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Build and Distribute Your Game Using an HTML5 Game Engine As mobile hardware improves, HTML5 is gradually being used for gaming apps and a growing industry of game engines has begun to support it. HTML5 Game Engines: App Development and Distribution presents an introduction to development with HTML5 game engines as well as an in-depth look at popular engines. Along with downloadable example projects for each engine, the book provides techniques for packaging and distributing the final app to all the major platforms. Get Hands-On Guidance through Practical Techniques and Examples The book is divided into three parts. The first one covers the essentials of HTML5, discusses development strategies and techniques, and takes you through a basic pong game running in the browser with no dependencies. The second part implements four games using the Crafty, EaselJS, Impact, and Turbulenz game engines. In the third part, the author describes how several of these games are distributed on platforms, such as the Chrome Web Store, Apple iOS App Store, Google Play Store, and Facebook. Ideal for students, entry-level technicians, and experienced professionals, the fully updated Sixth Edition of MEDIUM/HEAVY DUTY TRUCK ENGINES, FUEL & COMPUTERIZED MANAGEMENT SYSTEMS is the most comprehensive guide to highway diesel engines and their management systems available today. The new edition features expanded coverage of natural gas (NG) fuel systems, after-treatment diagnostics, and drive systems that rely on electric traction motors (including hybrid, fuel cell, and all-electric). Three new chapters address electric powertrain technology, and a new, dedicated chapter on the Connected Truck addresses telematics, ELDs, and cybersecurity. This user-friendly, full-color resource covers the full range of commercial vehicle powertrains, from light- to heavy-duty, and includes transit bus drive systems. Set apart from any other book on the market by its emphasis on the modern multiplexed chassis, this practical, wide-ranging guide helps students prepare for career success in the dynamic field of diesel engine and commercial vehicle service and repair. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. You're beyond the basics, so dive right in and really put your database skills to work! This supremely organized reference is packed with hundreds of timesaving solutions, troubleshooting tips, and workarounds. It's all muscle and no fluff. Discover how the experts tackle Access 2010 -- and challenge yourself to new levels of mastery! Master essential data management and design techniques Import and link to data from spreadsheets, databases, text files, and other sources Use action queries to quickly insert, update, or delete entire sets of data Create custom forms to capture and display data Design reports to calculate, summarize, and highlight critical data--and learn advanced techniques Automate your application with macros and Visual Basic for Applications (VBA) Use Access Services to extend your database application to the Web Try out the sample client and web database applications in both 32-bit and 64-bit versions A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. The sample client and web database applications are provided in both 32-bit and 64-bit versions. Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook. style="margin:0px;" > Trust the Official Cert Guide series from VMware Press to help you learn, prepare, and practice for exam success. They are the only VMware authorized self-study books and are built with the

objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. Master VMware certification exam topics Assess your knowledge with chapter-opening quizzes Review key concepts with exam preparation tasks This is the eBook edition of The VCP6-NV Official Cert Guide. This eBook does not include the practice exams that come with the print edition. The VCP6-NV Official Cert Guide presents you with an organized test preparation routine through the use of proven series elements and techniques. “Do I Know This Already?” quizzes open each chapter and allows you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. The VCP6-NV Official Cert Guide focuses specifically on the objectives for the VMware Certified Professional 6—Network Virtualization (VCP6-NV #2V0-641) exam. Leading NSX and data center expert Elver Sena Sosa shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. Well-regarded for its level of detail, assessment features, comprehensive design scenarios, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that will allow you to succeed on the exam the first time. The official study guide helps you master all the topics on the VCP6-NV (#2V0-641) exam, including: Understanding VMware NSX technology and architecture Understanding VMware NSX physical infrastructure requirements Configuring and managing vSphere networking Installing and upgrading VMware NSX Configuring VMware NSX virtual networks Configuring and managing NSX network services Configuring and administering network security Deploying a cross-vCenter NSX environment Performing operations tasks in a VMware NSX environment Troubleshooting a VMware network virtualization implementation The VCP6-NV Official Cert Guide is part of a recommended learning path from VMware that includes simulation and hands-on training from authorized VMware instructors and self-study products from VMware Press. To find out more about instructor-led training, e-learning, and hands-on instruction offered worldwide, please visit www.vmware.com/training. Get a head start in your game development career with this all-genre guide for absolute beginners. Whether you're into action games, role-playing games, or interactive fiction, we've got you covered. Mostly Codeless Game Development empowers new developers with little or no previous programming experience and explores all major areas of game development in a succinct, entertaining fashion. Have you dreamed of making your own video game? Do you find the prospect daunting? Fear not. A new generation of game engines has emerged. Lengthy and complicated feats of programming are largely a thing of the past in video game development. To create commercially viable games you simply need the right tools, many of which are discussed in this book. A gigantic software team isn't a must-have prerequisite for success. The one-person operation is back. What You Will Learn Master the concepts and jargon used in game creation for the beginner Find the best game development suite for your project Make the most out of related graphics and audio production software Discover video game marketing essentials Who This Book Is For People with no programming experience who desire a career in the video game industry as producers or independent, single-person developers./div Access 2010 In Depth is the beyond-the-basics, beneath-the-surface guide for everyone who wants to streamline their work with Access 2010, and get more done in less time. Legendary Access expert Roger Jennings provides specific, tested, proven solutions to the problems Access database users and developers run into every day: challenges other books ignore or oversimplify. Jennings thoroughly covers all facets of working with Access 2010, and adds new chapters on integration and collaboration with Microsoft SharePoint and emulating Table Triggers with Access Data Macros. New coverage also includes: customizable Ribbon and Themes; the revamped Macro Designer; Quick Start Fields; IntelliSense support in Expression Builder; Application Parts and Navigation Forms; conditional formatting and data bars in reports; and new web database publishing techniques. As with all In Depth books, Access 2010 In Depth presents comprehensive coverage, breakthrough techniques, exclusive shortcuts, quick access to information, troubleshooting help for tough problems, and real-world examples with nothing glossed over or left out. Step-by-step instructions with icons guide readers through essential tasks such as designing tables, entering data, importing external data, designing and executing queries, and designing data entry forms and printed reports. Additional chapters on advanced form and report design emphasize data entry efficiency and presentation clarity. By Roger Jennings, a world-renowned Access expert who has sold more than 1.25 million books! Covers all aspects of working with Access 2010, from the customizable Ribbon and Themes to conditional formatting, advanced web database publishing to SharePoint collaboration For everyone who wants to get the most out of Access 2010, from hobbyists to power users to corporate developers This compendium of everything that's new in cars and trucks is packed with feedback from Canadian drivers, insider tips, internal service bulletins, and confidential memos to help the consumer select what's safe, reliable, and fuel-frugal. Responsive web design helps your site maintain its design integrity on a variety of screen sizes, but how does it affect your typography? With this practical book, graphic designers, web designers, and front-end developers alike will learn the nuts and bolts of implementing web fonts well, especially how to get the best appearance from type without sacrificing performance on any device. After examining typography fundamentals and the evolution of type on the Web, author Jason Pamental provides useful

approaches, real examples, code, and advice for making your type performant, progressive, proportional, and polished—the primary ingredients of responsive typography. Understand how type plays a vital role in content-first web design Weigh the tradeoffs between self-hosting and using a font service to get the best performance for your site Get your type on the screen fast by designing for Progressive Enhancement Use a responsive relative scale to adjust proportions between typographic elements for any device or resolution Polish your type with ligatures, kerning, and other techniques to create rich, textured reading experiences Windows 7 may be faster and more stable than Vista, but it's a far cry from problem-free. David A. Karp comes to the rescue with the latest in his popular Windows Annoyances series. This thorough guide gives you the tools you need to fix the troublesome parts of this operating system, plus the solutions, hacks, and timesaving tips to make the most of your PC. Streamline Windows Explorer, improve the Search tool, eliminate the Green Ribbon of Death, and tame User Account Control prompts Explore powerful Registry tips and tools, and use them to customize every aspect of Windows and solve its shortcomings Squeeze more performance from your hardware with solutions for your hard disk, laptop battery, CPU, printers, and more Stop crashes, deal with stubborn hardware and drivers, fix video playback issues, and troubleshoot Windows when it won't start Protect your stuff with permissions, encryption, and shadow copies Secure and speed up your wireless network, fix networking woes, make Bluetooth functional, and improve your Web experience Get nearly all of the goodies in 7 Ultimate, no matter which edition you have "Blunt, honest, and awesome." --Aaron Junod, Manager, Integration Systems at Evolution Benefits "This could be the best [money] you've ever spent." --Jon Jacobi, PC World "To use Windows is to be annoyed -- and this book is the best way to solve any annoyance you come across. It's the most comprehensive and entertaining guide you can get for turning Windows into an operating system that's a pleasure to use." --Preston Gralla, author of Windows Vista in a Nutshell, and Computerworld contributing editor Master the Art of Unreal Engine 4 - Blueprints takes a concise, clear, informative but fun approach to developing Unreal Engine 4, without touching a single line of code. By using this book, you'll be creating various small projects completely in blueprint. From this book, you'll be equipped with the know-how you'll need to create the game of your dreams. On top of mastering the Blueprints system in Unreal Engine 4, you'll also learn the secrets behind getting the most out of the beast of an engine. Eight references in one-fully revised to include all the new features and updates to Windows 7 As the #1 operating system in the world, Windows provides the platform upon which all essential computing activities occur. This much-anticipated version of the popular operating system offers an improved user experience with an enhanced interface to allow for greater user control. This All-in-One reference is packed with valuable information from eight minibooks, making it the ultimate resource. You'll discover the improved ways in which Windows 7 interacts with other devices, including mobile and home theater. Windows 7 boasts numerous exciting new features, and this reference is one-stop shopping for discovering them all! Eight minibooks cover Windows 7 basics, security, customizing, the Internet, searching and sharing, hardware, multimedia, Windows media center, and wired and wireless networking Addresses the new multi-touch feature that will allow you to control movement on the screen with your fingers With this comprehensive guide at your fingertips, you'll quickly start taking advantages of all the exciting new features of Windows 7. This book constitutes the refereed post-proceedings of the First International Workshop on Cognitive Agents for Virtual Environments, CAVE 2012, held at AAMAS 2012, in Valencia, Spain, in June 2012. The 10 full papers presented were thoroughly reviewed and selected from 14 submissions. In addition one invited high quality contribution has been included. The papers are organized in the following topical sections: coupling agents and game engines; using games with agents for education; visualization and simulation; and evaluating games with agents. Have you ever played a video-game and wished you could make your own? Well, with the power of Unreal Engine 4 and this book... Now your dreams can now be reality! This book has been designed and crafted by independent developer Ryan Shah (of Kitatus Studios), who boasts over 10 years of experience working with video-game development tools as well as 2D/3D art applications. Ryan Shah will guide you through your adventures with Unreal Engine 4, Teaching you all the important information in an enjoyable, relaxed and entertaining style, which will help make sure you have the greatest possible adventure learning to create the video-game of your dreams. If you enjoyed 3D point and click adventure titles (Such as Telltale's The Walking Dead, Back to the Future, Sam and Max .etc) then this book is for you! In this title, we don't only cover how to create your own 3D point and click adventure project, but we also cover all the important pieces of Unreal Engine 4 that you'll need to make sure your projects rise above all others and become amazing titles that your fans will adore for years to come! Acres of Windows 8 tweaks from a Microsoft MVP and creator of Tweaks.com! From a Microsoft MVP, who is also the savvy creator of Tweaks.com, comes this ultimate collection of Windows 8 workarounds. Steve Sinchak takes you way beyond default system settings, deep under the hood of Windows 8, down to the hidden gems that let you customize your Windows 8 system like you wouldn't believe. From helping you customize the appearance to setting up home networking, sharing media, and squeezing every ounce of performance out of the OS, this book delivers. Get ready to rock and roll with Windows 8! Uncovers hidden gems to help you get the most out of Windows 8 Bypasses the default system settings to show you how to customize the login and start screens, unlock hidden settings, supercharge your network speed, get rid of features you hate, and more Provides over 400 pages of

workarounds and tweaks, including many high-level ones for you hotshot techies who really love to reshape an OS and make it your own Offers expert guidance and insight from author Steve Sinchak, a Microsoft MVP and creator of Tweaks.com Start tweaking and make Windows 8 your own with Windows 8 Tweaks. In-depth and comprehensive, this official RESOURCE KIT delivers the information you need to administer Windows 7 in the enterprise. You get authoritative technical guidance from those who know the technology best—Microsoft Most Valuable Professionals (MVPs) and the Windows 7 Team—along with hundreds of scripts and other essential resources on CD. Get expert guidance on how to: Apply best practices for using Microsoft Deployment Toolkit Plan user-state migration; test application compatibility; manage update Manage Group Policy Objects using Windows PowerShell Administer Windows Firewall and Windows BitLocker Implement Ipsec, IPv6, wireless, and VPN connectivity Install and configure printers, devices, and services Manage disks, file systems, storage, and data security Administer search and indexing with Group Policy Diagnose and resolve startup, hardware, and networking issue CD FEATURES: Nearly 200 Windows PowerShell scripts created specifically for this book—customize to administer your environment Windows 7 Resource Kit PowerShell Pack—700 cmdlets and functions to extend Windows in-box functionality Links to author Web sites Sample chapters from Microsoft Press books Fully searchable eBook For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook. The second edition of this concise guide to VBScript includes additional chapters and a complete reference that has been fully updated to cover all aspects of the latest version of the software. The book will make a useful addition to the desk of all Web application developers and system administrators. Get up to speed on the latest Group Policy tools, features, and best practices Group Policy, Fundamentals, Security, and the Managed Desktop, 3rd Edition helps you streamline Windows and Windows Server management using the latest Group Policy tools and techniques. This updated edition covers Windows 10 and Windows Server vNext, bringing you up to speed on all the newest settings, features, and best practices. Microsoft Group Policy MVP Jeremy Moskowitz teaches you the major categories of Group Policy, essential troubleshooting techniques, and how to manage your Windows desktops. This is your complete guide to the latest Group Policy features and functions for all modern Windows clients and servers, helping you manage more efficiently and effectively. Perform true desktop and server management with the Group Policy Preferences, ADMX files, and additional add-ons Use every feature of the GPMC and become a top-notch administrator Troubleshoot Group Policy using tools, enhanced logs, Resource Kit utilities, and third-party tools Manage printers, drive maps, restrict hardware, and configure Internet Explorer Deploy software to your desktops, set up roaming profiles, and configure Offline Files for all your Windows clients—and manage it all with Group Policy settings Secure your desktops and servers with AppLocker, Windows Firewall with Advanced Security, and the Security Configuration Manager This is your comprehensive resource to staying current, with expert tips, techniques, and insight. Understand malware analysis and its practical implementation Key Features Explore the key concepts of malware analysis and memory forensics using real-world examples Learn the art of detecting, analyzing, and investigating malware threats Understand adversary tactics and techniques Book Description Malware analysis and memory forensics are powerful analysis and investigation techniques used in reverse engineering, digital forensics, and incident response. With adversaries becoming sophisticated and carrying out advanced malware attacks on critical infrastructures, data centers, and private and public organizations, detecting, responding to, and investigating such intrusions is critical to information security professionals. Malware analysis and memory forensics have become must-have skills to fight advanced malware, targeted attacks, and security breaches. This book teaches you the concepts, techniques, and tools to understand the behavior and characteristics of malware through malware analysis. It also teaches you techniques to investigate and hunt malware using memory forensics. This book introduces you to the basics of malware analysis, and then gradually progresses into the more advanced concepts of code analysis and memory forensics. It uses real-world malware samples, infected memory images, and visual diagrams to help you gain a better understanding of the subject and to equip you with the skills required to analyze, investigate, and respond to malware-related incidents. What you will learn Create a safe and isolated lab environment for malware analysis Extract the metadata associated with malware Determine malware's interaction with the system Perform code analysis using IDA Pro and x64dbg Reverse-engineer various malware functionalities Reverse engineer and decode common encoding/encryption algorithms Reverse-engineer malware code injection and hooking techniques Investigate and hunt malware using memory forensics Who this book is for This book is for incident responders, cyber-security investigators, system administrators, malware analyst, forensic practitioners, student, or curious security professionals interested in learning malware analysis and memory forensics. Knowledge of programming languages such as C and Python is helpful but is not mandatory. If you have written few lines of code and have a basic understanding of programming concepts, you'll be able to get most out of this book. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D,

textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming. This book discusses the latest advances in research and development, design, operation and analysis of transportation systems and their complementary infrastructures. It reports on both theories and case studies on road and rail, aviation and maritime transportation. The book covers a wealth of topics, from accident analysis, vehicle intelligent control, and human-error and safety issues to next-generation transportation systems, model-based design methods, simulation and training techniques, and many more. A special emphasis is given to smart technologies and automation in transport, as well as to user-centered, ergonomic and sustainable design of transport systems. The book, which is based on the AHFE 2017 International Conference on Human Factors in Transportation, held on July 17–21, Los Angeles, California, USA, mainly addresses transportation system designers, industrial designers, human-computer interaction researchers, civil and control engineers, as well as vehicle system engineers. Moreover, it represents a timely source of information for transportation policy-makers and social scientists dealing with traffic safety, management, and sustainability issues in transport. The VW Beetle (officially the Volkswagen Type 1) needs no introduction. Manufactured and marketed globally by Volkswagen from 1938 to 2003, more than 21 million were produced and sold around the world. The car was extremely popular in the US and Europe during the 1950s and 1960s. However, increasing competition from Japanese, American, and European manufacturers as well as stiffening demands for better safety and emissions contributed to a sharp decline in sales in the early 1970s. The Beetle was manufactured in much smaller numbers in Germany until the late 1970s, when production shifted to Brazil and Mexico, where operating cost was a large factor in keeping the Beetle alive. While simple and fun, the Beetle had simply become outdated. Of course, the enthusiast market did not see it that way. Aficionados loved the simplicity in the design as well as its aesthetics, and they enjoyed tinkering with the mechanicals of their Beetles, Buses, Type 3 models, and Karmann Ghias. There was (and still is) no shortage of options when customizing your Beetle, and for many, extracting as much performance out of the air-cooled flat-4 was the way to go. Not only does it remedy the issue of keeping up with modern traffic but Beetles also respond really well to modifications and have a robust aftermarket to support them. In VW Air-Cooled Engines: How to Build Max Performance, VW veteran Dr. John F. Kershaw lays the groundwork for getting the most possible power for your desired use and application. Covered here are all the various power levels and components. This includes rotating assemblies, cylinder heads, the cams and valvetrain, engine blocks, ignitions systems, fuel injection, carburetors and induction, exhaust, sources for parts, and even turbos and superchargers. Are you looking for just a little more power to keep up with traffic or maybe a streetable high-performance machine? Perhaps you are interested in a little street/strip action or even all-out racing applications. All of your options are examined in this book. Add it to your air-cooled library today. This textbook provides an introduction to the fundamentals of serious games, which differ considerably from computer games that are meant for pure entertainment. Undergraduate and graduate students from various disciplines who want to learn about serious games are one target group of this book. Prospective developers of serious games are another, as they can use the book for self-study in order to learn about the distinctive features of serious game design and development. And ultimately, the book also addresses prospective users of serious game technologies by providing them with a solid basis for judging the advantages and limitations of serious games in different application areas such as game-based learning, training and simulation or games for health. To cater to this heterogeneous readership and wide range of interests, every effort was made to make the book flexible to use. All readers are expected to study Chapter 1, as it provides the necessary basics and terminology that will be used in all subsequent chapters. The eleven chapters that follow cover the creation of serious games (design, authoring processes and tools, content production), the runtime context of serious games (game engines, adaptation mechanisms, game balancing, game mastering, multi-player serious games), the effects of serious games and their evaluation (player experience, assessment techniques, performance indicators), and serious games in practice (economic aspects, cost-benefit analysis, serious game distribution). To familiarize the readers with best practice in this field, the final chapter presents more than 30 selected examples of serious

games illustrating their characteristics and showcasing their practical use. Lecturers can select chapters in a sequence that is most suitable for their specific course or seminar. The book includes specific suggestions for courses such as "Introduction to Serious Games", "Entertainment Technology", "Serious Game Design", "Game-based Learning", and "Applications of Serious Games". Prepare for certification in Windows 7 configuration with this all-new study guide This comprehensive book guides readers through preparation for Microsoft's brand new MCTS: Windows 7, Configuring exam (70-680). You'll find 100% coverage of all exam objectives; practical, real-world scenarios; hands-on exercises, and challenging review questions, both in the book and on the CD included with the book. Prepares you for the new exam 70-680, the Microsoft Certified Technology Specialist certification for Windows 7; Windows 7 is Microsoft's new operating system releasing in late 2009 Shows you how to install, configure, and maintain Windows 7 for the exam Covers upgrading and migrating; deploying Windows 7; configuring hardware applications, network connectivity, access to resources, and mobile computing; monitoring and maintaining; handling backup and recovery, and more This is the ideal guide to prepare you for Microsoft's new Windows 7 certification. This book constitutes the refereed proceedings of the 22nd International Conference on Computer Aided Verification, CAV 2010, held in Edinburgh, UK, in July 2010 as part of the Federated Logic Conference, FLoC 2010. The 34 revised full papers presented together with 17 tool papers, 4 invited talks and 3 invited tutorials were carefully reviewed and selected from 101 regular paper and 44 tool paper submissions. The papers are dedicated to the advancement of the theory and practice of computer-assisted formal analysis methods for hardware and software systems. They are organized in topical sections on software model checking; model checking and automata; tools; counter and hybrid systems verification; memory consistency; verification of hardware and low level code; synthesis; concurrent program verification; compositional reasoning; and decision procedures. Steers buyers through the the confusion and anxiety of new and used vehicle purchases like no other car-and-truck book on the market. "Dr. Phil," along with George Iny and the Editors of the Automobile Protection Association, pull no punches. The definitive guide to unlocking the hidden potential of the Windows 7 OS Written by bestselling author and the creator of tweaks.com Steve Sinchak, this unique guide provides you with the ultimate collection of hidden gems that will enable you to get the most out of Windows 7. Packed with more than 400 pages of insider tips, the book delves beneath the surface to reveal little-known ways to tweak, modify, and customize Windows 7 so you can get every ounce of performance from your operating system. Regardless of your experience with tweaking your system, you'll find fascinating and fun tips and tricks for getting under the hood of Windows 7 that will allow you to optimize its appearance, speed, usability, and security. Bestselling author and creator of tweaks.com shows you how to tweak, modify, customize, and take complete control of the new Windows 7 operating system Unlocks hidden gems for optimizing the appearance, speed, usability, and security of the Windows 7 OS Shows you how to customize boot and login screens, supercharge your network and online speed, get rid of features that drive you nuts, fine tune your User Account Protection, and more So roll up your sleeves and take off your gloves so you can take total control over your Windows 7 OS! Ever been fascinated by the game development industry and wanted to have a job in this field? This book serves as a perfect starting point for you as it answers the most commonly asked questions that you might have related to this field. This book is a simple compilation of the most commonly asked questions on my YouTube channel. I came to realise that although I have created tons of videos on my YouTube channel yet there have been instances wherein I have been asked the same questions that have already been covered on my channel. Therefore I thought it would be great to actually combine all the questions into a single book so that all the information is readily available and easily accessible in terms of chapters. My hope with this book is that it helps you know how this industry works and if you are an aspiring game developer then this book may help you to figure out a path for you. I have made sure not to sugar-coat things anywhere and it may feel at times that some parts of the book may seem discouraging for aspiring game developers, however, it is surely a tough industry to make your name in and if it is not presented in the way that it actually is then I would be doing a great disservice to the readers. I can assure you one thing though is that after you read this book you will surely get a proper clarity on how to get into this industry, survive and flourish as the paths presented in this book are proven and tested and I have shared all of these from my personal experiences being in this space. This is the eBook version of the print title. Access to the PDFs on the CD and the practice test engine is available through product registration at Pearson IT Certification - or see instructions in back pages of your eBook. Start-to-finish MCTS 70-680 preparation from top Microsoft technology consultant, trainer, and author Don Poulton! Windows 7 installation, upgrades, and deployment User and application migration Windows 7 deployment Physical and virtual hard disk configuration and management Windows Update Device and application configuration Internet Explorer configuration Networking, including TCP/IP configuration Firewall settings Mobile and remote computing Secure access control for local and shared resources System performance management and monitoring Backups, system recovery, and file recovery Test your knowledge, build your confidence, and succeed! Packed with visuals to help you learn fast Dozens of troubleshooting scenarios Real-world MCTS 70-680 prep advice from experts Easy-to-use exam preparation task lists From Don Poulton, professional Microsoft technology consultant, IT training expert, and best-selling exam guide author Computing with Windows® 7

for the Older & Wiser is a user friendly guide that takes you step-by-step through the basics of using a computer. Written in an easy-to-understand, jargon free language, it is aimed at complete beginners using PCs running on Microsoft Windows® 7. Inside, you will find step-by-step guidance on: Using the keyboard & the mouse Navigating files and folders Customising your desktop Using Email and the Internet Word processing Organising your digital photos Safely downloading files from the Internet Finding useful websites and much more You're beyond the basics, so now dive in and really put your PC to work! This supremely organized reference is packed with hundreds of timesaving solutions, troubleshooting tips, and workarounds. It's all muscle and no fluff. Discover how the experts tackle Windows 7—and challenge yourself to new levels of mastery! Compare features and capabilities in each edition of Windows 7. Configure and customize your system with advanced setup options. Manage files, folders, and media libraries. Set up a wired or wireless network and manage shared resources. Administer accounts, passwords, and logons—and help control access to resources. Configure Internet Explorer 8 settings and security zones. Master security essentials to help protect against viruses, worms, and spyware. Troubleshoot errors and fine-tune performance. Automate routine maintenance with scripts and other tools. CD includes: Fully searchable eBook Downloadable gadgets and other tools for customizing Windows 7 Insights direct from the product team on the official Windows 7 blog Links to the latest security updates and products, demos, blogs, and user communities For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook. Your first look at the new features and development capabilities in the Windows 7 operating system. Digital forensics deals with the acquisition, preservation, examination, analysis and presentation of electronic evidence. Networked computing, wireless communications and portable electronic devices have expanded the role of digital forensics beyond traditional computer crime investigations. Practically every crime now involves some aspect of digital evidence; digital forensics provides the techniques and tools to articulate this evidence. Digital forensics also has myriad intelligence applications. Furthermore, it has a vital role in information assurance -- investigations of security breaches yield valuable information that can be used to design more secure systems. Advances in Digital Forensics X describes original research results and innovative applications in the discipline of digital forensics. In addition, it highlights some of the major technical and legal issues related to digital evidence and electronic crime investigations. The areas of coverage include: - Internet Crime Investigations; - Forensic Techniques; - Mobile Device Forensics; - Forensic Tools and Training. This book is the 10th volume in the annual series produced by the International Federation for Information Processing (IFIP) Working Group 11.9 on Digital Forensics, an international community of scientists, engineers and practitioners dedicated to advancing the state of the art of research and practice in digital forensics. The book contains a selection of twenty-two edited papers from the 10th Annual IFIP WG 11.9 International Conference on Digital Forensics, held in Vienna, Austria in the winter of 2014. Advances in Digital Forensics X is an important resource for researchers, faculty members and graduate students, as well as for practitioners and individuals engaged in research and development efforts for the law enforcement and intelligence communities. Dive deeper into Windows 7—with new content and new resources on CD! The Deluxe Edition of the ultimate, in-depth reference to Windows 7 has been fully updated for SP1 and Internet Explorer 9, and features 300+ pages of additional coverage and advanced topics. It's now packed with even more timesaving solutions, troubleshooting tips, and workarounds from the experts—and includes a fully searchable eBook and other online resources. Topics include installation, configuration, and setup; network connections and troubleshooting; remote access; managing programs; controlling user access and accounts; advanced file management; working with Internet Explorer 9; managing security features and issues; using Windows Live Essentials 2011; performance monitoring and tuning; backups and maintenance; sharing networked resources; hardware and device drivers. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook. InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects. Phil Edmonston, Canada's automotive "Dr. Phil," pulls no punches. He says there's never been a better time to buy a new car or truck, thanks to a stronger Canadian dollar and an auto industry offering reduced prices, more cash rebates, low financing rates, bargain leases, and free auto maintenance programs. In this all-new guide he says: Audis are beautiful to behold but hell to own (biodegradable transmissions, "rodent snack" wiring, and mind-boggling depreciation) Many 2011-12 automobiles have "chin-to-chest head restraints, blinding dash reflections, and dash gauges that can't be seen in sunlight, not to mention painful wind-tunnel roar if the rear windows are opened while underway) Ethanol and hybrid fuel-saving claims have more in common with Harry Potter than the Society of Automotive Engineers GM's 2012 Volt electric car is a mixture of hype and hypocrisy from the car company that "killed" its own electric car more than a decade ago You can save \$2,000 by cutting freight fees and "administrative" charges Diesel annual urea fill-up scams can cost you \$300, including an \$80 "handling" charge for \$25 worth of urea Lemon-Aid's 2011-12 Endangered Species List: the Chinese Volvo, the Indian Jaguar and Land Rover, the Mercedes-Benz Smart Car, Mitsubishi, and Suzuki Use the latest version of HTML to create dynamic Web pages HTML5 is the latest iteration of the standard markup language for creating Web pages. It boasts extensive updates from its predecessor and allows you to incorporate rich

media content into a site without any dependence on extra software such as Flash. Packed with hundreds of screen shots, this visual guide introduces you to the many new features and abilities of HTML5 and shows you the many exciting new possibilities that exist for designing dynamic Web pages. Offers visual learners a solid reference on HTML5, the latest version of the standard markup language for designing Web pages Demonstrates how to use HTML5 to create Web pages that feature the latest in rich media content Provides easy-to-understand examples that cover a variety of topics to get you up and running with HTML5 Features a companion Web site that contains all the code needed to learn HTML5 HTML5: Your visual blueprint for designing effective Web pages opens your eyes to the world of possibilities that exist with the new version of the popular markup language. Adam R. McDaniel is a Web developer, technical architect, and security analyst, who has contributed to the Linux Kernel.

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