Mapguide Open Source Forum

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[Doctor Who: The Knight, The Fool and The Dead](#) Springer Science & Business Media Complete reference guide presents all known brighter northern deep-sky objects. Features descriptive lists combined with detailed maps, arranged by constellation; for both telescope and binocular use. **Random House The open source saga has many fascinating chapters. It is partly the story of Linus**

Torvalds, the master hacker who would become chief architect of the Linux operating system. It is also the story of thousands of devoted programmers around the world who spontaneously worked in tandem to complete the race to shape Linux into the ultimate killer app. Rebel Code traces the remarkable roots of this unplanned revolution. It echoes the twists and turns of Linux's improbable development, as it grew through an almost biological process of accretion and finally took its place at the heart of a jigsaw puzzle that would become the centerpiece of open source. With unprecedented access to the principal players, Moody has written a powerful tale of individual innovation versus big business. Rebel Code provides a from-the-trenches perspective and looks ahead to how open source is challenging long-held conceptions of technology, commerce, and culture.

Open Sources 2.0 "O'Reilly Media, Inc." The Internet has become the major form of map delivery. The current presentation of maps is based on the use of online services. This session examines developments related to online methods of map delivery, particularly Application Programmer Interfaces (APIs) and MapServices in general, including Google Maps API and similar services. Map mashups have had a major impact on how spatial information is presented. The advantage of using a major online mapping site is that the

maps represent a common and recognizable representation of the world. Overlaying features on top of these maps provides a frame of reference for the map user. A particular advantage for thematic mapping is the ability to spatially reference thematic data. Online Maps with APIs and WebServices Genealogical Publishing Com Open Sources 2.0 is a collection of insightful and thought-provoking essays from today's technology leaders that continues

painting the evolutionary picture that developed in the 1999 book Open Sources: Voices from the Revolution . These essays explore open source's impact on the software industry and reveal how open source concepts are infiltrating other areas of commerce and society. The essays appeal to a broad audience: the software developer will find thoughtful reflections on practices and methodology from leading open source developers like Jeremy Allison and Ben Laurie, while the business executive will find analyses of business strategies from the likes of Sleepycat co-founder and CEO Michael Olson and Open Source Business Conference founder

Matt Asay. From China, Europe, India, and Brazil we get essays that describe the developing world's efforts to join the technology forefront and use open source to take control of its high tech destiny. For anyone with a strong interest in technology trends, these essays are a must-read. The enduring significance of open source goes well beyond high technology, however. At the heart of the new paradigm is network-enabled distributed collaboration: the growing impact of this model on all forms of online collaboration is fundamentally challenging our modern notion of community. What does the future hold?

Veteran open source commentators Tim O'Reilly and Doc Searls offer their perspectives, as do leading open source scholars Steven Weber and Sonali Shah. Andrew Hessel traces the migration of open source ideas from computer technology to biotechnology, and Wikipedia co-founder Larry Sanger and Slashdot co-founder Jeff Bates provide frontline views of functioning, flourishing online collaborative communities. The power of collaboration, enabled by the internet and open source software, is changing the world in ways we can only begin to imagine.Open Sources 2.0 further develops the evolutionary picture that emerged in the original Open Sources and expounds on the transformative open source philosophy. "This is a wonderful collection of thoughts and examples bygreat minds from the free software movement, and is a must have foranyone who follows free software development and project histories." --Robin Monks, Free Software Magazine The list of contributors include Alolita Sharma Andrew Hessel Ben Laurie Boon-Lock Yeo Bruno Souza Chris DiBona Danese Cooper Doc Searls Eugene Kim Gregorio Robles Ian Murdock Jeff Bates Jeremy Allison Jesus M. Gonzalez-Barahona Kim Polese Larry Sanger Louisa Liu Mark Stone Mark Stone Matthew N. Asay Michael Olson Mitchell Baker Pamela Jones Robert Adkins Russ Nelson Sonali K. Shah Stephen R. Walli Steven Weber Sunil Saxena Tim O'Reilly Wendy Seltzer *Rebel Code* Manning Publications Dig into Minecraft® with this (parent-approved) guide full of tips, hints, and projects! A Visual Guide to Minecraft® is written with younger players in mind and offers page after page of engaging age-appropriate content about the game. The

book is packed with pictures, descriptions, and easy-to-follow projects for building everything from simple shelters to awesome redstone contraptions. After purchasing the book, you get access to more than three hours of free video that step you through engaging Minecraft® projects, from building a farm to shooting off fireworks. You'll discover how to Construct a quick shelter to help you survive your first night. Craft and enchant items, and make potions. Build nether portals and safely make your way around the nether. Create fantastic redstone projects, from automatic doors and light sensors to TNT cannons and fireworks launchers. Furnish your buildings with lights, appliances, paintings, flowerpots, and fireplaces–and add perfect finishing touches. Make and manage efficient farms. Customize Minecraft® with mods, skins, and resource packs. Join a server and even host a game. Minecraft® is a trademark of Mojang Synergies/Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies/Notch Development AB. *Encyclopedia of GIS* Springer Science & Business Media Geographic information science (GIScience) is an emerging field that combines aspects of

many different disciplines. Spatial literacy is rapidly becoming recognized as a new, essential pier of basic education, alongside grammatical, logical and mathematical literacy. By incorporating location as an essential but often overlooked characteristic of what we seek to understand in the natural and built environment, geographic information science (GIScience) and systems (GISystems) provide the conceptual foundation and tools to explore this new frontier. The Encyclopedia of Geographic Information Science covers the essence of this exciting, new, and expanding field in an easily understood but richly detailed style. In addition to contributions from some of the best recognized scholars in GIScience, this volume contains contributions from experts in GIS' supporting disciplines who explore how their disciplinary perspectives are expanded within the context of GI Scienceâ€"what changes when consideration of location is added, what complexities in analytical procedures are added when we

consider objects in 2, 3 or even 4 dimensions, what can we gain by visualizing our analytical results on a map or 3D display? Key Features Brings together GIScience literature that is spread widely across the academic spectrum Offers details about the key foundations of GIScience, no matter what their disciplinary origins Elucidates vocabulary that is an amalgam of all of these fields Key Themes Conceptual Foundations Cartography and Visualization Design Aspects Data Manipulation Data Modeling Geocomputation Geospatial Data Societal Issues Spatial Analysis Organizational and Institutional Aspects The Encyclopedia of Geographic Information Science is an important resource for academic and corporate libraries. **Encyclopedia of Geographic Information Science** Free Revealing Water in Social Imagination studies meanings of water in cultural and environmental contexts, from medieval Stockholm to post-Soviet Russia. Authors consider both state policy and modern technologies along with creative resistance to

the exploitative imagination. *PostGIS in Action* Basic Books PostGIS in Action, Third Edition teaches you to solve real-world geodata problems. It first gives you a background in vector-, raster-, and topology-based GIS and then quickly moves into analyzing, viewing, and mapping data. You'll learn how to optimize queries for maximum speed, simplify geometries for greater efficiency, and create custom functions for your own applications. You'll also learn how to apply your existing GIS knowledge to PostGIS and integrate with other GIS tools. Fully updated to the latest versions of PostGIS and PostgreSQL, this Third Edition covers new PostGIS features including Foreign Data Wrappers, Database as a Service, parallelization of queries, and new JSON and Vector Tiles functions that help in creating web mapping applications. Key Features · An introduction to spatial

databases · Geometry, geography, raster, and topology spatial types, · functions, and queries · Applying PostGIS to real-world problems · Extending PostGIS to web and desktop applications · Updated for PostGIS 3 and PostgreSQL 12 For readers familiar with relational databases and basic SQL. About the technology Processing location and topology data requires specialized know-how. PostGIS is a free spatial database extender for PostgreSQL that delivers the features and firepower you need to take on nearly any geodata task. With it, you can easily create location-aware queries in just a few lines of SQL code and build the back end for a mapping, raster analysis, or routing application with minimal effort. Regina Obe and Leo Hsu are database consultants and authors. Regina is a member of the PostGIS core development team and the Project Steering Committee.

<u>Amish and Amish Mennonite Genealogies</u> "O'Reilly Media, Inc." "PostGIS in Action" is the first book devoted entirely to PostGIS. It will help both new and experienced users write spatial queries to solve real-world problems. It also discusses the new features available in PostgreSQL 8.4 and provides tutorials. **Interactive Data Visualization for the Web** John Wiley & Sons

Free RevealingSpringer Science & Business Media **Metro 2033** Springer Science & Business Media "This volume offers actual accounts of all known Amish or Amish related immigrants, who came to America as European peasants who were, in one way or another, denied religious freedom and

civil rights -- to the promised land."--Foreword **England** "O'Reilly Media, Inc." The Encyclopedia of GIS provides a comprehensive and authoritative guide, contributed by experts and peer-reviewed for accuracy, and alphabetically arranged for convenient access. The entries explain key software and

processes used by geographers and computational scientists. Major overviews are provided for nearly 200 topics: Geoinformatics, Spatial Cognition, and Location-Based Services and more. Shorter entries define specific terms and concepts. The reference will be published as a print volume with abundant black and white art, and simultaneously as an XML online reference with hyperlinked citations, cross-references, four-color art, links to web-based maps, and other interactive features.

Surface & Symbol Springer Science & Business Media

Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors haved ported their

products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software.Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going.For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better software, and how businesses can leverage freely available software for a competitive business advantage.The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens

(Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl) This book explains why the majority of the Internet's servers use open- source technologies for everything from the operating system to Web serving and email. Key technology products developed with open- source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn why venture capitalists are eagerly watching Red Hat Software, a company that gives its key product -- Linux --

away.For the first time in print, this book presents the story of the open-source phenomenon told by the people who created this movement.Open Sources will bring you into the world of free software and show you the revolution. **Science and Technologies for Smart Cities** SAGE This book contains papers presented at the first Open Source Geospatial Research Symposium held in Nantes City, France, 8-10 July, 2009. It brings together insights and ideas in the fields of Geospatial Information and Geoinformatics. It demonstrates the scientific community dynamism related to open source and free software as well as in defining new concepts, standards or tools. *Pompeii. (Brief) Guide* John Wiley & Sons This book provides something far more valuable than either the cheerleading or the fear-mongering one hears about open source. The authors are Dan Woods, former CTO of TheStreet.com and a consultant and author of several books about

IT, and Gautam Guliani, Director of Software Architecture at Kaplan Test Prep & Admissions. Each has used open source software for some 15 years at IT departments large and small. They have collected the wisdom of a host of experts from IT departments, open source communities, and software companies. Open Source for the Enterprise provides a top to bottom view not only of the technology, but of the skills required to manage it and the organizational issues that must be addressed. **Open Sources** Springer From a rare map of yellow fever in eighteenth-century New York, to Charles Booth's famous maps of poverty in nineteenth-century London, an Italian racial zoning map of early twentieth-century Asmara, to a map of wealth disparities in the banlieues of twenty-first-century Paris, Mapping Society traces the evolution of social cartography over the

past two centuries. In this richly illustrated book, Laura Vaughan examines maps of ethnic or religious difference, poverty, and health inequalities, demonstrating how they not only serve as historical records of social enquiry, but also constitute inscriptions of social patterns that have been etched deeply on the surface of cities. The book covers themes such as the use of visual rhetoric to change public opinion, the evolution of sociology as an academic practice, changing attitudes to physical disorder, and the complexity of segregation as an urban phenomenon. While the focus is on historical maps, the narrative carries the discussion of the spatial dimensions of social cartography forward to the present day, showing how disciplines such as public health, crime science, and urban planning, chart spatial data in their

current practice. Containing examples of space syntax analysis alongside full colour maps and photographs, this volume will appeal to all those interested in the long-term forces that shape how people live in cities. *Proceedings of the Institution of Civil Engineers* "O'Reilly Media, Inc." We live forever, barring accidents. Just like everyone else in the universe. The Doctor travels back to the Ancient Days, an era where life flourishes and death is barely known... Then come the Kotturuh – creatures who spread through the cosmos dispensing mortality. They judge each and every species and decree its allotted time to live. For the first time, living things know the fear of ending. And they will go to any lengths to escape this grim new spectre, death. The Doctor is an old hand at cheating death. Now, at last, he can stop it at source. He is coming for the Kotturuh, ready to change everything so that Life wins from the start. Not just the last of the Time

Lords. The Time Lord Victorious. Forum Macmillan This translation originally copyrighted in 2009. Map Guide to the U.S. Federal Censuses, 1790-1920 Victor Gollancz The role open-source geospatial software plays in data handling within the spatial information technology industry is the overarching theme of the book. It also examines new tools and applications for those already using OS approaches to software development. *PostGIS in Action, Third Edition* Pearson Education This book constitutes the refereed proceedings of the 5th Annual Smart City 360° Summit, held in Braga, Portugal, in December 2019. The volume combines selected papers of four conferences, namely IoT in Urban Space, Urb-IoT 2019, Smart Governance for Sustainable Smart Cities, SmartGov 2019, Sensor Systems and Software, S-Cube 2019, and Intelligent Technologies for Interactive Entertainment, Intetain 2019. The 5 keynote and 32 conference papers presented were carefully reviewed and selected from 113 submissions and present results of mult idisciplinary scientific and industry collaboration to solve complex societal, technological

and economic
problems Smart
Cities. As
such, the main
goals are to
promote quality
of life, work
conditions,
mobility and
sustainability.