1. Record Nr. UNISA996396125303316

Autore	Essex Robert Devereux, Earl of, <1591-1646.>
Titolo	Several propositions propounded, by his Excellencie, the Earl of Essex, to the cavaleees [sic], neere Darby-shire, September the 21. 1642 [[electronic resource]] : Being very fit and necessary to be published throughout the kingdomes of England and Scotland. Together with a true relation of a famous sea-fight, performed by Van Trump the Dutch admirall with ten ships, against the Spanish fleet, being going to assist the rebels in Ireland, with men and ammunition. With the manner of his obtaining the victory, and after 11. hours fight took ten of the Spanish ships, and put the rest to flight. Reported to the House of Commons, Septem. 20
Pubbl/distr/stampa	[London], : Printed for I. White, September 21, 1642
Descrizione fisica	[8] p
Soggetti	Great Britain History Civil War, 1642-1649 Early works to 1800 Ireland History Rebellion of 1641 Early works to 1800
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Formato	Materiale a stampa
Livello bibliografico	Monografia
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Autore	Armitage Grenville
Titolo	Networking and online games : understanding and engineering multiplayer Internet games / / Grenville Armitage, Mark Claypool, Philip Branch
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ISBN	9786610606085 9781280606083 1280606088 9780470030479 047003047X 9780470030462 0470030461
Descrizione fisica	1 online resource (234 p.)
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Altri autori (Persone)	ClaypoolMark BranchPhilip
Disciplina	794.8/1526
Soggetti	Video games - Programming TCP/IP (Computer network protocol) Video games
Lingua di pubblicazione	Inglese
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Nota di contenuto	Networking and Online Games; Contents; Author Biographies; Acknowledgements; 1 Introduction; 2 Early Online and Multiplayer Games; 2.1 Defining Networked and Multiplayer Games; 2.2 Early Multiplayer Games; 2.2.1 PLATO; 2.2.2 MultiUser Dungeons; 2.2.3 Arcade Games; 2.2.4 Hosted Online Games; 2.3 Multiplayer Network Games; 2.3.1 DOOM - Networked First-Person Shooters Arrive; References; 3 Recent Online and Multiplayer Games; 3.1 Communication Architectures; 3.2 The Evolution of Online Games; 3.2.1 FPS Games; 3.2.2 Massively Multiplayer Games; 3.2.3 RTS Games; 3.2.4 Sports Games 3.3 Summary of Growth of Online Games3.4 The Evolution of Online Game Platforms; 3.4.1 PCs; 3.4.2 Game Consoles; 3.4.3 Handheld Game Consoles; 3.4.4 Summary; 3.5 Context of Computer Games;

Sommario/riassunto

The computer game industry is clearly growing in the direction of multiplayer, online games. Understanding the demands of games on IP (Internet Protocol) networks is essential for ISP (Internet Service Provider) engineers to develop appropriate IP services. Correspondingly, knowledge of the underlying network's capabilities is vital for game developers. Networking and Online Games concisely draws together and illustrates the overlapping and interacting technical concerns of these sectors. The text explains the principles behind modern multiplayer communication systems and the techniqu