

Changing Document Units Applescript Illustrator Cs4

Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world

Real World Adobe Illustrator CS4 is the definitive reference to Adobe's industry-standard vector graphics software and is now in 4-color. With an easy, engaging style, author and past Illustrator product manager Mordy Golding takes readers through all of the features of the program, explaining not only how to use the multitude of features but also why and when to use them. This edition has been thoroughly updated for Illustrator CS4 and includes techniques on using the new multiple artboards for quicker Illustrator work across a variety of designs, demonstrations of the new Blob Brush tool and transparency in gradients, overviews of the new cross-product feature support with InDesign, Flash, and Flex (opening up new opportunities for collaborations between developers and designers), and coverage on a whirlwind of other new useful features. Along with tips, sidebars, and expert commentary, there are also numerous 4-color illustrations and screen shots from contributing artists included to offer readers the most complete coverage on this extraordinary application. Designers from all fields--illustrators, animators, package designers, graphic designers, web designers, and more--will find Real World Adobe Illustrator CS4 their one-stop guide to creating powerful designs in Illustrator.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Master a Mac without jargon and complications. Once you go Mac, you never go back. And if you have this book, you'll be more than happy to never go back. In The Ultimate Mac User Book, we've made a bold attempt to unveil an ideal Mac setup that works for anyone. Whether you're switching from Windows or want to upgrade your knowledge of macOS, this is for you Here's what you'll learn from the book: - The anatomy of Mac's interface. How to set up your new Mac for years of use. - Basic and advanced shortcuts for all jobs on Mac. - Alternatives to popular Windows apps. - Ready-to-use workflows for writers, designers, developers, students, as well as people of any profession who want

to hit new productivity milestones on Mac. - 20 hacks every seasoned Mac user should be using (but only a few actually do) in the bonus chapter. Reliable and intuitive, Macs still require a certain level of tech fluency. The family of Apple's Macintosh operating systems is very versatile, with tons of features and enhancements built on top of each other. Navigating through all of them can be complicated. Especially if you're a new user. Especially if you have no time to figure out how things work - you just want them to work. Hope we'll solve the problem for you with this book.

Special Edition Using Adobe Creative Suite 2

Apple Confidential 2.0

Swift Development with Cocoa

A Programming Handbook for Visual Designers and Artists

The Mac Hacker's Handbook

GREP in InDesign

Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

Updated: August 2010. Author Peter Kahrel updated this Short Cut to cover InDesign CS5. Updated: November 2009. Author Peter Kahrel updated this Short Cut to address typos and reader comments. GREP (short for "General Regular-Expression Print") is a powerful tool that lets you use wildcards ("jokers") to search and replace text. InDesign's GREP implementation can be used for text and also for formatting codes, finding patterns in text as well as literal text. GREP moves beyond the restrictions that hampered earlier InDesign search features, but unfortunately it does have the reputation of being d.

AppleScript in a Nutshell is the first complete reference to AppleScript, the popular programming language that gives both power users and sophisticated enterprise customers the important ability to automate repetitive tasks and customize applications. As the Macintosh continues to expand and solidify its base in the multimedia and publishing industries, AppleScript is the tool of choice on this platform for creating sophisticated time- and money-saving workflow applications (applets). These applets automate the processing and management of digital video, imaging, print, and web-based material. AppleScript is also gaining a foothold in scientific programming, as technical organizations adopt G4 CPU-based systems for advanced computing and scientific analysis. Finally, "power users" and script novices will find that AppleScript is a great everyday Mac programming tool,

similar to Perl on Windows NT or Unix. In this well-organized and concise reference, AppleScript programmers will find: Detailed coverage of AppleScript Version 1.4 and beyond on Mac OS 9 and Mac OS X. Complete descriptions of AppleScript language features, such as data types, flow-control statements, functions, object-oriented features (script objects and libraries), and other syntactical elements. Descriptions and hundreds of code samples on programming the various "scriptable" system components, such as the Finder, File Sharing, File Exchange, Network scripting, Web scripting, Apple System Profiler, the ColorSync program, and the numerous powerful language extensions called "osax" or scripting additions. Most other AppleScript books are hopelessly out of date. AppleScript in a Nutshell covers the latest updates and improvements with practical, easy to understand tips, including: Using AppleScript as a tool for distributed computing, an exciting development that Apple Computer calls "program linking over IP." Programmers can now do distributed computing with Macs over TCP/IP networks, including controlling remote applications with AppleScript and calling AppleScript methods on code libraries that are located on other machines. Using the Sherlock find application to automate web and network searching. Insights on scripting new Apple technologies such as Apple Data Detectors, Folder Actions, Keychain Access, and Apple Verifier. AppleScript in a Nutshell is a high-end handbook at a low-end price--an essential desktop reference that puts the full power of this user-friendly programming language into every AppleScript user's hands.

Learn all about Codecs--how they work, as well as design and implementation with this comprehensive, easy-to-use guide to compression. After reading this book, you will be able to prepare and distribute professional audio and video on any platform including streamed to the web, broadcast on-air, stored in PVRs, Burned onto CD-ROMs or DVDs, delivered by broadband, or viewed in Kiosk applications, PDA devices, and mobile phones.

Newmedia

InfoWorld

MacOS Mojave: the Missing Manual

Multimedia Systems

iPod & iTunes For Dummies

A Practical Guide to Video and Audio Compression

This is the first volume of the DEFINITIVE guide to the rapidly changing and growing area of digital publishing, including print, portable digital documents, CD-ROM, multimedia, Web publishing, and some technologies yet to be released. Michael Kleper is the world's foremost authority on this subject, and this is the world's foremost book on it as well.

Provides information on data analysis from a variety of social networking sites, including Facebook, Twitter, and LinkedIn.

Whether you're completely new to iPod and iTunes or you'd like to discover advanced techniques for playing, managing, browsing, buying, and storing music and other files, iPod & iTunes For Dummies, 6th Edition can help you! The iPod and iTunes have revolutionized how we enjoy music, and this bestselling guide has been updated to keep you current. Here's how to use the newest iPods, set up iTunes on your Mac or PC, purchase music and movies, rip CDs, organize your media library, make the most of digital sound, and so much more! The latest iPods are much more than just digital music players. Now, surf the

Web, rent movies, buy songs and directly download them, send and receive e-mails, store photos, play slideshows, watch videos, and play games. You'll find information about all iPod models and how to set up iTunes so you can start enjoying your iPod right away. You'll learn how to: Learn how to use the iPod displays and scrolling wheels Install iTunes and load your music Keep your library organized so you can search, browse, and sort Create playlists and burn CDs Use your iPod as a hard drive Share content legally Synchronize your e-mail, contacts, and bookmarks Complete with lists of ten common problems and solutions, and eleven tips for the equalizer, iPod & iTunes for Dummies, 6th Edition includes bonus chapters about early iPod models, creating content for iPod, tips for working with MusicMatch, using your iPod for backup and restore, and 14 web sources for additional information.

As more and more vulnerabilities are found in the Mac OS X (Leopard) operating system, security researchers are realizing the importance of developing proof-of-concept exploits for those vulnerabilities. This unique tome is the first book to uncover the flaws in the Mac OS X operating system—and how to deal with them. Written by two white hat hackers, this book is aimed at making vital information known so that you can find ways to secure your Mac OS X systems, and examines the sorts of attacks that are prevented by Leopard's security defenses, what attacks aren't, and how to best handle those weaknesses.

The How-to Magazine of Desktop Publishing
Python for Unix and Linux System Administration
Inside Macintosh
Enterprise Mac Security: Mac OS X Snow Leopard
InDesign Type
AppleScript

Answers found here! Apple's latest Mac software, macOS Mojave, is a glorious boxcar full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back, delivering the expertise and humor that have made this the #1 bestselling Mac book for 18 years straight. The important stuff you need to know Big-ticket changes. The stunning new Dark Mode. Self-tidying desktop stacks. FaceTime video calls with up to 32 people. New screen-recording tools. If Apple has it, this book covers it. Apps. This book also demystifies the 50 programs that come with the Mac, including the four new ones in Mojave: News, Stocks, Home, and Voice Memos. Shortcuts. This must be the tippiest, trickiest Mac book ever written. Undocumented surprises await on every page. Power users. Security, networking, remote access, file sharing with Windows--this one witty, expert guide makes it all crystal clear. macOS Mojave gives the Mac more polish, power, and pep-- and in your hands, you hold the ultimate guide to unlocking its potential. Explains how to create an application in the Macintosh style using the Macintosh Toolbox, describes Toolbox routines, and shows how to implement important user interface elements like menus, windows, scroll bars, icons, and dialog boxes. Original.

Python is an ideal language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier.

Chronicles the best and the worst of Apple Computer's remarkable story.

A Life in Show Business

Adobe InDesign 2.0. Classroom in a Book. Englische Ausgabe.

Real World Adobe Illustrator CS4

The Hacker's Guide to OS X

Developing for the Mac and iOS App Stores

Your Visual Blueprint for Scripting in Photoshop and Illustrator

The magazine for creators of the digital future.

Multimedia Systems discusses the basic characteristics of multimedia operating systems, networking and communication, and multimedia middleware systems. The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner: a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware, operating systems, networks, security, and multimedia devices. Fundamental characteristics of multimedia operating and distributed communication systems are presented, especially scheduling algorithms and other OS supporting approaches for multimedia applications with soft-real-time deadlines, multimedia file systems and servers with their decision algorithms for data placement, scheduling and buffer management, multimedia communication, transport, and streaming protocols, services with their error control, congestion control and other Quality of Service aware and adaptive algorithms, synchronization services with their skew control methods, and group communication with their group coordinating algorithms and other distributed services.

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!

AppleScript is an English-like, easy-to-understand scripting language built into every Mac. AppleScript can automate hundreds of AppleScript-able applications, performing tasks both large and small, complex and simple. Learn AppleScript: The Comprehensive Guide to Scripting and Automation on Mac OS X, Third Edition has been completely updated for Mac OS X Snow Leopard. It's all here, with an emphasis on practical information that will help you solve any automation problem—from the most mundane repetitive tasks to highly integrated workflows of complex systems. Friendly enough for beginners, detailed enough for advanced AppleScripters Includes major contributions from expert AppleScripters: Emmanuel Levy, Harald Monihart, Ian Piper, Shane Stanley, Barry Wainwright, Craig Williams, and foreword by AppleScript inventor, William Cook

Publish!

The Definitive Guide

Processing, second edition

Automating System Administration with Perl

Macworld

Analyzing Data from Facebook, Twitter, LinkedIn, and Other Social Media Sites

From the 1920s to the present day, Max Bygraves, one of our best-loved entertainers, shares his personal memories of a glittering life in show business, and the greats he has worked with along the way. These include Jack Benny, Judy Garland, Frankie Howerd, Eric Sykes, Danny La Rue, Shirley Bassey, The Goons, Gracie Burns, Laurence Olivier and Peter Sellers, who have all brightened a very full life, and Max has marvellous stories, both hilarious and poignant, to tell about them all. Stars in My Eyes celebrates a dazzling milestone in Bygraves' theatre, television, film and recording career.

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by

students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

Mac users everywhere--even those who know nothing about programming--are discovering the value of the latest version of AppleScript, Apple's vastly improved scripting language for Mac OS X Tiger. And with this new edition of the top-selling AppleScript: The Definitive Guide, anyone, regardless of your level of experience, can learn to use AppleScript to make your Mac time more efficient and more enjoyable by automating repetitive tasks, customizing applications, and even controlling complex workflows. Fully revised and updated--and with more and better examples than ever--AppleScript: The Definitive Guide, 2nd Edition explores AppleScript 1.10 from the ground up. You will learn how AppleScript works and how to use it in a variety of contexts: in everyday scripts to process automation, in CGI scripts for developing applications in Cocoa, or in combination with other scripting languages like Perl and Ruby. AppleScript has shipped with every Mac since System 7 in 1991, and its ease of use and English-friendly dialect are highly appealing to most Mac fans. Novices, developers, and everyone in between who wants to know how, where, and why to use AppleScript will find AppleScript: The Definitive Guide, 2nd Edition to be the most complete source on the subject available. It's as perfect for beginners who want to write their first script as it is for experienced users who need a definitive reference close at hand. AppleScript: The Definitive Guide, 2nd Edition begins with a relevant and useful AppleScript overview and then gets quickly to the language itself; when you have a good handle on that, you get to see AppleScript in action, and learn how to put it into action for you. An entirely new chapter shows developers how to make your Mac applications scriptable, and how to give them that Mac OS X look and feel with AppleScript Studio. Thorough appendixes deliver additional tools and resources you won't find anywhere else. Reviewed and approved by Apple, this indispensable guide carries the ADC (Apple Developer Connection) logo. This is absolutely the ultimate guide to hacking Adobe's wildly popular graphics software, written by an Adobe Certified professional photographer and designer. This is serious, down and dirty, tweaking – blowing away the default settings, customizing appearance,

optimizing performance, customizing tools and offering readers total control over Photoshop like never before. With these 300+ hacks, readers will find their work with Photoshop faster and easier than ever. Roll up your sleeves, and dive into these hacks including: Faster Photoshop startup Customizing the Photoshop interface Hacking Photoshop's Tools Access hidden dialog buttons Hacks for Masks, Layers, Paths, Curves and Selections Camera Raw tricks and so much more.

Big Book of Apple Hacks

The Handbook of Digital Publishing

Professional Typography with Adobe InDesign

Tools to Make You More Efficient

Computer Artist

The Definitive History of the World's Most Colorful Company

Typography is the foundation of graphic design, and the most effective way to be a better designer is to understand type and use it confidently and creatively. This fully updated third edition is a comprehensive guide to creating professional type with Adobe InDesign. It covers micro and macro typography concepts, from understanding the nuance of a single spacing width to efficiently creating long and complex documents. Packed with visual examples, InDesign expert and acclaimed design instructor Nigel French shows not just how to use InDesign's extensive type features, but why certain approaches are preferable to others, and how to avoid common mistakes. Whether you're creating a single-page flyer or a thousand-page catalog, whether your documents will be printed or viewed on screen, InDesign Type is an invaluable resource for getting the most out of InDesign's typographic toolset.

AppleScript The Comprehensive Guide to Scripting and Automation on Mac OS X Apress

This book is the second edition of a critically acclaimed reference. AppleScript is a scripting language allowing users add functionality to the Mac operating system, automating tasks, adding functions, making things easier. It's popular because it's available for free on any Mac operating system, and it is easy to pick up and use, so it is within the bounds of any fairly proficient Mac user, not just developers. The new edition offers a complete guide to using AppleScript, from beginning steps, right up to the professional level - nothing is left out. This edition is updated to support AppleScript 1.10/Mac OS X Tiger.

Get acquainted with Adobe CS2 with the help of the ultimate comprehensive reference guide, "Special Edition Using Adobe Creative Suite 2." Not only does it include material that covers the new product release, the author and team of contributors also covers how to use the individual products and how to integrate them so that you can use the Suite in an effective manner. The entire Suite is covered, including tools that aren't as well-documented. You(TM)ll find coverage of: Photoshop Illustrator InDesign GoLive Acrobat Designer Version Cue Bridge Stock Photo With "Special Edition Using Adobe Creative Suite 2," you will easily master Adobe Creative Suite 2.

The Ultimate Mac User Book

Exploiting OS X from the Root Up

Adobe Scripting

JavaScript Bible

AppleScript in a Nutshell

The Comprehensive Guide to Scripting and Automation on Mac OS X

If you do systems administration work of any kind, you have to deal with the growing complexity of your environment and increasing demands on your time. Automating System Administration with Perl, Second Edition, not only offers you the right tools for your job, but also suggests the best way to approach specific problems and to securely automate recurring tasks. Updated and expanded to cover the latest operating systems, technologies, and Perl modules, this edition of the "Otter Book" will help you: Manage user accounts Monitor filesystems and processes Work with configuration files in important formats such as XML and YAML Administer databases, including MySQL, MS-SQL, and Oracle with DBI Work with directory services like LDAP and Active Directory Script email protocols and spam control Effectively create, handle, and analyze log files Administer network name and configuration services, including NIS, DNS and DHCP Maintain, monitor, and map network services, using technologies and tools such as SNMP, nmap, libpcap, GraphViz and RRDtool Improve filesystem, process, and network security This edition includes additional appendixes to get you up to speed on technologies such as XML/XPath, LDAP, SNMP, and SQL. With this book in hand and Perl in your toolbox, you can do more with less -- fewer resources, less effort, and far less hassle.

Written by two experienced penetration testers the material presented discusses the basics of the OS X environment and its vulnerabilities. Including but limited to; application porting, virtualization utilization and offensive tactics at the kernel, OS and wireless level. This book provides a comprehensive in-depth guide to exploiting and compromising the OS X platform while offering the necessary defense and countermeasure techniques that can be used to stop hackers As a resource to the reader, the companion website will provide links from the authors, commentary and updates. Provides relevant information including some of the latest OS X threats Easily accessible to those without any prior OS X experience Useful tips and strategies for exploiting and compromising OS X systems Includes discussion of defensive and countermeasure applications and how to use them Covers mobile IOS vulnerabilities

A common misconception in the Mac community is that Mac ' s operating system is more secure than others. While this might be true in certain cases, security on the Mac is still a crucial issue. When sharing is enabled or remote control applications are installed, Mac OS X faces a variety of security threats.

Enterprise Mac Security: Mac OS X Snow Leopard is a definitive, expert-driven update of the popular, slash-dotted first edition and was written in part as a companion to the SANS Institute course for Mac OS X. It contains detailed Mac OS X security information, and walkthroughs on securing systems, including the

new Snow Leopard operating system. Using the SANS Institute course as a sister, this book caters to both the beginning home user and the seasoned security professional not accustomed to the Mac, establishing best practices for Mac OS X for a wide audience. The authors of this book are seasoned Mac and security professionals, having built many of the largest network infrastructures for Apple and spoken at both DEFCON and Black Hat on OS X security.

Annotation The definitive InDesign resource allows you to produce great content for print or digital publishing. **InDesign Creative Cloud is an impressive update. This guide provides our most complete coverage of the new features for intermediate and advanced users, whether they're publishing to an iPad, mobile phone, or traditional print publication.*The book that the Adobe InDesign product team uses for their reference.*Authors Kvern/Blatner/Bringhurst are 'the InDesign experts.' All are visible and extremely active in the InDesign community. Sharpen your InDesign skills with this definitive resource created specifically for design professionals who need to layout out, proof, export, and publish pages with Adobe InDesign Creative Cloud.Complete coverage of InDesign CC's new features and enhancements includes: improved epub exporting, new font menus, ability to generate and edit high quality QR code graphics, new document dialog box with preview option, and much more. Real World Adobe InDesign is brimming with insightful advice, illustrations, and shortcuts that will have you quickly and professionally producing your work in no time. This is the book that experts open to find real answers to their questions about InDesign. It's written in a friendly, visual style that offers accurate information and creative inspiration for intermediate to expert users.

Real World Adobe InDesign CC

A Desktop Quick Reference

Mining the Social Web

Digit

Duik Bassel - User Guide

Learn AppleScript

** Written by New York graphic design professional Chandler McWilliams, this is the first book about Adobe Photoshop and Illustrator design scripting on the market * Discusses scripting procedures and techniques for Photoshop and Illustrator using JavaScript * Explains how to automate tasks such as linking graphics to a database, transforming images, and performing batch processes * Features more than 500 fully annotated screenshots, expanded introductions, and tips with real-life examples * CD-ROM contains code examples, a fully searchable version of the book, and sample Combining clear, step-by-step screen shots with minimal text, our five Visual series are the ultimate resources for visual learners, who represent up to forty percent of your customers. Teach Yourself VISUALLY guides help computer users get up to speed on a wide range of office productivity, graphics, and Web design software. Offering significantly more coverage than our Simplified series, these books provide real-world tips and illustrate basic and intermediate level techniques using crisp full-color screen shots. Visual Blueprints apply the proven*

Visual formula to professional-level programming, Web development, and networking tips. Each two-color guide includes self-contained two-page lessons, covering more than 100 key topics, accompanied by practical tips and code samples as well as examples and bonus software on CD-ROM.

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

Tips & Tools for unlocking the power of your Apple devices

Regular Expressions Cookbook

From Sprockets and Rasters to Macro Blocks

The Book That Should Have Been in the Box

Stars in My Eyes