

ProQuest

Ebook Central™

Masukkan Username dan password

Sign In to use authoritative ebooks provided by



Trusted Content

Find scholarly ebooks in multiple subjects from world-renowned publishers



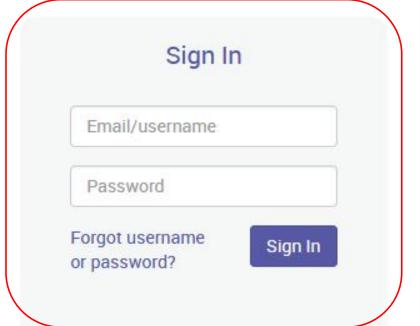
On the Go

Search for ebooks for your laptop, tablet or phone, and download for offline reading

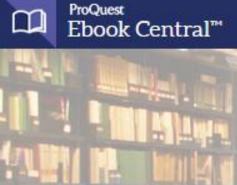


Save and Share

Create highlights, notes, and bookmarks for later, and share research with others







Authoritative ebooks at your fingertips.

Search ebooks

Search

Advanced Search Browse Subjects

Masukkan kata kunci

Have questions about ebooks?

View how-to videos View help FAQs

Ebooks on the go

Ebook Central is designed with mobile in mind. Access the site from your tablet or phone, and download ebooks for offline reading.



Trusted content.



You need credible content from authoritative, scholarly sources. Ebook Central delivers, with breadth and depth of ebooks from scholarly sources, including University Presses and other top publishers.

RESULTS PER PAGE 10 ▼

•

Advanced Search Browse Subjects

Pilih salah satu buku untuk dibuka

Search

Ebook Central™

ProQuest

Untuk mempersempit hasil pencarian

BOOK STATUS

Owned and subscribed to by my library

YEAR PUBLISHED

- 2017
- 2016 476
- 2015 2300

Show more

SUBJECT

- Business/Management 9561
- Social Science 7731
- 6172 History
- Engineering 5496

52427 book results for engine

Save this search Edit this search

Book Results

Chapter Results



3

Multi-Threaded Game Engine Design

Harbour, Jonathan S. Course Technology / Cengage Learning 2010

ISBN: 9781435454170, 9781435455986

Available



Internal Flow: Concepts and Applications

Greitzer, E. M.; Tan, C. S.; and more Cambridge University Press 2004

ISBN: 9780521343930, 9780511193439

SERIES: Cambridge Engine Technology Series

Analysis and behaviour of internal flows encountered in propulsion systems, fluid machinery and ducts.





SORT BY Relevance









Search

Advanced Search **Browse Subjects**

Pilih **read online** untuk membaca Pilih **Full Download** untuk mendowload

Return to Search Results



Multi-Threaded Game Engine Design

by Jonathan S. Harbour

AVAILABILITY

Your institution has unlimited access to this book.











Share Link to Book



Available for Online Reading

119 pages remaining for copy (out of 119)

238 pages remaining for print or chapter download (out of 238)



Available for Full Download

Check out this book for up to 21 days.

Table of Contents

Description

BIBLIOGRAPHIC INFO

Multi-Threaded Game Engine TITLE

Design

Jonathan S. Harbour AUTHOR

Course Technology / Cengage PUBLISHER

Learning

2010-08-01

PRINT PUB DATE

EBOOK PUB

DATE

English LANGUAGE

9781435454170 PRINT ISBN

N/A

9781435455986 EBOOK ISBN

593

PAGES

NUMBER

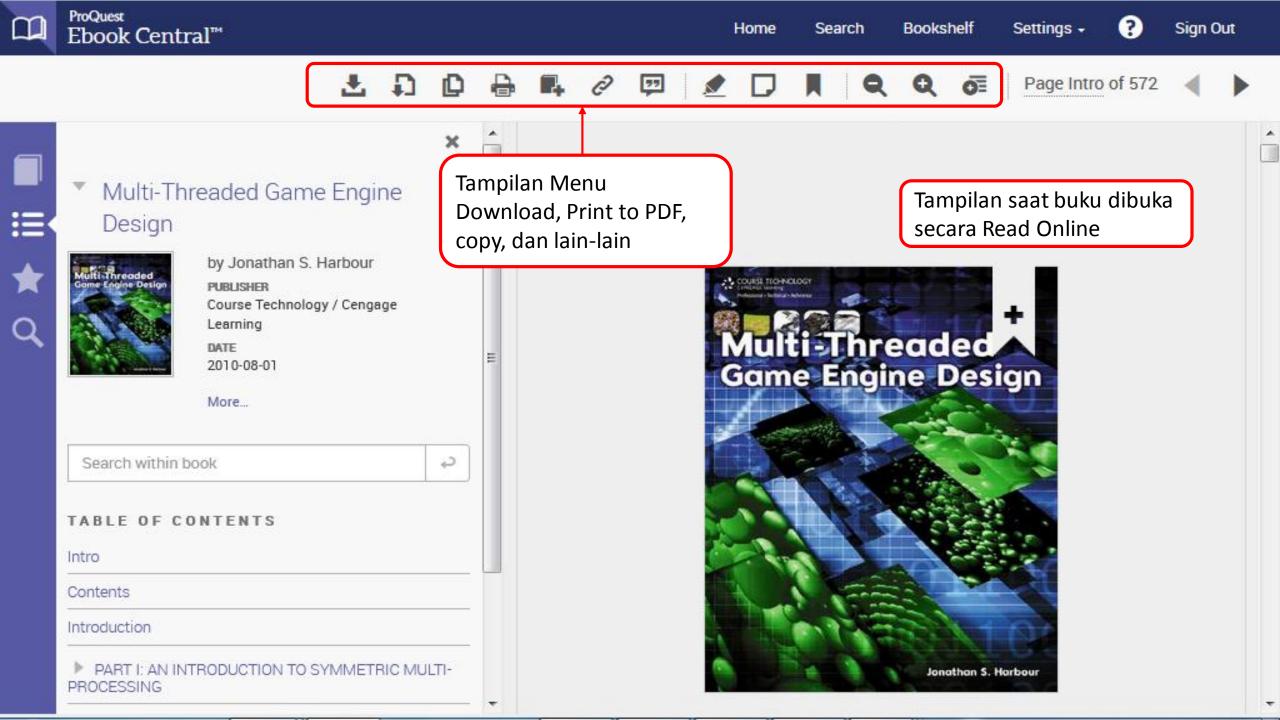
Computer games -- Design. LC SUBJECT Computer games -- Programming.

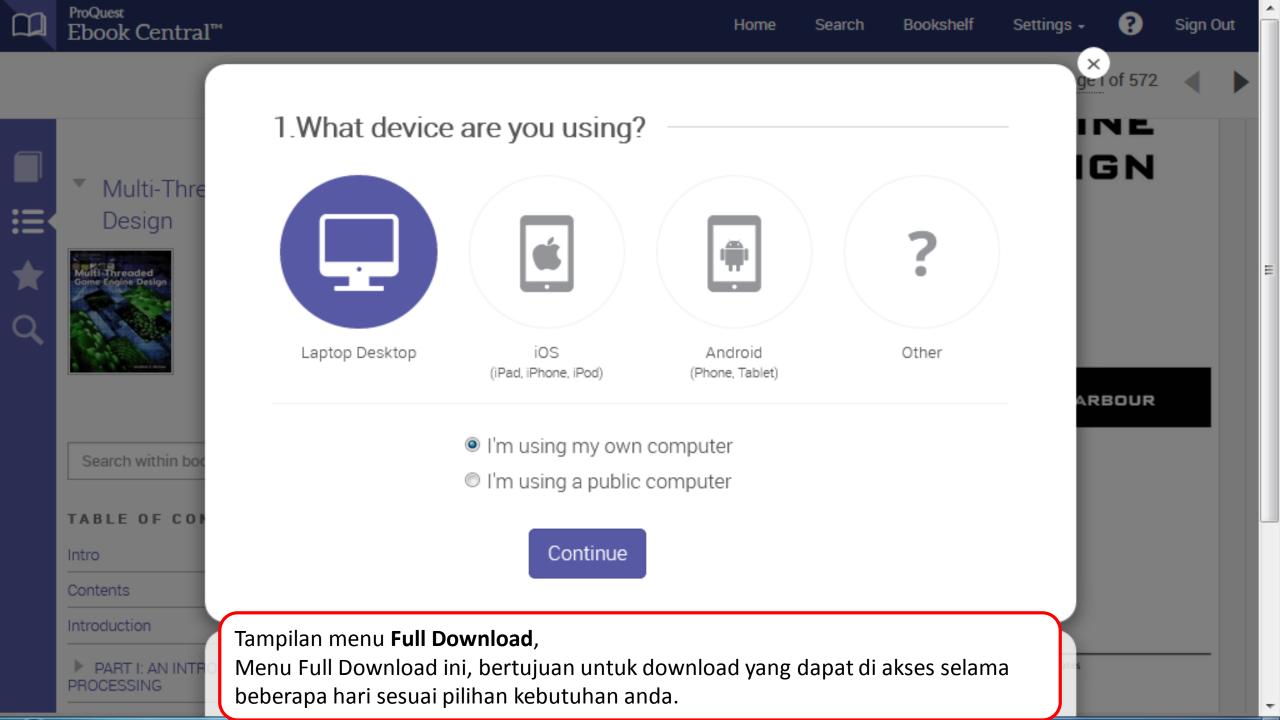
HEADINGS Computer graphics. Electronic books. -- local

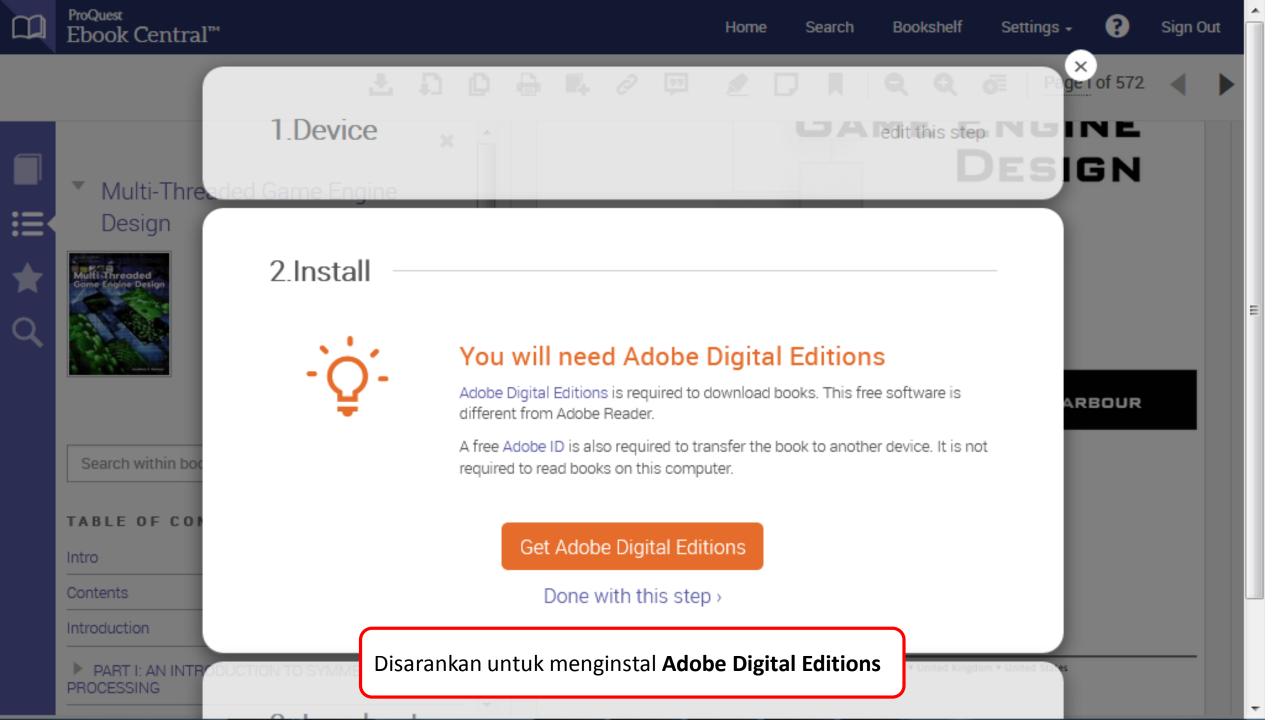
Threads (Computer programs)

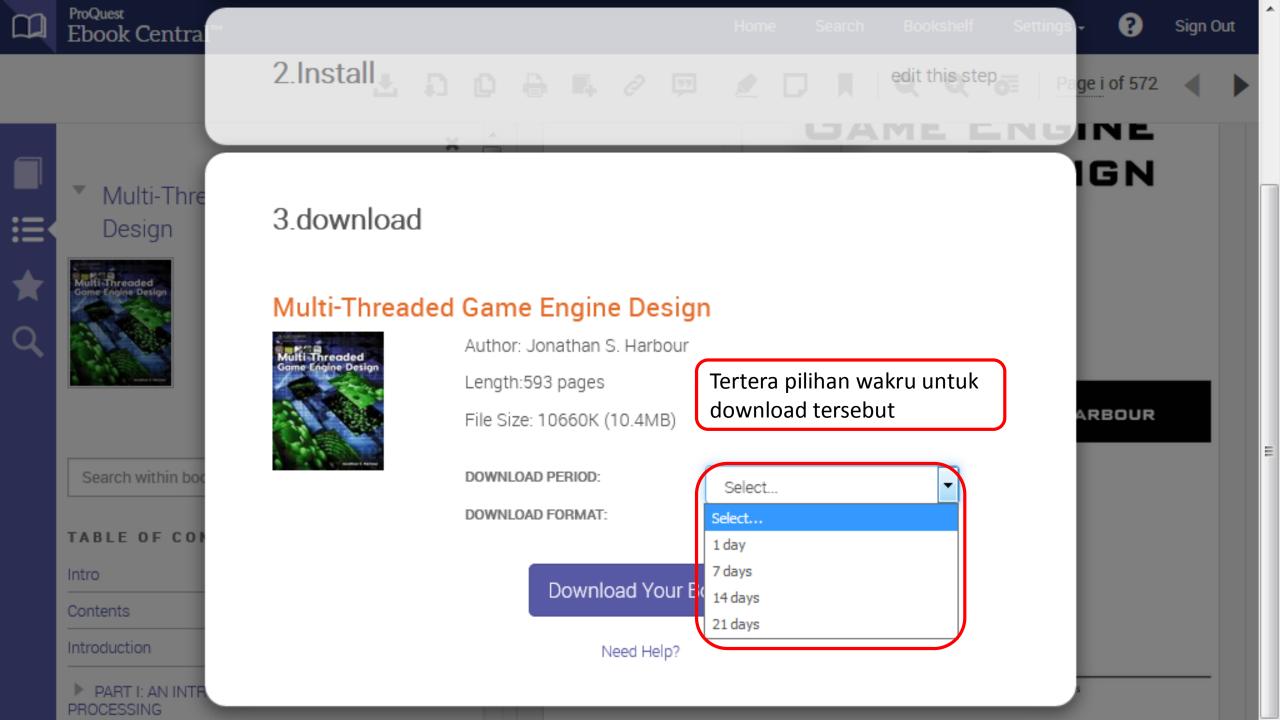
[QA76.76.C672 -- H37 2011eb] LC CALL











Terima Kasih