

Iphone 4 Resolution

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iPhone 4 vs iPhone 4S - The differences exposed!

iPhone Tips - iPhone Printer and other Ways to Print Photos ☐☐ DIY in 5 Ep 55

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iPhone 4 Resolution

Back in February, the minimum hardware specs were nothing to challenging, and as it turns out, Apple's iPhone ... 4.0 virtual desktop client on an iDevice, pushing 1024 x 768 resolution and ...

Citrix enlists iPhone 4 in its quest for 'Nirvana phone' portable desktop client (video)

From design and battery life to performance, we compare the Apple iPhone 12 and iPhone XR to see which model you should invest in ...

Apple iPhone 12 vs Apple iPhone XR: Which model is right for you?

Screen size and resolution remains the same ... and what might actually be a downgrade moving from the iPhone 6S to the iPhone 7. Samsung Galaxy Z Flip 3 will be more compact, revealed by ...

Apple iPhone 7 vs iPhone 6S: 4 Reasons to Upgrade (and 3 Reasons Against)

We tend to be wary about crowdfunding campaigns, as not all deliver, but the Looking Glass Portrait was too interesting to pass up ...

Tested: Looking Glass Portrait turns iPhone Portrait photos into holograms

Apple has a grand total of five 5G-enabled handsets in the pipeline for 2022, including an A15-powered iPhone SE 3, as well as the long overdue AirPods 3 for September 2021.

Hot new report tackles Apple's all-5G 2022 iPhone lineup and imminent AirPods 3 launch

The OnePlus 9 Pro offers a much-improved camera and the fastest wired and wireless charging you'll find on the market at the moment.

OnePlus 9 Pro review: A true flagship Android device

The Sony Xperia 1 III joins an increasingly competitive and highly exclusive field of ultra-expensive premium smartphones. This is a relatively new elite category that was arguably established by ...

Sony Xperia 1 III vs iPhone 12 Pro Max: who's the real pro here?

The iPhone Photography Awards (IPPAWARDS) is the first and longest-running iPhone photography competition, created to celebrate the creativity of iPhone users. Since 2007, IPPAWARDS selects the best ...

This user proves you can win a photography award in 2021 with just an iPhone 5S

POCO X3 GT launch will happen on July 28 in Malaysia, followed by POCO X3 GT India launch, expected in mid-August. POCO X3 GT price in India will be in line with the China pricing (Redmi Note 10 Pro ...

Top Trending Phones: Pixel 5a, Pixel 6, POCO X3 GT, iPhone S3 3, POCO F3 GT, OnePlus Nord 2

We rank the best smartphones of 2019 in the UAE, Saudi Arabia, Kuwait, Qatar, Bahrain and Oman. Here are the Middle East's top smartphones.

The best phone of 2021: Top phones in the UAE, Saudi and Middle East

Phone SE 3 launch date in India? iPhone 3 will come with a refreshing change without comprising the compact form factor. iPhone SE 3 launch will not happen this year, and will come in 2022 instead. Ap ...

All About iPhone SE 3: Price, Launch Date, Design Leak, Specs, 5G Support, Availability

Latest financial technology news, fintech news, fin tech news, open banking news, banking news, blogs opinion, analysis on Fintech Zoom.

PS5 – New Warhammer Vermintide II PS5 Update 1.23 Offers 60FPS and 1440p

Apple Music now offers lossless, hi-fi music on both Android and iPhone. Here's an in-depth guide on how to turn the setting on and start listening.

How to listen to Apple Music in hi-fi on iPhone and Android

Apple the Cupertino-tech giant is speculated to launch its next-gen flagship smartphone at the end of this year. The rumour mills have already taken ...

Apple iPhone SE 2022 to launch with A14 Bionic chipset

Apple Music Lossless Audio and Dolby Atmos features are now Live for all iPhone, iPad, Mac and Apple TV 4K users in India, and this is a free upgrade for your Apple Music subscription.

What Is Apple Music Lossless Audio, Is It Free And How Do I Get It On My iPhone?

The service does a very nice job of getting one up-and-running with page design and numerous commerce features. Squarespace won't prevent having to work around the gotchas that inevitably crop up with ...

Squarespace: The Apple iPhone of web hosting has its limitations

Samsung last night unveiled its latest flagship device, the Galaxy S3, the follow-up to last year's best-selling phone in the world. The smart-phone market moves on once more, with the hi-tech ...

Samsung Galaxy S3 launch Android's 'iPhone killer'

Gorilla phones is an exclusively South African company that distributes used mobile phones, with the largest inventory of phones you can imagine from the most recognized manufacturers. You can find ...

Beginning iPhone 4 Development is here! The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple's Xcode 3. All source code has been updated to use the latest Xcode templates and current APIs, and all-new screenshots show Xcode 3 in action. Beginning iPhone 4 Development is a complete course in iOS 4 apps development. You'll master techniques that work on iPhone, iPad, and iPod touch. We start with the basics, showing you how to download and install the tools you'll need, and how to create your first simple application. Next you'll learn to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn techniques to save and retrieve your data using SQLite, iPhone's built-in database management system and Core Data, the standard for persistence that Apple brought to iOS with the release of SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You'll also learn how to use the new concurrency APIs included in iOS 4, and make robust multithreaded applications using Grand Central Dispatch. The iPhone 4 update to the best-selling and most recommended book for Cocoa touch developers Written in an accessible, easy-to-follow style Full of useful tips and techniques to help you become an iOS pro NOTE: For iPhone 4S or iOS 5 apps development, please instead check out the next edition of this book, Beginning iOS 5 Development - now available.

Revolutionize your iPhone and iPad game development with Unity iOS, a fully integrated professional application and powerful game engine, which is quickly becoming the best solution for creating visually stunning games for Apple's iDevices easier, and more fun for artists. From concept to completion you'll learn to create and animate using modo and Blender as well as creating a full level utilizing the powerful toolset in Unity iOS as it specifically relates to iPhone and iPad game development. Follow the creation of "Tater," a character from the author's personal game project "Dead Bang," as he's used to explain vital aspects of game development and content creation for the iOS platform. Creating 3D Game Art for the iPhone focuses on the key principles of game design and development by covering in-depth, the iDevice hardware in conjunction with Unity iOS and how it relates to creating optimized game assets for the iDevices. Featuring Luxology's artist-friendly modo, and Blender, the free open-source 3D app, along side Unity iOS, optimize your game assets for the latest iDevices including iPhone 3GS, iPhone 4, iPad and the iPod Touch. Learn to model characters and environment assets, texture, animate skinned characters and apply advanced lightmapping techniques using Beast in Unity iOS. In a clear, motivating, and entertaining style, Wes McDermott offers captivating 3D imagery, real-world observation, and valuable tips and tricks all in one place - this book is an invaluable resource for any digital artist working to create games for the iPhone and iPad using Unity iOS. * Circumvent the potential pitfalls of game development with professional techniques like "Static and Dynamic batching", "building models on the grid", "lightmapping with Beast", and "animation blending" to improve your game's performance and content creation workflow. * Visit www.wesmcdermott.com, to gain access to the book's official website where users can login to the resource portal to download extensive video walkthroughs and get information on the FREE iPhone/iPad app, "Tater's Training Trash Yard." The app showcases the core concepts and techniques covered in the book by demonstrating the content's performance on your iPhone or iPad.

"Concepts of game programming are explained well, and no prior knowledge of Swift language programming is required. ... The images and audio provided are professional and clean." William Fahle, Computing Review, May 31, 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time – a double win! The four games you'll develop while reading this book are: Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family. The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for anyone targeting Apple devices, and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.

A step-by-step tutorial to get acquainted with the ASP.NET MVC4 Framework and its features in order to discover how to develop web applications using them.This book is targeted at people who are familiar with C# development on the .NET platform and are interested in web development with the ASP.NET development framework. No prior web or mobile development experience is required

HTML5 Gamesshows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

Offers information on using an iPad in the classroom, including an overview of the iPad's features, device configuration and management, and best practices, tools, and apps for classrooms.

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