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Word 2007 Document Automation with VBA and VSTO Scott Driza 2009-03-26 This book focuses on innovative ways to create customized Word documents and templates. It contains an in-depth introduction to VBA (Visual Basic for Applications), which is the embedded programming language in the Microsoft Office 2007. VBA provides a complete integrated development environment (IDE) that allows for document automation, the process of using an automated template for creating documents. The book also includes coverage of the new features of Word 2007 including Content Controls, programming the Ribbon, and more.

Macromedia Captivate Brenda Huettner 2005 The step-by-step instructions make it easy to create, edit, and distribute your Flash files. Each chapter includes sample screen shots as well as tips for making your work more efficient and avoiding common pitfalls.

Mastering Business Analysis with Crystal Reports 9 Chris Tull 2003-08 This book discusses in detail the different features of the Crystal Reports software, provides information on how to use Crystal Reports with different data sources, and includes reference material on useful formulas and functions for business report writers.

Learn FileMaker Pro 9 Jonathan Stars 2007 Learn FileMaker® Pro 9 provides a logical, hands-on approach to understanding the features of FileMaker Pro, both for beginners and those who have experience with previous versions of the software. From defining database terms and converting files created in previous FileMaker Pro versions to producing reports and using files on the web, this book covers the fundamentals as well as the newest features that considerably enhance FileMaker Pro's database management capabilities. Learn how to format layout objects with Autoresize and conditional formatting; harness the power of the new External SQL Data Source tools; adapt one script to many purposes to cut development time and expense; work with the enhanced Web Viewer to harvest data for your applications; share data as PDF and Excel files and export data as e-mail attachments; organize your relationships with the anchor-buoy method; use the alignment tools to quickly align objects on your layout.

Game Design: Theory and Practice, Second Edition Richard Rouse III 2010-03-18 "Both burgeoning game designers and devoted gamers should consider [Game Design: Theory & Practice] an essential read." — Computer Gaming World "Ultimately, in both theory and practice, Rouse's Game Design bible gets the job done. Let us pray." - Next Generation magazine In the second edition to the acclaimed Game Design: Theory & Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse's own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text.

Essential XNA Game Studio 2.0 Programming Jim Perry 2010-10-25 Essential XNA Game Studio 2.0 Programming provides both hobbyists and experienced programmers with the information they need to take advantage of Microsoft's powerful XNA Framework and XNA Game Studio to produce professional-level games for both the PC

and the Xbox 360. Beginners learn the fundamentals of 2D game development, creating a complete top-down shooter. Intermediate and advanced users can jump right into 3D game development and create a version of the 3D game that takes advantage of hardware acceleration using High-Level Shader Language (HLSL). Learn how to build an input system to receive events from devices; use the Microsoft Cross-Platform Audio Creation Tool (XACT) to integrate sounds and music into your game; design difficulty systems to tailor your game to players with different skill levels; create a multiplayer game using the networking features of the XNA Framework; implement an achievement system to provide incentive for continued play of your game.

Lightwave 3D 8 Cartoon Character Creation Jonny Gorden 2004-09 Provides information and techniques on computer animation using LightWave 3D to create cartoon characters.

SQL for Microsoft Access Cecelia L. Allison 2010-10-22 SQL for Microsoft Access (2nd Edition) provides a guide to getting the most out of Microsoft Access through the use of Structured Query Language. Step-by-step examples demonstrate how to use SQL script to create tables, add records to tables, and retrieve and manage records. Readers will also learn about calculated fields, Access projects, and the integration of SQL script in VBA and ASP code. Explore the relational database structure and the basics of SQL. Understand how table joins, unions, and subqueries are used to retrieve records from multiple tables simultaneously. Learn how to filter records and group data. Discover how to create parameter queries that prompt users for data. Test your knowledge and comprehension with the end-of-chapter quizzes and projects.

Modeling & texturing Jonny Gorden 2004-10-31 Provides information and techniques on computer animation using LightWave 3D to create cartoon characters.

The Software Encyclopedia 1986

FileMaker Pro Business Applications - For Versions 8 and 8.5 Arthur W. Evans 2012-01-18 The ability to manage information is the key to businesses thriving in an increasingly competitive market. With FileMaker(r) Pro Business Applications, small business owners and workgroup managers can find out how to write custom database applications in order to add value to critical business information. After demonstrating how easily a database can be written using FileMaker Pro, this book presents a set of 11 business database case studies, all of which can be easily adapted by readers for their own data management requirements. The final section of the book offers ideas on deploying database solutions over a network and the web. Learn how to build a database and design layouts; create relationships between tables; automate tasks using scripts and buttons; secure data through the use of accounts and privileges; exchange data with other applications.

Learn FileMaker Pro 10 Jonathan Stars 2009-06-23 Learn FileMaker(r) Pro 10 provides an excellent reference to FileMaker Inc. s award-winning database program for both beginners and advanced developers. From converting files created with previous versions of FileMaker Pro and sharing data on the web to creating reports and sorting data, this book offers a hands-on approach to getting the most out of your FileMaker Pro databases. Learn how to use the completely redesigned Status area, now known as the Status toolbar; send e-mail right from FileMaker with the SMTP-based Send Mail option; build reports quickly and easily with the Saved Finds feature; automate your database with scripts and activate those scripts with the new script trigger feature; integrate your Bento data into your FileMaker files; work with the enhanced Web viewer."

Forthcoming Books Rose Arny 2003

Administrator's Guide to Sybase ASE 15 Jeffrey Garbus 2010-10-25 Administrator's Guide to Sybase ASE 15 is a practical systems administration guide for the newest release of the ASE product. Designed to provide all administrators with an authoritative guide, topics include installation, defining physical and Sybase-mirrored devices, transaction logging and modes, security, auditing, database backup and restoration, troubleshooting, maintenance, and more. After reading this book, you should be able to perform any task that encompasses the creation or maintenance of a server. With this book any administrator will understand the responsibilities of a system administrator; find out how to set limits on server resources using the Resource Governor; learn how to prioritize tasks with the Logical Process Manager; use data partitioning to enable finer control over data placement, maintenance, and management.

Access 2007 Programming by Example with VBA, XML, and ASP Julitta Korol 2007-11 Access 2007 Programming by Example with VBA, XML, and ASP shows non-programmers how Access databases can be created, managed, and customized with Visual Basic for Applications (VBA) — a powerful programming language built into Access. Hundreds of hands-on examples and projects throughout the book show users how to take charge of their Access databases with programming. Learn how to Write and debug your programming code with the Visual Basic Editor; access and manipulate databases with Data Access Objects (DAO) and ActiveX Data Objects (ADO); use the Data Definition Language (DDL) to enforce data integrity and manage database security; modify the behavior of forms, reports, and controls by writing event procedures; publish dynamic Access data to the web using Active Server Pages (ASP) and Extensible Markup Language (XML); and work with the new features for tables, forms, reports, macros, and templates that are available in the Access 2007 user interface.

Learn FileMaker Pro 5.5 Jonathan Stars 2001 Demonstrates Filemaker Pro's features, explaining how to plan the database system, create entity-relationship diagrams, specify and define fields, maintain referential integrity, and write successful scripts.

RPG Programming with XNA Game Studio 3.0 Jim Perry 2009-06-19 RPG Programming Using XNA Game Studio 3.0 provides detailed information on role-playing games (RPGs) and how to create them using Microsoft's XNA Game Studio 3.0. The book examines the history of the genre and takes a piece-by-piece approach to producing a 2D tile-based game, demonstrating how to create the various components that make up an RPG and implement them using C# and XNA Game Studio 3.0. By the end of the book, readers will have built a complete toolset that can be used to create data for their own RPGs. Learn how to: * Creating the characters and monsters that populate RPG worlds * Add stats and skills to allow game entities to perform actions * Populate the game world with items and treasures. Construct a conversation editor to add another degree of interaction * Create a multiple-step quest system to give players goals to research during gameplay * Creating a tile engine for displaying the world Populating the game world with items and treasure * Implementing a sound and music system * Adding multiplayer support

Sybase 15.0 Replication Server Administration Saroj Kapoor Bagai 2008-12-08 Sybase 15 Replication Server Administration addresses the needs of a wide range of database professionals, explaining to both beginners and experts how to administer Sybase's newest Replication Server release. This book examines all the knowledge, background information, and conceptual frameworks needed in order to get started on installing and administering Sybase Replication Server, and explores the world of contemporary cross-platform compatible Sybase Replication Server administration. Learn how to replicate business-critical data; configure database connections and routes; manage replicated tables, stored procedures, and subscriptions; set up a warm standby system; monitor replication performance and tune the database system; provide up-to-the-minute high availability of data; recover from failures and prevent data loss; troubleshoot the replication system.

Learn FileMaker Pro 7 Jonathan Stars 2004 Describes the fundamentals of FileMaker pro, covering such topics as working with multiple tables, using the relationships model, using scripting tools, and sharing FileMaker databases on the Internet.

Strategy Game Programming with DirectX 9.0 Todd Barron 2003 This book gives hobbyists and professional programmers the knowledge necessary to create a real time strategy game of their own.

Essential LightWave V9: The Fastest and Easiest Way to Master LightWave 3D Steve Warner 2007 Includes companion DVD with trial versions of LightWave v9.2! Essential LightWave v9 offers an unparalleled guide to LightWave 3D. Written to help users quickly take control of the software, this book is filled with easy-to-understand explanations, time-saving tips and tricks, and detailed tutorials on nearly every aspect of the software, including the new features in LightWave v9.2! Key features: learn to model, light, surface animate, and render within the first seven chapters!; master the LightWave v9 Node Editor for advanced surfacing, texturing, and deformations; learn to model with polygons, Catmull-Clark/Subpatch SubDs, and splines; uncover the secrets of distortion-free UV mapping and high-quality texturing; learn to seamlessly composite 3D objects with real-world images; create professional-quality character animation using FK, IK, and IK Booster; enhance your animations with expressions, particle effects, and dynamics; set up a render farm to rip through complex rendering tasks.

Adobe Captivate 3 Brenda Huettner 2008 Adobe Captivate 3: The Definitive Guide, the follow-up to Wordware's popular Macromedia Captivate: The Definitive Guide, steps you through all the procedures needed to create Flash movies based on any software on your desktop. You'll learn how to create Flash movies, edit individual screens, add and edit sound, even add interactivity (with or without grading) for complete customization. The expanded e-learning chapter in this edition discusses a variety of ways to build quizzing functions with individual questions and question pools. A chapter on branching shows how to move slide elements on a visual display, and how to create paths through a movie that give each viewer a unique experience. This book covers everything from getting the software installed and activated, manipulating the movie files, adding and editing audio, and building quizzes, all the way to delivery mechanisms of the final output and integrating your movies with other applications. With this book, learn to install and configure Captivate; create and edit movies; add, delete, edit, and rearrange slides; incorporate audio and interactivity in your movies; create e-learning content through the use of question slides and branching functions; use a variety of Captivate tools including templates and MenuBuilder.

Managing Virtual Teams: Getting the Most from Wikis, Blogs, and Other Collaborative Tools M. Katherine Brown 2010-10-22 Virtual collaborative team environments face unique challenges because co-workers are not able to interact in person. Managing Virtual Teams: Getting the Most from Wikis, Blogs, and Other Collaborative Tools provides practical advice for managers of distributed teams who must design the internal systems and meet deadlines with a diverse team, and for team members who want to develop and maintain professional relationships. To address these needs, this book is divided into two parts. Part I discusses the basics of team and project management, including team dynamics, communication, and project evaluation, with particular emphasis on the unique challenges of virtual teams. Part II covers the types of tools currently available for collaboration, such as wikis, blogs, RSS feeds, and more, and describes the different feature sets of each, as well as their differences and similarities. As part of their collaborative effort, the authors used a wiki, which they have opened to give readers an opportunity to see an example of a real-life wiki at work and participate in a community with the authors and other readers.

Learn Vertex and Pixel Shader Programming with DirectX 9 James Leiterman 2004-01 This book covers all the fundamentals of programming vectors using SIMD methodology in conjunction with the Direct3D 9 application interfaces.

Introduction to 3D game programming with DirectX 9.0

ShaderX2 Wolfgang F. Engel 2003 Topics include advanced implementation of image space techiques and non-photorealistic rendering in Microsoft's DirectX 9.0

Essential 3ds max 2008 Sean McBride 2008-03-05 Essential 3ds Max 2008 offers a user-friendly introduction to the newest version of 3ds Max. From an overview of the user interface, tools, and modifers to modeling exercises that demonstrate the creation of an interior, a basic character, and a suit of armor, this book provides readers with a guide to getting the most out of Max. Learn how to model objects using a variety of low-poly and high-poly techniques; use texture maps to vary the look of objects; create and adjust lights in your scenes; unwrap models to generate UVW coordinates; generate normal maps for use in real-time simulations and game development; composite images with background plates.

American Book Publishing Record 2003

Learn Filemaker Pro 5.0 Jonathan Stars 2000 "Learn FileMaker Pro 5.0" is designed to teach the fundamentals of this cross-platform relational database program to both Macintosh and PC users, while also providing more advanced topics for intermediate users. Beginners learn the basic elements of FileMaker in a straightforward, logical manner, complete with hands-on exercises and chapter quizzes. For those who have experience with FileMaker, the book includes information on troubleshooting and debugging scripts, creating a report based on a date range, and how to turn a field into a button. By the time readers complete this book, they will have a set of files they can use to keep track of customers and invoices. The appendixes address issues such as network error messages and technical support. In addition, an extensive index with more than 2,500 entries guides the reader to specific FileMaker topics. The companion CD-ROM contains the example files in both Windows and Macintosh formats, along with other FileMaker developer solutions and plug-ins. Jonathan Stars is a software consultant

in Michigan, where he specializes in creating FileMaker databases. Among his many projects, he has developed databases for government agencies in Michigan, music publishers, and universities. He is a member of the FileMaker Solution Alliance and writes for "FileMaker Pro Advisor" magazine.

Essential Lightwave 3D 8 Timothy Albee 2005-01-01 Computer Graphics & Graphics Applications

Inside Delphi 2006

Introduction to 3D Game Programming with DirectX 11 Frank Luna 2012-03-15 This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info^{A}tmerclearning.com.

Learn FileMaker Pro 8.5 Jonathan Stars 2006 Learn FileMaker® Pro 8.5 presents the fundamentals of the award-winning FileMaker Pro database program and distills the complexity of the program into a logical hands-on approach for both beginners and those who have experience with previous versions of FileMaker Pro. With this version, FileMaker Pro enhances the dramatically new and efficient approach to database management introduced in FileMaker Pro 7, giving the user even greater flexibility. Learn how to use the alignment tools to quickly align objects on your layout; set up fields for auto-complete and create tooltips to assist users; attach a calendar to a date field to efficiently enter dates; import tables and their data in a single step; save and send your reports as PDF or Excel files; organize information in different layers on a single layout using the Tab Control feature; export the contents of a field and attach it to an e-mail; use the Web Viewer to display information from the web inside your database.

Professional MEL Solutions for Production Kevin Mannens 2009-03-05 Maya's Embedded Language is the heart and soul of Maya, the most powerful 3D application on the market today. MEL provides Maya with a versatility and adaptability unmatched in the CG industry. It is MEL that allows technical directors to customize Maya to fit each pipeline, to work around each limitation, and to write tools that expand Maya's already impressive set of capabilities. Mastery of MEL is as essential to a TD as a scalpel is to a surgeon. This book shows you how MEL is being (ab)used in high-end visual effects production by picking apart scripts written in the production of recent feature films. The exhaustive and in-depth nature of this book makes it useful for a broad audience: from the MEL novice who wants to learn MEL to the advanced scripter interested in developing strategies for production problems. A good book covering difficult topics with gentle hand holding and good humour. -Gary Noden, 3D World Magazine

Word 2003 Document Automation with VBA, XML, XSLT, and Smart Documents Scott Driza 2010-10-22 While it has always been possible to create customized Word solutions, Word 2003 offers new functionality that allows documents to be truly interactive. Word 2003 Document Automation with VBA, XML, XSLT, and Smart Documents explains how to use a variety of technologies that change the ways users interact with documents. Learn how to automate documents with a minimum of programming by using Word's native functionality; use Visual Basic for Applications to create document automation solutions; record macros, create automated templates, format and manipulate files using Word, and build documents dynamically; create, edit, and format XML documents; develop smart document solutions to guide users through a variety of repetitive tasks; transform XML using WordprocessingML, XSLT, XPath, smart documents, and web services technologies.

Essential Articulate Studio '09 Patti Shank 2009-06-23 Essential Articulate Studio '09 is designed to help novice to intermediate users of Articulate Studio '09 get the most from using these tools—Presenter, Engage, Quizmaker, and Video Encoder—to develop quality informational and instructional materials. It was written with the following goals in mind: Help new users get up to speed as quickly and painlessly as possible Assist users of previous versions of Articulate Studio (and previous versions of Presenter, Engage, and Quizmaker) in capitalizing on improvements made to these tools in the '09 versions Provide tips and tools that make information

presentation and instruction faster, easier, and better Help new and previous users develop information and instruction that is more valuable for the intended audience(s) This book is unique because it can serve as both a tutorial for the Studio '09 products and as a primer on designing and building good information and instruction with these tools. The advice and insights are practical and take into account the we-need-it-yesterday environments that most people who use these tools operate in. Many books about online learning discuss how to build good instruction, but this book actually shows you how to build it, using some of the best authoring tools in the industry.

Creating a Winning Online Exhibition Martin R. Kalfatovic 2002 Table of Contents; Illustrations;Foreword by S. Diane Shaw;Acknowledgments;Introduction;1 Online Exhibitions versus Digital Collections; 2 The Idea; 3 Executing the Exhibition Idea; 4 The Staff; 5 Technical Issues: Digitizing; 6 Technical Issues: Markup Languages; 7 Technical Issues: Programming, Scripting, Databases, and Accessibility; 8 Design; 9 Online Exhibitions: Case Studies and Awards; 10 Conclusion: Online with the Show!; Appendixes;A Sample Online Exhibition Proposal; B Sample Exhibition Script; C Guidelines for Reproducing Works from Exhibition Websites; D Suggested Database Structure for Online Exhibitions; E Timeline for Contracted Online Exhibitions; F Dublin Core Metadata of an Online Exhibition; G The Katharine Kyes Leab and Daniel J. Leab American Book Prices Current Exhibition Awards; H Bibliography of Exhibitions (Gallery and Virtual);

Introduction to 3D Game Programming with DirectX 10 Frank Luna 2008 Introduction to 3D Game Programming with DirectX 10 provides an introduction to programming interactive computer graphics, with an emphasis on game development, using DirectX 10. The book is divided into three main parts. Part I explores basic mathematical tools, Part II shows how to implement fundamental tasks in Direct3D, and Part III demonstrates a variety of techniques and special effects. With this book understand how vectors, matrices, and transfomations are used in the creation of computer games; discover how to implement lighting, texture mapping, blending, and stenciling to increase the realism of your scenes; explore techniques for creating special effects, including terrain rendering, shadow mapping, particle systems, and reflections; learn about new Direct3D 10 features such as geometry shaders, the stream out pipeline stage, texture arrays, and primitive IDs; test your knowledge and programming skills with the end-of-chapter exercises.

32/64-Bit 80x86 Assembly Language Architecture James Leiterman 2005-08-10 The increasing complexity of programming environments provides a number of opportunities for assembly language programmers. 32/64-Bit 80x86 Assembly Language Architecture attempts to break through that complexity by providing a step-by-step understanding of programming Intel and AMD 80x86 processors in assembly language. This book explains 32-bit and 64-bit 80x86 assembly language programming inclusive of the SIMD (single instruction multiple data) instruction supersets that bring the 80x86 processor into the realm of the supercomputer, gives insight into the FPU (floating-point unit) chip in every Pentium processor, and offers strategies for optimizing code.

FileMaker Web Publishing: A Complete Guide to Using the API for PHP Allyson Olm 2007-07-31 FileMaker Web Publishing offers an unparalleled development strategy for database managers, web designers, and programmers who are interested in getting the most out of FileMaker databases on the web. The book introduces the basics of HTML, cascading style sheets, and PHP, then moves on to specific concepts such as database portals, value lists, and complex navigation systems. Advanced topics include uploading and referencing files within the database and sending dynamically formatted emails.