

Playstation 2 Slim Service Manual Epartstore

Provides information on missions, skills, equipment, characters, strategy, and tactics.

Did you know that there is a 95% chance that you could have your Playstation 2 problem solved today? Most Playstation 2 problems are easy to fix if you know how, and that is exactly what the Powerful Playstation 2 Repair Guide will do for you. The Playstation 2 has a series of very common problems that are faced by thousands all over the world. Repair costs can range anywhere from \$60 - \$120 and it can take weeks to get your console back from a repair shop. The Powerful Playstation 2 Repair Guide will walk you through the repair process step by step. Many of the most common problems can be resolved by anyone using this book and common tools. Even better, these repairs can be done within a range of a few minutes to a few hours. Either way, you will be back to playing your PS2 games again in no time. Some of the common problems covered are console is completely dead, disc read errors, blue bottom disc don't work, cd tray won't open, or you hear grinding noises. Each problem is covered in detail and there are tons of pictures to go with it. It's just like having a trained technician looking over your shoulder. If your With "PSP Hacks," readers can accomplish more than good gaming on the PSP—they'll quickly learn to surf the Web with a PSP, chat in IRC, and use the PSP to read Web comics, ebooks, and RSS feeds.

No Marketing Blurb

A Game Designer's Guide to Virtual Sensation

The Definitive Guide to Conversational AI with Dialogflow and Google Cloud

A Handbook for PR and Communications Professionals

Earth Day

Car PC Hacks

Looking for Alaska Deluxe Edition

Commanding an Air Force Squadron

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Completely Satisfied, told through the voices of Imani Wright and Quinton Banks, is designed to take its readers on a fantastic voyage as they follow Imani and Quinton from adolescence to adulthood. Both Imani and Quinton learn from the School of Hard Knocks that its not about the material things to have the life they desperately seek. Coming from broken homes, Imani and Quinton cling to each other hoping to fill the voids created by their broken families. Through love, devotion and a whole lot of drama, Quinton and Imani must find that it takes so much more than love to make a relationship grow into something bigger and solid. To be Completely Satisfied they find that perfection is not always the key.

An introduction to marketing concepts, strategies and practices with a balance of depth of coverage and ease of learning. Principles of Marketing keeps pace with a rapidly changing field, focussing on the ways brands create and capture consumer value. Practical content and linkage are at the heart of this edition. Real local and international examples bring ideas to life and new feature 'linking the concepts' help students understand as they go. The latest edition enhances understanding with a unique learning design including revised, integrative concept maps at the start of each chapter, end-of-chapter features summarising ideas and themes, a mix of mini and major case studies to illuminate concepts, and critical thinking exercises for applying skills.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Tips & Tools for Getting Your Ride

The Poisonwood Bible

How Software Platforms Drive Innovation and Transform Industries

Peter Jackson's King Kong

The Blissful Sleep, Greater Focus, Limitless Presence, and Deep Connection Awaiting Us All on the Other Side of Alcohol

Cool Hacks, Mods, and Customizations for the Sony?PlayStation?Portable

Mega Man

The bestselling author of No Logo shows how the global "free market" has exploited crises and shock for three decades, from Chile to Iraq In her groundbreaking reporting, Naomi Klein introduced the term "disaster capitalism." Whether covering Baghdad after the U.S. occupation, Sri Lanka in the wake of the tsunami, or New Orleans post-Katrina, she witnessed something remarkably similar. People still reeling from catastrophe were being hit again, this time with economic "shock treatment," losing their land and homes to rapid-fire corporate takeovers. The Shock Doctrine retells the story of the most dominant ideology of our time, Milton Friedman's free market economic revolution. In contrast to the popular myth of this movement's peaceful global victory, Klein shows how it has exploited moments of shock and extreme violence in order to implement its economic policies in so many parts of the world from Latin America and Eastern Europe to South Africa, Russia, and Iraq. At the core of disaster capitalism is the use of cataclysmic events to advance radical privatization combined with the privatization of the disaster response itself. Klein argues that by capitalizing on crises, created by nature or war, the disaster capitalism complex now exists as a booming new economy, and is the violent culmination of a radical economic project that has been incubating for fifty years.

Organizations are increasingly transitioning to IPv6, the next generation protocol for defining how devices of all kinds communicate over networks. Now fully updated, IPv6 Fundamentals offers a thorough, friendly, and easy-to-understand introduction to the knowledge and skills you need to deploy and operate IPv6 networks. Leading networking instructor Rick Graziani explains all the basics simply and clearly, step-by-step, providing all the details you'll need to succeed. You'll learn why IPv6 is necessary, how it was created, how it works, and how it has become the protocol of choice in environments ranging from cloud to mobile and IoT. Graziani thoroughly introduces IPv6 addressing, configuration options, and routing protocols, including EIGRP for IPv6, and OSPFv3 (traditional configuration and with address families). Building on this coverage, he then includes more in-depth information involving these protocols and processes. This edition contains a completely revamped discussion of deploying IPv6 in your network, including IPv6/IPv4 integration, dynamic address allocation, and understanding IPv6 from the perspective of the network and host. You'll also find improved coverage of key topics such as Stateless Address Autoconfiguration (SLAAC), DHCPv6, and the advantages of the solicited node multicast address. Throughout, Graziani presents common syntax for Cisco IOS, Windows, Linux, and Mac OS, as well as many examples, diagrams, configuration tips, and updated links to white papers and official RFCs for even deeper understanding. Learn how IPv6 supports modern networks encompassing the cloud, mobile, IoT, and gaming devices Compare IPv6 with IPv4 to see what has changed and what hasn't Understand and represent IPv6 addresses for unicast, multicast, and anycast environments Master all forms of dynamic IPv6 address allocation with SLAAC, stateless DHCPv6, and stateful DHCPv6 Understand all the features of deploying IPv6 addresses in the network including temporary addresses and the IPv6 extension Improve operations by leveraging major enhancements built into ICMPv6 and ICMPv6 Neighbor Discovery Protocol Configure IPv6 addressing and Access Control Lists using a common topology Implement routing of IPv6 packets via static routing, EIGRP for IPv6, and OSPFv3 Walk step-by-step through deploying IPv6 in existing networks, and coexisting with or transitioning from IPv4

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Introduction to Business covers the scope and sequence of most introductory business courses. The book provides detailed explanations in the context of core themes such as customer satisfaction, ethics, entrepreneurship, global business, and managing change. Introduction to Business includes hundreds of current business examples from a range of industries and geographic locations, which feature a variety of individuals. The outcome is a balanced approach to the theory and application of business concepts, with attention to the knowledge and skills necessary for student success in this course and beyond.

A Guide Through the Playstation 2 Repair Process

Game Feel

Punisher

Hacking the PSP

Juice Guru

ColdFusion Presents: New Thinking

Corvette Black Book, 1953-2002

Build enterprise chatbots for web, social media, voice assistants, IoT, and telephony contact centers with Google's Dialogflow conversational AI technology. This book will explain how to get started with conversational AI using Google and how enterprise users can use Dialogflow as part of Google Cloud. It will cover the core concepts such as Dialogflow essentials, deploying chatbots on web and social media channels, and building voice agents including advanced tips and tricks such as intents, entities, and working with context. The Definitive Guide to Conversational AI with Dialogflow and Google Cloud also explains how to build multilingual chatbots, orchestrate sub chatbots into a bigger conversational platform, use virtual agent analytics with popular tools, such as BigQuery or Chatbase, and build voice bots. It concludes with coverage of more advanced use cases, such as building fulfillment functionality, building your own integrations, securing your chatbots, and building your own voice platform with the Dialogflow SDK and other Google Cloud machine learning APIs. After reading this book, you will understand how to build cross-channel enterprise bots with popular Google tools such as Dialogflow, Google Cloud AI, Cloud Run, Cloud Functions, and Chatbase. What You Will Learn Discover Dialogflow, Dialogflow Essentials, Dialogflow CX, and how machine learning is used Create Dialogflow projects for individuals and enterprise usage Work with Dialogflow essential concepts such as intents, entities, custom entities, system entities, composites, and how to track context Build bots quickly using prebuilt agents, small talk modules, and FAQ knowledge bases Use Dialogflow for an out-of-the-box agent development UX for web and social media channels Build voice agents for voice assistants, phone gateways, and contact centers Create multilingual chatbots Orchestrate many sub-chatbots to build a bigger conversational platform Use chatbot analytics and test the quality of your Dialogflow agent See the new Dialogflow CX concepts, how Dialogflow CX fits in, and what's different in Dialogflow CX Who This Book Is For Everyone interested in building chatbots for web, social media, voice assistants, or contact centers using Google's conversational AI/cloud technology.

THE BEST WAYS TO MAKE THOUSANDS OF DOLLARS WRITING! Writers today are no longer just working on books and newspapers. Businesses, advertisers, and hundreds of other outlets are desperate for people who can craft effective messages and persuade people with their words. A strong writer can make \$50 to \$200 per hour, or even more... if you know where to find the work. Robert Bly is a professional writer who makes more than \$600,000 per year from his writing. Now, he's ready to share his secrets. 88 Money-Making Writing Jobs presents the best outlets writers can find to turn their words into profit (including many that few people think to seek out). Along with an overview of each job, you'll discover: A breakdown of what it typically pays The nuts and bolts of what you'll write What it takes to work in the field How to get started Resources for finding the work For anyone serious about a career as a writer, this guide offers the best information on how to make incredible money in ways that are fun, challenging, and make the most of your writing talents.

Translated to English for the first time, Dr. Usui's hand positions and healing techniques can now be studied directly.

Explores the history of video and computer games and discusses the changes they have made in both the business world and popular culture.

Product Safety & Liability Reporter

Completely Satisfied

IPv6 Fundamentals

The Official Game of the Movie

Introduction to Business

Big Book of Apple Hacks

Official Complete Works

A consistent investing framework for the individual investor in a straightforward and accessible manner. The Dhandho Investor lays out the powerful framework of value investing. Written with the intelligent individual investor in mind, this comprehensive guide distills the Dhandho capital allocation framework of the business savvy Patels from India and presents how they can be applied successfully to the stock market. The Dhandho method expands on the groundbreaking principles of value investing expounded by Benjamin Graham, Warren Buffett, and Charlie Munger. Readers will be introduced to important value investing concepts such as "Heads, I win! Tails, I don't lose that much!," "Few Bets, Big Bets, Infrequent Bets," Abhimanyu's dilemma, and a detailed treatise on using the Kelly Formula to invest in undervalued stocks. Using a light, entertaining style, Pabral lays out the Dhandho framework in an easy-to-use format. Any investor who adopts the framework is bound to improve on results and soundly beat the markets and most professionals.

"Game Feel" explores "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (fime signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

To reset one's lifestyle there's no better place to start than with juicing.

Since 1953, the Corvette has been the quintessential, and some argue only, American sports car. Corvette Black Book is the premiere resource for enthusiasts and collectors (0-933534-47-7, 2001 Edition), packing a ton of information and taking readers on a year-by-year journey through the history of Corvette production, culminating with the 2002 model-year. For each car the author includes not only VINs, but specifications for engine blocks, heads, carburetors, alternators and distributors. Also provided are each year's base model and option prices, as well as charts for color codes. In addition, there's a brief Corvette history and a photograph for every model year.

Popular Science

Build Advanced Enterprise Chatbots, Voice, and Telephony Agents on Google Cloud

Video Game Audio

The Games Machines

Invisible Engines

Welcome Back, Frank Marvel Select

The Illustrated History of Electronic Games

Earth Day celebrates our beautiful planet and calls us to act on its behalf. Some people spend the day planting flowers or trees. Others organize neighborhood clean-ups, go on nature walks, or make recycled crafts. Readers will discover how a shared holiday can have multiple traditions and be celebrated in all sorts of ways.

Could you be Captain of a whaling ship if all the crew around you died in a tragedy? Would you even want to? And what would you do if the cook on board has plans of his own and wants to kill you? This and much more is what poor fifteen year old Dick Sands has to deal with as the only surviving crew member. Everything seems to be going according to plan. That is until the cook sabotages the ship and rather than arriving in South America, the group ends up in Africa. The evil cook's plan is to sell everyone on board into slavery. Will they survive all the obstacles and unexpected occurrences or will they fall victims to the African slave trade? Dick Sands, the Boy Captain' is an adventure novel which not only keeps you on the edge until the very end, but it also depicts the widespread condemnation of slavery. Jules Verne (1828-1905) was a French novelist who mostly wrote adventure fiction inspired by the scientific advances of the 19th century. With the help of editor Pierre-Jules Hetzel he wrote a series of books called 'Extraordinary Travels', which includes 'Journey to the Center of the Earth' (1864), 'Twenty Thousand Leagues Under the Sea' (1870) and 'Around the World in Eighty Days' (1873). There have been many film adaptations of Jules Verne's books with the most notable being 'Journey to the Center of The Earth' (2008) starring Brendan Fraser and Josh Hutcherson (The Hunger Games), 'Around the World in 80 Days' (1956) and 'Journey 2: The Mysterious Island' (2012) starring Dwayne Johnson. Widely popular with both children and adults, Verne is one of the most translated authors of all time, and still inspires people the world over.

A gorgeous collector's edition of the critically acclaimed debut novel by John Green, #1 bestselling author of Turtles All the Way Down and The Fault in Our Stars A perfect gift for every fan, this deluxe hardcover features a stunning special edition jacket and 50 pages of all-new exclusive content, including: - An Introduction by John Green - Extensive Q&A: John Green answers readers' most frequently asked questions - Deleted scenes from the original manuscript - Winner of the Michael L. Printz Award - A Los Angeles Times Book Prize Finalist - A New York Times Bestseller - A USA Today Bestseller - NPR's Top Ten Best-Ever Teen Novels - TIME magazine's 100 Best Young Adult Novels of All Time - A PBS Great American Read Selection NOW A HULU ORIGINAL SERIES! Miles Halter is fascinated by famous last words—and tired of his safe life at home. He leaves for boarding school to seek what the dying poet Francois Rabelais called the "Great Perhaps." Much awaits Miles at Culver Creek, including Alaska Youth, who will pull Miles into her labyrinth and catapult him to the Great Perhaps. Looking for Alaska brilliantly chronicles the indelible impact one life can have on another. A modern classic, this stunning debut marked #1 bestselling author John Green's arrival as a groundbreaking new voice in contemporary fiction.

Gathers illustrations of characters from the "Mega Man" video games, with notes on their history and how they were drawn.

The Dhandho Investor

Read & Riot

The Rise of Disaster Capitalism

Dick Sands, the Boy Captain

PSP Hacks

Secret Codes 2005

A Pussy Riot Guide to Activism

Collector's Punisher (2000) #1-12. Frank Castle, the one-man army known as the Punisher, is forever redefined in the latest volume of our series of graphic novels handpicked by Marvel Editorial to showcase pivotal storylines written and drawn by some of Marvel's most acclaimed creators! Garth Ennis and Steve Dillon made the Punisher a force to be reckoned with once again, delivering a wild ride of innovative chaos! But not everyone is happy about Frank's return. Two unlucky cops have him, while the ruthless mobster Ma Gnucci and her gang will stop at nothing to see him dead! The Punisher must also contend with a colorful crew of nosy neighbors and the arrival of three copycats—the Holy, Elite and Mr. Payback—who want him to join their crime-cleansing force. Welcome back, Frank! 'Breathtaking.' 'Sunday Times 'Equisuite.' 'The Times 'Beautiful.' 'Independent 'Powerful.' New York Times An international bestseller and a modern classic, this suspenseful epic of one family's tragic undoing and their remarkable reconstruction has been read, adored and shared by millions around the world. This story is told by the wife and four daughters of Nathan Price, a fierce, evangelical Baptist who takes his family and mission to the Belgian Congo in 1959. They carry with them everything they believe they will need from home, but soon find that all of it - from garden seeds to Scripture - is calamitously transformed on African soil. What readers are saying 'This remains one of the most fascinating books I have ever read.' 'I felt every emotion under the sky with this book.' 'Riveting.' 'This novel left a lasting - YEARS LASTING - impression.' 'This is one of those booksthat stands the test of time and is worth rereading.' 'Five epic, no-wonder-this-book-is-so-well-loved stars!'

Provides information on getting the most out of a PSP, covering such topics as playing multiplayer games wirelessly, reading the comics, changing game backgrounds, and finding free downloads.

Crisis, Issues and Reputation Management defines reputation, explores how to value it and provides practical guidelines for effective reputation management, including how to approach issues of Corporate Social Responsibility. Practical and accessible, it outlines a comprehensive approach to managing situations that may turn into crises and handling crises once they occur. Featuring a wide range of international case studies of brands who have had to respond to a variety of crises including Nestle, Unilever, General Electric, McDonald's, Coca-cola, Cadbury, Tesco, Pan Am, RBS and more, Crisis, Issues and Reputation Management demonstrates how organizations have to understand and respond rapidly to shifting public values, rising expectations, demands for public consultation and increasingly intrusive news media. As such, it provides a new and broader perspective on the topic for new and seasoned practitioners alike.

A Straightforward Approach to Understanding IPv6

The Low-Risk Value Method to High Returns

The Shock Doctrine

Sober Curious

88 Money-Making Writing Jobs

Principles of Marketing

Scrutiny: 20

From the one-bit beeps of Pong to the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored, including synthesized v. sampled sound, pre-recorded v. dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v. digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS and Android devices and many others.

Obviously directed at Air Force readers, Colonel Timmons's book - because of its aphoristic, anecdotal, concrete approach - will speak to readers in other services and in many civilian organizations and institutions as well. Shelves in the nation's bookstores today are groaning under the weight of " how-to" leadership books purporting to reveal the secrets of how to succeed in one career or another. Most do not last. Only a few stand the test of time; this promises to be one of them.Lieutenant General Bradley C. Hesmer, United States Air ForceSuperintendent, United States Air Force Academy

This book presents a broad overview of computer graphics (CG), its history, and the hardware tools it employs. Covering a substantial number of concepts and algorithms, the text describes the techniques, approaches, and algorithms at the core of this field. Emphasis is placed on practical design and implementation, highlighting how graphics software works, and explaining how current CG can generate and display realistic-looking objects. The mathematics is non-rigorous, with the necessary mathematical background introduced in the Appendices. Features: Includes numerous figures, examples and solved exercises; discusses the key 2D and 3D transformations, and the main types of projections; presents an extensive selection of methods, algorithms, and techniques; examines advanced techniques in CG, including the nature and properties of light and color, graphics standards and file formats, and fractals; explores the principles of image compression; describes the important input/output graphics devices.

Would life be better without alcohol? It's the nagging question more and more of us are finding harder to ignore, whether we have a "problem" with alcohol or not. After all, we yoga. We green juice. We meditate. We self-care. And yet, come the end of a long work day, the start of a weekend, an awkward social situation, we drink. One glass of wine turns into two turns into a bottle. In the face of how we care for ourselves otherwise, it's hard to avoid how alcohol really makes us feel...terrible. How different would our lives be if we stopped drinking on autopilot? If we stopped drinking altogether? Really different, it turns out. Really better. Frank, funny, and always judgment free, Sober Curious is a bold guide to choosing to live hangover-free, from Ruby Warrington, one of the leading voices of the new sobriety movement. Drawing on research, expert interviews, and personal narrative, Sober Curious is a radical take down of the myths that keep so many of us drinking. Inspiring, timely, and blame free, Sober Curious is both conversation starter and handbook—essential reading that empowers readers to transform their relationship with alcohol, so we can lead our most fulfilling lives.

Powerful Playstation 2 Repair Guide

The Original Reiki Handbook of Dr. Mikao Usui

The Computer Graphics Manual

Transform Your Life with One Juice a Day

Crisis, Issues and Reputation Management

High Score!

A car PC or carputer is a car tricked-out with electronics for playing radio, music and DVD movies, connecting to the Internet, navigating and tracking with satellite, taking photos, and any electronic gadget a person wants in a car. All these devices are managed and controlled through a single screen or interface. The only place car PC enthusiasts can go for advice, tips and tools is a handful of hard-to-find Web sites—until now. Car PC Hacks is your guide into the car PC revolution. Packing MP3 players, handheld devices, computers and video-on-demand systems gives you a pile too heavy to carry. But add a car and put them together, you've got a powerful and mobile multimedia center requiring no lifting. The next time you give kids a lift, you won't hear, "Are we there yet?" Instead, expect "We're there already?" as they won't want to leave the car while playing video games from multiple consoles. Car PC Hacks is the first book available to introduce and entrench you into this hot new market. You can count on the book because it hails from O'Reilly, a trusted resource for technical books. Expect innovation, useful tools, and fun experiments that you've come to expect from O'Reilly's Hacks Series. Maybe you've hacked computers and gadgets, and now you're ready to take it to your car. If hacking is new and you would like to mix cars and computers, this book gets you started with its introduction to the basics of car electrical systems. Even when you're unclear on the difference between amps and watts, expect a clear explanation along with real-life examples to get on track. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in the book for a joy ride.

Powerful Playstation 2 Repair GuideA Guide Through the Playstation 2 Repair ProcessAuthorhouse

"Stylish, striking, and elegantly packaged...as indispensable to confronting, say, your domineering mother-in-law or your local city council as it is to helping foment an ongoing and ever-escalating insurrection against, say, a sexist, racist, nepotistic power-mad oligarchy threatening to destory democracy as we know it...My advice: Buy one!"--VOGUE From artist, activist, and Pussy Riot founder Nadya Tolokonnikova, a guerrilla guide to radical protest and joyful political resistance The face of modern protest is wearing a brightly colored ski mask. Nadya Tolokonnikova, founding member of the Russian activist group Pussy Riot, is a creative activist, professional protestor, brazen feminist, shocking visual artist, and force to be reckoned with. Her spontaneous, explosive approach to political action has involved jumping over barbed wire, kissing police officers, giving guerrilla performances in crowded subway cars, and going on a hunger strike to protest the abuse of prisoners. She's been horse-whipped by police in Sochi, temporarily blinded when officers threw green paint in her eyes, and monitored by the Russian government. But what made Nadya an activist (on overnight happened on February 21, 2012, when she was arrested for performing an anti-Putin protest song in a Moscow church. She was sent to a Russian prison for 18 months and emerged as an international symbol of radical resistance, as calls to "Free Pussy Riot" resounded around the world. With her emblematic ski mask, black lipstick, and unwavering bravery, Nadya has become an emissary of hope and optimism despite overwhelming and ugly political corruption. Read & Riot is structured around Nadya's ten rules for revolution (Be a pirate! Make your government shit its pants! Take back the joy!) and illustrated throughout with stunning examples from her extraordinary life and the philosophies of other revolutionary rebels throughout history. Rooted in action and going beyond the typical "call your senator" guidelines, Read & Riot gives us a refreshing model for civil disobedience, and encourages our right to question every status quo and make political action exciting—even joyful.

Bigger in size, longer in length, broader in scope, and even more useful than our original Mac OS X Hacks, the new Big Book of Apple Hacks offers a grab bag of tips, tricks and hacks to get the most out of Mac OS X Leopard, as well as the new line of iPods, iPhone, and Apple TV. With 125 entirely new hacks presented in step-by-step fashion, this practical book is for serious Apple computer and gadget users who really want to take control of these systems. Many of the hacks take you under the hood and show you how to tweak system preferences, alter or add keyboard shortcuts, mount drives and devices, and generally do things with your operating system and gadgets that Apple doesn't expect you to do. The Big Book of Apple Hacks gives you: Hacks for both Mac OS X Leopard and Tiger, their related applications, and the hardware they run on or connect to Expanded tutorials and lots of background material, including informative sidebars "Quick Hacks" for tweaking system and gadget settings in minutes Full-blown hacks for adjusting Mac OS X applications such as Mail, Safari, iCal, Front Row, or the Life suite Plenty of hacks and tips for the Mac mini, the MacBook laptops, and new Intel desktops Tricks for running Windows on the Mac, under emulation in Parallels or as a standalone OS with Bootcamp The Big Book of Apple Hacks is not only perfect for Mac fans and power users, but also for recent -- and aspiring -- "switchers" new to the Apple experience. Hacks are arranged by topic for quick and easy lookup, and each one stands on its own so you can jump around and tweak whatever system or gadget strikes your fancy. Pick up this book and take control of Mac OS X and your favorite Apple gadget today!

Playstation 3

Tips & Tools for unlocking the power of your Apple devices

From Einstein to Artificial Intelligence, the Science and Technology That Transformed Our World

The CRPG Book: A Guide to Computer Role-Playing Games

A History, 1972-2020

Harnessing the power of software platforms: what executives and entrepreneurs must know about how to use this technology to transform industries and how to develop the strategies that will create value and drive profits. Software platforms are the invisible engines that have created, touched, or transformed nearly every major industry, from mobile phones and automobile navigation systems to search engines and web portals. They have been the source of enormous value to consumers and helped some entrepreneurs build great fortunes. And they are likely to drive change that will dwarf the business and technology revolution we have seen to this point. Invisible Engines examines the transformative power unleashed by this new revolution—a revolution that will change both new and old industries. The authors argue that in order to understand the successes of software platforms, we must first understand their role as a technological meeting ground where application developers and end users converge. Apple, Microsoft, and Amazon are using their platforms and make most of their money from end users; Sony PlayStation and other game consoles, by contrast, subsidize users and make more money from developers, who pay royalties for access to the code they need to write games. More applications attract more users, and more users attract more applications. And more users explores this story through the lens of the companies that have mastered this platform-balancing act. It offers detailed studies of the personal computer, video game console, personal digital assistant, smart mobile phone, and digital media software platform industries, focusing on the business decisions made by industry players to drive platform adoption. Internet-based software platforms provide an important glimpse into a future in which the way we buy, pay, watch, listen, learn, and communicate will change forever. An electronic version of this book is available under a Creative Commons license.

The creator of YouTube's ColdFusion explores the development of technology from Industrial Revolution to Artificial Intelligence to figure out what's next. As each new stage of technology builds on the last, advancements start to progress at an exponential rate. In order to know where we're headed, it's essential to know how we got here. What drove the men and women who invented it? What were those special moments that changed the world forever? Dagogo Altraide explores these questions in a history of human innovation that reveals how new technologies influence each other, how our modern world came to be, and what future innovations might look like. From the computer, the invention of the internet, and the rise of artificial intelligence, New Thinking tells the stories of the men and women who changed our world with the power of new thought.