



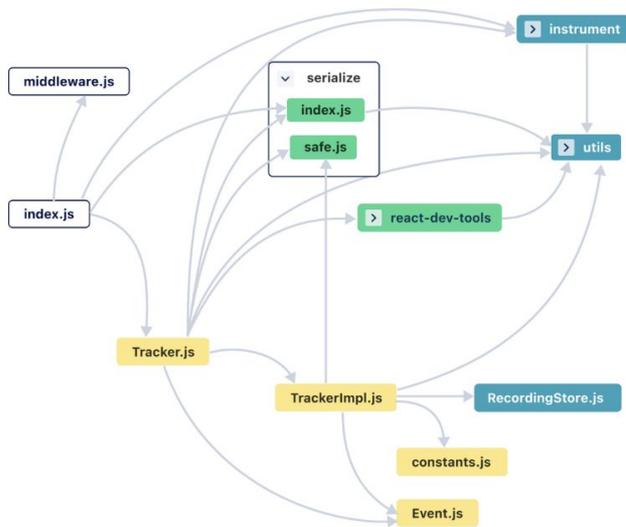
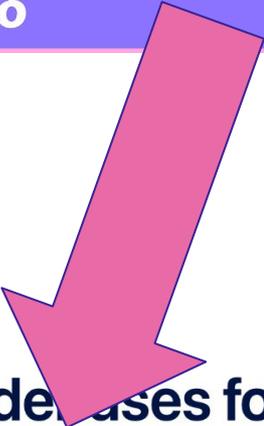


# Visualize codebases for faster onboarding.

Map an **entire codebase** in just a few clicks.

Quickly identify cross-code dependencies and navigate between files and folders. With insights to improve your understanding of the codebase and guide onboarding, planning, and reviews.

Try Maps now



**“Let’s onboard  
Ramón to  
<PROJECT>!”**



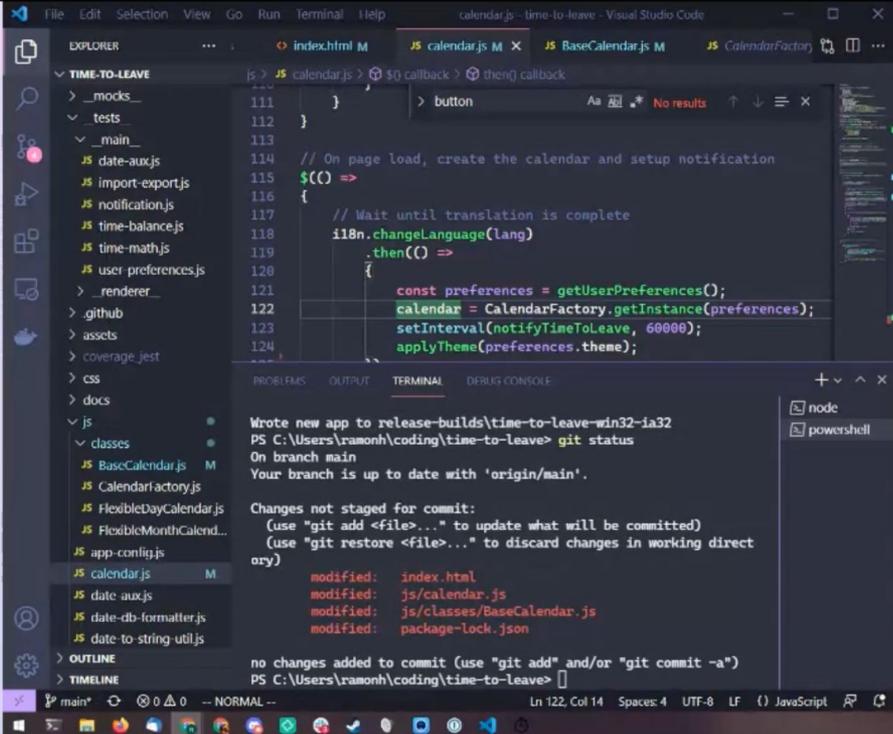
**CodeSee**
🐦 @codeseeyo



Ramón (he/him) | @hola\_soy\_...



Thamara (she/her) | @thamyk



```

calendar.js - time-to-leave - Visual Studio Code
index.html M JS calendar.js M JS BaseCalendar.js M JS CalendarFactory
TIME-TO-LEAVE
  _mocks_
  tests
  _main_
  JS date-aux.js
  JS import-export.js
  JS notification.js
  JS time-balance.js
  JS time-math.js
  JS user-preferences.js
  _renderer_
  github
  assets
  coverage_jest
  docs
  js
    classes
      JS BaseCalendar.js M
      JS CalendarFactory.js
      JS FlexibleMonthCalendar.js
      JS app-config.js
      JS calendar.js M
      JS date-aux.js
      JS date-db-formatter.js
      JS date-to-string-util.js
  OUTLINE
  TIMELINE

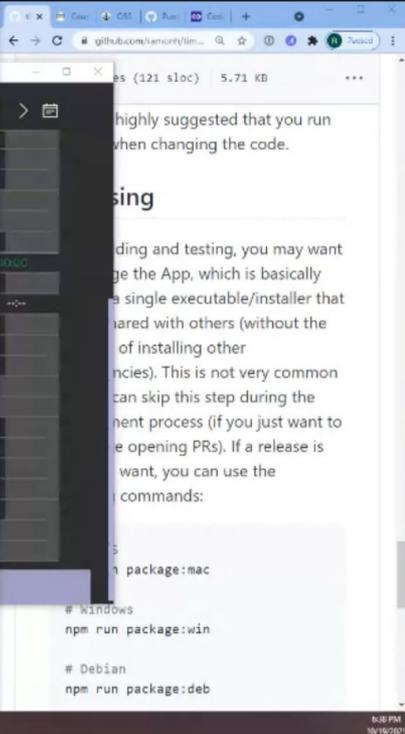
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
node powershell
Wrote new app to release-builds\time-to-leave-win32-ia32
PS C:\Users\ramon\coding\time-to-leave> git status
On branch main
Your branch is up to date with 'origin/main'.

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)

   modified:   index.html
   modified:   js/calendar.js
   modified:   js/classes/BaseCalendar.js
   modified:   package-lock.json

no changes added to commit (use "git add" and/or "git commit -a")
PS C:\Users\ramon\coding\time-to-leave>

```



github.com/ramonhuidobro/time-to-leave

highly suggested that you run when changing the code.

ing

ding and testing, you may want ge the App, which is basically a single executable/installer that shared with others (without the of installing other ncies). This is not very common can skip this step during the nent process (if you just want to e opening PRs). If a release is want, you can use the commands:

```

package:mac
# Windows
npm run package:win
# Debian
npm run package:deb

```



**SUBORBITAL**



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Team

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Newsletter

# The serverless engine to power your platform

Let developers customize and extend your product by deploying serverless functions **inside** your SaaS application, cloud platform, or on-prem infrastructure - safely.

Try for free

Get in touch

“WebAssembly (server-side Wasm in particular) has the potential to change software in the same way Docker, DevOps, and Javascript did for the current generation. Suborbital and their Atmo project are taking full advantage of Wasm, creating a shift in how we build secure software and infrastructure”



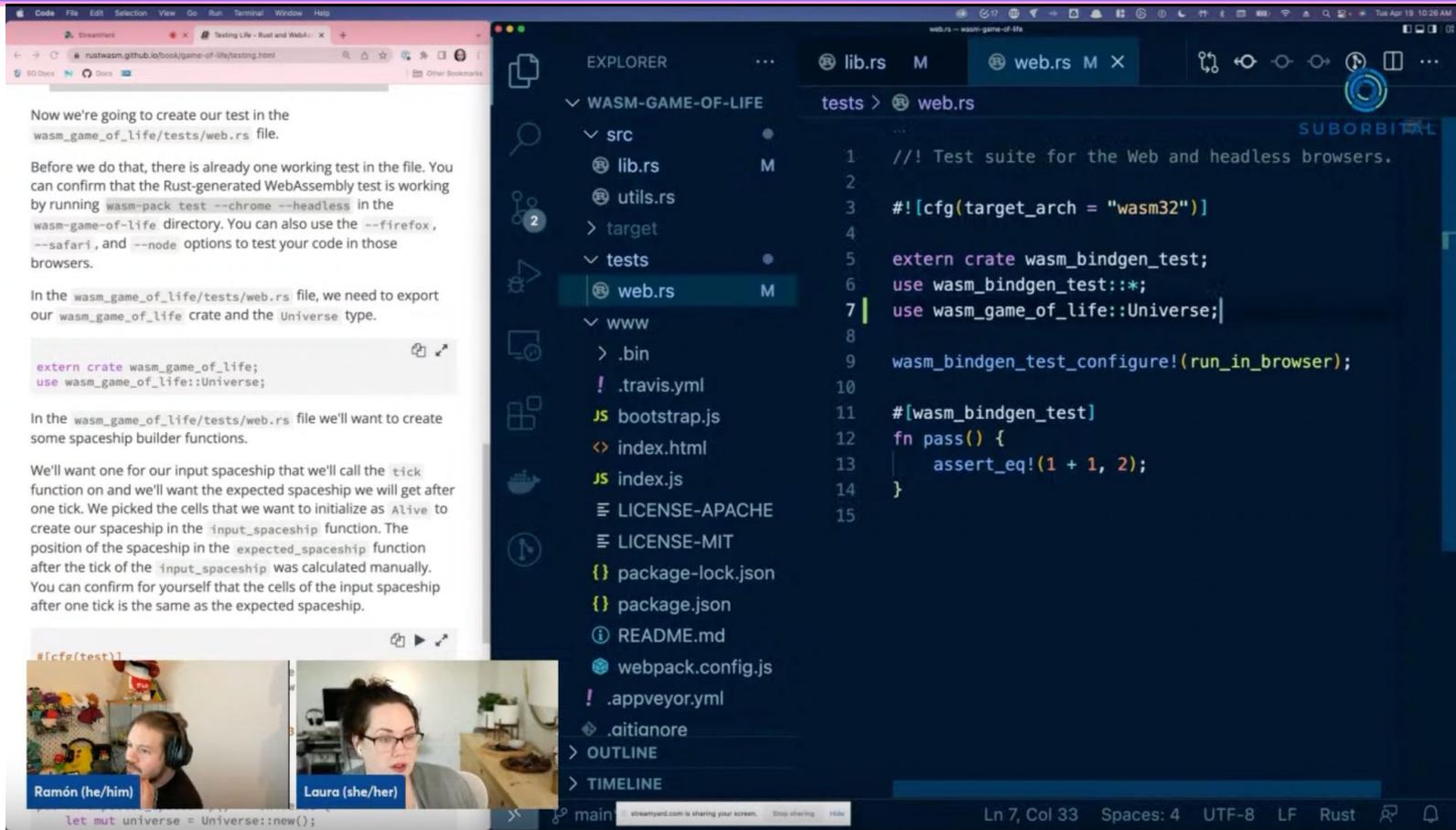
Jason Warner - former CTO of GitHub

Secure compute for your team, users, and partners - on your platform

"I'm convinced that server-

"Suborbital enables

<https://suborbital.dev/>



Now we're going to create our test in the `wasm_game_of_life/tests/web.rs` file.

Before we do that, there is already one working test in the file. You can confirm that the Rust-generated WebAssembly test is working by running `wasm-pack test --chrome --headless` in the `wasm-game-of-life` directory. You can also use the `--firefox`, `--safari`, and `--node` options to test your code in those browsers.

In the `wasm_game_of_life/tests/web.rs` file, we need to export our `wasm_game_of_life` crate and the `Universe` type.

```
extern crate wasm_game_of_life;
use wasm_game_of_life::Universe;
```

In the `wasm_game_of_life/tests/web.rs` file we'll want to create some spaceship builder functions.

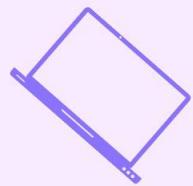
We'll want one for our input spaceship that we'll call the `tick` function on and we'll want the expected spaceship we will get after one tick. We picked the cells that we want to initialize as `Alive` to create our spaceship in the `input_spaceship` function. The position of the spaceship in the `expected_spaceship` function after the tick of the `input_spaceship` was calculated manually. You can confirm for yourself that the cells of the input spaceship after one tick is the same as the expected spaceship.

```
#![cfg(test)]
```

```
1 //! Test suite for the Web and headless browsers.
2
3 #![cfg(target_arch = "wasm32")]
4
5 extern crate wasm_bindgen_test;
6 use wasm_bindgen_test::*;
7 use wasm_game_of_life::Universe;
8
9 wasm_bindgen_test_configure!(run_in_browser);
10
11 #[wasm_bindgen_test]
12 fn pass() {
13     assert_eq!(1 + 1, 2);
14 }
15
```

Let mut universe = Universe::new();

Ramón (he/him) Laura (she/her)



Ramón (he/him)

 hola\_soy\_milk\_



Kiki (she/her)

 kikiDotPy

# Let's do some open source game development!

[https://twitch.tv/hola\\_soy\\_milk\\_](https://twitch.tv/hola_soy_milk_)

Tue Apr. 19th, 10:00 CET

<https://www.youtube.com/watch?v=gYYqKcxEl4g>

The screenshot shows a video call interface. At the top, the system tray displays the date and time as 'Thu, Apr 21 14:06' along with various icons for Bluetooth, microphone, speaker, Wi-Fi, and battery (80%). The main window is a code editor titled '~ /Documents/distribute-aid/distributeaid.org/.forestry/front\_matter/templates/region-page.yml (landing, distributeaid.org, shipment-tracker) - Sublime Text (UNREGISTERED)'. The editor shows a list of folders on the left and a code editor on the right. The code is a YAML file defining fields for a region page. Two video thumbnails are visible at the bottom: one for 'Ramón (he/him) | @hola\_soy\_milk' and another for 'Taylor (he/him) | @borderless\_dev'. The status bar at the bottom indicates 'Line 117, Column 1', 'saga', '0 misspelled words', 'Spaces: 2', and 'YAML'.

```
1 ---
2 label: Region Page
3 hide_body: true
4 fields:
5 - name: regionName
6   type: text
7   config:
8     required: true
9     min: 2
10    max: 64
11 label: Region Name
12 default: ''
13 description: The name of this region.
14 - name: overview
15   type: textarea
16   default: ''
17   config:
18     required: true
19     wysiwyg: true
20     schema:
21       format: markdown
22 label: Overview
23 description: An overview of the humanitarian situation in this region.
24 - name: governmentResponse
25   type: textarea
26   default: ''
27   config:
28     required: false
```

<https://www.youtube.com/watch?v=--lyMqbmD8>



**Escuela Frontend**

@EscuelaFrontend



# Únete a Ramón para aprender Typescript!!!



**Ramón Huidobro en Tenerife** @hola\_soy\_milk · 8 mar.

En media hora estaré haciendo live streaming del contenido de un curso de los fundamentos de TypeScript que estoy desarrollando con la ayuda de @EscuelaFrontend, por si quieren venir y relajarse conmigo 😊

[twitch.tv/hola\\_soy\\_milk\\_](https://twitch.tv/hola_soy_milk_)

[Mostrar este hilo](#)

fundamentos-de-typescript | Jest | Delightful JavaScript | TypeScript: TS Playground - AI | Svelte app

github.com/ramonhuidobro/fundamentos-de-typescript/tree/main/leccion-12-strict-strictNullChecks

svelte.config.js Commit inicial 9 days ago

tsconfig.json Commit inicial 9 days ago

README.md

## Unidad 3, Lección 12: strictNullChecks

¡A la próxima! En esta lección activaremos el próximo modo estricto: `strictNullChecks`.

### Primeros Pasos

### ¿Qué hace `strictNullChecks`?

Esta regla no permite tener inferencia de tipos. Por ejemplo:

```
const animales = [
  { nombre: "Odie" },
  { nombre: "Garfield" },
];

const perrito = animales.find((animal: any) => animal.nombre === "Odie");
console.log(perrito.nombre);
```

Este código no se compilará con el error:

```
const perrito: {
```

2.6.8

ccion-11-ts-e

2.6.8

Chatterino 2.3.4 - hola\_soy\_milk\_

empty hola\_soy\_milk\_ x +

hola\_soy\_milk\_ (live) none

<https://prtlz.io/LMH9PLLxxdXev5HW>

19:30 🎧 PretzelRocks: Now Playing: Not Enough Movement by Harris Heller ->

<https://prtlz.io/88HpXj2PakO25OuA>

19:33 🎧 PretzelRocks: Now Playing: Farm Lands by Harris Heller ->

<https://prtlz.io/5zHAZDOO6aG2VkfB>

19:33 Playin

19:34 🗨️ paolareyes13: hola!!

19:34 🗨️ pipo\_dev: items no debería ser any[] en vez de any???

19:34 any[] €

19:35 🎧 PretzelRocks: Now Playing: Café Benedict by Abstrac

<https://prtlz.io/5zHAZDvG1LB4njHB>

19:35 la dud para e que ta

19:35 lesterlain: Holaa siempre tuve la duda en que momento es bueno para empezar aprender typescript y que tan importante es aprenderlo

19:38 Playin

19:38 🎧 PretzelRocks: Now Playing: After the Rain by Appro

<https://prtlz.io/NaHwZVIDxE7maXUm>

Send message as hola\_soy\_milk\_...



- Darse a conocer
- Exponerse a otras comunidades tech
- Traer contribuidores de open source
- Linda oportunidad para hacer amistades 

# *Instrucciones para invitados*

<https://github.com/Codesee-io/streaming-guidelines>

# *Hacer Programa*



Channel ? + ✉ 💬 ⌵

CREATOR DASHBOARD ←

- Stream Manager
- Insights
- Community
- Content
- Settings
- Stream
- Channel**
- Moderation
- Affiliate
- Viewer Rewards
- Streaming Tools
- Extensions
- Creator Camp
- Safety Center

**NEW** Timezone is localized Your viewers see your schedule in their own timezone ✕

**Add Stream** Delete schedule

Vacation Mode

**Monday** *No stream scheduled*

**Tuesday** *No stream scheduled*

**Wednesday** *No stream scheduled*

**Thursday**



**Open Source Thursdays!**  
Software and Game Development

🔄 Every Thursday • 17:30 - 19:00 GMT+1

✎ 🗑

**Friday** *No stream scheduled*

**Saturday** *No stream scheduled*

[https://dashboard.twitch.tv/u/<YOUR\\_USERNAME>/settings/channel](https://dashboard.twitch.tv/u/<YOUR_USERNAME>/settings/channel)

Channel ? + ✉ 💬 ⌵

CREATOR DASHBOARD ←

- Stream Manager
- Insights
- Community
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- Settings
- Stream
- Channel**
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- Affiliate
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**Open Source Thursdays!**  
Software and Game Development  
🔄 Every Thursday • 17:30 - 19:00 GMT+1

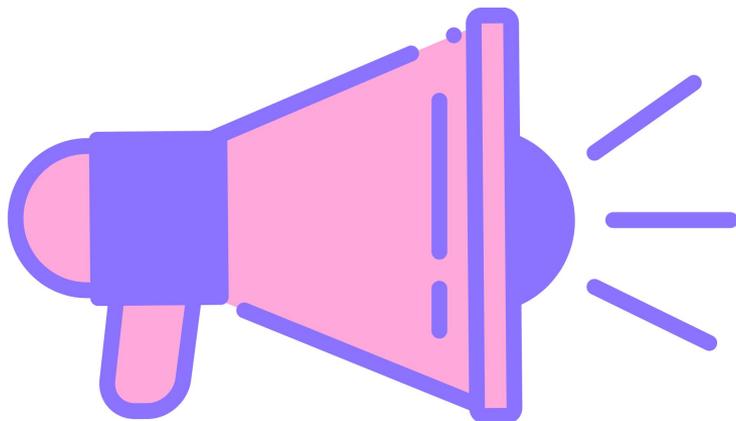
✎ 🗑

**Friday**  
*No stream scheduled*

**Saturday**  
*No stream scheduled*

Si es posible, ¡trata de ser consistente!

# *Gráficos de Anuncio*



OSS Thursdays feat. Distribute Aid



# Hacking with GraphQL, Contentful, Gatsby and icon fonts

HOST **Ramón Huidobro** @hola\_soy\_milk

GUEST **Taylor Fairbank** @borderless\_dev

August 19th, 12pm EDT  
twitch.tv/codeseio



<https://twitter.com/Codeseio/status/1428367718600740867>

## What will you design?



For you



Presentations



Social media



Video



Print products



Marketing



Office



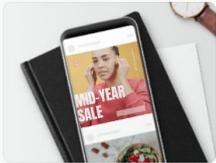
More



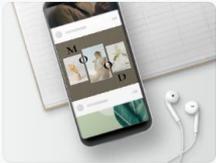
Presentation



Video



Instagram Post



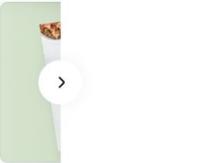
Facebook Post



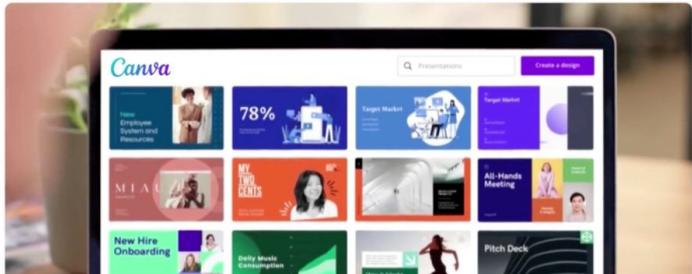
Poster



Logo



Flyer



### Start inspired

With thousands of professional templates, images and quality content to choose from, get a headstart on bringing your best ideas and work to life.

<https://canva.com>



OSS Port social template

File Edit View Insert Format Slide Arrange Tools Add-ons Help Last edit was made 5 days ago by Alexandra Matthiesen

Background Layout Theme Transition

- 25 Let's onboard Ramón to: Distribute Aid
- 26 Let's onboard Ramón to: Shopyo
- 27 Let's onboard Ramón to: Time to Leave
- 28 Let's onboard Ramón to: SQLfuzz
- 29
- 30



Let's onboard Ramón to:  
**Shopyo**

10/12 at 3p ET  
<https://twitch.tv/codeseeo>

**RAMÓN HUIDOBRO**  
@hola\_soy\_milk

**ABDUR-RAHMAAN JANHANGEER**  
@osdotsystem

**OSS PORT** CREATED BY **CodeSee**

Click to add speaker notes

OSS Thursdays feat. Distribute Aid

# Hacking with GraphQL, Contentful, Gatsby and icon fonts



HOST **Ramón Huidobro** @hola\_soy\_milk

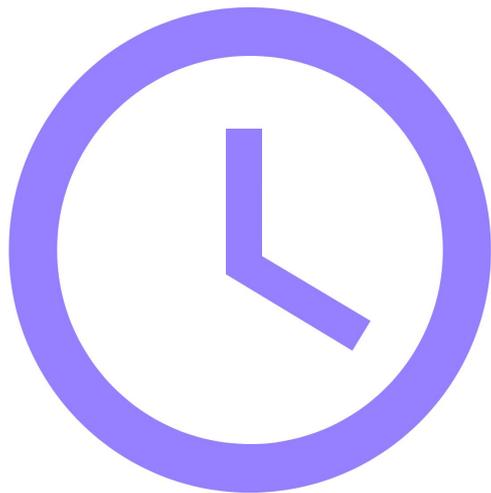
GUEST **Taylor Fairbank** @borderless\_dev

August 19th, 12pm EDT  
[twitch.tv/codeseeo](https://twitch.tv/codeseeo)

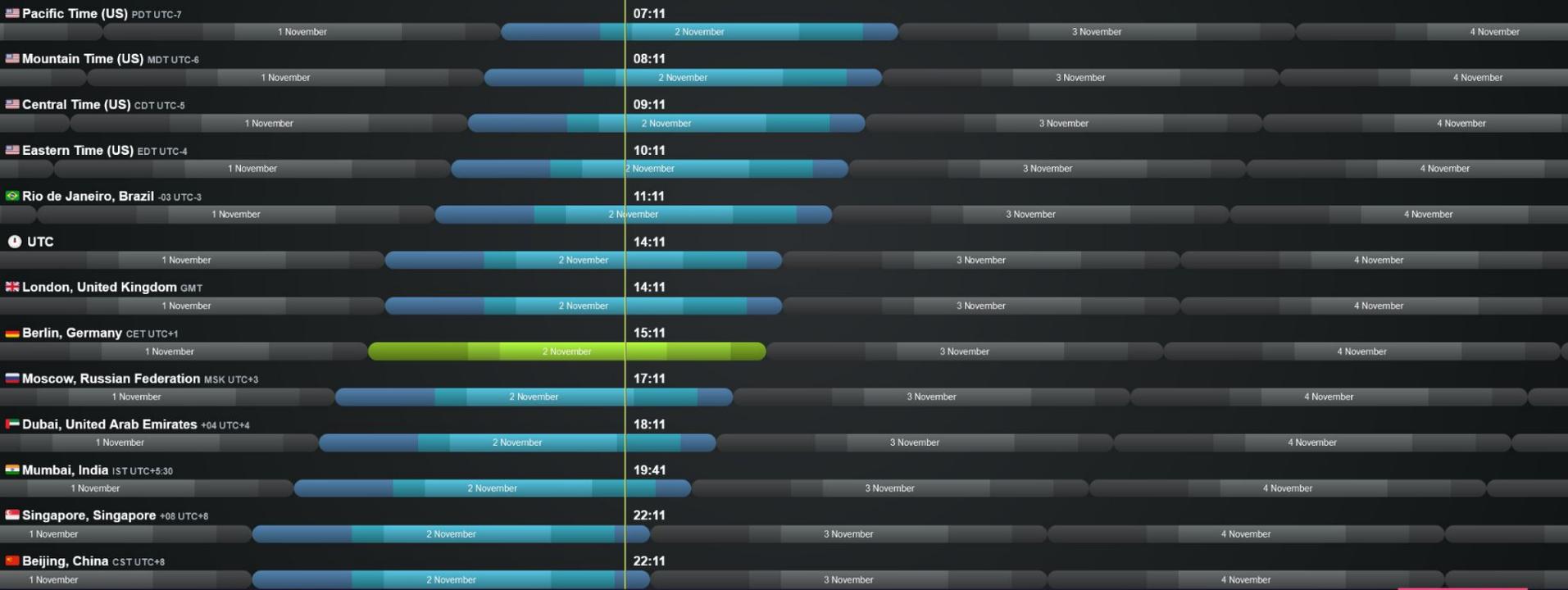


¡Recuerda usar texto alternativo!

# *Inclusividad de Zona Horaria*



15:11  
your local time [link](#)



<https://everytimezone.com/>

# *Herramientas: Gitpod*



Applications Thu, Apr 21 14:19 80% Powered by

index.tsx Regions Library Launch Re [ext] web [ext] Regi Codebase forestry.it

distributeaid-distribute-pw6zvvy4rzn.ws-eu41.gitpod.io

```
EXPLORER TS index.tsx U X
DISTRIBUTEAID.ORG
  home.md
  site-settings.json
  node_modules
  public
  src
    components
    data
    images
    layouts
    pages
      regions
        TS index.tsx U
        .gitkeep
    about-us.tsx
    donate.tsx
    index.tsx
    our-mission.tsx
    shipments.tsx
    team.tsx

src > pages > regions > TS index.tsx > RegionsPage
14 }
15 }
16
17 const RegionsPage: FC<Props> = (data) => {
18   console.log([data])
19
20   return (
21     <SimpleLayout pageTitle="Regions">
22       <p>Hello World!</p>
23     </SimpleLayout>
24   )
25 }
26
27 export default RegionsPage
28
29 export const pageQuery = graphql`
30   query RegionsPageQuery {
31     allMarkdownRemark{
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

instead of exporting a page query.

experienced with GraphQL, you can also export GraphQL components and compose the fragments in the Page component data down into the child component - <https://graphql.org/learn/queries/#fragments>

out requires - 0.006s  
atic queries - 0.221s - 2/2 9.06/s  
je queries - 0.056s - 2/2 35.76/s  
velopment bundle

node  
bash

Ramón (he/him) | @hola\_soy\_milk Taylor (he/him) | @borderless\_dev

# *Herramientas:* *OBS + Zoom*





we made a contribution to the project  
free code

<https://obsproject.com/>

# *Herramientas: StreamYard*



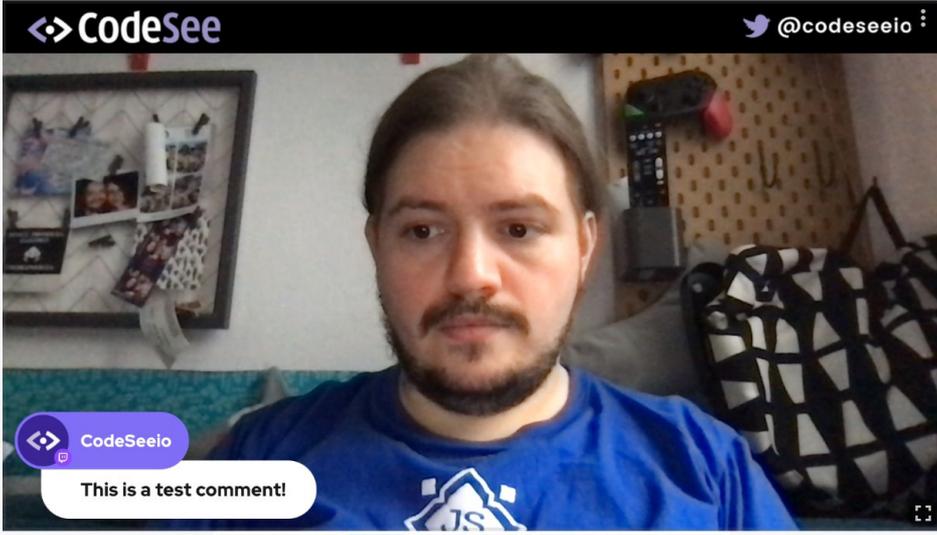


This is a stream

Edit

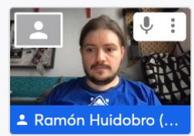


Go live



CodeSeeio

This is a test comment!



Ramón Huidobro (...)

Mute
 Stop cam
 Cam/Mic
 Share
 Invite
 Leave studio
 [Having issues?](#)

**StreamYard**  
 Live viewer comments show up on StreamYard. This is an example. Click on a comment to show it on screen.

**CodeSeeio** 03:27 PM  
 This is a test comment!

Comments

Banners

Brand

Private chat

Settings



Post a comment

Chat

# StreamYard

- Todo en el browser
- Compartida de pantalla sencilla
- Escenas predeterminadas
- Assets en la nube
- Subtítulos no compatibles

# OBS + Zoom

- Se ejecuta localmente
- Compartida de pantalla manual
- Escenas manuales
- Assets y escenas locales
- Subtítulos sólo con Zoom

# *Subtítulos*



# *Subtítulos Automáticos*



azure-pipelines.yml      CI: set version 0.19b, use OBS 27 deps      5 months ago

☰ README.md

## Closed Captioning OBS Plugin

Provides closed captioning via Google Cloud Speech Recognition API as a standalone OBS plugin, no other tools required. It's fully optional to viewers and uses Twitch's built in caption support which works on livestreams and in VODs on PC, Android and iOS, no Twitch extension required.

### Features:

- Completely optional for viewers on all platforms
- Captions only when the microphone source is unmuted and active to ensure safety
- Works live and in VODs, no Twitch extension required
- Requires no extra tools or website open
- Supports many common languages with western character sets
- Supports OBS delay
- Open Caption support via OBS Text Sources for sites that don't support closed captions
- Saving captions transcripts as SRT Subtitle files (.srt)
- Text filtering with custom word and phrase removal and replacement
- Supports captioning all stream audio instead of just a single source

### Notes:

- The caption delay is usually less than half a second and should not be noticeable to viewers.
- The plugin only captions the selected audio source when it's not muted and when it's used on the current

### Packages

No packages published

### Contributors 2



ratwithacompile



chrisforrence Chris Forrence

### Languages





The screenshot shows a web browser displaying a freeCodeCamp tutorial titled "Fork the repository on GitHub". The page explains that forking is a step to get your own copy of the repository. It includes a tip that the main repository is often referred to as the "upstream repository" and the fork as the "origin repository". Below the text, there are instructions to follow steps to fork the repository.

```
~/coding/open-source node -v
v14.16.0
~/coding/open-source npm -v
6.14.11
~/coding/open-source
```

hello everybody hope you all had a wonderful week I am so excited to be here today to do another session of open-source Thursday's hope you can all hear me fine this

<https://www.youtube.com/watch?v=SDhFqG-HpjQ>

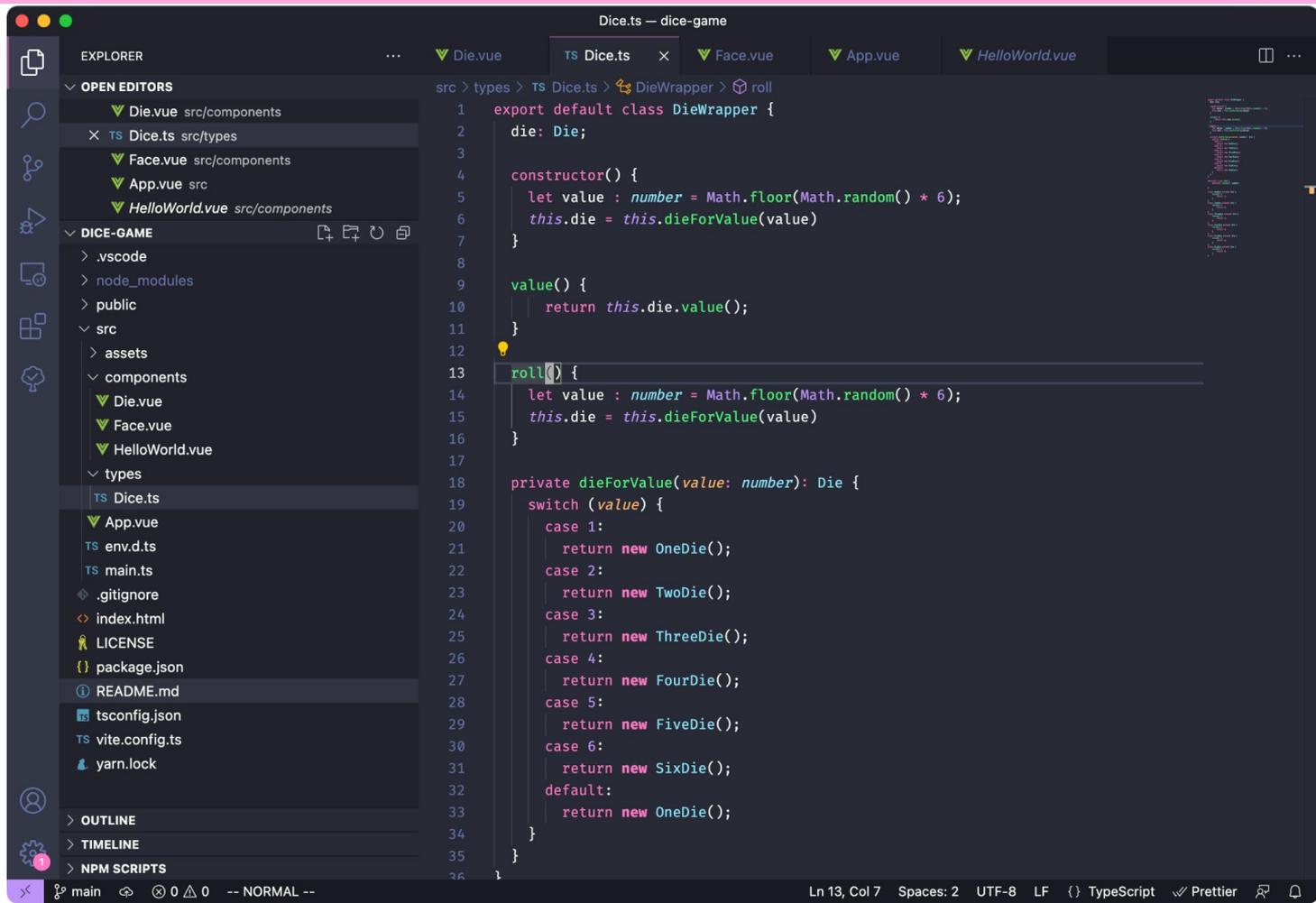


we made a contribution to the project  
free code

<https://www.youtube.com/watch?v=M8wk1U2pL5Q>

# *Tamaño de letra inclusiva*





The image shows a VS Code editor window with the following components:

- EXPLORER:** Shows the project structure for 'Dice GAME'. The 'types' folder is expanded, showing 'Dice.ts' selected.
- EDITOR:** Displays the code for 'Dice.ts'. The code defines a 'DieWrapper' class with a 'die' property, a constructor, a 'value()' method, and a 'roll()' method. A 'private dieForValue()' method uses a switch statement to return different die instances based on the value.
- STATUS BAR:** Shows 'Ln 13, Col 7', 'Spaces: 2', 'UTF-8', 'LF', 'TypeScript', 'Prettier', and a terminal icon.

```
1 export default class DieWrapper {
2   die: Die;
3
4   constructor() {
5     let value : number = Math.floor(Math.random() * 6);
6     this.die = this.dieForValue(value)
7   }
8
9   value() {
10    return this.die.value();
11  }
12
13  roll() {
14    let value : number = Math.floor(Math.random() * 6);
15    this.die = this.dieForValue(value)
16  }
17
18  private dieForValue(value: number): Die {
19    switch (value) {
20      case 1:
21        return new OneDie();
22      case 2:
23        return new TwoDie();
24      case 3:
25        return new ThreeDie();
26      case 4:
27        return new FourDie();
28      case 5:
29        return new FiveDie();
30      case 6:
31        return new SixDie();
32      default:
33        return new OneDie();
34    }
35  }
36 }
```

**“¿Será que hago la letra más grande?”**

Dice.ts — dice-game

EXPLORER ... Die.vue TS Dice.ts Face.vue App.vue HelloW

OPEN EDITORS

- Die.vue src/com...
- ✕ TS Dice.ts src/types
- Face.vue src/co...
- App.vue src
- HelloWorld.vue...

DICE-GAME

- .vscode
- node\_modules
- public
- src
  - assets
  - components
    - Die.vue
    - Face.vue
    - HelloWorld.vue
  - types
    - TS Dice.ts
    - App.vue
- OUTLINE
- TIMELINE
- NPM SCRIPTS

```

src > types > TS Dice.ts > DieWrapper > roll
1  export default class DieWrapper {
2    die: Die;
3
4    constructor() {
5      let value : number = Math.floor(Math.random() * 6);
6      this.die = this.dieForValue(value)
7    }
8
9    value() {
10     return this.die.value();
11   }
12
13   roll() {
14     let value : number = Math.floor(Math.random() * 6);
15     this.die = this.dieForValue(value)
16   }
17
18   private dieForValue(value: number): Die {
19     switch (value) {
20       case 1:
21         return new OneDie();
22       case 2:
23         return new TwoDie();
24       case 3:

```

Ln 13, Col 7 Spaces: 2 UTF-8 LF {} TypeScript Prettier

# *Música de fondo*





What is Pretzel?

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## Stream-safe music for Livestreamers

Tens of thousands of hours of Twitch and YouTube safe music, don't get DMCAed

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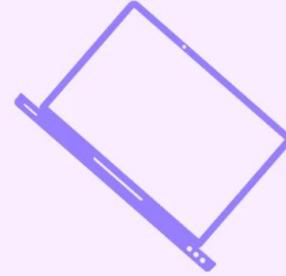
Compact Mode



<https://pretzel.rocks>

# *Notificaciones para seguidores*





***¡Ya pronto  
comenzamos!***



[hola\\_soy\\_milk\\_](#)



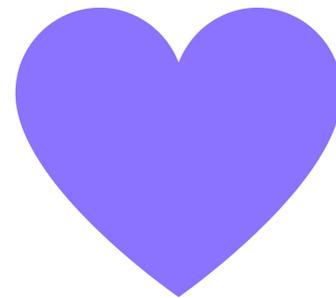
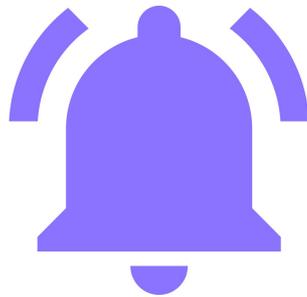
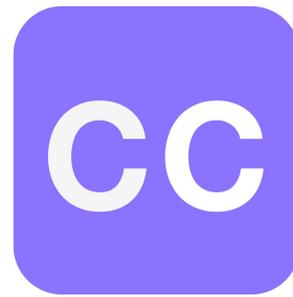
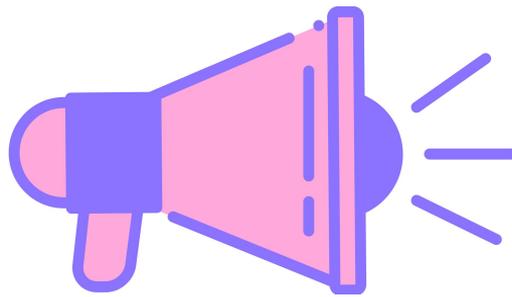
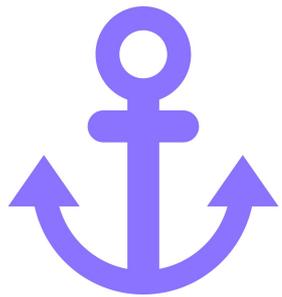
**Comienza 5 minutos antes**

# ***Mods: proteger al chat***



# *Ser considerado con tu comunidad*





***Contrapunto:  
No es obligatorio  
hacer live streaming***

***Ya no quiero  
programar  
solo***

***Recuerden:  
Estamos en vivo,  
y cositas pasan***

***También recuerden  
tenerse paciencia y  
cariño***

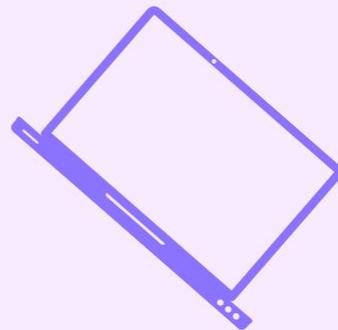
***¡Pero también!***  
***Se trata de pasarla***  
***bien***

## Resources:

- Onboarding Stream Example: <https://www.youtube.com/watch?v=RhU83qimXcA>
- Scheduling: [https://dashboard.twitch.tv/u/%3CYOUR\\_USERNAME%3E/settings/channel](https://dashboard.twitch.tv/u/%3CYOUR_USERNAME%3E/settings/channel)
- Guest Guidelines: <https://github.com/Codesee-io/streaming-guidelines>
- Banner graphics: <https://canva.com/>
- Dynamic timezone links: <https://everytimezone.com/>
- OBS: <https://obsproject.com/>
- StreamYard: <https://streamyard.com/>
- OBS captioning plugin: <https://github.com/ratwithacompiler/OBS-captions-plugin>
- Background music: <https://pretzel.rocks/>
- My slides: <https://ramonh.dev/coming-to-you-live.pdf>



Ramón Huidobro



***¡Gracias,  
gente maravillosa!***



[hola\\_soy\\_milk](#)



[hola\\_soy\\_milk\\_](#)

