

1. Record Nr.	UNINA990000739390403321
Autore	Norberg-Schulz, Christian <1926- >
Titolo	Alla ricerca dell'architettura perduta : le opere di Paolo Portoghesi, Vittorio Gigliotti, 1959 - 1975 = = On the search for lost architecture : the works of Paolo Portoghesi, Vittorio Gigliotti, 1959 - 1975 / Christian Norberg-Schulz
Pubbl/distr/stampa	Roma : Officina, 1975
Descrizione fisica	191 p. : ill. ; 24 cm
Locazione	FARBC DARPU
Collocazione	ARCH B 250 MTD 897
Lingua di pubblicazione	Italiano Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910972062903321
Autore	Renders Steven
Titolo	IBM WebSphere Application Server 8.0 administration guide : learn to administer a reliable, secure, and scalable environment for running applications with IBM WebSphere Application Server 8.0 // Steve Robinson
Pubbl/distr/stampa	Birmingham, : Packt Pub., 2011
ISBN	9786613308436 9781283308434 1283308436 9781849683999 1849683999
Edizione	[1st edition]
Descrizione fisica	1 online resource (272 p.)
Collana	Professional Expertise Distilled
Disciplina	005.2765
Soggetti	Web site development - Computer programs
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index. "Professional expertise distilled"--Cover.
Nota di bibliografia	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; Acknowledgement; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Installing Irrlicht; Irrlicht license; System requirements; Time for action - downloading Irrlicht; Contents of the Irrlicht package; bin folder; doc folder; examples folder; lib folder; include folder; media folder; source folder; tools folder; Text files; Irrlicht on Windows with Visual Studio; Time for action - adding file references; Project-specific configuration; Compiling Irrlicht as a dynamic library using Visual Studio; For 64-bit Windows Installing Microsoft's DirectX SDK Time for action - compiling Irrlicht as a dynamic library; Time for action - compiling the Irrlicht dynamic library; with modifications; Additional configurations; Building an example with Visual Studio; Time for action - building an Irrlicht example; Using Irrlicht with CodeBlocks; Time for action - creating an application using the; CodeBlocks wizard; CodeBlocks under Linux; Irrlicht on Linux; Time for action - compiling the static library; Making

Irrlicht available on the whole system; Time for action - compiling ""Hello World"" on Ubuntu
Irrlicht on Mac OS X with XcodeTime for action - compiling the static library on Mac OS X; Time for action - compiling ""Hello World"" project with Xcode; Summary; Chapter 2: Creating a Basic Template Application; Creating a new empty project; Visual Studio; CodeBlocks; Linux and the command line; Xcode; Time for action - creating the main entry point; Using Irrlicht namespaces; Irrlicht device; Time for action - creating an Irrlicht device; The createDevice method; The ""game loop""; Time for action - creating the ""game loop""; beginScene; endScene; Summary; Chapter 3: Loading Meshes What is a mesh?Time for action - loading a mesh; Differences between mesh formats; OBJ; MD2/MD3; COLLADA; X; Using textures; Time for action - applying texture to a mesh; Time for action - manipulating our mesh; Time for action - animating our mesh; Summary; Chapter 4: Overlays and User Interface; What is an overlay?; Time for action - drawing a 2D image; Using a sprite sheet; Time for action - using a sprite sheet; Making sprite sheets; Time for action - making sprite sheets; Drawing primitives; Time for action - drawing primitives; Rectangles; Polygons; Lines; Graphical user interface Displaying text on the screenTime for action - displaying text on the screen; Using the Irrlicht font tool; Time for action - using the Irrlicht font tool; Adding buttons to our GUI; Time for action - adding buttons to your GUI; Summary; Chapter 5: Understanding Data Types; Using C++ templates; What are templates?; Using templates; Time for action - Using templates; Type definitions; Class types; video::SColor; video::SColorf; core::rect; core::dimension2d; core::array; core::list; Vectors; Dot product; Cross product; Magnitude (length); Unit vector; Normalization; Direction vector
Time for action - Moving a ball

Sommario/riassunto

IBM WebSphere Application Server 8.0 Administration Guide is a highly practical, example-driven tutorial. You will be introduced to WebSphere Application Server 8.0, and guided through configuration, deployment, and tuning for optimum performance. If you are an administrator who wants to get up and running with IBM WebSphere Application Server 8.0, then this book is not to be missed. Experience with WebSphere and Java would be an advantage, but is not essential.
