
Ipad Mini Resolution

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Cocos2d Game Development Blueprints John Wiley & Sons 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 CRC Press Create and complete your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C# language, then build the UX

to complete your game. By the time you have finished *Make a 2D Arcade Game in a Weekend with Unity*, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. You will also learn how to publish the game into mobile app stores. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade classic game is a great way to learn the foundations of game design. While you do need to have a basic understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. *Takes you through building a classic Atari style brick breaker game* Provides you the basic knowledge for building games Teaches you how to script and design UI elements of the game *Programming the Mobile Web* John Wiley & Sons

The iPad is a tablet computer that is stylish, versatile and easy to use, and there is no reason why it should be the preserve of the younger generation. *iPad for Seniors in easy steps* gives you a comprehensive introduction to the iPad, showing you how it differs from more traditional computers and how to find your way around this captivating device. The book covers all of the settings that can be applied and explains how to

best use the virtual keyboard on the iPad. *iPad for Seniors in easy steps* details all of the main functions of the iPad, including working with the built-in apps and navigating around with Multi-Touch Gestures. It also looks at a variety of tasks that can be undertaken on the iPad, from staying organized to keeping in touch and getting the most out of your music, photos, videos and books. *iPad for Seniors in easy steps* also looks at areas of interest in which the iPad can be used to make life more fulfilling, such as when traveling, dealing with finances and viewing artwork. The book details the flexibility and power of the iPad and shows why it should always be your constant companion. A handy guide for any Senior new to the iPad, covering iOS 7 (released September 2013) and presented in larger type for easier reading.

[iPad and iPhone Digital Photography Tips and Tricks](#) "O'Reilly Media, Inc."

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 Cult of Mac Que Publishing

iPad Mini For Dummies John Wiley & Sons

Economics Packt Publishing Ltd

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web.

Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

Idea to iPhone Que Publishing

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

Digital Publishing with Adobe InDesign CC Packt Publishing Ltd

Apple's latest iPad tablet has been an incredible success and generated a lot of interest from photographers soon after it was released. Instead of hauling a laptop along on vacation or to a photo shoot, a photographer can bring the lightweight iPad and take advantage of its large screen, third-party software, and online access. The iPad is great for reviewing photos on-site using something other than a camera's small LCD, editing photos, presenting a photographer's portfolio, and more. This fully updated 2nd edition of the iPad for Photographers will help novice, intermediate, and pro shooters to:

- Get photos onto the iPad. Import using the camera connection kit.
- Take photos with the iPad.
- Back up photos. Copying photos from memory cards; using iCloud Photo
- Stream as online backup; uploading files to Dropbox; and so on.
- Organize your photos.
- Rate photos and assign tags in the field--instead of waiting until you get home!
- Edit photos on the iPad.
- Share photos with others: iCloud Photo Stream, play on an Apple TV, and more.
- Create

your portfolio. Use portfolio software to give impressive presentations to prospective clients. Great for wedding photographers meeting people face to face, for example. • Video. Edit clips in iMovie, create slideshows, rough cuts, and more. In addition, photographers will learn other clever uses for their iPad, such as triggering the shutter using an iPad; using the screen as a fill flash; storing PDFs of camera manuals, books, etc.; and much more!

Microeconomics Rowman & Littlefield

Brilliant, full-color guide to all things iPad - updated for iOS 6! Apple's amazing iPad continues to get better and better, and iOS 6 brings even more incredible features to the incredible iPad. If you want to get the very most out of your iPad, this is the book for you. Mac experts and veteran For Dummies authors Edward Baig and Bob "Dr. Mac" LeVitus guide you through the iPad basics before moving on to the latest features including Siri, Passbook, Facebook integration, a brand new Maps app, and enhancements to your favorite features like FaceTime, Safari, Mail, Photos, and so much more. Covers the iPad with Retina Display, iPad 2, and iOS 6 Gets you up to speed on the multitouch interface, setting up your e-mail account, getting connected, filling your iPad with amazing apps and cool content, and more Shows you how to do tons of stuff, including how to order around your Siri virtual personal assistant, make video calls with FaceTime, unveil the iPod in your iPad, curl up with a good iBook, and get organized with Reminders Includes tips on protecting your information, troubleshooting, connecting wirelessly, adding contacts, and using your iPad as a personal hotspot From the bread-and-butter basics to the very coolest of features, iPad For Dummies, 5th Edition will make you wonder how you ever lived without your iPad.

NOOK HD For Dummies, Portable Edition 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.

Designing Apps for Success Apress

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

Creative Workflow in Lightroom Packt Publishing Ltd

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

iPad: The Missing Manual Pariah S. Burke 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.

My iPad for Seniors John Wiley & Sons 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.

Creating Mobile Apps with jQuery

Mobile - Second Edition Apress

Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app. Walks you through getting started, designing your app, and developing your idea Helps you launch your app and then promote it Reassures you that no programming experience is needed in order to create a fully functional app Idea to iPhone is an easy-to-read book that shows you how to get your idea from your head to the iTunes store!

Mobile ASP.NET MVC 5 CRC Press

iPad and iPhone Digital Photography Tips and Tricks Easily Unlock the Power of Digital Photography on Your iPad or iPhone Discover hundreds of tips and tricks you can use right away to capture, edit, and share amazing photos with your iPad or iPhone! This easy-to-understand guide teaches you all the iOS skills and photographic techniques you need to go far beyond snapshots. Whatever you're shooting—portraits, candid, babies, sports, pets, landscapes, vacations, nature, anything—it will help you get incredible results. Then, you'll master more ways to share your images than

ever before: at home, in print, online, in the cloud, everywhere. You'll learn how to squeeze maximum performance out of your iPhone or iPad's built-in cameras and photo apps, and discover low-cost apps and tools for doing even more. Whether you've been taking iPhone/iPad photos for years or you're just starting out, you'll have way more fun and get way better results! Here are just some of what this book's tips, tricks, and strategies will help you do:

- Get awesome results with the built-in Camera and Photo apps
- Master 10 easy strategies for taking better iPhone/iPad photos
- Use the Grid and Rule of Thirds to professionally compose and frame your shots
- Choose the best shooting angle and perspective for every image
- Capture great photos in low light
- Make the most of built-in flash or HDR mode
- Take great group shots and baby pictures
- Shoot sporting events without blurring
- Efficiently view, organize, edit, and share pictures with the Photo app
- Transform "just OK" images into great photos with the optional iPhoto app
- Discover great low-cost tools, from image editors to lights, lenses, and tripods
- Showcase photos on your high-def television
- Easily create online galleries and animated digital slideshows
- Back up your latest images, and share them with all your Apple devices
- Share online iCloud-based Photo Streams with friends, family, and nobody else

[iPad For Seniors For Dummies](#) "O'Reilly Media, Inc."

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

iPad 4th Generation and iPad mini Portable Genius Pearson Education

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.

Unity 2017 Mobile Game Development In Easy Steps

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 project

Book 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 learn

Design 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.

Cutting-Edge Research in Developing the Library of the Future Packt Publishing Ltd

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.