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## **KEY=GAME - LEWIS LUCERO**

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## **PC MAGAZINE**

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## **THE INDEPENDENT GUIDE TO IBM-STANDARD PERSONAL COMPUTING**

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## **POPULAR SCIENCE**

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**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.**

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## **IPOD & ITUNES**

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## **THE MISSING MANUAL**

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**"O'Reilly Media, Inc." Explains how to use the portable music player with a Windows PC or a Macintosh computer to perform functions including play music, store personal contact and calendar information, and use as a portable FireWire drive.**

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## **IPOD: THE MISSING MANUAL**

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### **THE MISSING MANUAL**

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*Pogue Press* With iPod touch, Apple's sleek little entertainment center has entered a whole new realm, and the ultimate iPod book is ready to take you on a complete guided tour. As breathtaking and satisfying as its subject, iPod: The Missing Manual gives you a no-nonsense view of everything in the "sixth generation" iPod line. Learn what you can do with iPod Touch and its multi-touch interface, 3.5-inch widescreen display and Wi-Fi browsing capabilities. Get to know the redesigned iPod Nano with its larger display and video storage capacity. It's all right here. The 6th edition sports easy-to-follow color graphics, crystal-clear explanations, and guidance on the most useful things your iPod can do. Topics include: Out of the box and into your ears. Learn how to install iTunes, load music on your iPod, and get rid of that dang flashing "Do not disconnect" message. Bopping around the iPod. Whether you've got a tiny Shuffle, a Nano, the Classic, or the new Touch, you'll learn everything from turning your iPod off and on to charging your iPod without a computer. Special coverage for iPod owners with trickster friends: How to reset the iPod's menus to English if they've been changed to, say, Korean. In tune with iTunes. iTunes can do far more than your father's jukebox. Learn how to pick and choose which parts of your iTunes library loads onto your iPod, how to move your sacred iTunes Folder to a bigger hard drive, and how to add album covers to your growing collection. The power of the 'Pod. Download movies and TV shows, play photo slideshows, find cool podcasts, and more: this book shows you how to unleash all your iPod's power. iPod is simply the best music player available, and this is the manual that should have come with it.

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### **JET**

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The weekly source of African American political and entertainment news.

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### **TAMING GAMING**

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#### **GUIDE YOUR CHILD TO HEALTHY VIDEO GAME HABITS**

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*Unbound Publishing* Video games can instil amazing qualities in children - curiosity, resilience, patience and problem-solving to name a few - but with the World Health Organisation naming gaming disorder as a clinically diagnosable condition, parents and carers can worry about what video games are doing to their children. Andy Robertson has dealt

with all of the above, not just over years of covering this topic for newspapers, radio and television but as a father of three. In this guide, he offers parents and carers practical advice and insights - combining his own experiences with the latest research and guidance from psychologists, industry experts, schools and children's charities - alongside a treasure trove of 'gaming recipes' to test out in your family. Worrying about video game screen time, violence, expense and addiction is an understandable response to scary newspaper headlines. But with first-hand understanding of the video games your children love to play, you can anchor them as a healthy part of family life. Supported by the [www.taminggaming.com](http://www.taminggaming.com) Family Video Game Database, Taming Gaming leads you into doing this so that video games can stop being a point of argument, worry and stress and start providing fulfilling, connecting and ambitious experiences together as a family.

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## LEVEL UP!

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## THE GUIDE TO GREAT VIDEO GAME DESIGN

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*John Wiley & Sons* Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

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## GAME FEEL

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### A GAME DESIGNER'S GUIDE TO VIRTUAL SENSATION

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*CRC Press* "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

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### 3D FOR IPHONE APPS WITH BLENDER AND SIO2

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### YOUR GUIDE TO CREATING 3D GAMES AND MORE WITH OPEN-SOURCE SOFTWARE

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*John Wiley & Sons*

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## TV GUIDE

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## INSANELY SIMPLE

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## THE OBSESSION THAT DRIVES APPLE'S SUCCESS

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*Penguin UK* 'Simple can be harder than complex. You have to work hard to get your thinking clean to make it simple. But it's worth it in the end, because once you get there, you can move mountains' Steve Jobs, BusinessWeek, May 25, 1998 To Steve Jobs, Simplicity wasn't just a design principle. It was a religion and a weapon. The obsession with Simplicity is what separates Apple from other technology companies. It's what helped Apple recover from near death in 1997 to become the most valuable company on Earth in 2011, and guides the way Apple is organized, how it designs products, and how it connects with customers. It's by crushing the forces of Complexity that the company remains on its stellar trajectory. As creative director, Ken Segall played a key role in Apple's resurrection, helping to create such critical campaigns as 'Think Different' and naming the iMac. Insanely Simple is his insider's view of Jobs' world. It reveals the ten elements of Simplicity that have driven Apple's success - which you can use to propel your own organisation. Reading Insanely Simple, you'll be a fly on the wall inside a conference room with Steve Jobs, and on the receiving end of his midnight phone calls. You'll understand how his obsession with Simplicity helped Apple perform better and faster.

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## JET

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The weekly source of African American political and entertainment news.

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## MEN'S HEALTH

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Men's Health magazine contains daily tips and articles on fitness, nutrition, relationships, sex, career and lifestyle.

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## POPULAR SCIENCE

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## **KIPLINGER'S PERSONAL FINANCE**

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The most trustworthy source of information available today on savings and investments, taxes, money management, home ownership and many other personal finance topics.

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## **THE COMPLETE WHEEL OF TIME**

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*Tor Books* **The Wheel of Time** is now an original series on Prime Video, starring Rosamund Pike as Moiraine! Since its debut in 1990, **The Wheel of Time®** by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. When she arrives in a small village in the Two Rivers, Moiraine Sedai discovers three villagers, each of whom might be the long-awaited and reviled Chosen One, the Dragon Reborn. But she is not the only stranger to the village, nor the only one searching. The Dark One is breaking free from his prison, and in a race against time and the agents of the Shadow, Moiraine must guide her charges through lands of myth and legend, toward allies both new and old, and into the footsteps of prophecy. This ebook contains the full text of the fourteen books of **The Wheel of Time**, plus the prequel novel **New Spring**. **The Wheel of Time®** **New Spring**: The Novel #1 **The Eye of the World** #2 **The Great Hunt** #3 **The Dragon Reborn** #4 **The Shadow Rising** #5 **The Fires of Heaven** #6 **Lord of Chaos** #7 **A Crown of Swords** #8 **The Path of Daggers** #9 **Winter's Heart** #10 **Crossroads of Twilight** #11 **Knife of Dreams** By Robert Jordan and Brandon Sanderson #12 **The Gathering Storm** #13 **Towers of Midnight** #14 **A Memory of Light** \*\*\* Also available: By Robert Jordan and Teresa Patterson **The World of Robert Jordan's The Wheel of Time** By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons **The Wheel of Time Companion** By Robert Jordan and Amy Romanczuk **Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time** At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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## **SECRETS OF PODCASTING**

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## **AUDIO BLOGGING FOR THE MASSES**

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*Peachpit Press* **An introduction to podcasting describes the technology and techniques involved in mass audio blogging, explaining how to find, create, and distribute podcasts; describing essential hardware and software; and discussing**

distribution options and legal issues.

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## **BACKPACKER**

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Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured.

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## **DISTANCE EDUCATION FOR TEACHER TRAINING**

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*Routledge* First published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

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## **ENGLISH GRAMMAR IN USE WITH ANSWERS AND CD ROM**

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## **A SELF-STUDY REFERENCE AND PRACTICE BOOK FOR INTERMEDIATE STUDENTS OF ENGLISH**

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*Cambridge University Press* A fully updated version of the world's best-selling grammar title.

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## **THE WALL STREET JOURNAL**

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## **INDEX**

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## **HOW PEOPLE LEARN II**

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## **LEARNERS, CONTEXTS, AND CULTURES**

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*National Academies Press* There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, How People Learn: Brain, Mind, Experience, and School: Expanded Edition was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that

could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and cultural variability related to learning, and educational technologies. In addition to expanding scientific understanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. *How People Learn II: Learners, Contexts, and Cultures* provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an in-depth look at the constellation of influences that affect individual learning. *How People Learn II* will become an indispensable resource to understand learning throughout the lifespan for educators of students and adults.

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## **MAC LIFE**

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MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

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## **BEST LIFE**

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Best Life magazine empowers men to continually improve their physical, emotional and financial well-being to better enjoy the most rewarding years of their life.

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## **INTRODUCTION TO PROBABILITY**

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*CRC Press* Developed from celebrated Harvard statistics lectures, *Introduction to Probability* provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

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## **JET**

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## **INSIDE THE WORLD OF ROBLOX**

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*HarperCollins* Discover everything there is to know about Roblox! Explore the most popular experiences, meet talented members of the community, check out the coolest items in the Roblox Catalog, and get an exclusive sneak peek behind the curtains at Roblox's HQ. With insider info from the Roblox team and celebrated game developers, this is the official definitive guide to the world's largest entertainment platform for play.

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## **MY PAGES, NUMBERS, AND KEYNOTE (FOR MAC AND IOS)**

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*Que Publishing* Be More Productive with Pages, Numbers, and Keynote Pages, Numbers, and Keynote are Apple's office/business productivity software applications. Originally a suite of software called iWork, these apps are roughly the equivalent of Microsoft Office's Word, Excel, and PowerPoint - but implemented quite differently with Apple's approach to design and functionality. Written by Apple hardware and software expert, Brad Miser, My Pages®, Numbers®, and Keynote® includes full-color, step-by-step tasks to walk you through these key applications, so you can quickly accomplish exactly what you want through word processing, spreadsheets, and presentations. The tasks include how to: Store your documents on the cloud so you can work with them on any device, including Mac and Windows computers, iPads, and iPhones. Use templates so that creating amazing-looking documents is fast and easy. Add text to your documents by typing or dictation, and then use powerful tools to format that text easily and quickly. Enhance your Pages documents by including tables, charts, photos, tables of content, headers, footers, and more. Use Numbers spreadsheets to organize, format, calculate (using built-in or custom formulas), report, and present information in tables and charts. Use Keynote to build amazing presentations including text, images, charts, animation, and more. Share your documents by creating PDFs or printing them; provide digital versions of your documents to others using email, AirDrop, or messages. Collaborate with others on your documents through comments, track changes, and in real time with iCloud. Register Your Book at [quepublishing.com/register](http://quepublishing.com/register) to 35% off coupon to be used on your next purchase and more! **COVERS iWork apps for Mac**

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## **MACWORLD**

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## **THE MACINTOSH MAGAZINE**

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## DIRECTING VIDEO GAMES

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### 101 TIPS FOR CREATIVE LEADERS

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*Illusion Road* What does a video game director actually do? What guiding principles do they follow while leading a team of game creators? Longtime Ratchet & Clank director, Brian Allgeier, boils down his decades of experience into 101 fully illustrated tips. Written for both aspiring and experienced creative leaders, this book covers the expansive and multi-faceted role of the director, from developing the initial vision to key methods on tackling design, story development, and production challenges. 5 essential qualities of a creative director: 1. Hold the Vision 2. Provide Structure 3. Keep a Creative Toolbox 4. Lead Effectively 5. Know Production For those who are curious about what it takes to be a video game director or want learn more about the art of creative collaboration, this book covers the basic principles for leading and inspiring a team to make great games. "Directing Video Games is a literal loot drop of knowledge, decades of experience concisely and expertly crafted into 101 densely packed tips. Even a page — with no exaggeration — can be transformative to a project's success." —Brenda Romero, Award winning game designer "This book is one of a kind, and is essential reading for anyone who wants to lead the creation of a video game. It's full of great visuals and excellent advice, and belongs on every game director's bookshelf." —Richard Lemarchand, Associate Professor in the Interactive Media Division, USC "Born of expansive experience, this is a comprehensive book that both beginners and seasoned developers should keep at their side." —Michael John, Program Director of Games and Playable Media, UCSC "Brian has managed an incredible thing—to present a broadly complex, multi-faceted role in bite-sized, easy to digest nuggets of sage advice." —Marcus Smith, Creative Director of Resistance 3 and Sunset Overdrive

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## START WITH WHY

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### HOW GREAT LEADERS INSPIRE EVERYONE TO TAKE ACTION

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*Penguin* The inspirational bestseller that ignited a movement and asked us to find our WHY Discover the book that is captivating millions on TikTok and that served as the basis for one of the most popular TED Talks of all time—with more than 56 million views and counting. Over a decade ago, Simon Sinek started a movement that inspired millions to demand purpose at work, to ask what was the WHY of their organization. Since then, millions have been touched by the power of his ideas, and these ideas remain as relevant and timely as ever. **START WITH WHY** asks (and answers)

the questions: why are some people and organizations more innovative, more influential, and more profitable than others? Why do some command greater loyalty from customers and employees alike? Even among the successful, why are so few able to repeat their success over and over? People like Martin Luther King Jr., Steve Jobs, and the Wright Brothers had little in common, but they all started with WHY. They realized that people won't truly buy into a product, service, movement, or idea until they understand the WHY behind it. **START WITH WHY** shows that the leaders who have had the greatest influence in the world all think, act and communicate the same way—and it's the opposite of what everyone else does. Sinek calls this powerful idea **The Golden Circle**, and it provides a framework upon which organizations can be built, movements can be led, and people can be inspired. And it all starts with WHY.

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## **CHICAGO TRIBUNE INDEX**

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## **BIG BOOK OF APPLE HACKS**

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## **TIPS & TOOLS FOR UNLOCKING THE POWER OF YOUR APPLE DEVICES**

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*"O'Reilly Media, Inc."* **Bigger in size, longer in length, broader in scope, and even more useful than our original Mac OS X Hacks, the new Big Book of Apple Hacks offers a grab bag of tips, tricks and hacks to get the most out of Mac OS X Leopard, as well as the new line of iPods, iPhone, and Apple TV. With 125 entirely new hacks presented in step-by-step fashion, this practical book is for serious Apple computer and gadget users who really want to take control of these systems. Many of the hacks take you under the hood and show you how to tweak system preferences, alter or add keyboard shortcuts, mount drives and devices, and generally do things with your operating system and gadgets that Apple doesn't expect you to do. The Big Book of Apple Hacks gives you: Hacks for both Mac OS X Leopard and Tiger, their related applications, and the hardware they run on or connect to Expanded tutorials and lots of background material, including informative sidebars "Quick Hacks" for tweaking system and gadget settings in minutes Full-blown hacks for adjusting Mac OS X applications such as Mail, Safari, iCal, Front Row, or the iLife suite Plenty of hacks and tips for the Mac mini, the MacBook laptops, and new Intel desktops Tricks for running Windows on the Mac, under emulation in Parallels or as a standalone OS with Bootcamp The Big Book of Apple Hacks is not only perfect for Mac fans and power users, but also for recent -- and aspiring -- "switchers" new to the Apple experience. Hacks are arranged by topic for quick and easy lookup, and each one stands on its own so you can jump around and tweak whatever system or gadget strikes your fancy. Pick up this book and take control of Mac OS X and your favorite Apple**

gadget today!

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## IPHONE

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### THE MISSING MANUAL

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The iPhone may be the world's coolest computer, but it's still a computer, with all of the complexities. **iPhone: The Missing Manual** is a illustrated guide to the tips, shortcuts, and workarounds that will turn you, too, into an iPhone master. This updated guide shows you everything you need to know about the new features and user interface of iOS 9 for the iPhone. This easy-to-use book will help you accomplish everything from web browsing to watching videos so you can get the most out of your iPhone.

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## RED DEAD REDEMPTION 2

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### THE COMPLETE OFFICIAL GUIDE STANDARD EDITION

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*Piggyback* **Red Dead Redemption 2 Complete Official Guide Standard Edition** Compiled and crafted in association with **Rockstar Games**, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of **Red Dead Redemption 2**. **GUIDE DETAILS HUNDREDS OF UNTOLD TALES, TOLD:** All events at your fingertips, from the most memorable missions to the rarest chance encounters - you need never miss a single moment of the story **CHARTING THE WILDS:** Hi-res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here **100% COMPLETION:** Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games - all streamlined for total completion **VISUAL SOLUTIONS:** Supported by annotated 4K screenshots **COMPLETION ROADMAPS:** Comprehensive flowcharts reveal the exact availability conditions of all missions and unlockables **EXPERT ANALYSIS:** All key systems and parameters fully documented, with exhaustive appraisals of all weapons, items, horse breeds, animals - and so much more **EASE OF USE:** Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

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## WHO WAS STEVE JOBS?

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*Penguin* **Steve Jobs**, adopted in infancy by a family in San Francisco, packed a lot of life into fifty-six short years. In this **Who Was...?** biography, children will learn how his obsession with computers and technology at an early age led him to

co-found and run Apple, in addition to turning Pixar into a ground-breaking animation studio. A college dropout, Jobs took unconventional steps in his path to success and inspired the best and the brightest to come with him and “change the world.”

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## **STRONG FATHERS, STRONG DAUGHTERS**

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### **10 SECRETS EVERY FATHER SHOULD KNOW**

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*Simon and Schuster* Inspiration for the motion picture streaming August 1 on Pure Flix! Drawing on her thirty years' experience practicing pediatric and adolescent medicine, teen health expert Dr. Meg Meeker explains why an active father figure is maybe the single most important factor in a young woman's development. In this invaluable guide, Meeker shows how a father can be both counsel and protector for his daughter as she grows into a spiritually and mentally strong young woman. From cradling his newborn to walking her down the aisle, a father must relish his paramount responsibility—guiding the course of his daughter's life. Meeker reveals • how a man can become a "strong father" • how a father's guidance influences every part of a woman's life, from her self-respect to her perspective on drugs, alcohol, and sex • how to lay down ground rules that are respected without creating distance in your relationship with your daughter • why you need to be your daughter's hero • the mistakes most fathers make and their serious consequences • how to help daughters make their own good decisions and avoid disastrous mistakes • how a father's faith will influence his daughter's spiritual development • how to get through to you daughter, even during her toughest don't-talk-to-me years • true stories of daughters who were on the wrong path—and how their fathers helped to bring them back Learn how to grow, strengthen, or rebuild your relationship with your daughter to better both your life and hers in the bestselling *Strong Fathers, Strong Daughters: 10 Secrets Every Father Should Know*.

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## **THE ACTION BIBLE**

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### **GOD'S REDEMPTIVE STORY**

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*David C Cook* The Action Bible presents more than 230 fast-paced narratives in chronological order, making it easy to follow the Bible's historical flow and building up to the thrilling climax of God's redemptive story. Plus, these spectacular updates take the action to a whole new level: 25 new stories showcase a more extensive exploration of God's work in our lives. 23 expanded stories highlight additional experiences of the people who tell God's story. 128

**new pages of illustrations deliver a richer artistic experience with more close-up faces, historical details, and dramatic colors. Every page sparks excitement to explore God's Word and know Him personally. Readers will witness God's active presence in the world through stories from the life of Jesus and great heroes of the faith. Let this blend of powerful imagery and clear storytelling capture your imagination and instill the truth that invites you to discover your own adventure of life with God. Sergio Cariello's illustrations for The Action Bible leap off the page with the same thrilling energy that earned him international recognition for his work with Marvel Comics and DC Comics.**