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**Game AI Pro 360: Guide to Movement and Pathfinding** Jun 17 2022 Steve Rabin's Game AI Pro 360: Guide to Movement and Pathfinding gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering movement and pathfinding in game AI. This volume is complete with articles by leading game AI programmers that explore better ways to smooth paths, avoid obstacles, and navigate 3D space with cutting-edge techniques. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

**Home Theater For Dummies** Oct 09 2021 Overwhelmed with big screen TV and home theater audio options? What do you need to build the perfect home theater experience? Home Theater For Dummies, 3rd Edition shows you how to plan a home theater system and choose components that fit your budget and your room. Beginning with the most basic information, this guide helps you choose what you need and put it all together. It explains DLP, 3LCD, HDMI, DTV, and HDTV so you can talk intelligently with salespeople at the electronics store. You'll find out about Blu-ray, explore HD and satellite radio options, and see how to incorporate a Wii, Xbox, or Playstation 3 into your set-up. Learn to: Choose among plasma, LCD, and projection TVs Know the difference between digital TV and HDTV Assess and choose an LCD TV, a new 3D TV, or an HD radio Set up your audio system and TV for maximum performance Use a Media Center or Home Theater PC Fine-tune your system and add cool touches such as accessing home theater content from your cell phone Explore HD and satellite radio options, CD players, DVD-Audio disks, and options for old cassettes and vinyl Set up your system with the proper cables for each component, or learn what it takes to go wireless Calibrate your video with a calibration disk, an optical comparator, or a DVD containing THX Optimizer Get the perfect home theater experience by following the expert tips and techniques presented in Home Theater For Dummies, 3rd Edition. You'll be watching movies and listening to audio in no time!

**Designer's Guide to Mac OS X Tiger** Feb 13 2022 You held off on moving to Mac OS X until your bread-and-butter applications made the jump, and now you're thinking of moving up to Tiger. This book is especially geared toward designers who've become comfortable working under Mac OS X and are ready now to make the Tiger transition. Designer and prepress pro Jeff Gamet focuses on the Mac OS X Tiger features that matter most to illustrators, designers, and other graphic professionals. He explains not only how things work in Mac OS X Tiger, but how Tiger enables users to work efficiently and effectively. In chapters devoted to fonts, printing, PDF, color management, networking, the Mac's built-in design tools, and much more, readers will learn how to: \* Solve the nitty-gritty issues designers confront daily \* Improve production workflow and avoid common problems \* Optimize, maintain, and secure your network, whether you work in a complex office environment or a small graphics studio

**GPU Pro 360 Guide to 3D Engine Design** Nov 22 2022 Wolfgang Engel's GPU Pro 360 Guide to 3D Engine Design gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers the design of a 3D engine. This volume is complete with articles by leading programmers that focus on various aspects of 3D engine design such as quality and optimization as well as high-level architecture. GPU Pro 360 Guide to 3D Engine Design is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips & tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real-time rendering Takes practical approach that helps graphics programmers solve their daily challenges

**Mastering OpenCV 4** Aug 27 2020 Work on practical computer vision projects covering advanced object detector techniques and modern deep learning and machine learning algorithms Key Features Learn about the new features that help unlock the full potential of OpenCV 4 Build face detection applications with a cascade classifier using face landmarks Create an optical character recognition (OCR) model using deep learning and convolutional neural networks Book Description Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as face recognition, landmark detection and pose estimation, and number recognition with deep convolutional networks. You'll learn from experienced OpenCV experts how to implement computer vision products and projects both in academia and industry in a comfortable package. You'll get acquainted with API functionality and gain insights into design choices in a complete computer vision project. You'll also go beyond the basics of computer vision to implement solutions for complex image processing projects. By the end of the book, you will have created various working prototypes with the help of projects in the book and be well versed with the new features of OpenCV4. What you will learn Build real-world computer vision problems with working OpenCV code samples Uncover best practices in engineering and maintaining OpenCV projects Explore algorithmic design approaches for complex computer vision tasks Work with OpenCV's most updated API (v4.0.0) through projects Understand 3D scene reconstruction and Structure from Motion (SfM) Study camera calibration and overlay AR using the ArUco Module Who this book is for This book is for those who have a basic knowledge of OpenCV and are competent C++ programmers. You need to have an understanding of some of the more theoretical/mathematical concepts, as we move quite quickly throughout the book.

**Oracle Cloud Infrastructure Architect Associate All-in-One Exam Guide (Exam 1Z0-1072)** May 04 2021 Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. This study guide covers 100% of the objectives for the Oracle Cloud Infrastructure Architect Associate exam Pass the new Oracle Cloud Infrastructure Architect Associate exam with ease using the detailed information contained in this effective self-study system. Written by an Oracle expert and respected author, Oracle Cloud Infrastructure Architect Associate All-in-One Exam Guide (Exam 1Z0-1072) offers complete coverage of every subject on the challenging exam. Hands-on exercises, practice exam questions with in-depth explanations, "Notes," "Exam Tips," and "Cautions" throughout provide professional insight and call out potentially harmful situations. Beyond exam preparation, this guide also serves as a valuable on-the-job reference. Covers all exam topics, including: • Oracle Cloud Infrastructure concepts • OCI identity and access management • OCI networking • Compute instances • Storage • Database • Automation tools • OCI best practice architectures Online content includes: • 140 practice questions • Fully-customizable online test engine

**Practical Computing on the Cell Broadband Engine** Oct 29 2020 Practical Programming in the Cell Broadband Engine offers a unique programming guide for the Cell Broadband Engine, demonstrating a large number of real-life programs to identify and solve problems in engineering, logic design, VLSI CAD, number-theory, graph-theory, computational geometry, image processing, and other subjects. Key features include: Numerous diagrams, mnemonics, tables, charts, code samples for making program development on the CBE as accessible as possible Comprehensive reading list for introductory material to the subject matter A website providing all source codes and sample-data for examples presented in this text.

**Popular Science** Mar 02 2021 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

**YOUTUBE GAMING CHANNEL SETUP : Step to step guide on how to set up your YouTube gaming channel** Mar 26 2023 Are you a gamer? Do you ever feel the need to start your own YouTube gaming channel? Well, look no further. This book is the perfect starting point to getting your channel off the ground and into the web's eye! Perhaps you've always wanted to start a YouTube gaming channel but weren't sure how. Or maybe you've already started one, but feel like it needs improvement. Whatever your reason is, this book has everything you need to get a good start to your channel! The in-depth information will guide you not just through the creation of your own video productions, but also into how you can get your channel off the ground and make it the success it should be. Since gaming is all the rage with younger generations, and Youtube has become such a popular site for people to post their own videos, it only makes sense that more and more people are starting up their own Youtube Gaming Channel. Youtube gaming channels are becoming increasingly popular nowadays as gamers are turning away from playing games on consoles or PCs, and instead using mobile gaming devices such as mobile smartphones or tablets. In order to make a good impact on youtube, you need to have a channel that is not only entertaining but also informative. Video games have always been a popular pastime and now, with the advent of YouTube, gamers can broadcast their game play for others to watch. As such, it can be tempting for those who have never thought about setting up their own YouTube gaming channel to take that first step into the world of online streaming and broadcasting. This book covers: Choosing your niche Before you begin Your gaming platform Building an audience Monetizing your channel And much more. How To Set Up A YouTube Gaming Channel will walk you through all of the steps involved in getting your new channel up and running as smoothly as possible. Not only will you learn how to create your channel, but you'll also find out all about uploading videos, enabling monetization and making money from your clips on YouTube. With this handy guide in hand, setting up your channel should be a walk in the park! You will be taken through the steps of creating a YouTube channel and setting up your streaming account in an easy-to-understand manner! In addition, you will discover how to live stream on Twitch, the benefits of monetizing your gaming videos, and other quick tips! So, not only will you learn how to create a YouTube channel, but you will discover all that you need to know about how to setup your streaming services and making money from your clips on YouTube within days! If you have been considering starting your own YouTube Gaming channel, but aren't sure where to start, this is the perfect book to get you off the ground! It is a simple to read guide, in simple language. Hurry and make the most out of it.

**PC Magazine** Nov 29 2020



experts brings together all the knowledge you'll need to succeed with Fedora or Red Hat Enterprise Linux in any real-world environment. Best-selling author Mark Sobell explains Linux clearly and effectively, focusing on skills you'll actually use as an administrator, user, or programmer. Sobell assumes no prior Linux knowledge. He starts at the beginning and walks you through every topic and task that matters, using easy-to-understand examples. Step by step, you'll learn how to install and configure Linux from the accompanying DVD, navigate its graphical user interfaces, provide file/print sharing and Internet services, make sure Linux desktops and networks are as secure as possible, work with the powerful command line, administer Linux efficiently, and even automate administration with Perl scripts. Mark Sobell has taught hundreds of thousands of Linux and UNIX professionals. He knows every Linux nook and cranny—and he never forgets what it's like to be new to Linux. Whatever you'll want to do with Linux—now or in the future—this book gives you everything you'll need. Compared with the other Linux books out there, *A Practical Guide to Fedora™ and Red Hat® Enterprise Linux®, Fifth Edition*, delivers Complete, up-to-the-minute coverage of Fedora 12 and RHEL 5 Deeper coverage of the command line and the newest GUIs, including desktop customization More practical coverage of file sharing using Samba, NFS, and FTP More and better coverage of automating administration with Perl More realistic coverage of Internet server configuration, including Apache, sendmail, NFS, DNS/BIND, and LDAP More state-of-the-art security techniques, including SELinux (Security Enhanced Linux), ACLs (Access Control Lists), firewall setup using both the Red Hat GUI and iptables, and a full chapter on OpenSSH More and better coverage of system/network administration tasks, including new coverage of network monitoring with Cacti Complete instructions on keeping Linux systems up-to-date using yum And much more, including a 500+ term glossary and a comprehensive index Includes DVD! Get the full version of the Fedora 12 release!

*Video Game Audio* Oct 21 2022 From the one-bit beeps of Pong to the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored, including synthesized v. sampled sound, pre-recorded v. dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v. digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS and Android devices and many others.

*Error Analysis of Material Characterization Using a Wave Guide Applicator* Jul 18 2022

**Chromecast Latest Manual: 2018 Tricks and Tips Unveil!** Sep 08 2021 UNLOCKING THE TRICKS AND TIPS OF EXPLORING YOUR CHROMECAST ULTRA DEVICE Are you experiencing any difficulties setting up your Chromecast device (All generation and type of Chromecast device)? Are you experiencing any difficulties trying to cast your Chrome tab, android screen or pc screen to your TV set? Are you experiencing a black screen on your TV set with your Chromecast showing white or orange or red solid or blinking LED light? Are you experiencing any difficulties setting up or dis-enabling casting to cloud service? Are you experiencing any difficulties trying to cast your movies, music etc. to your TV set? Is your Chromecast device connected to your Wi-Fi network but can't connect to the internet or it can't find your Wi-Fi network or it can't connect to your Wi-Fi network and you desire to fix it? Look no further, for "Chromecast Latest Manual: 2018 Tricks & Tips Unveil!" is the answer to all the questions that you have ever thought about or imagine about Chromecast.In this book, the author, Engr. Evan Randy will walk you through: a simplified method on how to setup all types and generations of Chromecast device, how to cast android screen or PC screen or a Chromecast-enable device screen from a google home app to a TV set, how to troubleshoot common issues like: when your TV set is showing a black screen and your Chromecast is having a white solid or blinking LED light, purple or red LED light or it is not showing any light at all or the Chromecast is showing no signal error and other possible Chromecast error, how to setup google cast for education and schedules calls in event such as: changing the name of your call, inviting and removing someone from a call, allowing guest to modify calls, how you can start casting to a hangout or for education receiver from chrome, how to setup and disable casting to cloud service, how to pin the cast button to a Chrome toolbar, how to link and unlink TV set or speaker to a google home device, how to adjust volume when casting an android screen and how to turn on microphone in google play service, how to cast and stop casting a Chrome tab on a TV set, how to fix errors like: when your Chromecast is connected to a Wi-Fi network but can't connect to the internet, when it is not connecting to Wi-Fi or router errors and other possible errors and a lots of other tricks and tips of Chromecast device. What more? Join Engr. Evan Randy as he tour you into the world of Chromecast device today! Chromecast Bluetooth wifi, tablet optical digital 3, audio cable monitor book, generation tolink prime, tv shows 2 streaming rcaamlogic google support hd, kit splitter box outputs, switch input apple ultra, out fie ps4 switcher ps3, receiver audio matrix 4kfemale to extension power, cord Xbox hdcp amplifier, adapter Ethernet casting, passthrough installation, dvi angle surround soundfiber showtime hdtv stats, accessories wireless usb, dvd player directv mount, uhd chrome cast remote 1, control how can setup rfpport cec laptop automatic, arc uhd blu ray musou tv, speaker vudu roku hanger, case sets gen generation, notebook new version 2.0 pip stick youtube theatre, air premium nc2-6a5 live, tv rhd 2.0 m series dlna, dongle network internet m, channel server hanger avchomequad-core connecting, smarter dumb android bar, sound hdmi anycast video, movies 2tb extender wall, chromecast turner device wireless airplay miracast, extractor converter claw, bleiden smartcast player, app xpact hard drive hub, enclosure mkv download mandroid installation port, installation kindle book, content supersun install, replacement oontz screen, universal angle 4th chr

**The Arduino Inventor's Guide** Jan 24 2023 With Arduino, you can build any hardware project you can imagine. This open-source platform is designed to help total beginners explore electronics, and with its easy-to-learn programming language, you can collect data about the world around you to make something truly interactive. The Arduino Inventor's Guide opens with an electronics primer filled with essential background knowledge for your DIY journey. From there, you'll learn your way around the Arduino through a classic hardware entry point—blinking LEDs. Over the course of the book, 11 hands-on projects will teach you how to: –Build a stop light with LEDs –Display the volume in a room on a warning dial –Design and build a desktop fan –Create a robot that draws with a motor and pens –Create a servo-controlled balance beam –Build your own playable mini piano –Make a drag race timer to race toy cars against your friends Each project focuses on a new set of skills, including breadboarding circuits; reading digital and analog inputs; reading magnetic, temperature, and other sensors; controlling servos and motors; and talking to your computer and the Web with an Arduino. At the end of every project, you'll also find tips on how to use it and how to mod it with additional hardware or code. What are you waiting for? Start making, and learn the skills you need to own your technology! Uses the Arduino Uno board or SparkFun RedBoard

**Recommendations for Improving the Recruiting and Hiring of Los Angeles Firefighters** Jul 26 2020 Reviews the Los Angeles Fire Department's hiring practices as of June 2014 and outlines a recommended new firefighter hiring process that is intended to increase efficiency of the hiring process, bolster the evidence supporting the validity of it, and make it more transparent and inclusive.

**Extremely Large Telescopes** Dec 31 2020

*Taming Gaming* Sep 27 2020 Video games can instill amazing qualities in children – curiosity, resilience, patience and problem-solving to name a few – but with the World Health Organisation naming gaming disorder as a clinically diagnosable condition, parents and carers can worry about what video games are doing to their children. Andy Robertson has dealt with all of the above, not just over years of covering this topic fo newspapers, radio and television but as a father of three. In this guide, he offers parents and carers practical advice and insights – combining his own experiences with the latest research and guidance from psychologists, industry experts, schools and children's charities – alongside a treasure trove of 'gaming recipes' to test out in your family. Worrying about video game screen time, violence, expense and addiction is an understandable response to scary newspaper headlines. But with first-hand understanding of the video games your children love to play, you can anchor them as a healthy part of family life. Supported by the www.taminggaming.com Family Video Game Database, Taming Gaming leads you into doing this so that video games can stop being a point of argument, worry and stress and start providing fulfilling, connecting and ambitious experiences together as a family.

*Raspberry Pi* Jan 12 2022 The Raspberry Pi is an inexpensive, simple computer that's about the size of a credit card. At first glance, it looks like a simple circuit board with a few inputs and outputs, but the Raspberry Pi is actually a computer with multiple inputs and outputs that make it the foundation for an almost limitless number of projects - from creating a wireless internet streaming radio, to creating a wi-fi hot spot, to creating elaborate, programmed LED light shows - it's all been done. The real power of the RPi is that it's simple, cheap, and users can build all kinds of useful and fun projects using a few simple tools, some basic programming, and a ton of imagination. *Idiot's Guides: Raspberry Pi* is the perfect beginner book for learning how the Raspberry Pi works, how to program it, how to connect it to existing devices to enhance or even hack their existing functionality, and how to put together some basic first projects from scratch. Readers will learn how to download and use the right software for the job, how to program using Scratch (a basic language for programming Linux), and how to come up with their own crazy project ideas for creating virtually anything that requires nothing more than processing power from a simple computer.

**UNIX Desktop Guide to the Korn Shell** Jun 05 2021 This valuable tutorial and reference takes UNIX users and programmers through the specifics of the Korn shell--the popular user interface. It teaches clearly and quickly how to interact properly with the UNIX shell, and even delves into advanced topics such as writing shell scripts.

*Plunkett's Entertainment and Media Industry Almanac* Apr 22 2020 The electronic age is bringing sweeping changes to entertainment and media of all kinds, including publishing, broadcasting and film. Multimedia, the Internet and other digital media outlets for entertainment and information are being refined at a rapid rate. Media giants are merging and making big acquisitions. This book covers these exciting developments and provides profiles on hundreds of leading firms in film, radio, television, cable, new media, and publishing of all types including books, magazines and newspapers. It contains thousands of contacts for business and industry leaders, industry associations, Internet sites and other resources. You'll get in-depth profiles of nearly 400 of the world's top Entertainment & Media firms: our own unique list of companies that are the leaders in this field. Here you'll find complete profiles of the hot companies that are making news today, the largest, most successful corporations in all facets of the Entertainment and Media Business, from broadcasters to film production companies, casino operators to theme park companies, publishers of books and magazines to video game designers, and much more. Our corporate profiles include executive contacts, growth plans, financial records, address, phone, fax and much more. This innovative book offers unique information, all indexed and cross-indexed more for each firm! Our industry analysis section provides an exceptional discussion of business and market trends. The book includes statistical tables covering revenues for several industry sectors.

**Minecraft For Dummies** Jan 20 2020 Provides readers with tips, techniques, and strategies for Minecraft, including how to understand biomes, explore and trade in villages, mine redstone, and survive hunger through farming and mining.

*Bash Guide for Beginners (Second Edition)* Feb 01 2021 The Bash Guide for Beginners (Second Edition) discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the grep, awk and sed tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory.

**The Unofficial PlayStation Handbook** Aug 19 2022 If you are new to the PlayStation console or just want to learn more, this is an essential guide for you. With chapters covering PS3, PS4, and PlayStation TV this guide covers every aspect of PlayStation you can think of! This book is a bundle of three books. Each section can also be purchased individually. Please note, this book is neither written or endorsed by Sony and should be considered unofficial.

**ODROID Magazine** Mar 22 2020 Table of Contents 6 PS3 Wireless Controllers: Your Drivers for Wireless Fun 7 Building Android on the ODROID-C1: A Walkthrough for Compiling KitKat 9 Linux Gaming: Super Puzzle Fighter II Turbo 10 ODROID-XU4: A Fresh Look at Our Newest Board 12 Grails: The Groovy Version of Ruby on Rails 16 Using BuildRoot: Create a Simple Media Player 18 ODROID-C1 User Manual: A Guide for All Expertise Levels 19 Stepmania: Dancing Entertainment 22 Linux Gaming: Rare Gaming Gems - Part 2 26 Fruit MIDI: Building a Grape Piano 29 ODROID Magazine: Now Available on Google Play Store 30 Meet an ODROIDian: Nicole C. Scott, Multi-Faceted Artist and Social Media Guru

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