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Nota di contenuto	<p>Intro -- Title Page -- Copyright -- Dedication -- Contents --</p> <p>Acknowledgments -- General Introduction -- Why This Anthology? --</p> <p>The Early Schilder -- Revelation and History: Engaging Barth -- Church and Culture: Engaging Kuyper -- War and Schism -- Reception -- How to Use This Anthology -- Part I: American Lectures (1939) -- Lecture 1: Common Grace -- Editors' Introduction -- 1. Introduction: Conflict with the Fathers Is Inevitable -- 2. How to Approach the Question of Common Grace -- 3. The Offer of Grace -- Source -- Lecture 2: The Covenant of Works and the Covenant of Grace -- Editors' Introduction -- 1. Introduction: The Importance of the Matter -- 2. Foundational Stipulations -- 3. Different Contexts -- 4. Connection and Blossoming -- 5. The Covenant of Works -- 6. Covenant of Works and Covenant of Grace -- 7. Vos' Distinctions -- 8. Discussion of the Distinctions -- 9. Concluding Remarks -- Source -- Lecture 3: Christian Freedom -- Editors' Introduction -- Lecture -- Source -- Lecture 4: Christ and Biblical History -- Editors' Introduction -- 1. Introduction -- 2. What Kind of History Does the Bible Tell? -- 3. Christ as the One Story of the Bible -- 4. Two Modes of Biblical Historiography -- 5. A Few Examples -- Discussion -- 1. What Is Your View of 2 Samuel 6:3-8, the History of Uzzah and the Ark? -- 2. What Is the Place of the Theocracy in Israel? -- 3. How Should We Preach about 2 Kings 6:1-7, the History of the Floating Axe Head? -- 4. Should We Think of the Kingdom of the Ten Tribes as the Church? -- 5. Can We Transpose the Circumstances of the</p>

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Sommario/riassunto

"Klaas Schilder (1890-1952) was a prominent Dutch Reformed theologian in the early twentieth century, first as a pastor and then as a professor. While his fame spread to North America in the 1940s, he is mostly forgotten today. In Schilder Reader: The Essential Theological Writings, readers will rediscover this important Dutch theologian"--

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Nota di contenuto	Front cover; QuickTime Developer Series; Title page; Copyright page; Table of contents; About the Author; Preface; QuickTime; What's in This Book?; Discovering QuickTime; Acknowledgments; 1 Introduction; Introduction; Why QuickTime?; Why .NET and COM?; COM; .NET; COM Interop; QuickTime Meets COM and .NET; Who Is This Book For?; What Should I Know Before Reading This Book?; Code Samples; Additional Resources; .NET, Visual Basic, and C#; Windows Scripting; QuickTime; 2 Getting Started with the QuickTime Control; Introduction; Hello World!; Simple Player - The Basics; Initialization Opening and Closing Movies Controlling the Movie; Getting Information about the Movie; Scaling the Movie; Full-Screen Movies; Automatically Sizing the Form; About...; Summary; 3 Using the QuickTime Control; Introduction; The Apple QuickTime Control; Get the Big Picture; Movies; Loading a Movie; Movie Scaling and Sizing; A Resizeable Window for Simple Player; Background and Border; Movie Controller; Auto Play; Control over Full-Screen Display; Initializing QuickTime; Is QuickTime Available?; Probing Deeper; Summary; 4 The QuickTime Object Model; Introduction; Object Models The QuickTime Object Model QTMovie and Its Offspring; QTQuickTime

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QuickTime Object Library (QTOLibrary)

Sommario/riassunto

At the heart of Apple's hugely popular iLife software suite-iMovie, iPhoto, iDVD, GarageBand, and iTunes-is QuickTime, the powerful media engine that drives elegant applications for managing movies, images, and audio files. The enduring success of QuickTime is in no small part attributable to its component architecture. This key feature has allowed it to embrace emerging digital media technologies and standards one by one as they have appeared over the 12 or so years since its launch. None of the competing technologies even comes close, let alone on both Mac OS X and Windows.QuickTi
