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# User Guide Open Source

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Excel User Guide

A User's Guide with Examples

Fedora 14 User Guide

Concept and Programming

Get Your Website Up and Running

Hacking the Kinect with OpenNI, NITE, and Java

Introduction to Middleware

Web Services, Object Components, and Cloud Computing

Raspberry Pi User Guide

Chromecast TV Device Setup and User Manual

Open Source Software Dynamics, Processes, and Applications

or: Comprehensive Confidentiality Review & Audit of GoldBug, Encrypting E-Mail-Client & Secure Instant Messenger.

Autodesk Arnold Render User Guide for MAYA

Reusing Open Source Code

Power User Guide: Mastering Cryptocurrencies (2021 Edition)

Implementing the IBM Storwize V7000 with IBM Spectrum Virtualize V8.2.1

Practical Bioinformatics with EMBOSS

EMBOSS User's Guide

Kinect Open Source Programming Secrets

The Official Samba-3 HOWTO and Reference Guide

The official reference for developing and deploying parallel, scalable OpenGL applications using the Equalizer parallel rendering framework

Emerging Technologies for Education

First International Symposium, SETE 2016, Held in Conjunction with ICWL 2016, Rome, Italy, October 26-29, 2016, Revised Selected Papers

Duik Bassel - User Guide

Open Source for the Enterprise

The Complete Amazon Echo User Guide: User Manual, Adding Users, Multiple Users, & Instructions

MicroStrategy R Integration Pack User Guide

Managing Risks, Reaping Rewards

DotNetNuke 5 User's Guide

Fedora 12 User Guide

Linux Yourself

Information Resources Management: Concepts, Methodologies, Tools and Applications

IBM System Storage SAN Volume Controller, IBM Storwize V7000, and IBM FlashSystem 7200 Best Practices and Performance Guidelines  
Print and Electronic Sources  
Beginners Guide to OpenOffice. Org 3. 0  
A Research Guide to Cartographic Resources  
Equalizer Programming and User Guide  
Open Source Physics  
Chromecast Device User Guide

*User Guide Open  
Source*

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## **HUGHES OCONNELL**

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*Excel User Guide* CRC Press

This book comprises the proceedings of the Fifth International Conference in Ocean Engineering (ICOE2019) focusing on emerging opportunities and challenges in the field of ocean engineering and offshore structures.

Some of the themes covered in this volume are offshore structures and deepwater technology, ocean optics & acoustics, ocean renewable energy, marine spatial planning, climate change impacts & disaster risk reduction, etc. The essays are written by leading international experts, making it a valuable resource for researchers and practicing engineers alike.  
*A User's Guide with Examples* BoD -

## Books on Demand

Program Kinect to do awesome things using a unique selection of open source software! The Kinect motion-sensing device for the Xbox 360 and Windows became the world's fastest-selling consumer electronics device when it was released (8 million sold in its first 60 days) and won prestigious awards, such as "Gaming Gadget of the Year." Now Kinect Open Source Programming Secrets lets YOU harness the Kinect's powerful sensing capabilities for gaming, science, multimedia projects, and a mind-boggling array of other applications on platforms running Windows, Mac OS, and Linux. Dr. Andrew Davison, a user interface programming expert, delivers exclusive coverage of how to program the Kinect sensor with

the Java wrappers for OpenNI and NITE, which are APIs created by PrimeSense, the primary developers of the Kinect's technology. Beginning with the basics--depth imaging, 3D point clouds, skeletal tracking, and hand gestures--the book examines many other topics, including Kinect gaming, FFAST-style gestures that aren't part of standard NITE, motion detection using OpenCV, how to create gesture-driven GUIs, accessing the Kinect's motor and accelerometer, and other tips and techniques. Inside: Free open source APIs to let you develop amazing Kinect hacks for commercial or private use Full coverage of depth detection, camera, and infrared imaging point clouds; Kinect gaming; 3D programming; gesture-based GUIs, and more Online access to detailed code

examples on the author's web site, plus bonus chapters on speech recognition, beamforming, and other exotica  
*Fedora 14 User Guide* Speedy Publishing LLC

The corporate market is now embracing free, "open source" software like never before, as evidenced by the recent success of the technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together *Producing Open Source Software*, a guide that recommends tried and true steps to help free software

developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for his work on CVS and Subversion, offers practical advice on how to set up and use a range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-

needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never even met -- can be challenging, it can also be fun. Producing Open Source Software takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers.

*Concept and Programming* Lulu.com Continuing its commitment to developing and delivering industry-leading storage technologies, IBM® introduces the IBM Storwize® V7000 solution powered by IBM Spectrum™ Virtualize. This innovative storage offering delivers essential storage efficiency technologies and exceptional ease of use and performance, all integrated into a compact, modular

design that is offered at a competitive, midrange price. The IBM Storwize V7000 solution incorporates some of the top IBM technologies that are typically found only in enterprise-class storage systems, which raises the standard for storage efficiency in midrange disk systems. This cutting-edge storage system extends the comprehensive storage portfolio from IBM and can help change the way organizations address the ongoing information explosion. This IBM Redbooks® publication introduces the features and functions of the IBM Storwize V7000 and IBM Spectrum Virtualize™ V8.2.1 system through several examples. This book is aimed at pre-sales and post-sales technical support and marketing and storage administrators. It helps you understand

the architecture of the Storwize V7000, how to implement it, and how to take advantage of its industry-leading functions and features.

*Get Your Website Up and Running*

McGraw Hill Professional

The European Molecular Biology Open Software Suite (EMBOSS) is a well established, high quality package of open source software tools for molecular biology. It includes over 200 applications for molecular sequence analysis and general bioinformatics including sequence alignment, rapid database searching and sequence retrieval, motif identification and pattern analysis and much more. The EMBOSS User's Guide is the official and definitive guide to the package, containing comprehensive information and practical instructions

from the people who developed it: • No prior experience with EMBOSS necessary • Set up and maintenance - get up and running quickly • Hands-on tutorial - learn EMBOSS the easy way, by working through practical examples • Data types and file formats - learn about the biological data that can be manipulated and analysed • In-depth explanation of the EMBOSS command line - learn advanced 'power user' features • Practical guides to popular EMBOSS GUIs (wEMBOSS and Jemboss)

Fultus Corporation

Here is an operational manual which guides creators step by step in the world of Creative Commons licenses, the most famous and popular licenses for free distribution of intellectual products. Without neglecting useful conceptual

clarifications, the author goes into technical details of the tools offered by Creative Commons, thus making them also understandable for total neophytes. This is a fundamental book for all those who are interested in the opencontent and copyleft world. This book is licensed under a Creative Commons Attribution-ShareAlike license.

**Hacking the Kinect with OpenNI, NITE, and Java** Abbott Properties LLC

**DO YOU THINK EXCEL IS A DIFFICULT SOFTWARE TO USE?**

**DO YOU WANT TO INCREASE YOUR EXCEL ABILITIES WITH ALL ITS FUNCTIONS?**

**Using Excel has never been easier**

**and faster!**

With this step-by-step guide you will learn to master the most useful and famous spreadsheet in the world: you will discover the shortcuts to simplify your work and the formulas to automate your projects.

Excel is an *indispensable* tool for companies. The problem is, that many people find it complicated or don't know how to take full advantage of all its formulas. This software has specific features for any situation: using them, **you can save a lot of time.**

The more you advance your Excel skills,



the more efficiently you will be able to complete a variety of projects and tasks.  
For example:

◆ *Conditional formatting* allows you to apply a format to a cell or a range of cells based on a given criteria which will make data easier to read.

◆ *Pivot Tables* and *charts* will allow you to quickly identify trends in large datasets and inform business decisions.

### **Would you like to become a pro in Excel?**

*“Excel user guide”* is a unique manual of its kind: practical and fast, it contains all the information you need to learn how to

use Excel in the best way. You will start from the basics and increase your notions to have a complete training on the multiple functions.

Here is what you will find inside the book:

- The steps to start using Excel
- The basic functions
- Data entry and editing
- Date and time functions
- Logical and Math features
- Lookup functions
- Information and Financial functions
- Top Excel tips and tricks

... and much more!

Whether you're a complete *beginner*, or someone who wants to *learn more* using best practice, this is the book for YOU.

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**SO, WHAT ARE YOU WAITING FOR? CLICK ON “BUY-NOW” BUTTON TO START LEARNING EXCEL QUICKLY!**

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*Introduction to Middleware* John Wiley & Sons

The reuse of existing code through their software developers is critical for firms to ensure efficient development of high-quality software. Manuel Sojer empirically investigates which factors influence software developers to reuse

open source code and what causes them to comply with the resulting license obligations or not.

*Web Services, Object Components, and Cloud Computing* IBM Redbooks

KEY BENEFIT: The Open Source Physics project provides a comprehensive collection of Java applications, smaller ready-to-run simulations, and computer-based interactive curricular material. This book provides all the background required to make best use of this material and is designed for scientists and students wishing to learn object-oriented programming using Java in order to write their own simulations and develop their own curricular material. The book provides a convenient overview of the Open Source Physics library and gives many examples of how

the material can be used in a wide range of teaching and learning scenarios. Both source code and compiled ready-to-run examples are conveniently included on the accompanying CD-ROM. The book also explains how to use the Open Source Physics library to develop and distribute new curricular material. Introduction to Open Source Physics, A Tour of Open Source Physics, Frames Package, Drawing, Controls and Threads, Plotting, Animation, Images, and Buffering, Two-Dimensional Scalar and Vector Fields, Differential Equations and Dynamics, Numerics, XML Documents, Visualization in Three Dimensions, Video, Utilities, Launching Physics Curricular Material, Tracker Video Analysis, Easy Java Simulations Modeling, The BQ Database For all readers interested in

learning object-oriented programming using Java in order to write their own simulations and develop their own curricular material.

**Raspberry Pi User Guide** IGI Global This book provides something far more valuable than either the cheerleading or the fear-mongering one hears about open source. The authors are Dan Woods, former CTO of TheStreet.com and a consultant and author of several books about IT, and Gautam Guliani, Director of Software Architecture at Kaplan Test Prep & Admissions. Each has used open source software for some 15 years at IT departments large and small. They have collected the wisdom of a host of experts from IT departments, open source communities, and software companies. Open Source for the

Enterprise provides a top to bottom view not only of the technology, but of the skills required to manage it and the organizational issues that must be addressed.

### **Chromecast TV Device Setup and User Manual** Springer

A comprehensive text covering all aspects of wave and tidal energy Wave and Tidal Energy provides a comprehensive and self-contained review of the developing marine renewable energy sector, drawing from the latest research and from the experience of device testing. The book has a twofold objective: to provide an overview of wave and tidal energy suitable for newcomers to the field and to serve as a reference text for advanced study and practice. Including

detail on key issues such as resource characterisation, wave and tidal technology, power systems, numerical and physical modelling, environmental impact and policy. The book also includes an up-to-date review of developments worldwide and case studies of selected projects. Key features: A comprehensive and self-contained text covering all aspects of the multidisciplinary fields of wave and tidal energy. Draws upon the latest research in wave and tidal energy and the experience of leading practitioners in numerical and laboratory modelling. Regional developments worldwide are reviewed and representative projects are presented as case studies. Wave and Tidal Energy is an invaluable resource to a wide range of readers, from

engineering students to technical managers and policymakers to postgraduate students and researchers. Open Source Software Dynamics, Processes, and Applications Colombo Publishing Company

Since the internet speeds went above the 500kbps mark, the number of things people can do with their interconnected devices skyrocketed. Automated homes, connected cars, and internet enabled TVs. The latter is what threatens to revolutionize the entertainment world as we know it, do away with cable TV and abolish the need for expensive blue-ray players. Even though smart TVs are so lucrative, most people find them either too costly, or limiting. The alternative would be going for a TV with an HDMI port, a USB port and purchasing a dongle

to bring in the power of internet TV. Chromecast is one of the best and cheapest such tools in the market. *or: Comprehensive Confidentiality Review & Audit of GoldBug, Encrypting E-Mail-Client & Secure Instant Messenger.* IBM Redbooks

The official "Fedora 12 User Guide" is focused on the end-user looking to accomplish standard desktop computer user tasks, such as browsing the web, reading and sending email, and doing office productivity work.

Autodesk Arnold Render User Guide for MAYA Lulu.com

Arnold Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It

was developed as a photo-realistic, physically-based ray tracing alternative to traditional scanline based rendering software for CG animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual

effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

### **Reusing Open Source Code** Serdar Hakan DÜZGÖREN

A Step by Step Guide on how to get the most of your Amazon Echo device

\*Supports all Amazon Echo devices\* If not the best feature of the Echo is the immense functionality that it has. Learn how to use your device to its full capabilities just like the pros do. Heres what you'll get: - Sharing accounts - Setup - Alexa - Bluetooth connectivity - Reminders - Package tracking - Streaming music - Controlling other devices - Taking personal amazon

packages - Controlling fire tv with echo -  
Options - Updating - Troubleshooting +  
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product is for reference use only.

**Power User Guide: Mastering  
Cryptocurrencies (2021 Edition)**

Eyescale Software GmbH

Numerous people still believe that  
learning and acquiring expertise in Linux  
is not easy, that only a professional can  
understand how a Linux system works.  
Nowadays, Linux has gained much

popularity both at home and at the  
workplace. Linux Yourself: Concept and  
Programming aims to help and guide  
people of all ages by offering a deep  
insight into the concept of Linux, its  
usage, programming, administration,  
and several other connected topics in an  
easy approach. This book can also be  
used as a textbook for  
undergraduate/postgraduate  
engineering students and others who  
have a passion to gain expertise in the  
field of computer science/information  
technology as a Linux developer or  
administrator. The word "Yourself" in the  
title refers to the fact that the content of  
this book is designed to give a good  
foundation to understand the Linux  
concept and to guide yourself as a good  
Linux professional in various platforms.

There are no prerequisites to understand the contents from this book, and a person with basic knowledge of C programming language will be able to grasp the concept with ease. With this mindset, all the topics are presented in such a way that it should be simple, clear, and straightforward with many examples and figures. Linux is distinguished by its own power and flexibility, along with open-source accessibility and community as compared to other operating systems, such as Windows and macOS. It is the author's sincere view that readers of all levels will find this book worthwhile and will be able to learn or sharpen their skills. KEY FEATURES Provides a deep conceptual learning and expertise in programming skill for any user about

Linux, UNIX, and their features. Elaborates GUI and CUI including Linux commands, various shells, and the vi editor Details file management and file systems to understand Linux system architecture easily Promotes hands-on practices of regular expressions and advanced filters, such as sed and awk through many helpful examples Describes an insight view of shell scripting, process, thread, system calls, signal, inter-process communication, X Window System, and many more aspects to understand the system programming in the Linux environment Gives a detailed description of Linux administration by elaborating LILO, GRUB, RPM-based package, and program installation and compilation that can be very helpful in managing the Linux



system in a very efficient way Reports some famous Linux distributions to understand the similarity among all popular available Linux and other features as case studies

*Implementing the IBM Storwize V7000 with IBM Spectrum Virtualize V8.2.1*

Fultus Corporation

DotNetNuke 5 User's Guide Get Your Website Up and Running John Wiley & Sons

Practical Bioinformatics with EMBOSS  
Elsevier

The Fedora 13 SELinux user guide is for people with minimal or no experience with SELinux. ... This guide provides an introduction to fundamental concepts and practical applications of SELinux. After reading this guide you should have an intermediate understanding of

SELinux--P. 8.

*EMBOSS User's Guide* Rowman & Littlefield

This book is targeted to individuals and small businesses who want to learn OpenOffice.org. Save a bundle of money and learn how to obtain and use a first-class FREE office suite now!

Kinect Open Source Programming Secrets John Wiley & Sons

"A stereotype of computer science textbooks is that they are dry, boring, and sometimes even intimidating. As a result, they turn students' interests off from the subject matter instead of enticing them into it. This textbook is the opposite of such a stereotype. The author presents the subject matter in a refreshing story-telling style and aims to bring the Internet-generation of students

closer to her stories." --Yingcai Xiao, The University of Akron Introduction to Middleware: Web Services, Object Components, and Cloud Computing provides a comparison of different middleware technologies and the overarching middleware concepts they are based on. The various major paradigms of middleware are introduced and their pros and cons are discussed. This includes modern cloud interfaces, including the utility of Service Oriented Architectures. The text discusses pros and cons of RESTful vs. non-RESTful web services, and also compares these to older but still heavily used distributed object/component middleware. The text guides readers to select an appropriate middleware technology to use for any given task, and to learn new middleware

technologies as they appear over time without being greatly overwhelmed by any new concept. The book begins with an introduction to different distributed computing paradigms, and a review of the different kinds of architectures, architectural styles/patterns, and properties that various researchers have used in the past to examine distributed applications and determine the quality of distributed applications. Then it includes appropriate background material in networking and the web, security, and encoding necessary to understand detailed discussion in this area. The major middleware paradigms are compared, and a comparison methodology is developed. Readers will learn how to select a paradigm and technology for a particular task, after

reading this text. Detailed middleware technology review sections allow students or industry practitioners working to expand their knowledge to achieve practical skills based on real projects so as to become well-functional in that technology in industry. Major technologies examined include: RESTful web services (RESTful cloud interfaces such as OpenStack, AWS EC2 interface, CloudStack; AJAX, JAX-RS, ASP.NET MVC and ASP.NET Core), non-RESTful (SOAP and WSDL-based) web services (JAX-WS, Windows Communication Foundation),

distributed objects/ components (Enterprise Java Beans, .NET Remoting, CORBA). The book presents two projects that can be used to illustrate the practical use of middleware, and provides implementations of these projects over different technologies. This versatile and class-tested textbook is suitable (depending on chapters selected) for undergraduate or first-year graduate courses on client server architectures, middleware, and cloud computing, web services, and web programming.