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**My PlayStation Vita** *Que Publishing Step-by-step instructions with callouts to PlayStation Vita images that show you exactly what to do. Help when you run into problems with your PlayStation Vita. Tips and Notes to help you get the most from your PlayStation Vita. Full-Color, Step-by-Step Tasks Show You How to Have Maximum Fun with Your PlayStation Vita! Unbox your PS Vita™, get connected, and start having fun, fast Master PS Vita's built-in and downloadable apps, from games to social media Discover hot new PS Vita games—and play PlayStation classics, too Chat with groups of friends in real time—even if they're playing different games Leave gifts for nearby gamers to find and play with or launch neighborhood competitions Post on Facebook and Twitter right from your PS Vita Use "augmented reality" cameras to embed yourself into the game Make the most of PS Vita's advanced HTML5 web browser Take great photos and videos with PS Vita's built-in cameras Control your PS3 from your PS Vita—even if you're thousands of miles away Transform your PS Vita into a world-class music player Get instant walking or driving directions from Google Maps Set parental controls to protect your kids Create Privacy Zones so other gamers don't know what you're doing Buy or rent videos from the PlayStation Store Safely back up your PS Vita on your PC, Mac, or PS3 Solve PS Vita and connectivity problems fast and get back to having fun* **Aaron Marks' Complete Guide to Game Audio For Composers, Sound Designers, Musicians, and Game Developers** *CRC Press Whether trying to land that first big gig or working to perfect the necessary skills to fill a game world with sound, Aaron Marks' Complete Guide to Game Audio 3rd edition will teach the reader everything they need to know about the audio side of the multi-million dollar video game industry. This book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within the growing video game industry. The tools of the trade excerpts will showcase what professionals, like Marty O'Donnell, Richard Jacques and Tom Salta, use to create their work and to help newcomers in the field prepare their own sound studios. Sample contracts are reviewed within the text as well as helpful advice about contractual terms and negotiable points. These sample contracts can also be found as a downloadable zip for the reader's convenience. Aaron Marks also explores how to set your financial terms and network efficiently along with examples of how projects can go completely awry and achieving the best results in often complicated situations. Aaron Marks' Complete Guide to Game Audio serves as the ultimate survival guide to navigating an audio career in the video game industry. Key Features New, full color edition with a complete update of information. Added and expanded coverage of field recording for games, creating voiceovers, adaptive and interactive audio and other cutting edge sound creation and implementation techniques used within games. Update/Replacement of interviews. Include interviews/features on international game audio professionals New and expanded interview features from game composers and sound designers of every experience level such as Keith Arem, Bradley Meyer, Christopher Tin and Rodney Gates including many international professionals like Pasi Pitkanen, Henning Nugel and Christos Panayides. Expanded and updated game console coverage of the Wii, Wii U, Xbox 360, Xbox One, PS3 and PS4. Includes new scripting and middleware concepts and techniques and review of powerful tools such as FMOD and Wwise. **Japan Travel Guide 2022 Must-see attractions, wonderful hotels, excellent restaurants, valuable tips and so much more!** T Turner The Japan 2022 Travel Guide is the most up-to-date, reliable and complete guide to this wonderful place. Travelers will find everything they need for an unforgettable visit presented in a convenient and easy-to-use format. Includes quick information on planning a visit, navigating the location, experiencing Japanese culture and exploring the beauty of Japan. Also includes a Japanese phrasebook to help you communicate with the locals. Though very expensive, Japan is one of the most amazing, beautiful, and friendly countries in the world. From Mount Fuji to bustling Tokyo to zen-like Kyoto, Japan is a high-tech world mixed with the politeness and respect of their past. Japan has fantastic food, beautiful temples and shrines, zen gardens, national parks, and a culture with a long and rich history. It's a wonderful place and, while it may be an expensive country to visit, there are plenty of ways to make this country affordable. Don't get scared off by the prices. You won't regret your visit here - it's one of the most amazing places in the world. Let this travel guide help you plan an affordable trip to Japan! **User's Manual for IDA Enhiridion clericale: or, A manual of proper and useful precedents in clerkship ... Also an anatomy of a bond ... With ... precedents and instructions, relating to the practice of the Courts of King's Bench, Common-Pleas ...** By R. G. [i.e. Robert Gardiner] ... The second edition **The Ultimate Player's Guide to Minecraft** Pearson Education Provides readers with tips, techniques, and strategies for Minecraft, including how to register for the game, customize the experience, and create new worlds. **Impossible Mission I & II - The Official Guide** Andrews UK Limited The iconic Impossible Mission games by Epyx Inc. enthralled a generation, pitting the player's wits against the diabolic genius of the mad scientist Elvin Atombender in a race against time to save the world! Now in this official guide to Impossible Mission I and II we get the chance to hear from some of the people who both created and brought the games to market such as: Dennis Casswell, Chris Crigg, Peter Filiberti, Mihaly Kenczler and many more. This definitive work contains dozens of chapters, from the history of Epyx the company, the various versions and ports over the years, the in-game music, the ground-breaking synthesized speech, to extensive hints, tips and walkthroughs. Written by established retro computer writer Holger Weßling, and with a foreword by Darren Melbourne who has been associated with many of the games' incarnations. **Byzantine Military Manuals as Literary Works and Practical Handbooks The Case of the Tenth-Century Sylloge Tacticorum** Routledge This book studies the Sylloge Tacticorum, an important tenth-century Byzantine military manual. The text is used as a case study to connect military manuals with the challenges that Byzantium faced in its wars with the Arabs, but also with other aspects of Byzantine society such as education, politics, and conventions in the productions of literary texts and historical narratives. The book explores when the Sylloge was written and by whom. It identifies which passages from classical or earlier works were incorporated in the Sylloge and explains the reason why Byzantines imitated works of the past. The book then studies the extent to which the Sylloge was original and how innovation and originality were received in Byzantine society. Despite the imitation, the author of the Sylloge adapted and updated his material to reflect the current operational needs as well as the ideological, cultural and religious context of his time. Finally, the book attempts to estimate the extent to which Byzantine generals followed the advice of military manuals, and to explore whether historical narratives can be safely used to draw information as to how the Byzantines and the Arabs fought. Therefore, along with a detailed study of the Sylloge Tacticorum, this monograph also addresses broader issues of the pen and the sword such as military manuals in connection with Byzantine warfare, politics, literature, historiography and education. **Doubleday, Page & Co.'s Geographical Manual and New Atlas Maps of To-day and To-morrow. New Maps Will Replace Old After the Great War The Month History of Programming Languages** Academic Press History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming techniques needed to produce optimum object programs. This book discusses as well the developments leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists. **Resources in Education The Wiley Handbook of What Works with Sexual Offenders Contemporary Perspectives in Theory, Assessment, Treatment, and Prevention** John Wiley & Sons This new title in the What Works in Offender Rehabilitation series of handbooks reviews and brings up to date the 'What Works' literature in sexual offender theory, assessment, rehabilitation, risk management, prevention and policy. By evaluating current assessment frameworks and intervention programmes, it not only discusses theory and treatment efficacy but provides professionals with an evidence-based approach to the management and rehabilitation of individuals who have sexually offended, and the prevention of sexual abuse perpetration. Empirical findings of treatment effectiveness are presented and discussed by renowned international researchers and clinicians from around the world. The conceptual and theoretical material is presented with a strong emphasis on how it should be translated into real-world policy and practice in order to reduce re-offending effectively. **Schizotypal Personality** Cambridge University Press Reviews our knowledge of schizotypal disorder and its relationship with schizophrenia. **Popular Science** Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. **Gas Turbine Hot Plant Operator's Guide Popular Science** Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. **Monthly Catalog of United States Government Publications My Xbox One** *Que Publishing My Xbox One Step-by-step instructions with callouts to colorful Xbox One images that show you exactly what to do Help when you run into problems with Xbox One, Kinect™, Xbox Live®, or SmartGlass Tips and Notes to help you get the most from your Xbox One system Full-color, step-by-step tasks show how to have maximum fun with your new Xbox One! Learn how to • Set up Xbox One, Kinect, and Xbox Live quickly-and start having fun now! • Personalize settings, gamertags, avatars, gamerpics... your whole Xbox One experience • Start your party, add chat, use built-in Skype, even make group video calls • Capture video of your best gameplay moments with Game DVR • Watch great video from practically anywhere: cable or satellite, DVD, Blu-ray, Netflix, Hulu Plus, Amazon Prime, and more • Play or stream all the music you love • Web surf with Xbox One's supercharged version of Internet Explorer • Use SmartGlass to transform your iPhone, iPad, Android, or Windows 8 device into a second Xbox screen or remote control* CATEGORY: Consumer Electronics COVERS: Xbox One USER LEVEL: Beginning-Intermediate **Best Before Videogames, Supersession and Obsolescence** Routledge Best Before examines how the videogames industry's retail, publishing, technology design, advertising and marketing practices actively produce obsolescence, wearing out and retiring old games to make way for the always new, just out of reach, 'coming soon' title and 'next generation' platform. **Finding List Central Library The Art of Executing Well Rituals of Execution in Renaissance Italy** Penn State Press In Renaissance Italy a good execution was both public and peaceful—at least in the eyes of authorities. In a feature unique to Italy, the people who prepared a condemned man or woman spiritually and psychologically for execution were not priests or friars, but laymen. This volume includes some of the songs, stories, poems, and images that they used, together with first-person accounts and ballads describing particular executions. Leading scholars expand on these accounts explaining aspects of the theater, psychology, and politics of execution. The main text is a manual, translated in English for the first time, on how to comfort a man in his last hours before beheading or hanging. It became an influential text used across Renaissance Italy. A second lengthy piece gives an eyewitness account of the final hours of two patrician Florentines executed for conspiracy against the Medici in 1512. Shorter pieces include poems written by prisoners on the eve of their execution, songs sung by the condemned and their comforters, and popular broadsheets reporting on particular executions. It is richly illustrated with the small panel paintings that were thrust into prisoners' faces to distract them as they made the public journey to the gallows. Six interdisciplinary essays explain the contexts and meanings of these writings and of execution rituals generally. They explore the relation of execution rituals to late medieval street theater, the use of art to comfort the condemned, the literature that issued from prisons by the hands of condemned prisoners, the theological issues around public executions in the Renaissance, the psychological dimensions of the comforting process, and some of the social, political, and historical dimensions of executions and*

comforting in Renaissance Italy. **"Is This Thing On?" A Friendly Guide to Everything Digital for Newbies, Technophobes, and the Kicking & Screaming** Workman Publishing Like a personal trainer for the digital age, Abby Stokes is the hand-holding, motivating expert that newbies—specifically older newbies—turn to when they want to become digitally literate. And her book, *Is This Thing On?*, is as smart, comprehensive, reassuring, and jargon-free as she is: the epitome of user-friendly. And it is now completely revised and updated to keep pace with the fast-changing digital landscape, covering tablets, apps, video streaming, social media, and much more. With the skill and assurance of a teacher who for over 20 years has personally taught computer skills to thousands of seniors and technophobes, Stokes covers it all: How to choose, buy, and start using the computer or tablet that's just right for you, plus how to set everything up for maximum comfort and safety. How to connect to the Internet, sign up for email, understand and use search engines, and get started with essential skills like word processing and text messaging. How to choose, buy, and start using a smartphone. How to take and share digital photographs and videos. How to discover online communities and participate in social media like Facebook, Instagram, Pinterest, Twitter, YouTube, and blogs. How to explore the world of apps, online music, streaming movies, and ebooks. And, importantly, online security— including what to do when things go wrong. Appendices include both Apple and PC keyboard shortcuts and 200 recommended websites and 100 apps; there are FAQs at the end of each chapter and tips and tricks throughout. An all-new companion website—AskAbbyStokes.com—will include video tutorials explaining the latest technologies. **PSP Hacks** "O'Reilly Media, Inc." With "PSP Hacks," readers can accomplish more than good gaming on the PSP--they'll quickly learn to surf the Web with a PSP, chat in IRC, and use the PSP to read Web comics, ebooks, and RSS feeds. **Monthly Catalogue, United States Public Documents Neurobiology, diagnosis and treatment in autism An update** John Libbey Eurotext Autism is an extremely complex neurodevelopmental disorder that is expressed in a spectrum of phenotypes and is characterized by impaired reciprocal social communication and stereotyped patterns of interests and activities. Its aetiopathogenesis remains poorly understood. This book is an exhaustive synthesis discussing various aspects: - A focus on the neurobiology of autism: the candidate genes implicate an involvement of numerous brain regions and a concomitant malfunctioning of neurotransmitter, immunologic, and other mechanisms. - The most incisive rehabilitation models in their original formulation and the results achieved with the same or similar protocols in Italian centres (understanding, educating, language therapy, social skill training...) - The psychopharmacologic options for the condition of autism per se and for its associated, very frequent, comorbidities. It suggests a potential influence on professional practice and enables an up-to-date approach to effective diagnosis and treatment. **Speech Accompanying-Gesture A Special Issue of Language and Cognitive Processes** Psychology Press When we speak, we often spontaneously produce gestures. Such gestures are an integral part of face-to-face verbal communication. The relationship between speech and gesture is the theme of this Special Issue. The articles cover a wide range of issues: cultural differences, language and gesture development, cognitive development, bilingualism, foreign language learning, persuasion, and "common grounds" between the speaker and the addressee. The Special Issue is of interest not only to those who study the multimodal nature of communication, but also to those who seek new insights into psycholinguistic issues, using gesture as the "window" into the speaker's mind. **Video Game Audio A History, 1972-2020** McFarland From the one-bit beeps of Pong to the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored, including synthesized v. sampled sound, pre-recorded v. dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v. digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS and Android devices and many others. **IRS Printed Product Catalog Schizophrenia Bulletin Popular Science** Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. **Popular Science** Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. **Legends, Tradition and History in Medieval England** Bloomsbury Publishing In this collection of essays, Antonia Gransden brings out the virtues of medieval writers and highlights their attitudes and habits of thought. She traces the continuing influence of Bede, the greatest of early medieval English historians, from his death to the 16th century. Bede's clarity and authority were welcomed by generations of monastic historians. At the other end is a humble 14th-century chronicle produced at Lynn with little to add other than a few local references. **Popular Science** Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. **RERIC Holdings List An Occasional Publication of RERIC. Popular Science** Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. **The Sin of Sloth Acedia in Medieval Thought and Literature** UNC Press Books Wenzel presents the history of the concept of acedia, of spiritual sloth," from its origins among the Egyptian desert monks through the Middle Ages to the Renaissance. The investigation proceeds in chronological order and pays close attention to the different emphases and changes the concept underwent. Originally published in 1967. A UNC Press Enduring Edition -- UNC Press Enduring Editions use the latest in digital technology to make available again books from our distinguished backlist that were previously out of print. These editions are published unaltered from the original, and are presented in affordable paperback formats, bringing readers both historical and cultural value. **enhancing agriculture in africa** DIANE Publishing **Enhancing Agriculture in Africa A Role for U.S. Development Assistance Popular Science** Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.