

Iracing Setup Guide

Performance and racing drivers constantly seek ways to sharpen their skills and lower their lap times. Ultimate Speed Secrets is the indispensable tool to help make you faster, whatever your driving goals. Professional race driver and coach Ross Bentley has raced everything from Indycars to World Sports Cars to production sedans, on ovals, road courses, and street circuits around the world. His proven high-performance driving techniques benefit novice drivers as well as professional racers. Ultimate Speed Secrets covers everything you need to know to maximize your potential and your car: Choosing the correct line Overtaking maneuvers Adapting to new tracks and cars The mental game and dealing with adversity Finding (and keeping) a sponsor. The pages are filled with specially commissioned color diagrams to illustrate the concepts described. Whether you are a track-day novice or a seasoned professional, Ultimate Speed Secrets will arm you with practical information to lower your lap times and help you get the best out of your vehicle—and yourself. It’s the ultimate high-performance driving tutorial!

"Fitness, money, and wisdom--here are the tools. Over the last two years ... Tim Ferriss has collected the routines and tools of world-class performers around the globe. Now, the distilled notebook of tips and tricks that helped him double his income, flexibility, happiness, and more is available as Tools of Titans"--Page 4 of cover.

"Sportbikes today handle better than pure racebikes did just a few years ago. Their sophisticated, versatile suspension offers countless combinations to find the handling that's right for you. This book will help you hone and perfect your suspension for high-performance street riding and track days. Discover the right way to set spring and damping adjustments, and adjust ride height for greater steering responsiveness and traction. Suspension specialists from professional racing and the aftermarket also offer their insights on useful modifications."--Publisher description.

Terence Dove Spills the Beans on Driving a Racing Kart at the Elite Level. Learn how to command your kart, dominate your opponents and grow your self-confidence with advanced techniques and winning strategies used by the pros. Discover the secrets Terence has learned from working with World Champions, European Champions and British Champions on how to take a racing kart to the absolute limit. Build your confidence to champion levels Develop your own powerfully effective driving style Brake right on the limit Race like a driver in total command Use your eyes like a guided weapon system. Master wet driving Nail your starts time and again Apply secret techniques to find more speed Learn from a master of karting technique with 15 years of coaching experience how you can become a formidable kart pilot. Includes step-by-step instructions on developing the most essential driving techniques that Terence uses to help his clients reach their maximum potential.

Learn How to Master the Art of Kart Driving

Take Your DJ Career to the Next Level

The Racing & High-performance Tire

Selection and Application of Hoosier Late Model Dirt Racing Tires

Professional Race Driving Techniques

The Tactics, Routines, and Habits of Billionaires, Icons, and World-class Performers

My Autobiography

DDC’s original Learning Series now comes with a hard cover. This unique hardcover with a spiral binding blends high quality with efficiency, allowing pages to lay flat. Step-by-step concepts, exercises, keystrokes, mouse commands, and applications enable you to learn Excel 7 for Windows 95 quickly and easily. Beginner through expert level. Free color template on back cover.

One icy winter’s evening in Budapest, a man runs straight into John Taylor as he walks home through the narrow streets. John falls over into the snow and looks up at the man’s face. 'I felt very afraid. Because what I saw was me. My face looking down at me. My mouth saying sorry.' Who is the man, and how will John's life change? This set includes Race Car Vehicle Dynamics, and Race Car Vehicle Dynamics - Problems, Answers and Experiments. Written for the engineer as well as the race car enthusiast, Race Car Vehicle Dynamics includes much information that is not available in any other vehicle dynamics text. Truly comprehensive in its coverage of the fundamental concepts of vehicle dynamics and their application in a racing environment, this book has become the definitive reference on this topic. Although the primary focus is on the race car, the engineering fundamentals detailed are also applicable to passenger car design and engineering. Authors Bill and Doug Milliken have developed many of the original vehicle dynamics theories and principles covered in this book, including the Moment Method, "g-g" Diagram, pair analysis, lap time simulation, and tyre data normalization. The book also includes contributions from other experts in the field. Chapters cover: *The Problem Imposed by Racing *Tire Behavior *Aerodynamic Fundamentals *Vehicle Axis Systems and more. Written for the engineer as well as the race car enthusiast and students, the companion workbook to the original classic book, Race Car Vehicle Dynamics, includes: *Detailed worked solutions to all of the problems *Problems for every chapter in Race Car Vehicle Dynamics, including many new problems *The Race Car Vehicle Dynamics Program Suite (for Windows) with accompanying exercises *Experiments to try with your own vehicle *Educational appendix with additional references and course outlines *Over 90 figures and graphs This workbook is widely used as a college textbook and has been an SAE International best seller since it’s introduction in 1995.

The Unspoken ones is an anthology which consists poems, short stories; micro tales and also quotes written by many writers. They share their beautiful words to you, to bring a smile on your face, to make you feel what they felt, and also to make you think.

Tools of Titans

The step-by-step manual to building the ultimate computer

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)

The Game that Hypnotized the World

Driving On The Edge

Build Your Own Arcade Machine

You Suck at Racing

-- An overview of NASCAR "RM" Winston Cup racing -- Die-cast collectibles for some of the top Winston Cup Series drivers -- Biographies for some of the biggest names in auto racing -- Up-to-date secondary market values

A complete guide to setting up and adjusting the Dirt Late Model race car and 4-link suspension. Includes chassis setup and alignment, setups for all track conditions, and adjustments for common handling problems.

Within Jerry Seinfeld’s renowned Porsche collection resides an unassuming yet extraordinary piece of Porsche history: Porsche Gmünd coupe 356/2-040. Captured exclusively for this book in a series of evocative portraits by acclaimed automotive photographer Michael Furman, 040s unsullied originality conveys with startling immediacy the combination of artistry, innovation and determination that went into its improbable creation. Porsche-Origin of the Species will appeal to all car enthusiasts who are eager to know what events really ignited the spark from which all other Porsches evolved

Newly revised and updated, this do-it-yourself primer for owning and maintaining an electric guitar covers a vast array of essential information, including choosing the right guitar, personalizing and improving on a "factory setup," basic guitar electronics, troubleshooting and much more. Original.

Race Car Vehicle Dynamics Set

How to Make Your Electric Guitar Play Great!

Sportbike Suspension Tuning

Nascar Die-Cast Collector’s Value Guide

Foreword by Jerry Seinfeld

NASCAR For Dummies

The team behind Mixed In Key software explores the art of professional DJing to answer one simple question: What can you do to become a better DJ? Beyond Beatmatching will show you how to: Use harmonic mixing in your DJ sets Mix with energy levels in mind Dig for the most unique tracks and define your sound Build a perfect DJ laptop Mix a flawless DJ set Create your own mashups Get gigs at nightclubs and festivals Build your brand with a logo design, publicity shots and press kit Use Facebook and social media to expand your audience The book also features in-depth interviews with key DJs, innovators and executives, including Markus Schulz, DJ Sasha, A-list manager Ash Pournouri, talent booker Biz Martinez, marketing guru Karl Detken, and many more. Written in a user-friendly, straightforward tone and rife with valuable insights about the history (and future) of modern DJing, Beyond Beatmatching covers ground that no guide to DJing has attempted to date. Get this book today and discover a wealth of advanced techniques already known to the world’s best DJs.

This complete racer’s reference is the perfect resource for all drivers from novice to expert. The fundamentals of fast driving are revealed in this definitive how-to book for racers. You will find the competition-proven methods of instructors and of professional drivers that will give you the know-how to work up the track and stay at the front. Interested in the world of racing? Just think, you can have all of the lessons and insights from Skip Barber instructors and from professional racers compiled in one handbook. This racing reference reveals the secrets of mastering car control, reducing lap times, as it takes the reader inside the world of racing. Going Faster! is the definitive book for the active race driver, the racer-to-be, and auto-racing fan who wants to know what driving a racecar is really about.

The most famous superhero duo of the Milestone Universe returns, reimaged for a new generation! Long ago, the stranded alien known as Arnus gave up hope of returning to his home planet. Tragically, he’d also realized that his adopted home of Earth was beyond saving. Content with wasting away his long life in a human guise, Arnus was past caring...until the day a young woman named Raquel Ervin crashed into his life. Soon she convinced him to put his incredible power to work again as the heroic Icon...and to transform her into his sidekick, Rocket! But an innocent question on Rocket's part--Why can't we do something about the drugs on my corner?"--quickly set a chain of events in motion leading to the pair becoming the most hunted beings on Earth...and they're not just being pursued by Earthlings either! Writer, director, and producer Reginald Hudlin (Black Panther), co-writer Leon Chills, and superstar artist Doug Braithwaite unleash a tale of power and responsibility that will stretch from the boardrooms of corporate America to the jungles of South America and the depths of deep space! If you've ever thought there were certain things that a superhero story just couldn't do, it might be time to start thinking differently... This volume collects Icon & Rocket: Season One #1-6.

“There’s probably no better sport than Formula E to present and study the science and practice of innovation within (motor)sport, and this book is a must read for those active within this fascinating area”. - Dr. Kristof de Mey, Sports Technology, Innovation & Business Developer at Ghent University, Belgium This open access book provides novel insights on management innovation and sustainability in motorsport. Utilizing the all-electric racing championship called Formula E as case, it draws upon data from multiple sources such as sustainability reports of Formula and its stakeholders, media data, podcasts and newspaper articles, partner publications, and social media outputs. It aims to generate a theoretical model that describes and explains the optimal conditions for innovation when it comes to enhancing a sport organisation's commercial product. Apart from its general transferability to sports research, this model enables further study of a motorsport phenomenon that has been hailed by media as the championship, which affirms money in sustainability. It has also been emphasized by sport researchers as a highly relevant case to study management innovation. This book will be interesting to academics working in sports management, knowledge management, innovation and sustainability. Hans Erik Næss (b. 1978) is an Associate Professor in Sport Management at Kristiania University College, Norway. He holds a PhD in sociology from the University of Oslo and is the author of several peer-reviewed articles and books on motorsports, including A History of Organizational Change: The case of Fédération Internationale de l'Automobile (FIA) 1945-2020. Anne Tjønndal (b. 1988) is an Associate Professor in Sociology of Sport at Nord University, Norway. She holds a PhD in sociology from Nord University and has published articles in high-quality international journals on topics like social innovation, gender and inclusion/exclusion in sport. Tjønndal is the Celia Brackenridge International Research Award winner for 2019.

The Science Behind the Speed

Build Your Own Gaming PC

Mastering the Art of Race Driving

The Time Ghost

Going Faster!

Keyboard Musicianship

Only One You

Learn how the physics of racing can be applied to advanced track sections. We show you the rules needed for double apexes and chicanes, as well as how to link them in complex sequences. Plus you'll learn the surprising science of optimizing straights. Finally, the last section will really put you to the test as we break down some of the most complex corner sequences in the world. If you can solve these puzzles, you will understand how to drive anything. Learn how there is no such thing as a throwaway corner and how every single section of a track can be driven to perfection.

Shave lap times or find a faster line through your favorite set of S-curves with professional race driver Ross Bentley as he shows you the quickest line from apex to apex! With tips and commentary from current race drivers, Bentley covers the vital techniques of speed, from visualizing lines to interpreting tire temps to put you in front of the pack. Includes discussion of practice techniques, chassis set-up, and working with your pit chief.

Based on 15 years of research, this book provides new insight into topics such as the complexity of rubber, how a pneumatic tire generates grip, and how to tune grip and balance using the load sensitivity of tires.

Written by a professional, Driving on the Edge covers the basic skills and reveals the latest advanced techniques for driving a racing car on the limit. Essential reading for beginner and experienced driver alike, it will also interest race team engineers and car enthusiasts who want to peek behind the scenes to

learn more about the challenging world of the racing driver.

Innovation, Sustainability and Management in Motorsports

Dirt Late Model Chassis Technology

The Complete Guide to High-Performance and Race Driving

Unusual Option Activity: #1 Way We Choose Our Trades

Piano for Adults Book Two

Intelligent Computing for Interactive System Design

IRacing Paddock

"IRacing Paddock guides newcomers to prepare their systems and themselves for the intense action and fulfillment of online virtual road racing on iRacing.com. From start strategies to post-race review and from torque curves to track maps, there is a wide range of content to familiarize oneself with all aspects of the service and advice on gettin gup to speed quickly."--P. [4] of cover.

The bestseller returns—completely updated to include the newest hardware, software, and techniques for building your ownarcade Interest in classical arcade games remains on the rise, and witha little money, older computer hardware, and a little effort, youcan relive your arcade experiences by building your own arcademachine. The hands-on guide begins with a description of thevarious types of projects that you can undertake. It thenprogresses to a review of the audio and video options that areavailable and looks at the selection of game software and cabinetartwork. Ultimately, you'll learn essential troubleshootingtips and discover how to build arcade controllers and machines thatyou can enjoy at home with your PC. Serves as a soup-to-nuts guide for building your own arcademachine, from the sheets of wood to the finished product Addresses the variety of arcade controls, including joysticks,buttons, spinners, trackballs, flight yokes, and guns Explains how to interface arcade controls to a computer Shares troubleshooting tips as well as online resources forhelp and inspiration Project Arcade, Second Edition helps you recapture theenjoyment of your youth that was spent playing arcade games bywalking you through the exciting endeavor of building your own fullarcade machine. These step-by-step instructions on building a prototype darkroom will help you plan and build your own. Covers all you need to know about selecting a location, construction, plumbing, electrical, and more.

A physicist explores the science of speed racing and the #1 spectator sport in America in the perfect gift for both NASCAR and science fans. Every NASCAR fan—at one time or another—asks the same question: Why isn’t my favorite driver winning? This is your chance to discover how much more there is to NASCAR than “Go fast, turn left and don’t crash.” If you’ve ever wondered why racecars don’t have mufflers, how “bump drafting” works, or what in the world “Let’s go up a pound on the right rear and add half a round of wedge” means, The Physics of NASCAR is for you. In this fast-paced investigation into the adrenaline-pumping world of NASCAR, a physicist with a passion uncovers what happens when the rubber hits the road and 800-horsepower vehicles compete at 190 miles per hour only inches from one another. Diandra Leslie-Pelecky tells her story in terms anyone who drives a car—and maybe occasionally looks under the hood—can understand. How do drivers walk away from serious crashes? How can two cars travel faster together than either car can on its own? How do you dress for a 1800° F gasoline fire? In simple yet detailed, high-octane prose, this is the ultimate thrill ride for armchair speed demons, auto science buffs, and NASCAR fans at every level of interest. Readers, start your engines.

The Physics of Nascar

Beginner’s Guide to Road Simracing on IRacing. Com

The Art and Science of Race Driving - Revised and Updated Second Edition

How I Met Myself

Statistics, Digital Signal Processing and Machine Learning in Practice

The Perfect Corner 2

Ultimate Speed Secrets

A lot of books on driving are written by professional racers who assume you too want to be a professional racer. Not this book. It's written by a hobbyist who suggests you keep your day job. Besides, it's much more fun being an enthusiastic amateur than a jaded professional (just ask someone in the sex industry). This book is designed to help the average driver make the transition from commuter to safe road racer in as few pages as possible. I wrote this book because it's what I would have wanted to read when I first became interested in track driving: succinct, nerdy, practical, and occasionally diverting. It is not intended as a definitive tome or a work of art. It's more like a sandwich: convenient and nourishing.

Explore the lands of Eberron in this campaign sourcebook for the world ' s greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again?
• Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more.
• Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world ' s war-ravaged peoples.
• Include a campaign for characters venturing into the Mourland, a mist-cloaked, corpse-littered land twisted by magic.
• Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player ' s Handbook.
• Flesh out your characters with a new D&D game element called a group patron—a background for your whole party.
• Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player ' s Handbook.
• Confront horrific monsters born from the world ' s devastating wars.

The definitive story of a game so great, even the Cold War couldn't stop it Tetris is perhaps the most instantly recognizable, popular video game ever made. But how did an obscure Soviet programmer, working on frail, antiquated computers, create a product which has now earned nearly 1 billion in sales? How did a makeshift game turn into a worldwide sensation, which has been displayed at the Museum of Modern Art, inspired a big-budget sci-fi movie, and been played in outer space? A quiet but brilliant young man, Alexey Pajitnov had long nurtured a love for the obscure puzzle game pentominoes, and became obsessed with turning it into a computer game. Little did he know that the project that he labored on alone, hour after hour, would soon become the most addictive game ever made. In this fast-paced business story, reporter Dan Ackerman reveals how Tetris became one of the world's first viral hits, passed from player to player, eventually breaking through the Iron Curtain into the West. British, American, and Japanese moguls waged a bitter fight over the rights, sending their fixers racing around the globe to secure backroom deals, while a secretive Soviet organization named ELORG chased down the game's growing global profits. The Tetris Effect is an homage to both creator and creation, and a must-read for anyone who's ever played the game—which is to say everyone.

A Practical Guide to Race Car Data Analysis was written for the amateur and lower-level professional racers who either have a data system in their cars or who may be thinking about installing one but who do not have access to an experienced data engineer. Using real track data, numerous real–world examples, and more than 200 illustrations, the Guide gives racers the knowledge and skills they need to select, configure and use their data systems efficiently and effectively.

A Driver's Step-By-Step Guide to Optimizing Complex Sections Through the Physics of Racing

Icon & Rocket: Season One

Project Arcade

How to Improve Your Motorcycle's Handling and Performance

AFROSURF

The Essential Guide to the Business & Law of Esports & Professional Video Gaming

Speed Secrets

IRacing PaddockBeginner's Guide to Road Simracing on IRacing. ComCreateSpace

Discover the untold story of African surf culture in this glorious and colorful collection of profiles, essays, photographs, and illustrations. AFROSURF is the first book to capture and celebrate the surfing culture of Africa. This unprecedented collection is compiled by Mami Wata, a Cape Town surf company that fiercely believes in the power of African surf. Mami Wata brings together its co-founder Selema Masekela and some of Africa's finest photographers, thinkers, writers, and surfers to explore the unique culture of eighteen coastal countries, from Morocco to Somalia, Mozambique, South Africa, and beyond. Packed with over fifty essays, AFROSURF features surfer and skater profiles, thought pieces, poems, photos, illustrations, ephemera, recipes, and a mini comic, all wrapped in an astounding design that captures the diversity and character of Africa. A creative force of good in their continent, Mami Wata sources and manufactures all their wares in Africa and works with communities to strengthen local economies through surf tourism. With this mission in mind, Mami Wata is donating 100% of their proceeds to support two African surf therapy organizations, Waves for Change and Surfers Not Street Children.

This updated edition of the Build Your Own Gaming PC Manual will help readers get the performance they want on a budget they can afford. Whether you want the cutting-edge technology or are just interested in streaming video for playing the latest hit games, readers will find the guidance needed to make their perfect PC a reality. Regardless of if they are looking to upgrade an existing computer or build a new one from scratch, they'll be able to play the newest games in style and be ready to face the challenges of next year's hottest titles. The new edition includes information on virtual reality, along with all the latest software, accessories and video technology.

Intelligent Computing for Interactive System Design provides a comprehensive resource on what has become the dominant paradigm in designing novel interaction methods, involving gestures, speech, text, touch and brain-controlled interaction, embedded in innovative and emerging human-computer interfaces. These interfaces support ubiquitous interaction with applications and services running on smartphones, wearables, in-vehicle systems, virtual and augmented reality, robotic systems, the Internet of Things (IoT), and many other domains that are now highly competitive, both in commercial and in research contexts. This book presents the crucial theoretical foundations needed by any student, researcher, or practitioner working on novel interface design, with chapters on statistical methods, digital signal processing (DSP), and machine learning (ML). These foundations are followed by chapters that discuss case studies on smart cities, brain-computer interfaces, probabilistic mobile text entry, secure gestures, personal context from mobile phones, adaptive touch interfaces, and automotive user interfaces. The case studies chapters also highlight an in-depth look at the practical application of DSP and ML methods used for processing of touch, gesture, biometric, or embedded sensor inputs. A common theme throughout the case studies is ubiquitous support for humans in their daily professional or personal activities. In addition, the book provides walk-through examples of different DSP and ML techniques and their use in interactive systems. Common terms are defined, and information on practical resources is provided (e.g., software tools, data resources) for hands-on project work to develop and evaluate multimodal and multi-sensor systems. In a series of in-chapter commentary boxes, an expert on the legal and ethical issues explores the emergent deep concerns of the professional community, on how DSP and ML should be adopted and used in socially appropriate ways, to most effectively advance human performance during ubiquitous interaction with omnipresent computers. This carefully edited collection is written by international experts and pioneers in the fields of DSP and ML. It provides a textbook for students and a reference and technology roadmap for developers and professionals working on interaction design on emerging platforms.

A Practical Guide to Race Car Data Analysis

Porsche - Origin of the Species

Watching the Wheels

Follow the Smart Money

The Case of Formula E

Nippon Steel Technical Report

The Tetris Effect

Adri promises to remember his parents' words of wisdom about how to live his life, such as "Find your own way. You don't have to follow the crowd" and "Make wishes on the stars in the nighttime sky."

"As esports has grown, the need for professional legal representation has grown with it. Justin's Essential Guide to the Business & Law of Esports & Professional Video Gaming provides a great baseline and will help prevent the legal horror stories of esports in the past." Mitch Reames, AdWeek and Esports Insider
"Justin's exploration of the business and law side of the esports sector fills a gap of knowledge that is an absolute necessity in truly understanding the esports space." Kevin Hitt, The Esports Observer
The Essential Guide to the Business & Law of Esports & Professional Video Gaming covers everything you need to know about the past, present, and future of esports and professional video gaming. The book is written by one of the foremost attorneys and business practitioners in today's esports and professional gaming scene, Justin M. Jacobson, Esq. This guide is meant to provide you with an in-depth look at the business and legal matters associated with the esports world.
• Includes coverage of the stakeholders in the esports business "ecosystem," including the talent, the teams, the publishers, and the event organizers.
• Explores various legal fields involved with esports, including intellectual property, employment and player unions, business investments and tax "write-offs," immigration and visas, event operation tips, social media and on-stream promotions, and much more.
• The most current book on the market, with actual contract provisions modeled on existing major esports player, coach, shoutcaster, and sponsorship agreements. About the Author Justin M. Jacobson, Esq. is an entertainment and esports attorney located in New York City. For the last decade, he has worked with professional athletes, musicians, producers, DJs, record labels, fashion designers, as well as professional gamers, streamers, coaches, on-air talent, and esports organizations. He assists these creative individuals with their contract, copyright, trademark, immigration, tax, and related business, marketing, and legal issues. He is a frequent contributor to many industry publications and has been featured on a variety of entertainment, music, and esports publications and podcasts, including Business Insider, The Esports Observer, Esports Insider, Tunecore, and Sport Techie. Justin has positioned himself as a top esports business professional working with talent in a variety of franchise leagues including the Overwatch League, Overwatch Contenders, and Call of Duty Pro League as well as in many popular competitive titles such as Fortnite, CS:GO, Gears of War, Halo, Super Smash Brothers, Rainbow 6, PUBG, Madden, and FIFA and mobile games such as Brawlhalla, Clash of Clans, and Call of Duty mobile. Previously, he worked with various esports talent agencies as well as in an official capacity on behalf of several esports teams and brands.

The Sunday Times #1 Bestseller, shortlisted for the Cross Sports Book Award In 1996, Damon Hill was crowned Formula One World Champion. For the first time ever he tells the story of his journey through the last golden era of the sport when he took on the greats including Ayrton Senna and Michael Schumacher and emerged victorious as World Champion in 1996, stepping out of the shadow of his legendary father Graham Hill. Away from the grid, Watching the Wheels: The Autobiography is an astonishingly candid account of what it was like to grow up as the son of one of the country's most famous racing drivers. It also tells the unflinching story of dealing with the grief and chaos that followed his father's tragically early death in an aircraft accident in 1975, when Damon was fifteen years old. Formula One drivers have always been aware of their mortality, and the rush that comes with the danger of racing was as intoxicating for Hill as it had been for his father's generation, until he came face-to-face with catastrophe when his team-mate, Ayrton Senna, was killed in 1994. The swirling emotions that Hill was faced with in light of the death of Senna was a defining moment for his generation of drivers and for the first time ever Hill talks candidly about the impact that Senna had on his life, even as he watched his own son step into motor racing. Courageously honest, and hugely rewarding, Watching the Wheels is a return to the last golden era of F1 racing, whose image still burns ferociously for those who

love the sport for what it reveals about human skill in the face or near certain death.

Building a Home Darkroom

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Learning Excel 7 for Windows 95

The Unspoken ones

A Crash Course for the Novice Driver

Using the Tires to Tune for Grip and Balance