

# Epsxe Guide To Set Up

If you think Knoppix is just a Linux demo disk, think again. Klaus Knopper created an entire Linux distribution on a bootable CD (and now a DVD) so he could use his favorite open source tools on any computer. This book includes a collection of tips and techniques for using the enormous amount of software Knoppix offers-not just to work and play, but also to troubleshoot, repair, upgrade, and disinfect your system without having to install a thing. Knoppix Hacks is just like the distribution it covers: a veritable Swiss Army knife packed full of tools. Scores of industrial-strength hacks-many of them new to this second edition-cover both the standard Knoppix CD and the feature-rich DVD "Maxi" distribution, which is included with this book. Discover how to use Knoppix to its full potential as your desktop, rescue CD, or as a launching point for your own live CD. With Knoppix Hacks, you can:

- Investigate features of the KDE desktop and its Internet applications
- Save your settings and data between reboots with persistent storage
- Employ Knoppix as a system administration multitool to replace failed servers and more
- Use the CD/DVD as a rescue disc to repair filesystems or a system that won't boot
- Rescue Windows systems with Knoppix to back up files and settings, hack the registry, and more
- Explore other live CDs based on Knoppix that could augment your system
- Easily install the popular Debian GNU/Linux distribution with all of your hardware detected and configured
- Remaster Knoppix to include your favorite software and custom branding

Whether you're a new Linux user, power user, or system administrator, this book helps you take advantage of Knoppix and customize it to your needs. You may just find ways to use Knoppix that you never considered.

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Research is finally acknowledging that sex differences in pain perception are experimental opportunities rather than obstacles. For the International Association for the Study of Pain, 32 specialists in 18 contributions explore basic biopsychosocial considerations for sex, gender, and pain research; and sex-related differences in experimental pain responses, and in clinical conditions (e.g. headache disorders, fibromyalgia, irritable bowel syndrome). The concluding paper by K. Berkley (neuroscience, Florida State U., Tallahassee) proposes a developmental lifespan framework for the complex issue of whether there is characteristic female pain as vs. male pain. Fillingim is in the U. of Florida's College of Dentistry. For those keeping count of such matters, there is about a 40:60 percent ratio of female to male authors. Annotation copyrighted by Book News, Inc., Portland, OR.

Research on human beings saves countless lives, but has at times harmed the participants. To what degree then should government regulate science, and how? The horrors of Nazi concentration camp experiments and the egregious Tuskegee syphilis study led the US government, in 1974, to establish Research Ethics Committees, known as Institutional Review Boards (IRBs) to oversee research on humans. The US now has over 4,000 IRBs, which examine yearly tens of billions of dollars of research -- all studies on people involving diseases, from cancer to autism, and behavior. Yet ethical violations persist. At the same time, critics have increasingly attacked these committees for delaying or blocking important studies. Partly, science is changing, and the current system has not kept up. Since the regulations were first conceived 40 years ago, research has burgeoned 30-fold. Studies often now include not a single university, but multiple institutions, and 40 separate IRBs thus need to approve a single project. One committee might approve a study quickly, while others

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require major changes, altering the scientific design, and making the comparison of data between sites difficult. Crucial dilemmas thus emerge of whether the current system should be changed, and if so, how. Yet we must first understand the status quo to know how to improve it. Unfortunately, these committees operate behind closed doors, and have received relatively little in-depth investigation. Robert Klitzman thus interviewed 45 IRB leaders and members about how they make decisions. What he heard consistently surprised him. This book reveals what Klitzman learned, providing rare glimpses into the conflicts and complexities these individuals face, defining science, assessing possible future risks and benefits of studies, and deciding how much to trust researchers -- illuminating, more broadly, how we view and interpret ethics in our lives today, and perceive and use power. These committees reflect many of the most vital tensions of our time - concerning science and human values, individual freedom, government control, and industry greed. Ultimately, as patients, scientists, or subjects, the decisions of these men and women affect us all.

Since their mother's death, Carter and Sadie have become near strangers. While Sadie has lived with her grandparents in London, her brother has traveled the world with their father, the brilliant Egyptologist, Dr. Julius Kane. One night, Dr. Kane brings the siblings together for a "research experiment" at the British Museum, where he hopes to set things right for his family. Instead, he unleashes the Egyptian god Set, who banishes him to oblivion and forces the children to flee for their lives. From the creator of the hit Percy Jackson series.

Structure templates and content within Sitecore, work with integrated tools, and leverage its extensive automation capabilities. Sitecore was recently recognized as one of the most reputable and reliable, enterprise-class web content management solutions (WCMS) available in the marketplace.

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Thousands of companies are using Sitecore to manage their digital experiences online. Because Sitecore is such a large, complex platform, developers often have a hard time coming up to speed, even after completing a Sitecore training course for developers. However, leveraging the design patterns and other practices laid out in this book will make that transition much easier. Professional Sitecore 8 Development provides a soup-to-nuts approach for a Sitecore rookie to come up to speed quickly, as well as provide more advanced techniques for seasoned veterans that they may not be exposed to otherwise. Key coverage areas include: Getting started with Sitecore development Front-end development techniques Incorporating design patterns into your Sitecore solutions Unit testing Sitecore applications Programming Sitecore's marketing capabilities Sitecore automation with PowerShell Advanced development techniques What you'll learn Develop solutions on the Sitecore platform Come up to speed on Sitecore without going through a training class Build front-end (HTML, CSS, Angular, etc.) solutions as well as back-end (C#) solutions on Sitecore Incorporate design patterns into your Sitecore solutions Make use of advanced Sitecore development techniques Who This Book Is For The book is a developer's companion, both front end and back end developers. The target audience is both developers who have zero Sitecore experience, as well as seasoned veterans looking for advanced best practices. A secondary audience would be Sitecore administrators who would benefit from discussions around performance tuning and security. IBM Power Systems SR-IOV: Technical Overview and Introduction IBM Redbooks London 1996: Alexander McQueen took over the Hawksmoor masterpiece Christ Church in London's East End for what was quite possibly the greatest fashion show on Earth. A candle-lit, cruciform catwalk with a backdrop of stained-glass

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windows set the tone for an extraordinary collection. Lace sat against chiffon and rubbed shoulders with couture and club-culture clothing and digital print. Dante was the seminal collection that would resonate throughout Alexander McQueen's career. This book features unique photographs shot behind the scenes, with raw, unseen pictures of the designer, models and clothes. The fashion creatives who worked with McQueen to make the show such a success recall this pivotal time in the designer's career and reflect on what made Dante truly groundbreaking. Newly created imagery of clothes shown on the catwalk gives an insight into why this collection was so special.

A person might suppose, from reading the above, that I am in the habit of holding forth about number one. That is not the case. Just as if I was to come into a room among strangers, and must either be introduced or introduce myself, so I have taken the liberty of passing these few remarks, simply and plainly that it may be known who and what I am. I will add no more of the sort than that my name is William George Ravender, that I was born at Penrith half a year after my own father was drowned, and that I am on the second day of this present blessed Christmas week of one thousand eight hundred and fifty-six, fifty-six years of age.

An astonishing journey through the creation of the seminal role playing epic, officially available in English for the first time ever! This holy grail of Final Fantasy fandom is packed full of original concept art, process pieces, and notes from the original artists and designers chronicling the creation of these timeless games. Dark Horse and Square Enix are thrilled to offer the first of three volumes celebrating the entrancing lore and exciting development of the initial six entries into the Final Fantasy saga. Totalling over three-hundred pages and collected in a high-quality hard-cover binding, Final Fantasy Ultimania Archive Volume 1 remains faithful to its original

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Japanese source material while simultaneously offering unparalleled accessibility for Western readers. No Final Fantasy collection is complete without this beautiful tome of art, lore, and history.

"In the age of technology we have become disconnected at a cellular level. The time to reconnect to ourselves and each other is now!" *Consciously Connecting* is a step-by-step guide that will enlighten and give you the ability to further connect to your inner self. Learn to enrich your relationships with others, take action, and connect within the world around you--and most importantly, with yourself. Develop healthy emotional habits, and decrease stress and anxiety with your connectivity, which will give you the inspiration to lead a more productive and creative life. This adventure will be fun, and the exercises are easy. Engage in a weekly plan of action as you commit to be cognizant and walk away from life's disconnect and distractions. Unlock the secrets to *Consciously Connecting* as you choose to achieve your goals, embrace your strengths, and define your journey. Give yourself the gift of joy and happiness through connection and watch the possibilities happen.

This edition of *Monetary and Financial Statistics Manual and Compilation Guide (Manual)* updates and merges into one volume methodological and practical aspects of the compilation process of monetary statistics. The Manual is aimed at compilers and users of monetary data, offering guidance for the collection and analytical presentation of monetary statistics. The Manual includes standardized report forms, providing countries with a tool for compiling and reporting harmonized data for the central bank, other depository corporations, and other financial corporations. Maybe it was the recent Atari 2600 milestone anniversary that fueled nostalgia for the golden days of computer and console gaming. Every Game Boy must ponder his roots from time to

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time. But whatever is driving the current retro gaming craze, one thing is certain: classic games are back for a big second act, and they're being played in both old and new ways. Whether you've just been attacked by Space Invaders for the first time or you've been a Pong junkie since puberty, Chris Kohler's *Retro Gaming Hacks* is the indispensable new guide to playing and hacking classic games. Kohler has compiled tons of how-to information on retro gaming that used to take days or weeks of web surfing to track down and sort through, and he presents it in the popular and highly readable Hacks style. *Retro Gaming Hacks* serves up 85 hard-nosed hacks for reviving the classic games. Want to game on an original system? Kohler shows you how to hack ancient hardware, and includes a primer for home-brewing classic software. Rather adapt today's equipment to run retro games? Kohler provides emulation techniques, complete with instructions for hacking a classic joystick that's compatible with a contemporary computer. This book also teaches readers to revive old machines for the original gaming experience: hook up an Apple II or a Commodore 64, for example, and play it like you played before. A video game journalist and author of *Power Up: How Japanese Video Games Gave the World an Extra Life*, Kohler has taught the history of video games at Tufts University. In *Retro Gaming Hacks*, he locates the convergence of classic games and contemporary software, revealing not only how to retrofit classic games for today's systems, but how to find the golden oldies hidden in contemporary programs as well. Whether you're looking to recreate the magic of a Robotron marathon or simply crave a little handheld Donkey Kong, *Retro Gaming Hacks* shows you how to set the way-back dial.

Offering deeper insights into the critically acclaimed God of War® franchise, this novel returns us to the dark world of ancient Greek mythology explored in the heart-pounding

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action of God of War I, the bestselling video game. A brutal warrior, Kratos is a slave to the gods of Olympus. Plagued by the nightmares of his past and yearning for freedom, the Ghost of Sparta would do anything to be free of his debt to the gods. He is on the verge of losing all hope when the gods give him one last task to end his servitude. He must destroy Ares, the god of war. But what chance does a mere mortal have against a god? Armed with the deadly chained Blades of Chaos, guided by the goddess Athena, and driven by his own insatiable thirst for vengeance, Kratos seeks the only relic powerful enough to slay Ares . . . a quest that will take him deep into the mysterious temple borne by the Titan Cronos! From the black depths of Hades to the war-torn city of Athens to the lost desert beyond, God of War sheds a brutal new light on the bestselling video game and on the legend of Kratos.

OpenGL® SuperBible, Fifth Edition is the definitive programmer's guide, tutorial, and reference for the world's leading 3D API for real-time computer graphics, OpenGL 3.3. The best all-around introduction to OpenGL for developers at all levels of experience, it clearly explains both the API and essential associated programming concepts. Readers will find up-to-date, hands-on guidance on all facets of modern OpenGL development, including transformations, texture mapping, shaders, advanced buffers, geometry management, and much more. Fully revised to reflect ARB's latest official specification (3.3), this edition also contains a new start-to-finish tutorial on OpenGL for the iPhone, iPod touch, and iPad. Coverage includes A practical introduction to the essentials of real-time 3D graphics Core OpenGL 3.3 techniques for rendering, transformations, and texturing Writing your own shaders, with examples to get you started Cross-platform OpenGL: Windows (including Windows 7), Mac OS X, GNU/Linux, UNIX, and embedded systems

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OpenGL programming for iPhone, iPod touch, and iPad: step-by-step guidance and complete example programs Advanced buffer techniques, including full-definition rendering with floating point buffers and textures Fragment operations: controlling the end of the graphics pipeline Advanced shader usage and geometry management A fully updated API reference, now based on the official ARB (Core) OpenGL 3.3 manual pages New bonus materials and sample code on a companion Web site, [www.starstonesoftware.com/OpenGL](http://www.starstonesoftware.com/OpenGL) Part of the OpenGL Technical Library—The official knowledge resource for OpenGL developers The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies. Web API 2 is the latest evolution of Microsoft's web services toolkit, which allows the creation of RESTful applications built on the ASP.NET platform. It provides a standards-based approach and a high-productivity development model that makes it easy to deliver services to a wide-range of clients, including mobile devices. This book puts Web API into context for the experienced MVC Framework developer and dives deep into the tools and techniques required to build Web API applications that integrate with the MVC Framework and shows you how to create single-page applications to consume them. Best-selling author Adam Freeman explains how to get the most from Web API 2 by building on the foundation of the MVC Framework and the ASP.NET platform. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to

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give you the knowledge you need.

Provides an introduction to AI game techniques used in game programming.

A New York City forensic pathologist and her Harvard-educated husband describe her experiences as a student and doctor throughout the events of September 11, the subsequent anthrax bio-terrorism attack and the disastrous crash of Flight 587.

This IBM® Redpaper™ publication describes the adapter-based virtualization capabilities that are being deployed in high-end IBM POWER7+™ processor-based servers. Peripheral Component Interconnect Express (PCIe) single root I/O virtualization (SR-IOV) is a virtualization technology on IBM Power Systems servers. SR-IOV allows multiple logical partitions (LPARs) to share a PCIe adapter with little or no run time involvement of a hypervisor or other virtualization intermediary. SR-IOV does not replace the existing virtualization capabilities that are offered as part of the IBM PowerVM® offerings. Rather, SR-IOV compliments them with additional capabilities. This paper describes many aspects of the SR-IOV technology, including: A comparison of SR-IOV with standard virtualization technology Overall benefits of SR-IOV Architectural overview of SR-IOV Planning requirements SR-IOV deployment models that use standard I/O virtualization Configuring the adapter for dedicated or shared modes Tips for maintaining and troubleshooting your system Scenarios for configuring your system This paper is directed to clients, IBM Business Partners, and system administrators who are involved with planning, deploying,

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configuring, and maintaining key virtualization technologies.

The un-dead hero of MediEvil returns in this thrilling prequel from the original creators of the critically acclaimed videogame. After being swept through time and landing in his own past, Sir Daniel Fortesque finds himself teaming up with old friends – including a weredog and cockney-fairies – in order to once again save the kingdom of Gallowmere. The evil sorcerer Zarok is raising an evil un-dead army, and Sir Dan is the only one who can ensure his cowardly former-self prevails. Delve deep into MediEvil lore as the secret history of Sir Dan is revealed, and a brand new adventure, that follows on directly from MediEvil 2, begins!

Red Dead Redemption 2 Complete Official Guide Standard Edition Compiled and crafted in association with Rockstar Games, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of Red Dead Redemption 2. **GUIDE DETAILS** HUNDREDS OF UNTOLD TALES, TOLD: All events at your fingertips, from the most memorable missions to the rarest chance encounters – you need never miss a single moment of the story **CHARTING THE WILDS:** Hires annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here 100% **COMPLETION:** Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games – all streamlined for total completion **VISUAL SOLUTIONS:** Supported by annotated 4K screenshots **COMPLETION ROADMAPS:** Comprehensive flowcharts reveal the

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exact availability conditions of all missions and unlockables  
EXPERT ANALYSIS: All key systems and parameters fully documented, with exhaustive appraisals of all weapons, items, horse breeds, animals – and so much more  
EASE OF USE: Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

"It's Moosewood's world. We're just eating in it."

—Christine Muhlke, *The New York Times* The creators of America's beloved natural foods restaurant, Moosewood, are back with *The Moosewood Restaurant Table*, their new book with over 250 brand new, never-before-published recipes. With the restaurant now in its fifth decade, the Moosewood chefs continue to remain faithful to the farm-to-table philosophy that has governed the restaurant since its founding, while also keeping an eye on today's gastro-trends. As they say "We've gotten to know our customers and readers pretty well... their curiosity and culinary IQ have grown exponentially... We've been on some adventures developing this book..." Indeed, they have, working with some less common fruits and vegetables that you might find in your CSA, like Romanesco broccoli and watermelon radishes. They've begun cooking with a wider variety of grains like freekeh and millet. All this experimentation has led them to some great new recipes: Two Potato Tomato Curry Cashew-Crusted Chickpea Burgers Cuban Picadillo with Tofu Pot Pies for Autumn Winter and Spring Butternut Latkes Jamaican Jerk Tempeh Patties and plenty more. Of course, a Moosewood cookbook wouldn't be complete without

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desserts like Turkish Coffee Brownies, Orange Pistachio Cornmeal Cake or Cherry Tomato Upside Down Cake to mention just a few. Including a healthy number of both vegan and gluten-free recipes, The Moosewood Restaurant Table is the next classic from the restaurant that revolutionized natural eating in the US.

The bestseller returns—completely updated to include the newest hardware, software, and techniques for building your own arcade. Interest in classical arcade games remains on the rise, and with a little money, older computer hardware, and a little effort, you can relive your arcade experiences by building your own arcade machine. The hands-on guide begins with a description of the various types of projects that you can undertake. It then progresses to a review of the audio and video options that are available and looks at the selection of game software and cabinet artwork. Ultimately, you'll learn essential troubleshooting tips and discover how to build arcade controllers and machines that you can enjoy at home with your PC. Serves as a soup-to-nuts guide for building your own arcade machine, from the sheets of wood to the finished product. Addresses the variety of arcade controls, including joysticks, buttons, spinners, trackballs, flight yokes, and guns. Explains how to interface arcade controls to a computer. Shares troubleshooting tips as well as online resources for help and inspiration. Project Arcade, Second Edition helps you recapture the enjoyment of your youth that was spent playing arcade games by walking you through the exciting endeavor of building your own full arcade machine.

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Configure, run, and troubleshoot Windows Vista Home Premium or Windows Vista Home Basic with the detailed coverage you'll find in this comprehensive guide. With a task-based approach and clear instructions, this book helps you become an advanced user of Windows Vista—even if you're just starting out. From administering your computer and surfing the Web securely to advanced maneuvers such as creating your own movies and burning DVDs, you'll find what you need to master the powerful features of Windows Vista.

Meet Ahsoka Tano, a brave Jedi-in-training--also known as a Padawan--in this Star Wars Little Golden Book written by Ashley Eckstein! This Little Golden Book follows the journey of Ahsoka Tano, a brave Padawan from the epic Star Wars space saga, as she learns the mysterious ways of the Force from her Jedi teachers Anakin Skywalker, Yoda, and Obi-Wan Kenobi. Written by Ashley Eckstein, the voice of Ahsoka Tano in the Star Wars: The Clone Wars and Star Wars: Rebels animated series, this beautifully-illustrated book is perfect for Star Wars--and Little Golden Book--fans of all ages!

Hands-on guide to understanding and utilizing Quartz and Core Image, the two major graphic technologies in the Apple Core Graphics Framework.

A riveting, panoramic look at “homegrown” Islamist terrorism from 9/11 to the present Since 9/11, more than three hundred Americans—born and raised in Minnesota, Alabama, New Jersey, and elsewhere—have been indicted or convicted of terrorism charges. Some have taken the fight

abroad: an American was among those who planned the attacks in Mumbai, and more than eighty U.S. citizens have been charged with ISIS-related crimes. Others have acted on American soil, as with the attacks at Fort Hood, the Boston Marathon, and in San Bernardino. What motivates them, how are they trained, and what do we sacrifice in our efforts to track them? Paced like a detective story, *United States of Jihad* tells the entwined stories of the key actors on the American front. Among the perpetrators are Anwar al-Awlaki, the New Mexico-born radical cleric who became the first American citizen killed by a CIA drone and who mentored the Charlie Hebdo shooters; Samir Khan, whose Inspire webzine has rallied terrorists around the world, including the Tsarnaev brothers; and Omar Hammami, an Alabama native and hip hop fan who became a fixture in al Shabaab's propaganda videos until fatally displeasing his superiors. Drawing on his extensive network of intelligence contacts, from the National Counterterrorism Center and the FBI to the NYPD, Peter Bergen also offers an inside look at the controversial tactics of the agencies tracking potential terrorists—from infiltrating mosques to massive surveillance; at the bias experienced by innocent observant Muslims at the hands of law enforcement; at the critics and defenders of U.S. policies on terrorism; and at how social media has revolutionized terrorism. Lucid and rigorously

researched, *United States of Jihad* is an essential new analysis of the Americans who have embraced militant Islam both here and abroad. — Washington Post, Notable Non-Fiction Books in 2016

“Covenant is [Stephen R.] Donaldson's genius!”—The Village Voice He called himself Thomas Covenant the Unbeliever, because he dared not believe in this strange alternate world on which he suddenly found himself. Yet the Land tempted him. He had been sick; now he seemed better than ever before. Through no fault of his own, he had been outcast, unclean, a pariah. Now he was regarded as a reincarnation of the Land's greatest hero—Berek Halfhand—armed with the mystic power of White Gold. That power alone could protect the Lords of the Land from the ancient evil of the Despiser, Lord Foul. Except that Covenant had no idea how to use that power. . . .

A car PC or carputer is a car tricked-out with electronics for playing radio, music and DVD movies, connecting to the Internet, navigating and tracking with satellite, taking photos, and any electronic gadget a person wants in a car. All these devices are managed and controlled through a single screen or interface. The only place car PC enthusiasts can go for advice, tips and tools is a handful of hard-to-find Web sites--until now. *Car PC Hacks* is your guide into the car PC revolution. Packing MP3 players, handheld devices, computers and video-on-demand

systems gives you a pile too heavy to carry. But add a car and put them together, you've got a powerful and mobile multimedia center requiring no lifting. The next time you give kids a lift, you won't hear, "Are we there yet?" Instead, expect "We're there already?" as they won't want to leave the car while playing video games from multiple consoles. Car PC Hacks is the first book available to introduce and entrench you into this hot new market. You can count on the book because it hails from O'Reilly, a trusted resource for technical books. Expect innovation, useful tools, and fun experiments that you've come to expect from O'Reilly's Hacks Series. Maybe you've hacked computers and gadgets, and now you're ready to take it to your car. If hacking is new and you would like to mix cars and computers, this book gets you started with its introduction to the basics of car electrical systems. Even when you're unclear on the difference between amps and watts, expect a clear explanation along with real-life examples to get on track. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in the book for a joy ride.

Pro Android 2 shows how to build real-world and fun mobile applications using Google's latest Android software development kit. This new edition is updated for Android 2, covering everything from the fundamentals of building applications for embedded devices to advanced concepts such as custom 3D

components, OpenGL, and touchscreens including gestures. While other Android development guides simply discuss topics, Pro Android 2 offers the combination of expert insight and real sample applications that work. Discover the design and architecture of the Android SDK through practical examples, and how to build mobile applications using the Android SDK. Explore and use the Android APIs, including those for media and Wi-Fi. Learn about Android 2's integrated local and web search, handwriting gesture UI, Google Translate, and text-to-speech features. Pro Android 2 dives deep, providing you with all the knowledge and techniques you need to build mobile applications ranging from games to Google apps, including add-ons to Google Docs. You'll be able to extend and run the new Google Chrome APIs on the G1, the G2, and other next-generation Google phones and Android-enabled devices.

ASP.NET MVC 4 Recipes is a practical guide for developers creating modern web applications, cutting through the complexities of ASP.NET, jQuery, Knockout.js and HTML 5 to provide straightforward solutions to common web development problems using proven methods based on best practices. The problem-solution approach gets you in, out, and back to work quickly while deepening your understanding of the underlying platform and how to develop with it. Author John

Ciliberti guides you through the framework and development tools, presenting typical challenges, along with code solutions and clear, concise explanations, to accelerate application development. Inside you will find recipes dealing with streamlined syntax, full control over HTML, a simple API for creating RESTful web services, writing support for test driven development, and more. Solve problems immediately by pasting in code from the recipes, or put multiple recipe solutions together to overcome challenging development obstacles. Dive head first into ASP.NET MVC web development with ASP.NET MVC 4 Recipes.

Respect the Ride, not Gravity Grab your bike, strap on your gear and get ready to re-enter Dave Mirra's world in Dave Mirra Freestyle BMX 2. Create the BMX experience you want to have with the only extreme sports video game to feature 10-time world champion and 11-time X-Game medalist, Dave Mirra. It's time to re-enter Dave Mirra's world... It's time to show the competition what you've got... It's time to ride. Inside this guide you'll find:

- A special introduction written by Dave Mirra.
- Biographies of all 14 BMX riders.
- All available bikes for each rider.
- Detailed explanations of the NEW, 'Park Editor' mode.
- Hints and tips on using the new SIK trick system to create tricks.
- Step-by-step walkthroughs of all the huge game-play levels.
- Competition strategies for all 13, super-competitive multi-player

games. • Exclusive hints and tips straight from Acclaim Entertainment's Quality Assurance Dept. and the game designers at Z-Axis.

Get up and running quickly with Microsoft ASP.NET MVC and Entity Framework as you build and deploy complex websites. By using a fully working example retail website you will learn solutions to real-world issues that developers frequently encounter.

Whether you are a novice developer or an experienced .NET developer wishing to learn more about MVC and Entity Framework, author Lee Naylor will teach you how to develop a detailed database-driven example website using Microsoft ASP.NET and Entity Framework Code First with fully explained code examples. What You Will Learn: •

Get up and running quickly with ASP.NET MVC and Entity Framework to build a complex website to display and manage several related entities•

Integrate identity code into a project• Understand advanced topics, including asynchronous database access and managing data conflicts•

Work with Microsoft Azure, including remote debugging and database access• Develop your CSS skills, including animations and media queries for use with tablet or mobile/cell phone devices Who This Book Is For:

Novice developers new to the subject through to more experienced ASP.NET web forms developers looking to migrate from web forms to MVC and Entity Framework. The book assumes some programming

knowledge such as object-oriented programming concepts and a basic knowledge of C#.

The worldwide video game console market surpassed \$10 billion in 2003. Current sales of new consoles is consolidated around 3 major companies and their proprietary platforms: Nintendo, Sony and Microsoft. In addition, there is an enormous installed "retro gaming" base of Ataria and Sega console enthusiasts. This book, written by a team led by Joe Grand, author of "Hardware Hacking: Have Fun While Voiding Your Warranty", provides hard-core gamers with they keys to the kingdom: specific instructions on how to crack into their console and make it do things it was never designed to do. By definition, video console game players like to have fun. Most of them are addicted to the adrenaline rush associated with "winning", and even more so when the "winning" involves beating the system by discovering the multitude of "cheats" built into most video games. Now, they can have the ultimate adrenaline rush---actually messing around with the soul of the machine and configuring it to behave exactly as the command. This book builds on the motto of "Have Fun While Voiding Your Warranty" and will appeal to the community of hardware geeks who associate unscrewing the back of their video console with para-jumping into the perfect storm. Providing a reliable, field-tested guide to hacking all of the most popular video gaming consoles Written by some of the most knowledgeable and recognizable names in the hardware hacking community Game Console Hacking is the first book on the market to show game enthusiasts (self described hardware geeks) how to disassemble, reconfigure, customize and re-purpose their Atari, Sega, Nintendo, Playstation and Xbox systems

Beginning Python Games Development, Second Edition teaches you how to create compelling games using Python

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and the PyGame games development library. It will teach you how to create visuals, do event handling, create 3D games, add media elements, and integrate OpenGL into your Python game. In this update to the first ever book to cover the popular open source PyGame games development library, you'll stand to gain valuable technical insights and follow along with the creation of a real-world, freely downloadable video game. Written by industry veterans and Python experts Will McGugan and Harrison Kinsley, this is a comprehensive, practical introduction to games development in Python. You can also capitalize upon numerous tips and tricks the authors have accumulated over their careers creating games for some of the world's largest game developers.

This IBM® Redbooks® publication provides advice and technical information about optimizing and tuning application code to run on systems that are based on the IBM POWER7® and POWER7+™ processors. This advice is drawn from application optimization efforts across many different types of code that runs under the IBM AIX® and Linux operating systems, focusing on the more pervasive performance opportunities that are identified, and how to capitalize on them. The technical information was developed by a set of domain experts at IBM. The focus of this book is to gather the right technical information, and lay out simple guidance for optimizing code performance on the IBM POWER7 and POWER7+ systems that run the AIX or Linux operating systems. This book contains a large amount of straightforward performance optimization that can be performed with minimal effort and without previous experience or in-depth knowledge. This optimization work can: Improve the performance of the application that is being optimized for the POWER7 system Carry over improvements to systems that are based on related processor chips Improve performance on other platforms The audience of this book is

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those personnel who are responsible for performing migration and implementation activities on IBM POWER7-based servers, which includes system administrators, system architects, network administrators, information architects, and database administrators (DBAs).

Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications.

**Key Features** Learn to use Qt 5 to design and customize the look and feel of your application Improve the visual quality of an application by using graphics rendering and animation

Understand the balance of presentation and web content that will make an application appealing yet functional **Book**

**Description** With the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly user interfaces for your applications.

**Qt5 C++ GUI Programming Cookbook, Second Edition** teaches you how to develop functional and appealing user interfaces using the latest version of QT5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots, network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learn

Animate GUI elements using Qt5's built-in animation system Draw shapes and 2D images using Qt5's powerful rendering system Implement an industry-standard OpenGL library in your project Build a mobile app

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that supports touch events and exports it onto devices Parse and extract data from an XML file and present it on your GUI Interact with web content by calling JavaScript functions from C++ Access MySQL and SQLite databases to retrieve data and display it on your GUI Who this book is for This intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

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