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PC Mag Information Today
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.

Commodore McGraw-Hill Companies

This new editoin has been updated in line with the changes to the motorcycle theory test revision bank. The theory test questions now have just one correct option out of four, making the questions easier to understand and reflecting the real test.

Build Your Own 486/486DX The Stationery Office

Presents details and measurements of steam locomotives from their first appearance to their final days. Includes nearly 1,000 rare photos and over 127 HO scale plans, notes, and specifications for almost all steam locomotives in North

America.

The Official Doom Survivor's Strategies & Secrets Project Management Institute
Whether they're threading a barrel or shredding a swell, these amazing women are making enormous waves in the world of surfing. If you thought surfing was a male-dominated sport, think again. The thirty women surfers profiled in this thrilling collection can rip a wave with the best of them. Hailing from all over the world, each surfer is featured in spectacular photography and with their own inspirational words. There's American professional surfer Lindsay Steinriede on how her father's death has inspired her career; French board shaper Valerie Duprat on how she got her start "sculpting foam"; Conchita Rossler, founder of Mooana Retreat in Portugal, on connecting mind, body, and spirit; and Australian photographer Cait Miers on empowering women. You'll also meet surfers who are over sixty, who surf while pregnant, who captain boats, teach yoga, and make movies. Breathtaking photography captures these women from every angle, on and off the waves, in some of the world's most visually stunning locations. The perfect gift for surfing enthusiasts, this unique compilation of stunning pictures and hard-won wisdom proves that the thrill of catching a wave, riding it, and kicking out belongs to everyone.

Readings in Political Philosophy Kalmbach

Publishing Company

Making a game can be an intensive process, and if not planned accurately can easily run over budget. The use of procedural generation in game design can help with the intricate and multifarious aspects of game development; thus facilitating cost reduction. This form of development enables games to create their play areas, objects and stories based on a set of rules, rather than relying on the developer to handcraft each element individually. Readers will learn to create randomized maps, weave accidental plotlines, and manage complex systems that are prone to unpredictable behavior.

Tanya Short's and Tarn Adams'

Procedural Generation in Game Design offers a wide collection of chapters from various experts that cover the implementation and enactment of procedural generation in games. Designers from a variety of studios provide concrete examples from their games to illustrate the many facets of this emerging sub-discipline. Key Features: Introduces the differences between static/traditional game design and procedural game design

Demonstrates how to solve or avoid common problems with procedural game design in a variety of concrete ways
Includes industry leaders' experiences and lessons from award-winning games
World's finest guide for how to begin thinking about procedural design

Computer Buyer's Guide and Handbook CRC Press

In this 50,000-copy bestseller, noted author Aubrey Pilgrim delivers a completely updated non-technical guide to building a custom-made 486 PC for hundreds less than a commercially manufactured computer. Pilgrim provides clear, step-by-step assembly instructions and a wealth of helpful illustrations. The book's software buying tips can save readers

hundreds of dollars.

The Official DVSA Theory Test for Motorcyclists Software Wizards

This publication is the official theory test book for motorcyclists compiled by the Driving Standards Agency. It contains multiple choice questions, with answers and explanations, dealing with topics such as: alertness and attitude, safety margins, hazard awareness, vulnerable road users, motorcycle handling, motorway rules and rules of the road, road and traffic signs, documents, accidents, and motorcycling loading. This edition is valid for theory tests taken from 26th September 2005.

United States Economist, Dry Goods Reporter, and Bank, Railroad and Commercial Chronicle Commodore

Managing Change in Organizations: A Practice Guide is unique in that it integrates two traditionally disparate world views on managing change: organizational development/human resources and portfolio/program/project management. By bringing these together, professionals from both worlds can use project management approaches to effectively create and manage change. This practice guide begins by providing the reader with a framework for creating organizational agility and judging change readiness.

Yagi Antenna Design HarperCollins UK

Selections from Plato, Aristotle, Polybius, St. Thomas Aquinas, Dante, Marsiglio, Machiavelli, Calvin, the *Vindiciae contra tyrannos*, Bodin, Hooker, Grotius, Milton, Hobbes, Harrington, Locke, Montesquieu, Rousseau, Paine, and Bentham.

Managing Change in Organizations

This notebook contains blank wide ruled line paper which makes it great as a: Gratitude Journal Mindfulness Journal Mood Journal

Prayer Journal Poetry or Writing Journal Travel Notebook Daily Planner Dream Journal Yoga, Fitness, Weight Loss Journal Recipe, Food Journal Password Log Book Log Book Diary Specifications: Paper: White Layout: Lined Dimensions:6x9 inch Premium Design High quality 180 pages

Procedural Generation in Game Design

If only I hadn't had that last drink... It might be the toughest night of the year for Micah O'Shea, but one tequila too many and suddenly she's seeing the world – and her best friend, firefighter Josh Taylor – in a new light! Surely a bit of Dutch courage is all she needs to see if he tastes as good as he looks...?

Surf Like a Girl

It was early 1993 and id Software was at the top of the PC gaming industry. Wolfenstein 3D had established the First Person Shooter genre and sales of its sequel Spear of Destiny were skyrocketing. The technology and tools id had taken years to develop were no match for their many competitors. It would have been easy for id to coast on their success, but instead they made the audacious decision to throw away everything they had built and start from scratch. *Game Engine Black Book: Doom* is the story of how they did it. This is a book about history and engineering. Don't expect much prose (the author's English has improved since the first book but is still broken). Instead you will find inside extensive descriptions and drawings to better understand all the challenges id Software had to overcome. From the hardware -- the Intel 486 CPU, the Motorola 68040 CPU, and the NeXT workstations -- to the game engine's revolutionary design, open up to learn how DOOM changed the gaming

industry and became a legend among video games.

If Only... (Mills & Boon Modern Tempted)

"Continuing the story of Commodore where the previous book, *Commodore: A Company on the Edge* left off, this book takes a look at Commodore's most tumultuous years up to 1987. How did the Amiga, a computer now widely regarded as having been five years ahead of its competition, fail to win in the marketplace? The author takes an in-depth look at the people behind Commodore's brush with financial bankruptcy and subsequent recovery. The picture that emerges is one of executives who had little understanding of how to market their products to the public and a company struggling to remain relevant. Told through interviews with company insiders, this examination of the now defunct company traces the engineering breakthroughs that made Commodore a favorite among early computer adopters."--

Game Engine Black Book: DOOM

Quake II is the new 3D action shooter from id Software, the company that produced *Doom*, *Doom II*, and *Quake*. This exclusive official book is the only guide that will receive the support of id's development team in advance of the game's release. Since *Quake II* is bigger and more complex than the original, players will need strategy assistance. Cover Title
Computing Across America

The Computer Rules

Mini-micro Systems

Microtimes

The Official DSA Theory Test for Motorcyclists

Quake II Official Strategies and Secrets