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The VR Book-Jason Jerald 2015-09-01 Virtual reality (VR) potentially provides our minds with direct access to digital media in a way that at first seems to have no limits.However, creating compelling VR experiences is an incredibly complex challenge.When VR is done well, the results are brilliant and pleasurable experiences that go beyond what we can do in the real world.When VR is done badly, not only is the system frustrating to use, but sickness can result.Reasons for bad VR are numerous; some failures come from the limitations of technology, but many come from a lack of understanding perception, interaction, design principles, and real users. This book discusses such issues, focusing upon the human element of VR rather than technical implementation, for if we do not get the human element correct, then no amount of technology will make VR anything more than an interesting tool confined to research laboratories. Even when VR principles are fully understood, first implementations are rarely novel and never ideal due to the complex nature of VR and the countless possibilities. However, the VR principles discussed within enable us to intelligently experiment with the rules and iteratively design towards innovative experiences.

Documentation Abstracts- 1984

Basic Computer Games-David H. Ahl 1981

Musical Applications of Microprocessors-Hal Chamberlin 1985

Holden Commodore Automotive Repair Manual-Larry Warren 2008-01-01 Series VT, VX, VY & VZ V6 engines: 3.6L & 3.8L V8 engines: 5.0L, 5.7L & 6.0L

Automotive Bodywork and Rust Repair-Matt Joseph 2009 Vehicle maintenance.

Computers in Critical Care and Pulmonary Medicine-Omar Prakash 1982-07-01 This volume, the second in a series on topics in microcomputers in critical care and pulmonary physiology,' contains the proceedings of the Second International Symposium on Computers in Critical Care and Pulmonary Medicine, held at the University of Lund in 1980 under the.,chairmanship of Prof. B. Jonson, M.D., Department of Clinical Physiology, University of Lund, Sweden. Clinicians and biomedical engineers from many countries parti cipated in a three day deliberation. Of special interest was the introduction of nuclear techniques in pulmonary medicine for the first time in this symposium series. It is the intention of the steering committee that such meetings should take place on an annual basis in the rapidly changing world of the science and technology of computing in clinical care, in prac tice and in pulmonary medicine. Editorial modification of the papers in this volume has been kept to a minimum. Changes have been made to ensure some uniformity in presentation and there has been some alteration of the English to avoid ambiguity, but our intervention has gone no further than that. It is hoped that the contents of this volume will enable those who are interested in the subject matter to be more aware of research developments occurring in so many different disciplines and so many different centres in America and Europe. Finally, I would like to thank Miss Bodil Richardson for her or ganisational and secretarial help. Thanks are also due to Prof. J.P.

InfoWorld- 2000-07-03 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

A Century of Innovation-3M Company 2002 A compilation of 3M voices, memories, facts and experiences from the company's first 100 years.

New Rules for the New Economy-Kevin Kelly 1999-10-01 The classic book on business strategy in the new networked economy— from the author of the New York Times bestseller The Inevitable Forget supply and demand. Forget computers. The old rules are broken. Today, communication, not computation, drives change. We are rushing into a world where connectivity is everything, and where old business know-how means nothing. In this new economic order, success flows primarily from understanding networks, and networks have their own rules. In New Rules for the New Economy, Kelly presents ten fundamental principles of the connected economy that invert the traditional wisdom of the industrial world. Succinct and memorable, New Rules explains why these powerful laws are already hardwired into the new economy, and how they play out in all kinds of business—both low and high tech— all over the world. More than an overview of new economic principles, it prescribes clear and specific strategies for success in the network economy. For any worker, CEO, or middle manager, New Rules is the survival kit for the new economy.

Reconfigurable Computing-Scott Hauck 2010-07-26 Reconfigurable Computing marks a revolutionary and hot topic that bridges the gap between the separate worlds of hardware and software design— the key feature of reconfigurable computing is its groundbreaking ability to perform computations in hardware to increase performance while retaining the flexibility of a software solution. Reconfigurable computers serve as affordable, fast, and accurate tools for developing designs ranging from single chip architectures to multi-chip and embedded systems. Scott Hauck and Andre DeHon have assembled a group of the key experts in the fields of both hardware and software computing to provide an introduction to the entire range of issues relating to reconfigurable computing. FPGAs (field programmable gate arrays) act as the "computing vehicles to implement this powerful technology. Readers will be guided into adopting a completely new way of handling existing design concerns and be able to make use of the vast opportunities possible with reconfigurable logic in this rapidly evolving field. Designed for both hardware and software programmers Views of reconfigurable programming beyond standard programming languages Broad set of case studies demonstrating how to use FPGAs in novel and efficient ways

Programming Language Theory and Its Implementation-Michael J. C. Gordon 1988

Network World- 2000-07-03 For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

Computer Networking: A Top-Down Approach Featuring the Internet, 3/e-James F. Kurose 2005

Understanding Virtual Reality-William Sherman 2003 Understanding Virtual Reality arrives at a time when the technologies behind virtual reality have advanced to the point that it is possible to develop and deploy meaningful, productive virtual reality applications. The aim of this thorough, accessible exploration is to help you take advantage of this moment, equipping you with the understanding needed to identify and prepare for ways VR can be used in your field, whatever your field may be. By approaching VR as a communications medium, the authors have created a resource that will remain relevant even as the underlying technologies evolve. You get a history of VR, along with a good look at systems currently in use. However, the focus remains squarely on the application of VR and the many issues that arise in the application design and implementation, including hardware requirements, system integration, interaction techniques, and usability. This book also counters both exaggerated claims for VR and the view that would reduce it to entertainment, citing dozens of real-world examples from many different fields and presenting (in a series of appendices) four in-depth application case studies. * Substantive, illuminating coverage designed for technical and business readers and well-suited to the classroom. * Examines VR's constituent technologies, drawn from visualization, representation, graphics, human-computer interaction, and other fields, and explains how they are being united in cohesive VR systems. * Via a companion Web site, provides additional case studies, tutorials, instructional materials, and a link to an open-source VR programming system.

Popular Photography- 1983-11

Naval Courts and Boards-United States. Navy Department 1923

The Forest-Atmosphere Interaction-B.A. Hutchison 2012-12-06 The effects of meteorological phenomena upon forest produc tivity and forestry operations have been of concern for many years. With the evolution of system-level studies of forest eco system structure and function in the International Biological Program and elsewhere, more fundamental interactions between forest ecosystems and the atmosphere received scientific atten tion but the emphasis on meteorological and climatological effects on forest processes remained. More recently, as recogni tion has developed of potential and actual problems associated with the atmospheric transport, dispersion, and deposition of airborne pollutants, the effects of forest canopies upon boundary-layer meteorological phenomena has come under scientific scrutiny. Looking to the future, with rising atmospheric con centrations of C02 and increasing competition for the finite fresh-water resources of the earth, interest in the role of forests in global C02 and water balances can also be expected to intensify. Thus, the nature of forest canopy-atmosphere interac tions, that is to say, the meteorological phenomena occurring in and above forest canopies, are of importance to a wide variety of scientific and social-issues. Demands for forest meteorological information currently exceed levels of knowledge and given the economic constraints of science in general and environmental sciences in particular, chances for major improvements in scien tific support in the near future are slim. Unfortunately, studies of environmental phenomena in and above forests are costly and logistically difficult. Trees, the ecological dominants of forest ecosystems, are the largest of all terrestrial organisms.

Rock Over the Edge-Roger Beebe 2002-04-02 This collection brings new voices and new perspectives to the study of popular—and particularly rock—music. Focusing on a variety of artists and music forms, Rock Over the Edge asks what happens to rock criticism when rock is no longer a coherent concept. To work toward an answer, contributors investigate previously neglected genres and styles, such as "lo fi," alternative country, and "rock en español," while offering a fresh look at such familiar figures as Elvis Presley, the Beatles, and Kurt Cobain. Bridging the disciplines of musicology and cultural studies, the collection has two primary goals: to seek out a language for talking about music culture and to look at the relationship of music to culture in general. The editors' introduction provides a backward glance at recent rock criticism and also looks to the future of the rapidly expanding discipline of popular music studies. Taking seriously the implications of critical theory for the study of non-literary aesthetic endeavors, the volume also addresses such issues as the affective power of popular music and the psychic construction of fandom. Rock Over the Edge will appeal to scholars and students in popular music studies and American Studies as well as general readers interested in popular music. Contributors. Ian Balfour, Roger Beebe, Michael Coyle, Robert Fink, Denise Fulbrook, Tony Grajeda, Lawrence Grossberg, Trent Hill, Josh Kun, Jason Middleton, Lisa Ann Parks, Ben Saunders, John J. Sheinbaum, Gayle Wald, Warren Zanes

Air Base Defense In The Republic Of Vietnam 1961-1973 [Illustrated Edition]-Lt.-Colonel Roger P. Fox 2014-08-15 Includes 78 photos and 16 maps / charts This book explores the unique problem of defending air bases during the Vietnam War. It centers on the primary efforts of the United States Air Force and allied air units to defend 10 key air bases within the Republic of Vietnam. Bien Hoa, on 1 November 1964, was the first base to be attacked and until the cease-fire in January 1973, these bases suffered a total of 475 attacks. Although there were initial deficiencies in staff support for base defense in such key areas as intelligence, motor vehicles, weapons procurement and maintenance, communications, and civil engineering, significant improvements had been made by the end of the Air Force's part in the war. The author, Lt. Col. Roger P. Fox, USAF (Ret.), wrote this volume while assigned to the Office of Air Force History. He brings judgments to his research based on his personal experience as a base security officer during the conflict. Thus, early on the morning of 4 December 1966, he rallied Air Force and South Vietnamese security forces to repel an enemy attempt to penetrate Tan Son Nhut Air Base, the center of Air Force operations in South Vietnam. For his gallantry in action on this occasion, he was awarded the Silver Star. This personal experience formed a foundation upon which he developed a keen insight into exploring the entire spectrum of air base defense, and upon which he has built a strong case for testing future plans and operations.

Raspberry Pi User Guide-Eben Upton 2016-08-29 Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.

Advanced Signal Integrity for High-Speed Digital Designs-Stephen H. Hall 2011-09-20 A synergistic approach to signal integrity for high-speeddigital design This book is designed to provide contemporary readers with anunderstanding of the emerging high-speed signal integrity issuesthat are creating roadblocks in digital design. Written by theforemost experts on the subject, it leverages concepts andtechniques from non-related fields such as applied physics andmicrowave engineering and applies them to high-speed digitaldesign—creating the optimal combination between theory andpractical applications. Following an introduction to the importance of signal integrity,chapter coverage includes: Electromagnetic fundamentals for signal integrity Transmission line fundamentals Crosstalk Non-ideal conductor models, including surface roughness andfrequency-dependent inductance Frequency-dependent properties of dielectrics Differential signaling Mathematical requirements of physical channels S-parameters for digital engineers Non-ideal return paths and via resonance I/O circuits and models Equalization Modeling and budgeting of timing jitter and noise System analysis using response surface modeling Each chapter includes many figures and numerous examples to helpreaders relate the concepts to

everyday design and concludes withproblems for readers to test their understanding of the material.Advanced Signal Integrity for High-Speed Digital Designs issuitable as a textbook for graduate-level courses on signalintegrity, for programs taught in industry for professionalengineers, and as a reference for the high-speed digitaldesigner.

Human-Computer Interaction-I. Scott MacKenzie 2012-12-31 Human-Computer Interaction: An Empirical Research Perspective is the definitive guide to empirical research in HCI. The book begins with foundational topics including historical context, the human factor, interaction elements, and the fundamentals of science and research. From there, you'll progress to learning about the methods for conducting an experiment to evaluate a new computer interface or interaction technique. There are detailed discussions and how-to analyses on models of interaction, focusing on descriptive models and predictive models. Writing and publishing a research paper is explored with helpful tips for success. Throughout the book, you'll find hands-on exercises, checklists, and real-world examples. This is your must-have, comprehensive guide to empirical and experimental research in HCI—an essential addition to your HCI library. Master empirical and experimental research with this comprehensive, A-to-Z guide in a concise, hands-on reference Discover the practical and theoretical ins-and-outs of user studies Find exercises, takeaway points, and case studies throughout

Geospatial Technologies and Homeland Security-Daniel Sui 2008-05-25 Homeland security and context In the Geographical Dimensions of Terrorism (GDOT) (Cutter et al. 2003), the first book after 9/11 to address homeland security and geography, we developed several thematic research agendas and explored intersections between geographic research and the importance of context, both geographical and political, in relationship to the concepts of terrorism and security. It is good to see that a great deal of new thought and research continues to flow from that initial research agenda, as illustrated by many of the papers of this new book, entitled Geospatial Technologies and Homeland Security: Research Frontiers and Future Challenges. Context is relevant not only to understanding homeland security issues broadly, but also to the conduct of research on geospatial technologies. It is impossible to understand the implications of a homeland security strategy, let alone hope to make predictions, conduct meaningful modeling and research, or assess the value and dangers of geospatial technologies, without consideration of overarching political, social, economic, and geographic contexts within which these questions are posed.

Virtual Reality and Technologies for Combat Simulation- 1994-01-01 Describes applications of synthetic-environment technologies in simulating combat. It traces technology development from the 1929 Link Trainer through the SAGE air defense system, the first head-mounted display, and the Defense Advanced Research Projects Agency's SIMNET simulator networking project. It describes technical challenges and discusses current issues, such as validation.

The History of Visual Magic in Computers-Jon Peddie 2013-06-13 If you have ever looked at a fantastic adventure or science fiction movie, or an amazingly complex and rich computer game, or a TV commercial where cars or gas pumps or biscuits behaved liked people and wondered, "How do they do that?", then you've experienced the magic of 3D worlds generated by a computer. 3D in computers began as a way to represent automotive designs and illustrate the construction of molecules. 3D graphics use evolved to visualizations of simulated data and artistic representations of imaginary worlds. In order to overcome the processing limitations of the computer, graphics had to exploit the characteristics of the eye and brain, and develop visual tricks to simulate realism. The goal is to create graphics images that will overcome the visual cues that cause disbelief and tell the viewer this is not real. Thousands of people over thousands of years have developed the building blocks and made the discoveries in mathematics and science to make such 3D magic possible, and The History of Visual Magic in Computers is dedicated to all of them and tells a little of their story. It traces the earliest understanding of 3D and then foundational mathematics to explain and construct 3D; from mechanical computers up to today's tablets. Several of the amazing computer graphics algorithms and tricks came of periods where eruptions of new ideas and techniques seem to occur all at once. Applications emerged as the fundamentals of how to draw lines and create realistic images were better understood, leading to hardware 3D controllers that drive the display all the way to stereovision and virtual reality.

Gregg Shorthand-John Robert Gregg 1916

Human-Computer Interaction - INTERACT 2009-Tom Gross 2009-08-06 INTERACT 2009 was the 12th of a series of INTERACT international c- ferences supported by the IFIP Technical Committee 13 on Human–Computer Interaction. This year,INTERACT washeld in Uppsala (Sweden), organizedby the Swedish Interdisciplinary Interest Group for Human–Computer Interaction (STIMDI) in cooperation with the Department of Information Technology at Uppsala University. Like its predecessors, INTERACT 2009 highlighted, both to the academic and to the industrial world, the importance of the human–computer interaction (HCI) area and its most recent breakthroughs on current applications. Both - perienced HCI researchers and professionals, as well as newcomers to the HCI ?eld, interested in designing or evaluating interactive software, developing new interaction technologies, or investigating overarching theories of HCI, found in INTERACT 2009 a great forum for communication with people of similar int- ests, to encourage collaboration and to learn. INTERACT 2009 had Research and Practice as its special theme. The r- son we selected this theme is that the research within the ?eld has drifted away from the practicalapplicability of its results and that the HCI practice has come to disregard the knowledge and development within the academic community.

Autobiography-Peter Laurie Robinson 2007-12

Chemical Warfare Agents-Brian J. Lukey 2000-12-07 Many books cover the emergency response to chemical terrorism. But what happens after the initial crisis? Chlorine, phosgene, and mustard were used in World War I. Only years after the war were the long-term effects of these gases realized. In the 60s, 70s, and 80s, these and other agents were used in localized wars. Chemical Warfare Agents: Toxicity at Low Levels explores the long range effects of, protection against, and remedies for chemicals used during war and the chronic problems possibly resulting from toxic exposures during the Persian Gulf War.

The Bios Companion-Phil Croucher 2001 This text describes the functions that the BIOS controls and how these relate to the hardware in a PC. It covers the CMOS and chipset set-up options found in most common modern BIOSs. It also features tables listing error codes needed to troubleshoot problems caused by the BIOS.

60 Years of Holden-Terry Bebbington 2009 "60 Years of Holden" builds on the success of itspredecessors (45 and 50 Years of Holden), bringingtogether vast amounts of technical information andspecifications on the 100 model series that Holden hasproduced since it began manufacturing. Beginning withHolden's pre-1948 history, this book charts Holden'scourse in Australia, with ......

The Maritime History of Massachusetts, 1783-1860-Samuel Eliot Morison 1921

Information, Opportunism and Economic Coordination-Peter E. Earl 2002-01-01 An integrated collection of a dozen of Peter Earl's lively and thought-provoking essays, carefully edited and updated. Theoretical topics include the prediction of corporate behaviour, the economic foundations of marketing and shopping mall design, pricing strategy and its relationship with the existence of second-hand markets, and the microfoundations of macroeconomics. Case studies include co-operation in the car industry, managerialist reforms in New Zealand and the university sector, structural change in the advertising industry and the place of GB Richardson and GLS Shackle in the literature of economics.

Trump: The Art of the Deal-Donald J. Trump 2009-12-23 President Donald J. Trump lays out his professional and personal worldview in this classic work—a firsthand account of the rise of America's foremost deal-maker. "I

like thinking big. I always have. To me it's very simple: If you're going to be thinking anyway, you might as well think big."—Donald J. Trump Here is Trump in action—how he runs his organization and how he runs his life—as he meets the people he needs to meet, chats with family and friends, clashes with enemies, and challenges conventional thinking). But even a maverick plays by rules, and Trump has formulated time-tested guidelines for success. He isolates the common elements in his greatest accomplishments; he shatters myths; he names names, spells out the zeros, and fully reveals the deal-maker's art. And throughout, Trump talks—really talks—about how he does it. Trump: The Art of the Deal is an unguarded look at the mind of a brilliant entrepreneur—the ultimate read for anyone interested in the man behind the spotlight. Praise for Trump: The Art of the Deal "Trump makes one believe for a moment in the American dream again."—The New York Times "Donald Trump is a deal maker. He is a deal maker the way lions are carnivores and water is wet."—Chicago Tribune "Fascinating . . . wholly absorbing . . . conveys Trump's larger-than-life demeanor so vibrantly that the reader's attention is instantly and fully claimed."—Boston Herald "A chatty, generous, chutzpa-filled autobiography."—New York Post

Simulation for Industry 4.0-Murat M. Gunal 2019-05-25 The book shows how simulation's long history and close ties to industry since the third industrial revolution have led to its growing importance in Industry 4.0. The book emphasises the role of simulation in the new industrial revolution, and its application as a key aspect of making Industry 4.0 a reality – and thus achieving the complete digitisation of manufacturing and business. It presents various perspectives on simulation and demonstrates its applications, from augmented or virtual reality to process engineering, and from quantum computing to intelligent management. Simulation for Industry 4.0 is a guide and milestone for the simulation community, as well as those readers working to achieve the goals of Industry 4.0. The connections between simulation and Industry 4.0 drawn here will be of interest not only to beginners, but also to practitioners and researchers as a point of departure in the subject, and as a guide for new lines of study.

Innovative Technologies for Market Leadership-Patrick Glauner 2020-06-11 This book introduces the reader to the latest innovations in fields such as artificial intelligence, systems biology or surgery, and gives advice on what new technologies to consider for becoming a market leader of tomorrow. Companies generally acquire information on these fields from various sources such as market reports, scientific literature or conference events, but find it difficult to distinguish between mere hype and truly valuable innovations. This book offers essential guidance in the form of structured and authoritative contributions by experts in innovative technologies spanning from biology and medicine to augmented reality and smart power grids. The authors identify high-potential fields and demonstrate the impact of their technologies to create economic value in real-world applications. They also offer business leaders advice on whether and how to implement these new technologies and innovations in their companies or businesses.

Commodore 64- 2016-01-09 Commodore 64: A Visual Commpendium, celebrates one the most popular home computers of all time. It takes you on a journey through the C64's varied and colourful gaming library. Starting in 1982 with early releases like Jupiter Lander and Beach Head, we travel forward through the decades. This

Expanded Edition contains260 additional pages of new content so there's more to read, but just as much amazing pixel art to look at. The 1980s saw an array of amazing titles such as Dropzone, Impossible Mission, Elite, Mercenary, Uridium, The Last Ninja... the C64 played host to an incredible array of genres, from shoot 'em ups to puzzlers, racing games to arcade adventures to games that still defy categorization (The Sentinel, anyone?). By the time the 1990s rolled around, talented coders were making the machine do things the original hardware designers didn't think were possible: games like Turrican, Creatures and Lemmings showed that there was life left in the old CPU yet. And even when Commodore went bust and the computer was no longer being manufactured, the games still kept coming. So the book pays homage to the developers that kept the system alive, featuring games that were completed and released a decade after the last boxed C64 left the high street. Commodore 64: A Visual Commpendium features well over 100 titles, represented by beautiful in-game shots or loading screens, plus a gallery of artwork by legendary ZZAP!64 artist Oliver Frey. Also included are a series of features, including profiles of key Britsoft developers, interviews with famous C64 artists, a look back at the demo scene, plus a showcase of unreleased titles and the new games being released more than 20 years after the last machine rolled off Commodore's production line. Presented in full color throughout, printed on high quality paper and complete with a spot-varnished protective dust cover, this unique title is a treat for anyone who grew up playing games or learning their craft on this most ubiquitous of home computers.

Early-Stage Technologies-Richard Razgaitis 1999-10-08 Comprehensive coverage of the issues, methods, and art of valuing and pricing early-stage technologies To develop or not to develop; to license or not to license; what price will be a true reflection of the product's value from both the buyer's and seller's point of view? These questions are crucial to companies dependent on intellectual property-particularly technology companies, universities, and biotech companies. The risks associated with early-stage technology are high, and decisions must often be made years before any potential product will reach the market. In Early-Stage Technologies: Valuation and Pricing, Richard Razgaitis presents TR-R-A-DE(TM), a comprehensive approach to determining the future of new technologies based on technology rights, risk assignment, the art of deal-making, and deal economics. He considers the key components involved in a licensing transaction, offers a detailed presentation of six valuation methods for intellectual property, examines risk in both quantitative and qualitative terms, and explores the negotiation strategy and structuring of agreements that are the keys to the art of technology rights deal-making. Early-Stage Technologies is an indispensable tool for anyone involved in the development, valuation, and licensing of intellectual property, the most valuable resource and driving force of the information age.

Tales from the Slot Floor-David Schwartz 2018-06-22 For those interested in becoming slot managers, or those just curious about how casinos work, Tales from the Slot Floor gives you the inside story of slot operations, from those who do it.