

Ipad Mini Resolution

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[Getting Started with SpriteKit](#) CRC Press

Your ultimate visual iPad guide. Teach Yourself VISUALLY iPad is the essential guide to getting the most out of your new device. Expert advice delivered in a visual step-by-step tutorial will have you using the latest key features, getting connected, and troubleshooting minor issues. Packed with tips and tricks for getting more done and getting it done faster, this invaluable guide provides plenty of full-color screenshots to help you stay on track. Each task is cut down into small, manageable pieces so you can get in and out fast, and the image-driven instruction helps you transition seamlessly between the page and the screen. Whether you have an iPad, iPad Air, or an iPad mini, this book will help you discover just what it is that makes the iPad the most coveted tablet on the market. Customize your iPad, and connect with Wi-Fi and Bluetooth Access media, games, photos, apps, and more Set up e-mail, get online, and manage social media accounts Troubleshoot issues and avoid a trip to the Apple Genius Bar Teach Yourself VISUALLY iPad gives you a visual tour with expert instruction to help you get the most out of your device.

Chapter 1: eReading Devices and Their Capabilities Que Publishing

Supercharge your business effectiveness with any model of iPad – in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you’re a manager, entrepreneur, or professional... a consultant, salesperson, or freelancer... this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about all iPad models running iOS 7 (or later), whether the tablet is equipped with Wi-Fi only or Wi-Fi + Cellular Internet connectivity. It’s packed with easy, nontechnical business solutions you can use right now – each presented with quick, foolproof, full-color instructions. Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad’s latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly

productive it can make you! Secure your iPad with passwords and data encryption Connect your iPad to a wireless printer Discover today’s most powerful iPad business apps Manage your contacts and relationships with a Contact Relationship Manager (CRM) app Do your word processing, spreadsheet, and database management while on the go Access your email and surf the Web from almost anywhere Make winning sales and business presentations from your iPad Read PC and Mac files, from Microsoft Office to Adobe PDF Use your iPad more efficiently on the road and while traveling Manage your company’s social networking presence from your tablet Participate in real-time video calls and virtual meetings using FaceTime, Skype, or another app Create and distribute iPad content, or have a custom app developed for your business

Unity 2020 Mobile Game Development Que Publishing

Whether you are a passionate gamer, like developing, or are just curious about game development, this book is for you. The book has been written to teach 2D game development to app developers and to teach Objective-C to game developers, as learning Cocos2d is the perfect step for both roles.

[IPad Mini For Dummies](#) Packt Publishing Ltd

Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You’ll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you’ll learn about the modern mobile web

landscape and how to choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites.

Creative Workflow in Lightroom Apress

A fully updated visual guide on the latest evolution of the amazing iPad! As the ultimate entertainment and media device, the iPad is ever evolving. This visual guide gets you up to date on all the latest information for accessing and downloading books, apps, music, and video content as well as sending photos and emails, syncing with other devices and services, and effectively using the multi-touch display. Covering the latest generation of the iPad as well as the iPad mini, and iOS6, this resource provides you with helpful step-by-step, image-driven guidance geared towards users who learn best with visual cues. Helps you get connected to the Apple app store so that you can enjoy more than 700,000 apps, including award-winning games and amazing productivity tools Shows you how to enjoy eBooks, music, and videos via iTunes Gets you connected to rich multimedia content, social networking, and the power of the Internet Shares a variety of ways that you can maximize your use of your iPad or iPad mini The iPad and the iPad mini go wherever you go and are at your beck and call at any time?and so is Teach Yourself VISUALLY iPad 4th Generation and iPad mini!

Economics No Starch Press

If you're a designer or other creative professional who needs to create digital documents that will be read on multiple devices, you will be thrilled with the powerful tools in Adobe InDesign CC. Now you just need to know what to do with them. Digital Publishing with Adobe InDesign CC examines not just the "How" of using the tools, but also the "When" and "Why" of choosing among the various digital format options—ePub, PDF, HTML, tablet app, and so on. Clear explanations and plenty of full-color graphics will guide you through the potentially confusing digital publishing landscape. Written by two longtime publishing experts, the book thoroughly covers the theory and best practices for creating and using buttons, hyperlinks, video, audio, forms, animations, slideshows, and iPad interactivity to enhance and enliven your digital publications. You'll learn to: Select the digital format that best fits the needs of your content and your audience Design both Reflowable and Fixed Layout ePub documents Use Liquid Layout Rules to automatically resize and reflow content to fit different-sized devices Add interactivity to create exciting PDF presentations Configure your ePub files for the best results across various reader "I'm really thrilled to see this second edition of Digital Publishing with Adobe InDesign. The InDesign team is always trying to push the possibilities of digital publishing whether via ePub, DPS or PDF. This book captures that excitement and helps the reader be successful in this ever-changing field." Chris Kitchener, Group Product Manager, Design Segment, Adobe Systems

Teach Yourself VISUALLY iPad In Easy Steps

There is no product on the planet that enjoys the devotion of a Macintosh computer. Famously dedicated to their machines, many Mac fans eat, sleep, and breathe

Macintosh. The Cult of Mac is the first book about Macintosh culture, arguably the largest distinct subculture in computing. Written by Wired News managing editor Leander Kahney, The Cult of Mac is an in-depth look at Mac users and their unique, creative, and often very funny culture. Like fans of a football team or a rock group, Macintosh fans have their own customs, with clearly defined obsessions, rites and passages. From people who get Mac tattoos and haircuts, to those who furnish their apartments with empty Mac boxes, this book details Mac fandom in all of its forms. The paperback edition includes an all-new chapter about the iPod, updates throughout, and new photos that reflect current Apple technology.

The Cult of Mac Pearson Education

A practical guide on how to use Unity for building cross-platform mobile games and Augmented Reality apps using the latest Unity 2020 toolset Key FeaturesCreate, deploy, and monetize captivating and immersive games on Android and iOS platformsTake your games into the real world by adding augmented reality features to your mobile projectsKick-start your mobile game development journey with step-by-step instructions and a demo game projectBook Description Unity 2020 brings a lot of new features that can be harnessed for building powerful games for popular mobile platforms. This updated second edition delves into Unity development, covering the new features of Unity, modern development practices, and augmented reality (AR) for creating an immersive mobile experience. The book takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the new mobile notification package and helps you add notifications for your games. You'll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions. The book then covers the best ways to monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social networks. Next, using Unity's analytics tools, you'll enhance your game by gaining insights into how players like and use your game. Finally, you'll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores. By the end of this book, you will have learned Unity tools and techniques and be able to use them to build robust cross-platform mobile games. What you will learnDesign responsive user interfaces for your mobile gamesDetect collisions, receive user input, and create player movements for your mobile gamesCreate interesting gameplay elements using inputs from your mobile deviceExplore the mobile notification package in Unity game engine to keep players engagedCreate interactive and visually appealing content for Android and iOS devicesMonetize your game projects using Unity Ads and in-app purchasesWho this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be beneficial but is not mandatory. *Unity 2017 Mobile Game Development* Que Publishing

Provides instruction on using iPad third-party applications for studio techniques, including manipulating digital images, building presentations, and creating and syncing collections.

iPad For Dummies John Wiley & Sons

Learn to create, publish and monetize your mobile games with the latest Unity 2017 tool-set easily for Android and iOS About This Book One-stop solution to becoming proficient in mobile game development using Unity 2017 Port your Unity games to popular platforms such as iOS and Android Unleash the power of C# scripting to create realistic gameplay and animations in Unity 2017. Who This Book Is For If you are a game developer and want to build mobile games for iOS and Android, then this is the book for you. Previous knowledge of C# and Unity is helpful, but not required. What You Will Learn Use Unity to build an endless runner game Set up and deploy a project to a mobile device Create interesting gameplay elements using inputs from your mobile device Monetize your game

projects with Unity ads and in-app purchases Design UI elements that can be used well in Landscape and Portrait mode at different resolutions, supporting phones, tablets, and PCs. How to submit your game to the iOS and Android app stores In Detail Unity has established itself as an overpowering force for developing mobile games. If you love mobile games and want to learn how to make them but have no idea where to begin, then this book is just what you need. This book takes a clear, step-by-step approach to building an endless runner game using Unity with plenty of examples on how to create a game that is uniquely your own. Starting from scratch, you will build, set up, and deploy a simple game to a mobile device. You will learn to add touch gestures and design UI elements that can be used in both landscape and portrait mode at different resolutions. You will explore the best ways to monetize your game projects using Unity Ads and in-app purchases before you share your game information on social networks. Next, using Unity's analytics tools you will be able to make your game better by gaining insights into how players like and use your game. Finally, you'll learn how to publish your game on the iOS and Android App Stores for the world to see and play along. Style and approach This book takes a clear, step-by-step approach for Unity game developers to explore everything needed to develop mobile games with Unity.

iPad for Seniors in easy steps, 3rd edition Packt Publishing Ltd

Introduces the functions and features of the iPad mini, covering such topics as recording video with iMovie, using Siri, taking photos, video chatting, synchronizing data with iCloud, surfing the Web, and downloading apps.

Cocos2d Game Development Blueprints iPad Mini For Dummies

This book assumes a basic level of experience with standard web development. If you've used jQuery Mobile before, you're good to go. Otherwise, you can pick it up along the way.

Programming the Mobile Web Packt Publishing Ltd

Master the skills and knowledge to plan and execute a deployment of iPads that will suit your school and your classroom. This book helps you evaluate your various options for deploying iPads—from configuring the tablets manually, through using Apple Configurator for imaging tablets, to subscribing to the heavy-duty Apple School Manager web service—and then shows you how to put your chosen approach into practice. Step-by-step instructions and practical examples walk you through the key questions you need to answer to get the most from your IT investment and then show you how to turn your decisions into deeds. The iPad is a wonderful device for helping students to study more comfortably and learn more quickly. Apple's popular tablet enables you to put in each student's hands a full-power computer that enables her to access resources both on the school's network and on the Internet; communicate via email, instant messaging, and video chat; and create digital content that she can submit effortlessly to your online marking system. Students love using the iPad—perhaps even more than teachers do! What You'll Learn Plan your iPad deployment and choose the right iPad models, accessories, and apps Image, configure, and deploy iPads in your classroom Review tips, tricks, and techniques for managing iPads and keeping your digital classroom running smoothly Who This Book Is For Teachers and IT administrators at schools or colleges, and administrators and organizers in other bodies that need to deploy iPads en masse to conference attendees or hotel visitors

The Business of ePublishing 2015 "O'Reilly Media, Inc."

The fast and easy way to get the most out of your iPad - updated for iPad Air 2 and iPad mini 3! This new edition of iPad For Dummies covers all the latest tips and tricks to getting the most out of your iPad, presented in a straightforward-but-fun language that has defined the For

Dummies brand for more than twenty years. Clear instructions get you started with the basics, like setting up your iPad, mastering the multi-touch interface, and synching your data. Next, you'll discover how to work in the iCloud, set up iTunes on your iPad, browse the Internet, send and receive e-mails, text with iMessage, download apps from the App Store, making video calls with FaceTime, work with Siri, import pictures, get organized with Reminders, find your way with Maps, and so much more. Written in plain English and complemented with full-color photographs that bring the information to life, iPad For Dummies helps even the most technophobic readers understand and master the iPad's myriad capabilities. Whether you're looking to curl up with a good iBook, stay connected on social media, capture photos and videos—or anything in between—everything you need is at your fingertips. Includes coverage of iPad Air 2, iPad Air, and all models of iPad mini Bestselling For Dummies brand in full-color! Written by a dynamic team, including the Personal Tech columnist for USA Today and the author of the popular Dr. Mac column for the Houston Chronicle Enhanced with instructional videos and eBook supplements Covers the portability, accessibility, and multi-functionality that make iPad popular for school, recreation, and work If you're a new iPad user or have a bit of experience and want approachable information on the latest iOS software and iPad hardware, this friendly guide has you covered.

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition "O'Reilly Media, Inc."

Learn Design for iOS Development is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. Learn Design for iOS Development guides you through the design processes that you can apply to design your own apps brilliantly. We'll start at the idea stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.

Idea to iPhone John Wiley & Sons

Easy, clear, readable, and focused on what you want to do. Step-by-step instructions for the tasks you care about most Large, full-color, close-up photos show you exactly what to do Common-sense help whenever you run into problems Tips and notes to help you get the most from your iPad Full-color, step-by-step tasks walk you through getting and keeping your iPad working just the way you want. Learn how to · Wirelessly connect to the Internet at home or away · Personalize the way your iPad looks and works · Make your iPad easier to use if you have trouble seeing or tapping the screen · Use the Control Center to adjust frequently used settings · Browse and search the Internet with Safari · Use Siri's voice commands to control your iPad and find useful information · Find useful health and travel apps and fun games in Apple's App Store · Communicate with friends and family via email, text messaging, and FaceTime video chats · Shoot, share, and view photos and videos · Listen to music and watch movies and TV shows over the Internet · Use iCloud to store and share your photos and other important data online · Troubleshoot common iPad problems

Teach Yourself VISUALLY iPad Pariah S. Burke

Cutting-Edge Research in the 21st-Century Academic Library: New Paths for Building Future Services explores examples of exciting new library services and workflows and provides opportunities for the rest of the library profession to model and adapt for their own communities and patrons.

Designing Apps for Success John Wiley & Sons

The first thing to understand about digital publishing is what devices people use to consume digital content, including what types of publications each device class can support, how people use the devices, and where ereading hardware is headed. You will find a startling array of devices on the market, but ultimately there are only four classes of devices on which digital publications are consumed. In this chapter, you will learn about the following: Device Classes eReaders Tablets Computers Mobile Phones Hybrid Devices Future Devices Designing for Devices

The iPad for Photographers Pariah Burke

Adobe's Lightroom has emerged as a must-have software due to its powerful editing tools and time saving organizational capabilities but how you establish a personalized, creative workflow that optimizes this technology, your time, and your art eludes most photographers. Jason Bradley, award-winning photographer and Lightroom pro, shares the answers to these questions in this practical and easy to follow guide that taps into the "how" and the "why" of a professional photographer's creative workflow in Lightroom. Bradley will show you how all workflows can be simplified into three steps: establishing, managing, and rendering the file, alongside stunning photographs and explanations from his own experiences. This book will not only teach you how to work within Lightroom but, ultimately, how to make Lightroom work for you.

Learn Design for iOS Development Cengage Learning

Develop fun and exciting games and create amazing animations for your existing apps with SpriteKit, Apple's 2D game development framework About This Book Learn the key concepts of game development in iOS Take advantage of SpriteKit to create your own games and improve your apps Follow the step-by-step chapters to create a complete product ready to submit to the App Store Who This Book Is For Getting Started with SpriteKit is for beginner-level iOS developers who want to add an extra edge to their apps and create amazing games using SpriteKit. It doesn't matter whether you have experience in iOS development or not as this book will show you the swift tricks you can use to create games. What You Will Learn Create and configure a SpriteKit project from scratch Load and manage the basic elements of games such as sprites, labels, and geometrical primitives Handle touch events, detect collisions, and play sound audio files Create complex elements, animate sprites, and run the parallax effect Complete your games with key components such as a main menu, transitions between scenes, a tutorial, and the ability to load and save data Increase the efficiency of your device using the accelerometer or by adding shaders, lights, and shadows Gain complementary techniques such as creating or finding audio resources, applying SpriteKit to apps, or using third-party tools In Detail SpriteKit is Apple's game engine to develop native iOS games. Strongly boosted by the Apple Inc., Cupertino, it has increased in popularity since its first release. This book shows you the solutions provided by SpriteKit to help you create any 2D game you can imagine and apply them to create animations that will highlight your existing apps. This book will give you the knowledge you need to apply SpriteKit to your existing apps or create your own games from scratch. Throughout the book, you will develop a complete game. The beautiful designs implemented in the game in this book will easily lead you to learn the basis of 2D game development, including creating and moving sprites, and adding them to a game scene. You will also discover how to apply advanced techniques such as collision detection, action execution, playing music, or running animations to give a more professional aspect to the game. You will finish your first game by learning how to add a main menu and a tutorial, as well as saving and loading data from and to the player's device. Finally, you will find out how to apply some mobile games techniques such as accelerometer use or touch detection. Style and approach Written in an informal way with plenty of illustrative screenshots, this easy-to-follow and practical guide will help you get the most from SpriteKit. The main part of the book provides step-by-step instructions to develop of a complete product, while the last chapters give you some complementary techniques than can be used in mobile 2D game development.