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Altri autori (Persone)	SmithRobin J WilliamsLloyd
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Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: An Overview of Complex Event Processing; What is event processing?; Relating this to a business in computing terms; Use case: A solution for customer problems; Key elements of event stream processing; An event; An event stream; An event type; Event Processing Network; Event processing languages and extensibility; Processor event node methodologies; Processor extensibility; Event processor ""Intelligence Injection"" Holistic Event-Driven and Service Orientated ArchitecturesPredicting an event; Summary; Chapter 2: An Overview of Oracle Event Processing; Understanding the heritage of Oracle Event Processing; The Java Event-Driven Server, the bits and bytes of the architecture; The adopted event language; CQL concepts; The philosophy and fundamentals of developing; Creating an Oracle Event Processing application; Some hints and tips; Controlling from the command line; Watching things happen and changing what happens; Summary; Chapter 3: Adapting Events for OEP; Creating and converting events 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 configuration
Channel 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 sources
Aggregations; 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.
