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Autore	Crisp John
Titolo	Introduction to fiber optics [[electronic resource] /] / John Crisp, Barry Elliott
Pubbl/distr/stampa	Amsterdam ; ; Boston, : Newnes, 2005
ISBN	1-281-01620-9 9786611016203 0-08-047316-4
Edizione	[3rd ed.]
Descrizione fisica	1 online resource (255 p.)
Altri autori (Persone)	ElliottBarry J
Disciplina	621.36/92
Soggetti	Fiber optic cables Fiber optics Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 224).
Nota di contenuto	Cover; Contents; Preface; 1 Optic fiber and light - a brilliant combination; 2 What makes the light stay in the fiber?; 3 The choice of frequence; 4 Propagation of light along the fiber; 5 Decibels; 6 Losses in optic fibers; 7 Dispersion and our attempts to prevent it; 8 Real cables; 9 Connecting optic fibers - the problems; 10 Fusion splicing; 11 Mechanical splices; 12 Connectors; 13 Couplers; 14 Light sources and detectors; 15 Testing a system; 16 System design - or will it work?; 17 The transmission of signals; 18 Designing an optical system and selecting components; 19 LANs and topology 20 Some final thoughtsBibliography; Glossary; Quiz time answers; Index
Sommario/riassunto	Introduction to Fiber Optics is well established as an introductory text for engineers, managers and students. It meets the needs of systems designers, installation engineers, electronic engineers and anyone else looking to gain a working knowledge of fiber optics with a minimum of maths. Review questions are included in the text to enable the reader to check their understanding as they work through the book.The new edition of this successful book is now fully up to date with the new standards, latest technological developments and includes a new

chapter on specifying optical co

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Autore	Trengrove Ben
Titolo	Cocos2D game development essentials : bring your mobile game ideas to life with Cocos2D / / Ben Trengrove
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2015 ©2015
ISBN	1-78439-129-8
Descrizione fisica	1 online resource (136 p.)
Collana	Community Experience Distilled
Disciplina	794.81536
Soggetti	Video games - Design Mobile games - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Cocos2d; An introduction to Cocos2d; Installing Cocos2d; Installing Cocos2d with the installer; Creating a Hello World project; Installation for Android; Template project code breakdown; IntroScene. m; The HelloWorldScene.m class; Summary; Chapter 2: Nodes, Sprites, & Scenes; The building blocks-nodes; Children nodes; Adding children; Removing children; Drawing order of the children nodes; Working with multiple coordinate systems; Sprites Putting it into practiceAdding nodes to the scene; Detecting touches and responding; The next step; The Cocos2d update loop; Scenes; Scene life cycle; Creating a CCScene; Transitioning to another scene; Putting it into practice; Summary; Chapter 3: SpriteBuilder; Creating a new project; The Main editor window; The Resource pane; The Options pane; The Timeline pane; Creating Flappy Square; Creating a new scene/layer; Linking to a SpriteBuilder scene in code; Enabling physics in SpriteBuilder; Connecting SpriteBuilder objects to Xcode properties;

Creating reusable components

Moving obstacles across the screenDetecting collisions; The next step; Summary; Chapter 4: Animation with SpriteBuilder; Adding sprites to SpriteBuilder; Creating sprite frame animations; Switching out the obstacle image; Particle systems; Designing a particle system for our character; Adding a SpriteBuilder particle system in code; Final polish to Flappy Bird; Keyframe animation in SpriteBuilder; Animation in code; Moving, scaling, and rotating; Chaining actions together; Running actions simultaneously; Repeating actions; Running code on completion of an animation; Summary
Chapter 5: User Interaction and InterfaceDetecting touches; Getting the touch location; Dragging a node; Adding buttons to your scene; Accepting user input with form elements; Presenting data in a table with CCTableView; Creating a CCTableView data source; Adding a CCTableView node to the scene; Summary; Chapter 6: Physics Engines; Introducing physics engines; Adding joints; Adding a sprite joint; Dragging an object against a spring joint; Firing objects from the catapult; Creating a motor; The next step; Summary; Index

Sommario/riassunto

If you are a game developer with experience in Objective-C and are interested in creating games for iOS or Android, this is the book for you. It will help you to quickly get started with Cocos2D and guide you through the process of creating a game, giving you the essential skills and knowledge you need to do so.