

1. Record Nr.	UNINA9911117585003321
Autore	Goetting Nathan
Titolo	The Supreme Court's Actual Innocence Problem : How the Supreme Court of the United States Has Failed to Reduce Wrongful Convictions
Pubbl/distr/stampa	Bradford : , : Ethics International Press Limited, , 2025 ©2025
ISBN	1-83711-161-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (194 pages)
Disciplina	345.73
Soggetti	Judicial error Judicial ethics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Foreword -- By Jennifer Tiedemann -- Preface -- Chapter 1 Introduction -- Chapter 2 Screen Out Unreliable Eyewitnesses -- Chapter 3 Restore Miranda -- Chapter 4 Regulate the Use of Snitches in Courtrooms -- Chapter 5 Hold Prosecutors Accountable -- Chapter 6 Ensure a Competent Defense -- Chapter 7 Expose Junk Science and Junk Scientists -- Chapter 8 Use New Science To Correct Past Mistakes -- Chapter 9 Open the Courthouse Door -- Chapter 10 Crackdown On Entrapment and Outrageous Government Conduct -- Chapter 11 Abolish the Death Penalty (Capital Sentencing Is Hopelessly Broken -- Chapter 12 Abolish the Death Penalty (It Will Always Be Barbarous -- Acknowledgements.
Sommario/riassunto	The author analyzes recent US Supreme Court rulings in all of the areas of constitutional criminal procedure, which wrongful convictions scholars generally agree are most flawed in ways that lead to wrongful convictions. These problem areas include: 1) Eyewitness identification procedures 2) Police interrogations 3) Forensic evidence 4) Informant testimony 5) Indigent defense 6) Prosecutorial Immunity and 7) The rights of inmates to post-conviction actual innocence hearings. He also explains the terrifying phenomenon of wrongful executions, which are inevitable in any nation that tolerates both wrongful convictions and the death penalty. This book makes a unique contribution to the literature on wrongful convictions by explaining how the Supreme

Court has failed to adequately respond to the data on inmate exonerations since the DNA Revolution in forensic science. Even when confronted with recent exoneration data, the Supreme Court has continued, in every major area where reform is needed, to minimize and perpetuate the miscarriages of justice.

2. Record Nr.	UNINA9911134432603321
Titolo	GameMaker : Studio for dummies / / by Michael Rohde
Pubbl/distr/stampa	Hoboken, NJ, : Wiley, c2014
ISBN	1-118-85215-X 1-118-85210-9 9781118852156
Descrizione fisica	1 online resource (356 p.)
Collana	--For dummies
Classificazione	798.5
Disciplina	794.8
Soggetti	Computer games -- Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index
Nota di contenuto	Contents at a Glance; Table of Contents; Introduction; About This Book; Foolish Assumptions; Icons Used in This Book; Beyond This Book; Where to Go from Here; Part I: Getting Started with GameMaker: Studio; Chapter 1: Introducing GameMaker: Studio; Dragging and Dropping Your Way to Making a Game; Understanding the GameMaker Language; Publishing Games to Different Platforms; Highlighting the Key Features of GameMaker: Studio; Creating a Game, Step by Step; Chapter 2: Discovering GameMaker: Studio Features and Tools; Navigating the GameMaker Interface Pump Up the Volume: Adding Sounds to Your GameMaking Things Sparkle with Sprites; Populating Your Game with Objects; Placing Objects in the Game Room; Part II: Basic Tools and Techniques; Chapter 3: Creating Events; How to Add an Event to an Object; The Create Event; The Destroy Event; The Alarm Event; The Step Event; The Collision Event; The Mouse Event; The Other Event; The Draw Event; The Key Events; The Asynchronous Event; Chapter 4: Adding Actions to Events;

How to Assign an Action to an Object; Move Actions; Main1 Actions; Main2 Actions; Control Actions; Score Actions; Extra Actions
Draw ActionsChapter 5: Working with Views; Using Speed and Movement with Views; Creating a Room with a View; Using a Controller Object to Move the View; Reaching the End of the Room; Positioning the Score Display in a Room with a View; Setting Object Boundaries for Rooms with Views; Destroying Instances When They Leave a Room; Shooting Guided Bullets in a Room with Views; Creating Enemy Planes in a Room with Views; Creating Patterns of Enemy Planes in a Room with Views; Transitioning to the Next Room; Chapter 6: Working with Time Lines; Creating a Time Line; Creating a Time Line Object
Creating the Time Line RoomTransitioning to the Next Room with Time Lines; Adding a Boss Battle to a Time Line; Part III: Creating Special Effects; Chapter 7: Using Actions to Create Special Effects with Particles; Coding a Button to Trigger the Particles; Using the Create Effect Action; Using the Particle Actions and Emitters; Chapter 8: Coding Special Effects with Particles; Coding the Particle System and the Smoke Trail; Coding the Simple Firework Effect; Coding Emitters; Coding Complex Particle Effects; Chapter 9: Using Surfaces to Create Effects; Understanding the Surface Function
Creating Shadows with SurfacesUsing Decals with Surfaces; Lighting Effects with Surfaces; Using Surfaces as a View; Chapter 10: Applying Scaling; Configuring the Global Game Settings; Scaling to the Window; Scaling with Draw GUI Events; HTML5 Scaling; Part IV: Coding Physics, Mobile Controls, and More; Chapter 11: Coding with GameMaker Language; Displaying Sub-Images with Code; Adding Code to Objects; Coding a Score Display and Lives; Coding to Start and End Games; Chapter 12: Using Physics; Understanding Fixtures; Adding Movement to an Object with Physics; Adding Physics to Rooms
Physics and Shooting Bullets

Sommario/riassunto

Get gaming faster with the official guide to GameMaker: Studio
GameMaker: Studio allows you to create your own games, even with zero coding experience, and GameMaker: Studio For Dummies is a complete guide to the ins and outs of the program. Create the game you've always wanted to play in record time and at a fraction of the cost of traditional game development methods. You'll have the flexibility to develop 2D games for Android, iOS, desktops, and the Web. Gain a professional perspective on this revolutionary path to game creation and publishing. Using GameMaker: Studio may
