OpenGL®
Programming on
Mac OS® X
Architecture, Performance, and Integration

Robert P. Kuehne ■ J. D. Sullivan

Opengl Programming On Mac Os X Architecture Performance

Ole Henry Halvorsen,Douglas Clarke

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   OpenGL Programming on Mac OS X Robert P. Kuehne,J. D. Sullivan,2007-12-17 The Mac has fully embraced OpenGL throughout its visual systems In fact Apple s highly efficient modern OpenGL implementation makes Mac OS X one of today s best platforms for OpenGL development OpenGL Programming on Mac OS X is the first comprehensive resource for every graphics programmer who wants to create port or optimize OpenGL applications for this high volume platform Leading OpenGL experts Robert Kuehne and J D Sullivan thoroughly explain the Mac s diverse OpenGL APIs both old and new They illuminate crucial OpenGL setup configuration and performance issues that are unique to the Mac platform Next they offer practical start to finish guidance for integrating key Mac native APIs with OpenGL and leveraging the full power of the Mac platform in your graphics applications Coverage includes A thorough review of Mac hardware and software architectures and their performance implications In depth expert guidance for accessing OpenGL from each of the Mac s core APIs CGL AGL and Cocoa Interoperating with other Mac APIs incorporating video with QuickTime performing image effects with Core Image and processing CoreVideo data Analyzing Mac OpenGL application performance resolving bottlenecks and leveraging optimizations only available on the Mac Detecting integrating and using OpenGL extensions An accompanying Web site www macopenglbook com contains the book s example code plus additional OpenGL related resources OpenGL Programming on Mac OS X will be valuable to Mac programmers seeking to leverage OpenGL s power OpenGL developers porting their applications to the Mac platform and cross platform graphics developers who want to take advantage of the Mac platform s uniquely intuitive style and efficiency   **OpenGL Programming on Mac OS X** Robert P. Kuehne,J. D. Sullivan,2008 The goal of this volume is to enumerate the various ways of accessing OpenGL on the Mac creating and setting up OpenGL prototypes under various APIs available From this foundation the book moves into detailed discussions of each of these APIs

   Modeling and Simulation Fundamentals John A. Sokolowski,Catherine M. Banks,2010-07-13 An insightful presentation of the key concepts paradigms and applications of modeling and simulation Modeling and simulation has become an integral part of research and development across many fields of study having evolved from a tool to a discipline in less than two decades Modeling and Simulation Fundamentals offers a comprehensive and authoritative treatment of the topic and includes definitions paradigms and applications to equip readers with the skills needed to work successfully as developers and users of modeling and simulation Featuring contributions written by leading experts in the field the book s fluid presentation builds from topic to topic and provides the foundation and theoretical underpinnings of modeling and simulation First an introduction to the topic is presented including related terminology examples of model development and various domains of modeling and simulation Subsequent chapters develop the necessary mathematical background needed to understand modeling and simulation topics model types and the importance of visualization In addition Monte Carlo simulation continuous simulation and discrete event simulation are thoroughly discussed all of which are significant to a

complete understanding of modeling and simulation The book also features chapters that outline sophisticated methodologies verification and validation and the importance of interoperability A related FTP site features color representations of the book s numerous figures Modeling and Simulation Fundamentals encompasses a comprehensive study of the discipline and is an excellent book for modeling and simulation courses at the upper undergraduate and graduate levels It is also a valuable reference for researchers and practitioners in the fields of computational statistics engineering and computer science who use statistical modeling techniques *Quartz 2D Graphics for Mac OS X Developers* R. Scott Thompson,2006 Hands on guide to understanding and utilizing Quartz and Core Image the two major graphic technologies in the Apple Core Graphics Framework *Beginning Mac OS X Programming* Michael Trent,Drew McCormack,2005-10-24 Beginning Mac OS X Programming Every Mac OS X system comes with all the essentials required for programming free development tools resources and utilities However finding the place to begin may be challenging especially if you have no prior development knowledge This comprehensive guide offers you an ideal starting point to writing programs on Mac OS X with coverage of the latest release 1 4 Tiger With its hands on approach the book examines a particular element and then presents step by step instructions that walk you through how to use that element when programming You ll quickly learn how to efficiently start writing programs on Mac OS X using languages such as C Objective C r and AppleScript r technologies such as Carbon r and Cocoa r and other Unix tools In addition you ll discover techniques for incorporating the languages in order to create seamless applications All the while you can follow along on your own system so that you ll be prepared to apply your new Mac OS X skills to real world projects What you will learn from this book The major role the new Xcode plays in streamlining Mac OS X development The process for designing a graphical user interface on Mac OS X that conforms to Apple s guidelines How to write programs in the C and Objective C programming languages The various scripting languages available on the Mac OS X system and what tasks each one is best suited to perform How to write shell scripts that interact with pre installed command line tools Who this book is for This book is for novice programmers who want to get started writing programs that run on Mac OS X Experienced programmers who are new to the Mac will also find this book to be a useful overview of the Mac development environment Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think providing a structured tutorial format that will guide you through all the techniques involved **OS X and iOS Kernel Programming** Ole Henry Halvorsen,Douglas Clarke,2012-01-29 OS X and iOS Kernel Programming combines essential operating system and kernel architecture knowledge with a highly practical approach that will help you write effective kernel level code You ll learn fundamental concepts such as memory management and thread synchronization as well as the I O Kit framework You ll also learn how to write your own kernel level extensions such as device drivers for USB and Thunderbolt devices including networking storage and audio drivers OS X and iOS Kernel Programming provides an incisive and complete introduction to the XNU kernel which runs iPhones iPads iPods and Mac OS

X servers and clients Then you ll expand your horizons to examine Mac OS X and iOS system architecture Understanding Apple s operating systems will allow you to write efficient device drivers such as those covered in the book using I O Kit With OS X and iOS Kernel Programming you ll Discover classical kernel architecture topics such as memory management and thread synchronization Become well versed in the intricacies of the kernel development process by applying kernel debugging and profiling tools Learn how to deploy your kernel level projects and how to successfully package them Write code that interacts with hardware devices Examine easy to understand example code that can also be used in your own projects Create network filters Whether you re a hobbyist student or professional engineer turn to OS X andiOS Kernel Programming and find the knowledge you need to start developing   <u>OpenGL Distilled</u> Paul Martz,2006 OpenGL opens the door to the world of high quality high performance 3D computer graphics The preferred application programming interface for developing 3D applications OpenGL is widely used in video game development visualization and simulation CAD virtual reality modeling and computer generated animation OpenGL R Distilled provides the fundamental information you need to start programming 3D graphics from setting up an OpenGL development environment to creating realistic textures and shadows Written in an engaging easy to follow style this book makes it easy to find the information you re looking for You ll quickly learn the essential and most often used features of OpenGL 2 0 along with the best coding practices and troubleshooting tips Topics include Drawing and rendering geometric data such as points lines and polygons Controlling color and lighting to create elegant graphics Creating and orienting views Increasing image realism with texture mapping and shadows Improving rendering performance Preserving graphics integrity across platforms A companion Web site includes complete source code examples color versions of special effects described in the book and additional resources

Mac Application Development For Dummies Karl G. Kowalski,2011-10-25 Presents step by step instructions for creating a variety of applications for a desktop Mac   *Computerworld* ,2001-04-02 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network   *Show Me Mac OS X Panther* Perspection, Inc. Staff,Andy Anderson,Steve Johnson,2004 Show Me Mac OS X offers readers a fast visual way to learn and solve their Mac OS problems All the most important tasks are covered using clear step by step instructions with accompanying visuals The book covers system level functions as well as the many accessories and free applications that come with Mac OS X such as the popular iTunes iMovie and iCal programs This easy to use book includes Show Me Live Software that shows you how to perform everyday tasks and helps you gain real world experience Other features include a Troubleshooting Guide to help you solve common problems   **Learning Cocoa** Apple Computer, Inc,2001 Cocoa is one of the principal application environments for Mac OS X its advanced object oriented APIs allow users to develop in both Java and Objective C This revolutionary new way of developing sophisticated applications

for the Macintosh is both powerful and easy Written by insiders at Apple Computer this book provides information that can t be found anywhere else giving users a potential leg up in the Mac OS X application development market

Communication Arts ,2000   *Mobile Applications Development* Tarkeshwar Barua,Ruchi Doshi,Kamal Kant Hiran,2020-12-16 The book covers the concepts of Python programming language along with mobile application development Starting from fundamentals the book continues with the explanation of mobile app development using Kivy framework All the chapters offer questions and exercises for to better understanding of the subject At the end of the book some hands on projects are given to help the readers to improve their programming and project development skills   Proceedings of the ... International Computer Music Conference ,2002   **Dr. Dobb's Journal** ,2007   **Macworld** ,2002-09   *Software Development* ,2002   **Dr. Dobb's Journal of Software Tools for the Professional Programmer** ,2002   **MSDN Magazine** ,2002   **Byte** ,1995

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