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Nota di contenuto	Cover; Copyright; Credits; About the Authors; Acknowledgement; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Installing Irrlicht; Irrlicht license; System requirements; Time for action - downloading Irrlicht; Contents of the Irrlicht package; bin folder; doc folder; examples folder; lib folder; include folder; media folder; source folder; tools folder; Text files; Irrlicht on Windows with Visual Studio; Time for action - adding file references; Project-specific configuration; Compiling Irrlicht as a dynamic library using Visual Studio; For 64-bit Windows Installing Microsoft's DirectX SDK Time for action - compiling Irrlicht as a dynamic library; Time for action - compiling the Irrlicht dynamic library; with modifications; Additional configurations; Building an example with Visual Studio; Time for action - building an Irrlicht example; Using Irrlicht with CodeBlocks; Time for action - creating an application using the; CodeBlocks wizard; CodeBlocks under Linux; Irrlicht on Linux; Time for action - compiling the static library; Making Irrlicht available on the whole system; Time for action - compiling ""Hello World"" on Ubuntu

Irrlicht on Mac OS X with Xcode
Time for action - compiling the static library on Mac OS X; Time for action - compiling "Hello World" project with Xcode; Summary; Chapter 2: Creating a Basic Template Application; Creating a new empty project; Visual Studio; CodeBlocks; Linux and the command line; Xcode; Time for action - creating the main entry point; Using Irrlicht namespaces; Irrlicht device; Time for action - creating an Irrlicht device; The createDevice method; The "game loop"; Time for action - creating the "game loop"; beginScene; endScene; Summary; Chapter 3: Loading Meshes
What is a mesh? Time for action - loading a mesh; Differences between mesh formats; OBJ; MD2/MD3; COLLADA; X; Using textures; Time for action - applying texture to a mesh; Time for action - manipulating our mesh; Time for action - animating our mesh; Summary; Chapter 4: Overlays and User Interface; What is an overlay?; Time for action - drawing a 2D image; Using a sprite sheet; Time for action - using a sprite sheet; Making sprite sheets; Time for action - making sprite sheets; Drawing primitives; Time for action - drawing primitives; Rectangles; Polygons; Lines; Graphical user interface
Displaying text on the screen Time for action - displaying text on the screen; Using the Irrlicht font tool; Time for action - using the Irrlicht font tool; Adding buttons to our GUI; Time for action - adding buttons to your GUI; Summary; Chapter 5: Understanding Data Types; Using C++ templates; What are templates?; Using templates; Time for action - Using templates; Type definitions; Class types; video::SColor; video::SColorf; core::rect; core::dimension2d; core::array; core::list; Vectors; Dot product; Cross product; Magnitude (length); Unit vector; Normalization; Direction vector
Time for action - Moving a ball

Sommario/riassunto

IBM WebSphere Application Server 8.0 Administration Guide is a highly practical, example-driven tutorial. You will be introduced to WebSphere Application Server 8.0, and guided through configuration, deployment, and tuning for optimum performance. If you are an administrator who wants to get up and running with IBM WebSphere Application Server 8.0, then this book is not to be missed. Experience with WebSphere and Java would be an advantage, but is not essential.
