1.	Record Nr.	UNISA996393768003316
	Titolo	Aristotle's master-piece compleated [[electronic resource]] : in two parts: the first containing the secrets of generation, in all the parts thereof. Treating, of the benefit of marriage, and the prejudice of unequal matches, signs of insufficiency in men or women; of the infusion of the soul; of the likeness of children to parents; of monstrous births; the cause and cure of the green-sickness: a discourse of virginity. Directions and cautions for mid-wives. Of the organs of generation in women, and the fabrick of the womb. The use and action of the genitals. Signs of conception, and whether of a male or female. With a word of advice to both sexes in the act of copulation. And the pictures of several monstrous births, &c. The second part, being a private looking-glass for the female sex. Treating of the various maladies of the womb; and of all other distempers incident to women of all ages, with proper remedies for the cure of each. The whole being more correct, than any thing of this kind hitherto published
	Pubbl/distr/stampa	London, : printed by B. H[arris]. and are to be sold by most booksellers, 1697
	Descrizione fisica	[8], 182 p. : ill. (woodcuts)
	Altri autori (Persone)	SalmonWilliam <1644-1713.>
	Soggetti	Human reproduction Gynecology
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Not in fact by Aristotle; the attribution is traditional. Printer's name from Wing (CD-ROM edition). The first leaf bears a woodcut and verse signed: W. Salmun. Reproduction of original in the British Library.
	Sommario/riassunto	eebo-0018

2.

Record Nr.	UNINA9910969286703321
Autore	Spiegelmock Mischa
Titolo	Leap Motion development essentials / / Mischa Spiegelmock
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2013
ISBN	9781849697736
	1849697736
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (106 p.)
Disciplina	005.432
Soggetti	Computer software - Development
	Motion detectors
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: Leap Motion SDK - A Quick Start -- An overview of the SDK -- Quick start -- Major SDK components -- Controller -- Config -- Screen -- Math -- Frame -- Hand -- Pointable -- Finger positioning -- An example of cursor control -- A gesture-triggered action -- Summary -- Chapter 2: Real Talk - Real Time -- A simple gesture recognizer -- Using the MIDI output -- Blocking and latency -- Multiprocessing with threads -- Refactoring for multithreading -- The producer-consumer race condition -- Summary -- Chapter 3: Actual Gestures -- Computer input -- Natural gestures -- Receiving gestures -- WindowFlinger - a high-level gesture application -- Window management abstraction -- Window docking -- Driver implementation - Mac OS X -- Accessibility API -- flinger::MacDriver -- Summary -- Chapter 4: Leap and the Web -- HTML5 and Leap -- WebSocket -- The Leap Motion service -- LeapJS -- JavaScript visualization -- Summary -- Chapter 5: HTML5 Antics in 3D -- Cross-platform graphics party -- WebGL -- Three.js + LeapJS - the awesomesauce -- Animating rotation -- Summary -- Index.
Sommario/riassunto	This book is a fast-paced guide with practical examples that aims to help you understand and master the Leap Motion SDK.This book is for developers who are either involved in game development or who are

looking to utilize Leap Motion technology in order to create brand new user interaction experiences to distinguish their products from the mass market. You should be comfortable with high-level languages and object-oriented development concepts in order to get the most out of this book.