

1. Record Nr.	UNINA9910463374103321
Titolo	Neurocritical care monitoring / / editors, Chad M. Miller, Michel T. Torbey
Pubbl/distr/stampa	New York : , : demosMEDICAL, , 2015 ©2015
ISBN	1-61705-188-8
Descrizione fisica	1 online resource (xii, 172 pages) : illustrations (some color)
Disciplina	616.8/0428
Soggetti	Neurological intensive care Central nervous system - Diseases - Diagnosis 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 at the end of each chapters and index.
Nota di contenuto	Cover; Title; Copyright; Contents; Contributors; Foreword; Preface; Share Neurocritical Care Monitoring; Chapter 1: Intracranial Pressure Monitoring; Introduction; Intracranial Pressure; Physiology of Intracranial Pressure Monitoring; Initiation of an Intracranial Pressure Monitoring Device; ICP Thresholds; Cerebral Perfusion Threshold; Intracranial Pressure Waveforms (Lundeberg Pathological Waves); Duration of Monitoring; Types of Intracranial Pressure Monitoring Devices; External Ventricular Drain EVD; Anatomy and Placement; Intraparenchymal Intracranial Pressure Monitor Subarachnoid Intracranial Pressure MonitorEpidural Intracranial Pressure Monitors; Lumbar Catheter Intracranial Pressure Monitoring; Additional Concerns With Intracranial Pressure Monitoring Devices; Critical Care Management of Elevated Intracranial Pressure; General Measures; Specific Measures; References; Chapter 2: Transcranial Doppler Monitoring; Introduction; Subarachnoid Hemorrhage: Detection of Vasospasm; Technical Aspects of Transcranial Doppler; Middle Cerebral Artery Vasospasm; Anterior Cerebral Artery Vasospasm; Internal Carotid Artery Vasospasm Vertebral and Basilar Arteries VasospasmComplete TCD Examination with Lindegaard Ratio Determination; Distal Vasospasm Detection by

TCD; Transcranial Doppler in Traumatic Brain Injury: Intracranial Pressure and Cerebral Perfusion Pressure; Brain Death; Acute Ischemic Stroke and Monitoring of Recanalization; Monitoring for Emboli; Carotid Endarterectomy and Carotid Artery Stenting; Summary; References; Chapter 3: Continuous EEG Monitoring; Introduction; EEG Techniques and Uses in the Intensive Care Unit; Quantitative EEG; Automated Seizure Detection

Depth and Surface EEG Recording with Multimodality Monitoring EEG Applications; Subclinical Seizures and Status Epilepticus; Metabolic and Infectious Encephalopathies; Traumatic Brain Injury; Subarachnoid Hemorrhage; Detection of Vasospasm; Intracerebral Hemorrhage; Ischemic Stroke; Post-Cardiac Arrest; Postoperative Patients; References; Chapter 4: Cerebral Oxygenation; Introduction; Brain Tissue Oxygen Monitoring; Techniques; Placement; Interpretation and Clinical Utility; Effect of Hypoxia on Outcome; ICP-Guided Therapy Versus PbtO<sub>2</sub>-Guided Therapy

Other Potential Clinical Applications for PbtO<sub>2</sub> Monitoring Therapeutic Strategies; Jugular Bulb Oximetry; Near-Infrared Spectroscopy; References; Chapter 5: Brain Tissue Perfusion Monitoring; Introduction; Types of Monitors Available for Brain Tissue Perfusion Assessment; Literature Supporting Cerebral Perfusion Monitoring; Pathophysiology; Clinical Aspects of Monitoring Brain Tissue Perfusion; Which Patients Would Benefit From Monitoring?; Placement of Thermal Diffusion Monitors; What Are the Conventionally Accepted Monitoring Thresholds That Should Prompt Clinical Intervention?; Summary

References

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2. Record Nr.	UNINA9910465345503321
Autore	Holgate Colin
Titolo	LiveCode mobile development beginner's guide [[electronic resource] ] : create fun-filled, rich apps for Android and iOS with LiveCode / / Colin Holgate
Pubbl/distr/stampa	Birmingham, : Packt Pub., 2012
ISBN	1-283-51974-7 9786613832191 1-84969-249-1
Descrizione fisica	1 online resource (247 p.)
Disciplina	004.167
Soggetti	Smartphones - Programming Operating systems (Computers) Application software - Development Mobile computing - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Learn by doing : less theory, more results." Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1:LiveCode Fundamentals; Background history and metaphors; You do have LiveCode, don't you?; Learning the lay of the land; Main windows; Time for action - it's a drag, but you'll like it!; Creating a hierarchy; Stack structure; Where code goes; Time for action - making and navigating between cards; Making a simple calculator application; Inspector clues, oh...; Time for action - making the calculator buttons; Verbosity, synonyms, and ""me""; Adding the card handlers Variable types in LiveCodeExtending the calculator; Other interface controls; Video player control; Still image control; Rollover buttons; Many More Controls...; Debugging; RunRev's online tutorials; Summary; Chapter 2:Getting Started with LiveCode Mobile; iOS, Android, or both?; Becoming an Android developer; Android Market; Amazon Appstore; Downloading the Android SDK; Installing Android SDK on Mac OS X

(Intel); Installing Android SDK on Windows; Pointing LiveCode to the Android SDK; Becoming an iOS developer; Installing Xcode; Pointing LiveCode to the iOS SDKs

Before we can make our first mobile appGetting ready to test for Android; Time for action - starting an Android virtual device; Connecting a physical Android device; Using a Kindle Fire; Time for action - adding a Kindle Fire to ADB; Getting ready to test for iOS; Time for action - using the iOS simulator; Appiness at last!; Time for action - testing a simple stack in the simulators; Time for action - testing a simple stack on devices; Further reading; Summary; Chapter 3:Building User Interfaces; Setting up a test bed mobile app; Time for action - making the test bed stack

Invoking the desktop e-mail applicationTime for action - calling the native e-mail application; Installing the e-mail test onto devices; Time for action - trying test bed stack on devices; Opening a web page; Time for action - calling the native browser application; Mobile-only, date picker; Time for action - showing a date picker; Mobile-only, loading pictures; Time for action - loading pictures; Making OS styled buttons; Using bitmaps; Time for action - using Photoshop to prepare button states; MobGUI to the rescue!; Time for action - getting started with MobGUI

Test bed app, the MobGUI wayTime for action - using MobGUI to make a test bed app; MobGUI native controls; Time for action - using native controls from MobGUI; Adjusting things for different screen sizes; Layout using a resize handler; Time for action - simple code layout example; Layout using the LiveCode Geometry Manager; Time for action - using the Geometry Manager to position buttons; Layout using MobGUI; Time for action - using MobGUI to remember layouts for us; Further reading; Summary; Chapter 4:Using Remote Data and Media; Stack structure; Code driven and manually created layouts

Locations for code

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Sommario/riassunto

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