

1. Record Nr.	UNINA990007248050403321
Autore	Italia. Ministero dei lavori pubblici
Titolo	Testo unico delle disposizioni sull'edilizia popolare ed economica : R.D. 28-4-1938, n. 1165 e successive modificazioni / Italia. Ministero dei lavori pubblici
Pubbl/distr/stampa	Roma : La libreria dello Stato, 1956
Edizione	[6. rist. agg.]
Descrizione fisica	175 p. ; 21 cm
Disciplina	348
Locazione	DDRC
Collocazione	DIR-148
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Dono Navarra.

2. Record Nr.	UNISALENTO991003938289707536
Autore	Ekman, Kajsa Ekis
Titolo	Being and being bought : prostitution, surrogacy and the split self / Kajsa Ekis Ekman ; translated by Suzanne Martin Cheadle
Pubbl/distr/stampa	Melbourne : Spinifex, 2013
ISBN	9781742198767
Descrizione fisica	XV, 223 p. ; 23 cm
Altri autori (Persone)	Martin Cheadle, Suzanne
Disciplina	306.74
Soggetti	Maternità surrogata Prostituzione
Lingua di pubblicazione	Non definito
Formato	Materiale a stampa
Livello bibliografico	Monografia

3. Record Nr.	UNINA9910954294303321
Autore	Sommer Cody M
Titolo	Building Minecraft Server Modifications
Pubbl/distr/stampa	[Place of publication not identified], : Packt Publishing Limited, 2013
Edizione	[1st ed.]
Descrizione fisica	1 online resource (1 v.) : ill
Collana	Community experience distilled
Disciplina	794.8152762
Soggetti	Minecraft (Game) Video games - Programming Client/server computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Intro -- Building Minecraft Server Modifications -- Table of Contents -- Building Minecraft Server Modifications -- Credits -- About the Author -- About the Reviewers -- www.PacktPub.com -- Support files, eBooks, discount offers and more -- Why Subscribe? -- Free Access for Packt account holders -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Errata -- Piracy -- Questions -- 1. Deploying a CraftBukkit Server -- Installation -- Setup -- Minecraft/Bukkit server commands -- Port forwarding -- Summary -- 2. Learning the Bukkit API -- Introduction to APIs -- The Bukkit API documentation -- Navigating the Bukkit API documentation -- Understanding the Java documentation -- Exploring Bukkit API -- Summary -- 3. Creating Your First Bukkit Plugin -- Installing an IDE -- Creating a new project -- Adding Bukkit as a library -- The essentials of a Bukkit plugin -- The plugin.yml file -- The plugin's main class -- Making and calling new methods -- Expanding your code -- Summary -- 4. Testing on the CraftBukkit Server -- Building the JAR file -- Installing your plugin -- Testing your plugin -- Testing new versions of your plugin -- Summary -- 5. Plugin Commands -- Adding a command to plugin.yml -- Programming the command actions -- Assigning the executor for the command -- Summary -- 6. Player Permissions -- The benefits of permissions -- Understanding permission nodes -- Adding

a permission node to plugin.yml -- Assigning a permission node to a plugin command -- Testing player permissions -- Using a third-party permissions plugin -- Using permission nodes throughout your plugins -- Summary -- 7. The Bukkit Event System -- Choosing an event -- Registering an event listener -- Listening for an event -- Canceling an event -- Communicating among events. Modifying an event as it occurs -- Creating more plugins on your own -- Summary -- 8. Making Your Plugin Configurable -- Configurable data types -- Writing a config.yml file -- Saving, loading, and reloading the config file -- Reading and storing the configured values -- Using configured settings within your plugin -- ItemStack within a configuration -- YAML configuration hierarchy -- Storing configuration values as variables -- Accessing variables from another class -- Summary -- 9. Saving Your Data -- Types of data that can be saved -- Which data to save and when -- A sample teleportation plugin -- Writing a ConfigurationSerializable class -- Saving data to a YAML configuration -- Loading data from a YAML configuration -- Summary -- 10. The Bukkit Scheduler -- Creating a BukkitRunnable class -- Synchronous versus asynchronous tasks -- Running a task from a BukkitRunnable class -- Running a task later from a BukkitRunnable -- Running a task timer from a BukkitRunnable class -- Writing a repeating task for a plugin -- Adding a delayed task to a plugin -- Executing a code asynchronously -- Summary -- Index.

Sommario/riassunto

Modifying Minecraft with the Bukkit API is a unique guide that will walk you through the entire process of developing mods for your Minecraft server. Modifying Minecraft with the Bukkit API is great for anyone who is interested in customizing their Minecraft server. Whether you are new to programming, Java, Bukkit, or even Minecraft itself, this book has you covered. All you need is a valid Minecraft account. If you are interested in software development then this book will help you get started. If you are simply interested in playing Minecraft with your friends then this book will help you make that experience even more enjoyable.

4. Record Nr.	UNINA9910978068703321
Autore	Pohl Walter
Titolo	Historiography and identity . IV Writing history across medieval Eurasia
Pubbl/distr/stampa	Turnhout, Belgium : , : Brepols Publishers, , 2021 ©2021
ISBN	2-503-58659-7
Descrizione fisica	1 online resource (392 pages)
Collana	Cultural Encounters in Late Antiquity and the Middle Ages ; ; v.30
Altri autori (Persone)	MahoneyDaniel
Disciplina	907.2
Soggetti	Historiography
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia