

1. Record Nr.	UNISANNIOURB0420157
Autore	Italia
Titolo	Codice penale, Codice di procedura penale e leggi complementari : 191 leggi complementari / annotazioni e coordinamenti a cura di Mario Abate, Maria Luisa Abate
Pubbl/distr/stampa	Padova, : CEDAM, 2003
ISBN	8813245688
Edizione	[6. ed]
Descrizione fisica	LIII, 1269 p. ; 21 cm.
Collana	Collana legislativa
Disciplina	345.45002632
Soggetti	Italia . Codice penale
Collocazione	COD (C) ABA 345.45002632
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910969222803321
Autore	Robbins Sarah
Titolo	Second Life for dummies / / by Sarah Robbins and Mark Bell
Pubbl/distr/stampa	Hoboken, NJ, : Wiley Publishing, c2008
ISBN	9780470277232 0470277238
Descrizione fisica	1 online resource (338 p.)
Collana	--For dummies
Altri autori (Persone)	BellMark R
Disciplina	793.9 794.8
Soggetti	Second Life (Game) Video games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes index.
Nota di contenuto	Second Life For Dummies; About the Authors; Dedication; Authors' Acknowledgments; Table of Contents; Part I: Second Life Overview and Basics; Chapter 1: The Meaning of (Second) Life; Chapter 2: Tweaking Your System: Adjusting Your Computer to Best Run Second Life; Chapter 3: Starting Your Second Life; Chapter 4: Navigating the Second Life Interface and World; Part II: Living Your Second Life - Exploring and Socializing; Chapter 5: Creating Your Second Life Persona; Chapter 6: Jumping into the Conversation: Express Yourself; Chapter 7: Getting a Social Second Life Chapter 8: Staying in Your Second Life Comfort ZonePart III: Inventory, Cash, and Land; Chapter 9: Becoming Materialistic with Your Second Life Inventory; Chapter 10: Understanding the Second Life Economy; Chapter 11: Spending Your Cash in Second Life; Chapter 12: Staking Your Claim in Second Life; Part IV: Building and Customizing; Chapter 13: Building Basics; Chapter 14: Taking Your Building Skills to the Next Level; Chapter 15: The Clothes Make the Avatar: Creating Your Own Clothing; Chapter 16: Making a Statement with Poses, Animations, and Gestures Part V: Real Life Opportunities in Second LifeChapter 17: Getting Paid in Second Life (It's Not Easy); Chapter 18: Bringing Big Business to Second Life; Chapter 19: Education in Second Life; Part VI: The Part of Tens;

Sommario/riassunto

You've heard all about Second Life. Maybe you've already jumped with both feet-and gotten stuck. Or maybe you're a Second Life veteran who wants to build something or run a business. Fear not! Second Life For Dummies is here to hold your hand, pat your back, and cheer you on through this new and enchanting reality. Written by a pair of Second Life old timers, this easy-to-use, flip-and-find guide is packed with expert advice, seasoned insight, and handy tips and tricks to get you moving fast. You'll find out how to set up your account, create an avatar, meet people and socialize, and
