1. Record Nr.   UNINA9910702682903321

   Autore   Papell S. Stephen

   Titolo   Influence of coolant tube curvature on film cooling effectiveness as detected by infrared imagery / / S. Stephen Papell, Robert W. Graham, and Richard P. Cageao

   Pubbl/distr/stampa   Washington, D.C. : , : National Aeronautics and Space Administration, Scientific and Technical Information Branch, , November 1979

   Descrizione fisica   1 online resource (14 pages) : illustrations

   Collana   NASA technical paper ; ; 1546

   Soggetti   Cooling curves
                        Infrared detectors
                        Vortex tubes
                        Coolants
                        Cooling
                        Film cooling
                        Hilsch tubes
                        Infrared imagery
                        Heat transfer

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Title from title screen (viewed Sept. 22, 2014).
                        "November 1979."
                        "Performing organization, Lewis Research Center"--Technical report documentation page.

   Nota di bibliografia   Includes bibliographical references (page 8).

2.	Record Nr.	UNINA9910135371203321
	Titolo	IEEE Std 1278.1-2012 (Revision of IEEE Std 1278.1-1995) : IEEE Standard for Distributed Interactive Simulation--Application Protocols / / Institute of Electrical and Electronics Engineers
	Pubbl/distr/stampa	New York, New York : , : IEEE, , 2012
	ISBN	0-7381-7310-X
	Descrizione fisica	1 online resource (747 pages)
	Disciplina	001.434
	Soggetti	Digital computer simulation - Standards Interactive computer systems - Standards Computer network protocols - Standards
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Sommario/riassunto	Data messages, known as Protocol Data Units (PDUs), that are exchanged on a network among simulation applications are defined. These PDUs are for interactions that take place within specified domains called protocol families, which include Entity Information/ Interaction, Warfare, Logistics, Simulation Management, Distributed Emission Regeneration, Radio Communications, Entity Management, Minefield, Synthetic Environment, Simulation Management with Reliability, Information Operations, Live Entity Information/Interaction, and Non-Real-Time protocol.