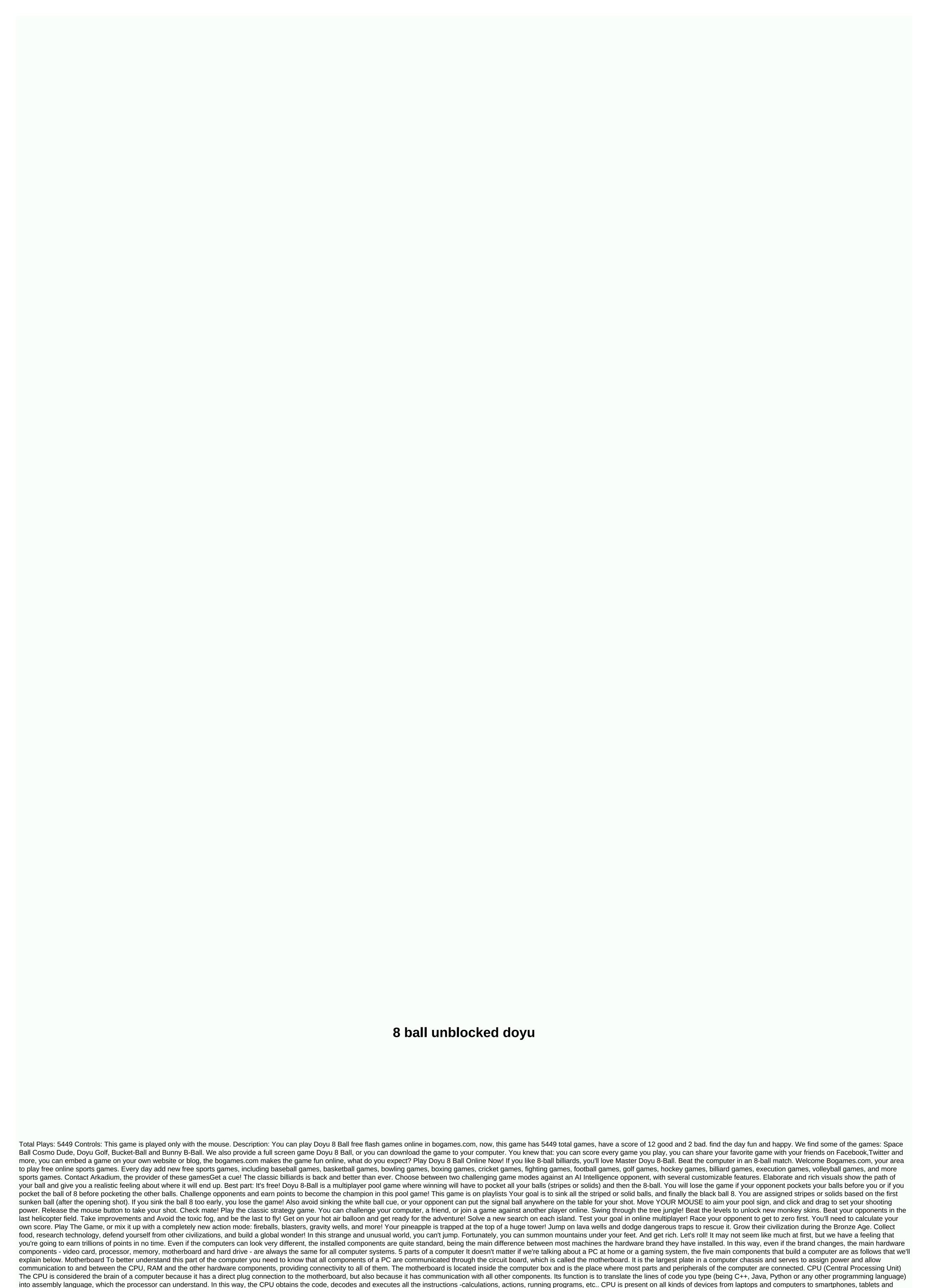
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even their smartTV. They are usually found on the motherboard. GPU (Graphics Processing Unit) GPU is one of the most important parts of a computer for gamer, who obsess over graphics cards. The reason is that the GPU makes it possible for computers to generate high-end visuals,

which is really important in many video games. But GPU is not only important for optimal graphics are also important for many professions such as designers or 3D modelers who use resource-intensive software. It is also important to understand that GPU often communicates directly with
the screen so a very powerful graphics card will not be of use if you also do not have a good monitor connected to it. RAM (Random Access Memory) RAM stores data about the programs and processes accessed on your computer. It is also called volatile memory because this data is
deleted every time your computer restarts. This component helps programs (or games) get started and shut down quickly. Stores in the short term, so that this data can be accessed easily and quickly. It is obvious to understand that the more
programs your system is running, the more memory you will end up needing. Storage As can be deduced, this part is where your data. Today's computers can use a hard drive (HDD) or a solid-state drive (SSD). The former are cheaper, but it seems that each year
they are becoming more obsolete. They are made with a real disk where the data is stored and this is read by a mechanical arm. SSDs, on the other hand, have no moving parts and are much faster than hard drives, as there is no need to wait for a mechanical arm to find data on the disk.
Basic parts of a computer Of course, if we have to talk about the parts of a computer, we can not forget the most basic, which are the case, the monitor, the keyboard and the mouse. We'll tell you all below. Keep up to date! Computer box Is nothing more than the plastic and metal box
containing the main components explained above. The front usually has the On/Off button. Monitor The monitor displays both images and texts on the screen. The newer options have LCD (liquid crystal display) or LED (light-emitting diode) displays that makes them very thin and flat.
Keyboard There are many types of keyboards, the main way to communicate with a computer, but almost all of them perform the same basic tasks. There are some keyboards specialized in video games for the gaming experience to improve. Mouse This is another of the main ways to
communicate with computers, as it allows you to point objects at the screen, but also click on them and move them. There are two types of mouse: mechanical and optical. The first has a rolling ball to detect movement and the optics use an electronic eye instead. In addition, there are some
alternatives to the mouse, such as touchpad or trackpad, a touch-sensitive pad that allows you to control the pointer with your finger. This alternative is very common on laptops. Page 2 Today we will talk about a very important problem for and companies: how to publish your games
correctly. Its pretty obvious which games are most successful. They have good names, one description, some very burlesque images and videos and many developers forget these kinds of details that can take months of work if they simply post their game without worrying about their
game page. First of all, the name has to be very good, and when we say very good, we refer to short but this perfectly describes the game. A game called The Adventure of the Knights round table is much less attractive as Knights Adventure, for example. Description is equally important,
but you have to have something in mind: not many people read it, they tend to focus on images instead. And even those who read, only read the first 2 or 3 lines, so this should be the main focus. Describe the game, write something that can convince people to download your game. The
icon is one of the most important details when releasing your game. Anywhere in Google Play and App Store, the cover of your game is your name and icon. A great look icon is attractive enough for people to open their game page. Screenshots should also be one of the details you need to
focus on the most. Show game pictures, but don't forget to add some text to the screenshots. Use it as you want to use the description section, but don't add too much text or the same thing happens: people won't read. The score and qualifications of your game are also very important,
especially at the beginning. They are the first opinions that catapult the game, either up or down. See this way, if a new game is released and has a few 5/5 reviews, you'll most likely attract many more downloads than a game with 3/5 or even 2/5 reviews. After launching the game, making
some updates is also important for several reasons: it makes people play their game for longer, makes the game more visible to newcomers and also allows you to gain fame as a company/developer that supports your games even after launch. The fans will follow you and your next match
will have more criticism than the last. Here are some tips you should really consider when launching your game. We also want to share with you a very detailed article about the strategies to follow to launch applications that are worth checking and goes more detailed in some of the points
we have mentioned. Page 3 Home Blog Page 3 Games with your Chromecast device was already possible, but very limited. The list of available games is very small and there is good reason for this: developers require developing different apps in different languages to make them work on
Chromecast. But this nightmare will end when Marmalade launches its extension for the Chromecast device. With it, developers will only need to develop a about Jam to make it work. Now you can start preparing if you want to get to this slice of customers, or you can go to Yeeply and hire
programmers to develop games in Marmalade. Obviously this is also good news any player using your Chromecast device. Now they will also be able to play their favorite games through their TV. Today we bring good news for those who:
1) develop games for Sony's gaming systems; 2) develop games for any device with the revolutionary Unity engine. A few days ago it was reported that Sony and Unity Technologies expanded their partnership. In short, this means more games made in Unity 3D, which also means more
games for Playstation players. To go a little in detail, Playstation game developers will continue to have access to various Unity Pro development tools to create their own games. And for the future more tools will be available to facilitate the development of projects for these consoles. And if
you don't have any experience in making games, but would like to start developing games for Playstation in Unity, this is also possible by hiring a developer from a website like Yeeply, where anyone can hire developers and designers for their own projects. Yoyo Games launched a new
platform to combine with its popular gamemaker engine: GameMaker: Player. Until now most games were available through Yoyo's website, but now with this new market, a game made and hosted on GameMaker: Player will reach millions! GameMaker: The player works just like an app
store, but with benefits. Games can be released for free and paid, and like what happens in Steam, developers can release their games in alpha/beta phase. Even the smallest concept of a game feature can be shared through this new platform. CryEngine is one of the most powerful tools
we can find to develop games. It's not the easiest of engines to develop games, especially if you're a one-man team, but the results can be seen in every AAA game that were released with this engine, such as the Crysis trilogy, State of Decline, Enemy Front, among others. For those who
make games to live their only source of money are ads, they know that not all developing platforms natively offer the tools needed to make very lucrative ads, unless their games are very popular. The team behind Marmalade is aware of this problem and announced a few days ago that it is
now possible to use Amazon mobile ads in games developed in Marmalade. What makes the Amazon Mobile Ads API different from many others is that you're paid for printing. That way, you're sure to win something every time a player sees an ad. There is something that has been
circulating on the Internet for some time that deserves the attention of anyone who enjoys working / With the Unity engine: there is a possibility that the team that built Unity, Unity Technologies, is looking forward to selling the company. The price? People say theirs about \$1 or 2 billion. It
looks like a lot of money, but if we measure the value of great engine, the amount of games launched under this engine every day and what the future seems to bring to the engine, seems a fair price to order. It has not always been easy to find content made by other developers. Sometimes
ideas don't come out, sometimes just not the knowledge needed to do something out of unrealistic motor. And one thing is certain: UE4 is very powerful, but it is also very complex. Epic Games has heard the cries for help from several developing companies that need access to more
content easier and who have fulfilled their wishes. As of last month, we now have access to the UnrealIstic Engines Market. Do you know what a WiMi5 is? It probably doesn't, but if you're looking to gain some experience (and money, maybe) by making HTML5 games, there you certainly
want to know about WiMi5. Thus, basically WiMi5 is a platform that allows any user, experienced or not in programming, to develop their own games. Instead of studying HTML5 for months to make a game like Flappy Bird, you can skip all the time you would take and make your own bird
flappy quite easily. Oculus Rift is the next technological device that is conquering the hearts of both players and developers. On this day it is the closest device we have that allows us to enter a vr world through games and apps. And there's great news related to both the Oculus Rift device
and the Unity 3D programming platform. It is true that there were already some games for Oculus Rift that were developed in the Unity team has announced that they were going to officially and natively support the Oculus Rift device! Device!

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