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	Altri autori (Persone)	SmithRobin J
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		Event type systemPlatform adapters; The JMS adapter; The CSV adapter; HTTP pub-sub adapter; Configuring your own custom adapter; Leveraging OSGi services to create an adapter; Packaging custom adapters; Summary; Chapter 4: Assembling and Configuring OEP Applications; Implementing the component model; Exploring the EPN

extensions; Defining a simple Spring bean; Creating the event type repository; Setting up the adapters; Configuring channels; Implementing event-beans; Enabling the power of CQL processors; Defining a database table; Using caching; Understanding the application configuration

Adapter configurationChannel configuration; Cache configuration; Defining resources in the server configuration; Extending the component type infrastructure; Summary; Chapter 5: Coding with CQL; Introducing CQL; Understanding CQL fundamentals; Establishing your sources and destinations; Processing models; The structure and semantics of event processing; Restricting streams with Windows; Tuple-based windows; Partitioned windows; Output; Controlling output with slides; The unbounded window; The constant value range window; The NOW window and the Last Event window; SQL as a foundation; Joins

External sourcesAggregations; Ordering; Views; Set operations; Typing and expressions; Timing models; Summary; Chapter 6: Managing and Monitoring Applications; Configuring the logging service; Provisioning applications; Changing application configuration; Managing server-wide configuration; Controlling concurrency with work managers; Accessing contextual data with data sources; Browsing metadata with the event type repository; Monitoring progress; Summary; Chapter 7: Using Tables and Caches for Contextual Data; Setting up JDBC data sources; Enriching events using a database table

Setting up caching systems

Sommario/riassunto	This book is a practical guide with examples and clear steps to explain terrain modeling with Grome.If you're a developer or artist looking for a guide to walk you through GROME 3.1, then this book is for you. This book will help you from the first step to exporting a terrain as a workable art asset in a game engine.