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Cocos2d-x Cookbook Apress

Apple has taken iPhoto 08 to a whole new level. Now, in addition to handling upwards of 250,000 images, the program lets you easily categorize and navigate through those photos with a feature called "Events". Plus, new editing tools let you copy and paste adjustments between photos. Books and calendars have been improved, too, as has the program's ability to publish pictures on the Web. Apple makes it all sound easy: drag this, click that, and you're done. But you can still get lost, especially if you're a newcomer. iPhoto '08: The Missing Manual explains how to take advantage of all these powerful tools and new features without confusion or frustration. Bestselling authors David Pogue and Derrick Story give you a witty, objective, and clear-cut explanation of how things work, with plenty of undocumented tips and tricks for mastering the new iPhoto. Four sections help you import, organize, edit, share, and even take your photos: Digital Photography: The Missing Manual offers a course in picture-taking and digital cameras -- how to buy and use your digital camera, how to compose brilliant photos in various situations (sports, portraits, nighttime shots, even kid photography), and how to get the most out of batteries and memory cards. iPhoto Basics covers the fundamentals of getting your photos into iPhoto, organizing and filing them, searching and editing them. Meet Your Public teaches you all about slideshows, making or ordering prints, creating books, calendars and greeting cards, and sharing photos on web sites or by email. iPhoto Stunts explains how to turn photos into screen savers or desktop pictures, using plug-ins, managing Photo Libraries, and even getting photos to and from camera

phones and Palm organizers. You also learn how to build a personal web site built with iWeb, and much more in this comprehensive guide. It's the top-selling iPhoto book for good reason.

Learn Design for iOS Development Cengage Learning
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.

iPhone and iPad Web Design For Dummies Apress
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.

Deep Learning in Biometrics "O'Reilly Media, Inc."
The phenomenal success of the iPhone, iPad and the iPod touch has ushered in a "gold rush" for developers, but with well over 300,000 apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. Updated and expanded for iOS 4, this bestselling book will show you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. The Business of iPhone and iPad App Development was written by experienced developers with business backgrounds, taking you step-by-step through cost effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

John Wiley & Sons
Universal Access in Human-Computer Interaction: Applications and Services for Quality of LifeSpringer
Computers Helping People with Special Needs Sams Publishing
Understanding Computers: Today and Tomorrow gives your students a classic introduction to computer concepts with a modern twist! Known for its emphasis on industry insight and societal issues, this text makes concepts relevant to today's career-

focused students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Touch Screen Tablets Touching Children's Lives CRC Press
Corona SDK is one of the most popular app and game mobile development platforms in the world, and Learn Corona SDK Game Development walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, Learn Corona SDK Game Development explains just what you need to launch your career as a mobile game developer.

What is e-book? Rocky Nook, Inc.
Lively and engaging, How to Launch a Magazine in this Digital Age adopts a practical guide students or inexperienced editors to the process of setting up and launching a new publication -- be it digital, print or a combination of both. Using case studies, theoretical/critical insights, and tests/exercises, this is the first how-to to embrace digital technologies, including a companion website with additional support with podcasts, web links, forums and timed live author chats. The key to the text's success is its ability to encompass the complete process. It begins with the initial idea and follows the process through to developing a business plan as well as setting an editorial strategy to achieve and maintain an audience in a digital age -- where traditional print formats face an uncertain future. It includes checklists and realistic timescales for producing a digital/print magazine, for both the working professional and the student in the classroom setting.

Your iPad at Work (Covers iOS 6 on iPad 2, iPad 3rd/4th generation, and iPad mini) Universal Access in Human-Computer

Interaction: Applications and Services for Quality of Life

Hand Lettering on the iPad with Procreate is the ultimate guide to every step of the digital hand lettering process. Using the versatile and intuitive iPad drawing and design app Procreate, author and noted lettering instructor Liz Brown composes a series of fun and easy lettering projects that will build confidence by giving all the necessary tools to create gorgeous compositions from the ground up. Each project comes with its own Procreate brush downloads so users can follow along to create their own unique hand lettered quotes, words, and phrases.

Featuring step-by-step lessons including:

- Finding inspiration with color palettes and letterforms for unique styles

- Using Procreate tools for creating and decorating letters

- Tips and tricks for adding textures, layers, shading, and depth to lettering projects

- Creative ideas for jazzing up space around letters

And much, much more! Whether you're a beginner interested in learning a fun new skill, or an experienced letterer ready to start creating on your iPad, this book will give you everything you need to take the next step in your iPad hand lettering journey.

Mobile HTML5 "O'Reilly Media, Inc."

A full-color guide to designing cutting-edge web sites for the iPhone, iPad, and iPod touch! Apple's touchscreen devices have created worldwide techno-lust, conjuring a record-breaking market out of thin air. iPads, iPhones, and iPods are so in demand that they outsell every other device in their categories. If your website is not designed to take advantage of the extraordinary new capabilities of these popular devices, then you will miss out on an increasingly important part of your audience. With all the focus on the App Store (thanks to the ubiquitous "There's an App for that..." ad campaign), you could be forgiven for overlooking the fact that the single most popular app on the iPhone and iPad is Safari. That's right. The humble web browser that comes installed on every iOS device, ready to surf at the flick of a finger. This is where iPhone & iPad Web Design For Dummies comes in. Based on real-world experience, this guide (written in a language that real human beings can read) shows you how to use HTML5, CSS3, and jQuery to produce interactive websites that will delight your users and keep them coming back for more. You'll discover how to plan the perfect mobile web experience, create interactivity and multimedia, test and optimize your creations, and publish and market your

final design with iPhone & iPad Web Design For Dummies!

EPUB Straight to the Point Packt Publishing Ltd

The three-volume set LNCS 8009-8011 constitutes the refereed proceedings of the 7th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2013, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12 other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 230 contributions included in the UAHCI proceedings were carefully reviewed and selected for inclusion in this three-volume set. The 78 papers included in this volume are organized in the following topical sections: universal access to smart environments and ambient assisted living; universal access to learning and education; universal access to text, books, ebooks and digital libraries; health, well-being, rehabilitation and medical applications; access to mobile interaction.

CSS: The Definitive Guide The Crowood Press

This is a major update for me. The ePub production techniques have changed quite a bit: both for fixed layout and for reflowable eBooks. Many of the changes I've been waiting for with ePub production have been implemented. InDesign now stands at the top of the heap for book production in general and ePub production in particular. You do not need to know code, though understanding how HTML and CSS works will aid your conceptual understanding. I was lukewarm about FXL until I realized that the new fixed layout eBooks would show gradient paragraph rules, gradient strokes and fills in tables, and much more. The only major things we're missing are justification and hyperlinked text does not work in FXL. The exported eBooks upload flawlessly to the iBooks Store and Kobo Writing Life. Finally, the 21st century book publishing software we need is within our grasp. There's still more to come, but this version is very good.

How to Read a Nautical Chart, 2nd Edition (Includes ALL of Chart #1) "O'Reilly Media, Inc."

Discover hacks to quickly get started with Procreate with the help of this color guide and learn how to use it on an iPad to create exquisite

illustrations and animations Key Features Follow step-by-step instructions and tips on how to use Procreate to get the most out of it Work through hands-on tutorials with real artwork that will boost your confidence to explore Procreate further Highly recommended for iPad users who want to be able to paint on the go Book Description Procreate is robust, industry-grade painting software that is extremely versatile yet an affordable alternative to subscription-based applications. If you're new to Procreate, Get Set Procreate 5 will help you get up to speed with creating professional illustrations in no time. Complete with step-by-step instructions, detailed explanations, and practical application guidelines, this easy-to-follow guide will cover the ins and outs of Procreate 5.2 and show you how to use each feature effectively. You'll learn how to draw using assistive tools, apply effects, create animations, and develop amazing artwork by implementing the skills learned throughout the book. Once you've got to grips with the new features of Procreate 5 for creating beautiful illustrations, animations, and graphics, you'll be able to explore the tools at your disposal and even create your own brushes, shortcuts, and menus to work efficiently. By the end of this Procreate book, you'll be able to navigate the application confidently and take your artwork to a new level. What you will learn Become well-versed with the fundamentals of Procreate Personalize the Procreate application to suit your workflow Gain preliminary knowledge of the tool to further explore it for your artwork Speed up your workflow with gestures and shortcuts Explore, edit, and create a wide range of brushes with the help of Brush Library and Brush Studio Use assisted drawing tools to enhance your accuracy Learn animation using Procreate's Animation Assist tools Get up-to-date with the new features of Procreate 5.2 like Page Assist and 3D painting. Who this book is for If you're a beginner who wants to start illustrating professionally on Procreate, but feel lost about where to start, this is the right book for you! Start learning right from the very basics, and build up your knowledge step-by-step. This book is also a perfect fit for experienced illustrators/animators accustomed to other software like Photoshop, who would like to pick up a new skill.

Hand Lettering on the iPad with Procreate Frontiers Media SA

This book details the state-of-the-art of research and development in design computing and design cognition. It features more than 35 papers that were presented at the Sixth International Conference on Design Computing and Cognition, DCC '14, held at University College, London, UK. Inside, readers will find the work of expert researchers and practitioners that explores both advances in theory and application as well as demonstrates the depth and breadth of design computing and design cognition. This interdisciplinary coverage, which includes material from international research

groups, examines design synthesis, design cognition, design creativity, design processes, design theory, design grammars, design support and design ideation. Overall, the papers provide a bridge between design computing and design cognition. The confluence of these two fields continues to build the foundation for further advances and leads to an increased understanding of design as an activity whose influence continues to spread. As a result, the book will be of particular interest to researchers, developers and users of advanced computation in design and those who need to gain a better understanding of designing that can be obtained through empirical studies.

Programming the Mobile Web CRC Press

To create successful games for the iPhone family of mobile devices, developers need to know how touch-input, real-time graphics, and sound come together in the iOS environment. **iOS Game Development: Developing Games for iPad, iPhone, and iPod Touch** takes you from the basics of app coding to releasing and marketing your game on the App Store. The book offers a wealth of previously unpublished information about the iOS platform. The text focuses on the concrete requirements of game developers, presenting in-depth details on each step in the mobile game development process. It explains the use of OpenGL ES for 2D/3D graphics and OpenAL for sound, both of which are recommended for game performance on the iOS platform. It also covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine. To better understand the explanations, the author encourages you to access more than 30 iOS example apps from his website. Each app represents a small piece of the complex field of game development in a straightforward manner. The apps can be run on any device in the iPhone family and have been extensively tested with various iOS versions. Suitable for both newcomers and more advanced developers, this color book helps you get started with iOS game development. By following the book's clear descriptions and example programs, you will understand how to implement the fundamentals in smaller game projects and be able to create your first game for the App Store.

Design Computing and Cognition '14 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

IPhoto '08 Peachpit Press

If you're a web designer or app developer interested in sophisticated page styling, improved accessibility, and saving time and effort, this book is for you. This revised edition provides a comprehensive guide to CSS implementation, along with a thorough review of the latest CSS specifications. CSS is a constantly evolving language for describing the presentation of web content on screen, printers, speech synthesizers, screen readers, and chat windows. It is used by all browsers on all screen sizes on all types of IoT devices, including phones, computers, video games, televisions, watches, kiosks, and auto consoles. Authors Eric Meyer and Estelle Weyl show you how to improve user experience, speed development, avoid potential bugs, and add life and depth to your applications through layout, transitions and animations, borders, backgrounds, text properties, and many other tools and techniques. This guide covers: Selectors, specificity, and the cascade Values, units, fonts, and text properties Padding, borders, outlines, and margins Colors, backgrounds, and gradients Floats and positioning tricks Flexible box layout The new Grid layout system 2D and 3D transforms, transitions, and animation Filters, blending, clipping, and masking Media and feature queries

Sams Teach Yourself iPad 2 in 10 Minutes Nicolae Sfetcu

The most complete, powerful iPad learning product! Text, video and audio in one tightly-integrated, hands-on learning experience. Covers both the iPad 2 and the original iPad Also includes coverage of iOS 5! Includes 3+ hours of video and audio tutorials at no extra cost! The media is available online via Safari.com and on the DVD bundled with the book! More than 300 pages of straightforward, task-driven coverage that will help you get the most from your new iPad! Written in plain English

for real people. Skip past the hype and learn exactly what the iPad will do and how to do it! Using the iPad is the world's most complete, useful, media-rich learning experience for Apple's hot new iPad the only product of its kind! It begins with a concise, friendly, straight-to-the-point 300-page iPad guidebook - starting with an easy introduction to the iPad interface, proceeding through the most common activities in the order you are likely to need them, and ending with powerful techniques most iPad users don't know. This easy-to-use text is fully integrated with extensive online learning resources: online video, screencasts, podcasts, and additional web content. It's all designed to run superbly well on the iPad, so you can learn to perform key tasks exactly when you need to know how! Using the iPad covers the iPad 2 as well as the original iPad. It also covers iOS 5, which is the latest version of Apple's iOS operating system. This book covers all this, and more: getting started fast, syncing with computers, web surfing, typing, note taking, email, contacts, appointments, events, maps, photos, videos, music, Apps, books, business productivity, games, customization, and much more. Available in multiple formats, each including an entirely digital version with book text, video, and audio viewable online - on the iPad, the web, and many other devices! The printed book is also bundled with a DVD containing all of the same video available online.

iOS Game Development Apress

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.

Writing In InDesign CC 2014 Producing Books John Wiley & Sons

Almost overnight, EPUB has become the favored standard for

displaying digital text on ereaders. The EPUB specification is a powerful method for creating gorgeous ebooks for EPUB-capable readers such as the iPad, Nook, and Kindle. Alas, it is far from perfect, with frustrating limitations, sketchy documentation, and incomplete creation tools. This extensively researched guide to creating EPUB files by best-selling author Elizabeth Castro shows you how to prepare EPUB files, make the files look great on the screen, work around EPUB weaknesses, and fix common errors. In this essential book, Liz shares her hard-earned experience for how to: Create EPUB files from existing Microsoft Word or Adobe InDesign files, or from scratch. Tweak EPUB files to take full advantage of the power of EPUB in each respective ereader. Control spacing, indents, and margins. Insert images and sidebars and wrap text around them. Create links to external sources and cross-references to internal ones. Add video to ebooks for the iPad.