



examination; specific file types for Xbox 360; Xbox 360 hard drive; post-system update drive artifacts; and XBOX Live redemption code and Facebook. This book will appeal to computer forensic and incident response professionals, including those in federal government, commercial/private sector contractors, and consultants. Game consoles are routinely seized and contain evidence of criminal activity Author Steve Bolt wrote the first whitepaper on XBOX investigations

A Guide to Flight Simulator Calum Martin 2020-08-18 This stunning 200-page digital guide is packed full of inspiring visuals to support you in your new flight simulator. Discover what you need to know from flying with ATC and configuring camera controls, to using the accessible user interface (UI) and completing your first training flight. Spend more time flying in your new simulator with the best possible set up. SoFly's team of experts have carefully crafted an easy to follow guide, enabling you to swiftly adapt your settings to maximise performance without compromising the look of your new simulator. A Guide to Flight Simulator will provide you with detailed information for each of the hand-crafted airports, whilst the tips and tricks from certified pilots will give you the confidence needed to complete complicated manoeuvres and land at challenging airports. Detailed specs will help you understand each of the included aircraft to help you become the best virtual pilot. The step-by-step tutorials included throughout will walk you through your first flights in the simulator, and provide you with travel inspiration for your next virtual flight. You'll soon be able to fly solo or online with your friends using live settings. 'A Guide to Flight Simulator' is the perfect travel companion for anyone using the new flight simulator, regardless of the level of experience or knowledge.

Popular Science 2002-12 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.

Windows 8.1: The Missing Manual David Pogue 2013-11-26 Windows 8.1 continues the evolution of the most radical redesign in Microsoft's history. It combines the familiar Windows desktop with a new, touchscreen-friendly world of tiles and full-screen apps. Luckily, David Pogue is back to help you make sense of it?with humor, authority, and 500 illustrations. The important stuff you need to know: What's new in 8.1. The update to 8.1 offers new apps, a universal Search, the return of the Start menu, and several zillion other nips and tucks. New features. Storage Spaces, Windows To Go, File Histories?if Microsoft wrote it, this book covers it. Security. Protect your PC from viruses, spyware, spam, sick hard drives, and out-of-control kids. The network. HomeGroups, connecting from the road, mail, Web, music streaming among PCs?this book has your network covered. The software. Media Center, Photo Gallery, Internet Explorer, speech recognition?this one authoritative, witty guide makes it all crystal clear. It's the book that should have been in the box.

iPod e iTunes J. D. Biersdorfer 2007

My PlayStation Vita Bill Loguidice 2012-11-15 Step-by-step instructions with callouts to PlayStation Vita images that show you exactly what to do. Help when you run into problems with your PlayStation Vita. Tips and Notes to help you get the most from your PlayStation Vita. Full-Color, Step-by-Step Tasks Show You How to Have Maximum Fun with Your PlayStation Vita! Unbox your PS Vita™, get connected, and start having fun, fast Master PS Vita's built-in and downloadable apps, from games to social media Discover hot new PS Vita games—and play PlayStation classics, too Chat with groups of friends in real time—even if they're playing different games Leave gifts for nearby gamers to find and play with or launch neighborhood competitions Post on Facebook and Twitter right from your PS Vita Use “augmented reality” cameras to embed yourself into the game Make the most of PS Vita's advanced HTML5 web browser Take great photos and videos with PS Vita's built-in cameras Control your PS3 from your PS Vita—even if you're thousands of miles away Transform your PS Vita into a world-class music player Get instant walking or driving directions from Google Maps Set parental controls to protect your kids Create Privacy Zones so other gamers don't know what you're doing Buy or rent videos from the PlayStation Store Safely back up your PS Vita on your PC, Mac, or PS3 Solve PS Vita and connectivity problems fast and get back to having fun

PC Mag 2007-02-06 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.

Microsoft Office for iPad Step by Step Joan Lambert 2015 The quick way to learn Microsoft Word, Excel, PowerPoint, and OneNote for iPad! This is learning made easy. Get productive fast with every Office for iPad app--plus OneNote, too! Jump in wherever you need answers--brisk lessons and colorful screen shots show you exactly what to do, step by step. Quickly create Word documents by tapping, typing, or dictating Organize and design professional documents of all kinds Visually analyze information in tables, charts, and PivotTables Deliver highly effective presentations in PowerPoint straight from your iPad Save and send PDFs, with or without Office 365 Use OneNote to capture and share everything from text to iPad photos Now in full color! Easy lessons for essential tasks Big full-color visuals Skill-building practice files Download your Step by Step practice files at: <http://aka.ms/iPadOfficeSBS/files>

Microsoft Manual of Style Microsoft Corporation 2012-01-15 Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.

Getting Started with Unity 5.x 2D Game Development Francesco Sapio 2017-02-10 Build a tower defense game and earn delectable C# treats by baking cupcakes and fighting fearsome sweet-toothed pandas About This Book Build a complete and exciting 2D Tower Defense game from scratch. Understand and learn to perform each phase of the game development pipeline Homework and exercises to improve your skills and take them to the next level Who This Book Is For If you are looking forward to get started with 2D game development, either if you are a newcomer to this world, or you came from 3D games or other game engines, this book is for you. Although there are many references to other resources throughout the book, it is assumed that you have a general understanding of C# and its syntax and structure. What You Will Learn Import and set up assets for 2D game development Design and implement dynamic and responsive User Interfaces Create and handle complex animation systems Unlock all the potentiality of the physics engine Implement Artificial Intelligence algorithms to give intelligence to your NPCs Script gameplay and overall bring your ideas to life In Detail Want to get started in the world of 2D game development with Unity? This book will take your hand and guide you through this amazing journey to let you know exactly what you need to build the games you want to build, without sacrificing quality. You will build a solid understanding of Unity 5.x, by focusing with the embedded tools to develop 2D games. In learning about these, along with accurate explanations and practical examples, you will design, develop, learn how to market and publish a delectable Tower Defense game about cupcakes versus pandas. Each chapter in this book is structured to give you a full understanding on a specific aspect of the workflow pipeline. Each of these aspects are essential for developing games in Unity. In a step-by-step approach, you will learn about each of the following phases: Game Design, Asset Importing, Scripting, User Interfaces, Animations, Physics, Artificial Intelligence, Gameplay Programming, Polishing and Improving, Marketing, Publishing and much more. This book provides you with exercises and homework at the end of each chapter so that you can level up your skills as a Unity game developer. In addition, each of these parts are centered on a common point of discussion with other learners just like you. Therefore, by sharing your ideas with other

people you will not only develop your skills but you will also build a network. Style and approach This is a fun step-by-step approach in the whole pipeline of 2D game development in Unity, which is explained in a conversational and easy-to-follow style. Each topic is explained sequentially, allowing you to experience both basics and advanced features of Unity. By doing this, the book is able to provide you with a solid grasp on each of the topics. In this way, by engaging with the book's content, exploring the additional references to further readings and completing the homework sections, you are able to challenge yourself and apply what you know in a variety of ways. Once you have finished reading this book, you will be well on your way to developing games from start to finish!

Nintendo Blast Ano 2 - Coleção 2011 Sérgio Estrella 2017-10-09 O box "Nintendo Blast Ano 2" inclui as 12 edições do segundo ano da Revista Digital Nintendo Blast reunidas em único e-book especial com capa comemorativa. Colecione todos os boxes comemorativos da Nintendo Blast para ter a biblioteca completa da melhor publicação digital sobre Nintendo em seu dispositivo móvel! Aviso legal: este livro de forma alguma é afiliado ou associado ao proprietário original dos direitos autorais, nem foi certificado ou revisado pelo mesmo. Este é um livro não oficial, criado por fãs. Este livro não modifica ou altera os jogos e não é um programa de software. Todas as marcas comerciais e marcas registradas que aparecem neste livro são de propriedade de seus respectivos proprietários. Disclaimer: this book in no way is affiliated or associated with the original copyright owner, nor has it been certified or reviewed by the party. This is an unofficial book, created by fans. This book does not modify or alter the games and is not a software program. All trademarks and registered trademarks appearing on this book are the property of their respective owners.

Ainsley and Owen Melissa Lee McGregor 2013 Ainsley Apple is bored with playing in the woods near her orchard home and wants to go on an adventure. Journey with Ainsley and her good friend Peyton Pear as they set off to uncover the truth about the mysterious onions who live over the hill. Are onions really creepy, nasty, and yucky like everyone in Bloom Valley says? Discover what Ainsley and Peyton learn about onions and themselves when they meet Owen Onion.

Maximum PC 2007-03 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

Mac Life 2008-07 MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

HWM 2006-01 Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Cyber Forensics Albert Marcella, Jr. 2007-12-19 Designed as an introduction and overview to the field, Cyber Forensics: A Field Manual for Collecting, Examining, and Preserving Evidence of Computer Crimes, Second Edition integrates theory and practice to present the policies, procedures, methodologies, and legal ramifications and implications of a cyber forensic investigation. The authors guide you step-by-step through the basics of investigation and introduce the tools and procedures required to legally seize and forensically evaluate a suspect machine. Updating and expanding information on concealment techniques, new technologies, hardware, software, and relevant new legislation, this second edition delineates the scope and goals of cyber forensics to reveal and track legal and illegal activity. Beginning with an introduction and definition of cyber forensics, chapters explain the rules of evidence and chain of custody in maintaining legally valid electronic evidence. They describe how to begin an investigation and employ investigative methodology, as well as establish standard operating procedures for the field and cyber forensic laboratory. The authors provide an in depth examination of the manipulation of technology to conceal illegal activities and the use of cyber forensics to uncover them. They discuss topics and issues such as conducting a cyber forensic investigation within both the local and federal legal framework, and evaluating the current data security and integrity exposure of multifunctional devices. Cyber Forensics includes details and tips on taking control of a suspect computer or PDA and its "operating" environment, mitigating potential exposures and risks to chain of custody, and establishing and following a flowchart for the seizure of electronic evidence. An extensive list of appendices include websites, organizations, pertinent legislation, further readings, best practice recommendations, more information on hardware and software, and a recap of the federal rules of civil procedure.

Maximum PC 2008 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

Mobile Efficiency for Plug-load Devices Davorin Mista 2019

USB Complete Jan Axelson 2009 Computing: general.

The Official Xbox Magazine 2008

Your Full Real Name Joni Renee 2017-03-05 Lush accounts of intimate meals, queer pastoral youth, neurodivergence, loss, and more come together in this debut collection of poetry that honors nature, family, and the body. Vulnerable and perceptive, Renee's poetry takes readers through vivid dreams and memories of a very Oregon childhood. "Your Full Real Name" is a frank and compelling collection.

Maximum PC 2007 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

Microsoft Windows 7 Administrator's Reference Jorge Orchilles 2010-06-03 Microsoft Windows 7 Administrators Reference covers various aspects of Windows 7 systems, including its general information as well as installation and upgrades. This reference explains how to deploy, use, and manage the operating system. The book is divided into 10 chapters. Chapter 1 introduces the Windows 7 and the rationale of releasing this operating system. The next chapter discusses how an administrator can install and upgrade the old operating system from Windows Vista to Windows 7. The deployment of Windows 7 in an organization or other environment is then explained. It also provides the information needed to deploy Windows 7 easily and quickly for both the administrator and end users. Furthermore, the book provides the features of Windows 7 and the ways to manage it properly. The remaining chapters discuss how to secure Windows 7, as well as how to troubleshoot it. This book will serve as a reference and guide for those who want to utilize Windows 7. Covers Powershell V2, Bitlocker, and mobility issues Includes comprehensive details for configuration, deployment, and troubleshooting Consists of content written for system administrators by system administrators

HWM 2007-04 Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Raspberry Pi Manual for Beginners Step-by-Step Guide to the first Raspberry Pi Project Axel Mammitzsch 2020-01-15 In this Raspberry Pi manual you will learn how to install and configure a Raspberry Pi and much more. First we will discuss the history and background of the Raspberry Pi. Then we will go through all currently available models, technical data, interfaces, interesting software, hardware projects and available operating systems. With this Raspberry Pi beginners guide you will build or expand your knowledge. If your goal is to use the Raspberry Pi to implement projects for your everyday or professional life, then this manual is perfect for you. After completing this manual, you have learned so much about the Raspberry Pi, that you can setup a Raspberry Pi independently and become creative with your own projects.

Learn 2D Game Development with C# Kelvin Sung 2014-01-25 2D games are hugely popular across a wide range of platforms and the ideal place to start if you're new to game development. With Learn 2D Game Development with C#, you'll learn your way around the universal building blocks of game development, and how to put them together to create a real working game. C# is increasingly becoming the

language of choice for new game developers. Productive and easier to learn than C++, C# lets you get your games working quickly and safely without worrying about tricky low-level details like memory management. This book uses MonoGame, an open source framework that's powerful, free to use and easy to handle, to further reduce low-level details, meaning you can concentrate on the most interesting and universal aspects of a game development: frame, camera, objects and particles, sprites, and the logic and simple physics that determines how they interact. In each chapter, you'll explore one of these key elements of game development in the context of a working game, learn how to implement the example for yourself, and integrate it into your own game library. At the end of the book, you'll put everything you've learned together to build your first full working game! And what's more, MonoGame is designed for maximum cross-platform support, so once you've mastered the fundamentals in this book, you'll be ready to explore and publish games on a wide range of platforms including Windows 8, MAC OSX, Windows Phone, iOS, Android, and Playstation Mobile. Whether you're starting a new hobby or considering a career in game development, [Learn 2D Game Development with C#](#) is the ideal place to start.

[Zune For Dummies](#) Brian Johnson 2007-06-30 Let Microsoft insiders Brian Johnson and Duncan Mackenzie introduce you to Zune, the exciting new portable media player that plays both audio and video. They explain the numerous entertaining possibilities of Zune, such as transferring a music collection to your Zune, purchasing new music, connecting with friends who share similar taste in music via ZuneLive!, and hooking Zune to your Xbox 360. Additional fun features covered include watching video on Zune, subscribing to podcasts, creating content to share with others, and a preview of upcoming Zune models.

[Kinect for Windows SDK Programming Guide](#) Abhijit Jana 2012-01-01 This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows Presentation Foundation).