1. Record Nr.   UNINA9910696332303321

   Autore   Cinotto Peter J

   Titolo   Drought-trigger ground-water levels in Chester County, Pennsylvania, for the period of record ending May 2006 [[electronic resource] /] / by Peter J. Cinotto ; in cooperation with the Chester County Water Resources Authority

   Pubbl/distr/stampa [Reston, Va.] : , : U.S. Geological Survey, , 2007

   Descrizione fisica iv, 9 pages : digital, PDF file

   Collana   Data series ; ; 292

   Soggetti   Water table - Pennsylvania - Chester County
                      Groundwater - Pennsylvania - Chester County
                      Droughts - Pennsylvania - Chester County

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Title from PDF title screen (viewed on Sept. 24, 2007).

   Nota di bibliografia   Includes bibliographic references (page 9).

2.	Record Nr.	UNINA9910789928503321
	Autore	Hartlef Michael
	Titolo	Monkey game development [[electronic resource]] : beginner's guide : create monetized 2D games deployable to almost any platform / / Michael Hartlef
	Pubbl/distr/stampa	Birmingham [England], : Packt Pub., 2012
	ISBN	1-280-37758-5
		9786613555496
		1-84969-209-2
	Descrizione fisica	1 online resource (403 p.)
	Collana	Learn by doing : less theory, more results
	Disciplina	004.019
		794.8/1526
	Soggetti	Video games - Design
	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: Monkey-Huh?; Game development for the rest of us; Cross-platform development; Compiler or translator?; The Monkey toolbox; Time for action - installing Monkey; Please welcome... Monk; MSERVER-Monkey's own web server; Let's have a little playtime; Time for action - playing Pirate TriPeaks; Time for action - playing Surviball; Playing to have fun, playing to study; So let's go for something big? No!; The alternative; Time for action - read the manual
		The Trans tool and the supported target platformsHTML5; FLASH; iOS; Android; XNA; GLFW; The Monkey standard modules; Lang; Lists; Map; Math; Random; Set; Stack; Mojo - The 2D framework/modules; App; Audio; Graphics; Input; Monkey is extendable; Your own modules; Native source code; Third-party modules; Your own targets; Your game is easily portable; Summary; Chapter 2: Getting to Know your Monkey-a Trip to the Zoo; Call the Monk and start praying-the Monkey IDE; Why learn about Monk?; Starting up Monk; Monk's user interface; The toolbar; The code editor area; The info box
		Time for action - opening a sample scriptWhere is my navi?; Time for action - navigating to the Main() function; Save... save... save!; Time for

| Sommario/riassunto | The first two chapters will provide you with grounding in Monkey. In each subsequent chapter you will create a complete game deployable to either iOS, Android, HTML5, FLASH, OSX, Windows and XNA. The last chapter will show you how to monetize the games so you can be commercially successful in the app development world. Do you want to quickly create games deployable to all the major desktop and mobile platforms?, if so look no further. You will learn how to utilize the highly versatile Monkey compiler to create 2d games deployable almost anywhere. No game development or programming experience i |