Nokia Bluetooth Manual

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User's Manual for the Microfiche D/international ... Document Collection 1989 Planning for Power Advertising Anand Halve 2005-11-05 This book is a sound and comprehensive introduction to advertising planning and branding. Intended for students of and beginners in advertising and marketing, it discusses key issues and market realities, many of which are ignored and neglected in developing markets. The structure of this book follows a stepwise process, which starts from the beginning of the advertising planning process to the end product, which is the creative brief. Each chapter discusses a conceptual principle, which is illustrated by relevant examples. Some key issues discussed in this book are: - planning for communication in a context; - Segmentation: studying and understanding the dimensions, demographics, and psychographics of the target group; - Differentiators and Motivators: discovering what can change the consumers' mind; " managing a brand over time, looking at the entire life-cycle of a brand. Each chapter ends with an `Action Point', which helps the reader to apply the principles discussed through an exercise.
Recent Advances In Circuits And Systems Nikos E Mastorakis 1998-10-12 Recent Advances in Circuits and Systems brings you a balanced, state-of-the-art presentation of the latest concepts, methods, algorithms, techniques, procedures and applications of the fascinating field of Circuits and Systems. Written by eminent, leading, international experts, the contributors provide up-to-date aspects of topics discussed and present fresh, original insights into their own experience with Circuits and Systems.The main aim of this book is to present most of the new trends and recent advances of the impressive evolution in the discipline of circuits and systems. Special emphasis is given in the interaction

between the classic areas of systems theory (feedback control, circuits design, electronics, etc) and the modern techniques of computational intelligence (neural networks, genetic algorithms, fuzzy logic and expert systems) since this fertile interaction promises to open up new horizons in circuits and systems theory.This book is composed of four parts. Part I is devoted to Circuits and Electronics and also includes Power Systems. Part II refers to Systems Theory and Control (H infinity problems, feedback control, non-linear systems, robust stability and robust control, multivariable systems, hybrid systems and hydraulic systems). Part III presents the latest developments in the Robotics (theory and applications) while Part IV is devoted to Computational Intelligence in Systems Theory.

User's Manual to the International Annual Reports Collection 1989

Mac OS X Snow Leopard: The Missing Manual David Pogue 2009-10-08 For a company that promised to "put a pause on new features," Apple sure has been busy-there's barely a feature left untouched in Mac OS X 10.6 "Snow Leopard." There's more speed, more polish, more refinement-but still no manual. Fortunately, David Pogue is back, with the humor and expertise that have made this the #1 bestselling Mac book for eight years straight. You get all the answers with jargon-free introductions to: Big-ticket changes. A 64-bit overhaul. Faster everything. A rewritten Finder. Microsoft Exchange compatibility. All-new QuickTime Player. If Apple wrote it, this book covers it. Snow Leopard Spots. This book demystifies the hundreds of smaller enhancements, too, in all 50 programs that come with the Mac: Safari, Mail, iChat, Preview, Time Machine. Shortcuts. This must be the tippiest, trickiest Mac book ever written. Undocumented surprises await on every page. Power usage. Security, networking, build-your-own Services, file sharing with Windows, even Mac OS X's Unix chassis-this one witty, expert guide makes it all crystal clear.

Pervasive Computing Jadwiga Indulska 2008-05-16 On behalf of the Organizing Committee for Pervasive 2008, welcome to the proceedings of the 6th International Conference on Pervasive Computing. The year2008wasthesecondtimeinasmanyyearsthatthePervasiveconferencehas attempted to "globalize": For the second year in a row the conference was held outside of Europe. The conference is seen as one of the most respected venues for publishing researchon pervasive and ubiquitous computing and captures the state of the art in pervasive computing research. In 2008, as in previous years, the proceedings present solutions for challenging research problems and help to identify upcoming research opportunities. Pervasive 2008 attracted 114 high-quality submissions, from which the Te- nical Program Committee accepted 18 papers, resulting in a competitive 15. 8% acceptance rate. There were over 335 individual authors from 27 countries,c- ing from a wide range of disciplines and from both academic and industrial organizations. Papers were selected solely on the quality of their peer reviews using a double-blind review process. The review process was carried out by 38 members of the international Technical

ProgramCommittee (TPC) who are - perts of international standing. The TPC members were aided by 104 external reviewers. It wasa rigorousreviewprocess,in whicheachpaper had atleastfour reviews: three reviews provided by by the Committee members and one review written by an external reviewer. The reviews were followed by a substantive - liberation on each paper during an electronic discussion phase before the start of the Committee meeting.

Bluetooth Security Attacks Keijo Haataja 2013-10-28 Bluetooth technology has enjoyed tremendous success, and it's now employed in billions of devices for short-range wireless data and real-time audio or video transfer. In this book the authors provide an overview of Bluetooth security. They examine network vulnerabilities and provide a literature-review comparative analysis of recent security attacks. They analyze and explain related countermeasures, including one based on secure simple pairing, and they also propose a novel attack that works against all existing Bluetooth versions. They conclude with a discussion on future research directions. The book is appropriate for practitioners and researchers in information security, in particular those engaged in the design of networked and mobile devices.

Nokia Smartphone Hacks Michael Juntao Yuan 2005 A guide to the features and functions of the Nokia smartphone.

Headphones Guide: 2016 Guide for Beginner's Philip Tranton 2015-12-23 Headphones are a very popular accessory in this day and age. Just about everyone owns a pair. The quality differs and not all of them meet the needs of their users. The purpose of this guide is to compare the different levels of quality for headphones and the different features of headsets in order to help you make sound judgment when deciding to purchase either one.

WiMax Operator's Manual Daniel Sweeney 2004 This operational handbook covers the planning, construction, and day-to-day operation of a standards-based broadband wireless network. It explains the advantages of broadband wireless and where it constitutes a best solution, and it also delineates the unique difficulties, challenges, and limitations of broadband wireless.

Daily Graphic Ransford Tetteh 2008-12-03

Domain-Specific Modeling Steven Kelly 2008-04-11 "[The authors] are pioneers. . . . Few in our industry have their breadth of knowledge and experience." —From the Foreword by Dave Thomas, Bedarra Labs Domain-Specific Modeling (DSM) is the latest approach to software development, promising to greatly increase the speed and ease of software creation. Early adopters of DSM have been enjoying productivity increases of 500–1000% in production for over a decade. This book introduces DSM and offers examples from various fields to illustrate to experienced developers how DSM can improve software development in their teams. Two authorities in the field explain what DSM is, why it works, and how to successfully create and use a DSM solution to improve productivity and quality. Divided into four parts, the book covers: background and motivation; fundamentals; in-depth examples; and creating DSM solutions.

There is an emphasis throughout the book on practical guidelines for implementing DSM, including how to identify the necessary language constructs, how to generate full code from models, and how to provide tool support for a new DSM language. The example cases described in the book are available the book's Website, www.dsmbook.com, along with, an evaluation copy of the MetaEdit+ tool (for Windows, Mac OS X, and Linux), which allows readers to examine and try out the modeling languages and code generators. Domain-Specific Modeling is an essential reference for lead developers, software engineers, architects, methodologists, and technical managers who want to learn how to create a DSM solution and successfully put it into practice.

Security and Privacy in Ad-hoc and Sensor Networks Frank Stajano 2007-08-24 This book constitutes the refereed proceedings of the 4th European Workshop on Security and Privacy in Ad hoc and Sensor Networks, ESAS 2007, held in Cambridge, UK, in July 2007. The papers present original research on all aspects of security and privacy in wireless ad hoc and sensor networks and address current topics of network security, cryptography, and wireless networking communities.

Design of System on a Chip Ricardo Reis 2004-07-14 Design of System on a Chip is the first of two volumes addressing the design challenges associated with new generations of the semiconductor technology. The various chapters are the compilations of tutorials presented at workshops in Brazil in the recent years by prominent authors from all over the world. In particular the first book deals with components and circuits. Device models have to satisfy the conditions to be computationally economical in addition to be accurate and to scale over various generations of technology. In addition the book addresses issues of the parasitic behavior of deep sub-micron components, such as parameter variations and sub-threshold effects. Furthermore various authors deal with items like mixed signal components and memories. We wind up with an exposition of the technology problems to be solved if our community wants to maintain the pace of the "International Technology Roadmap for Semiconductors" (ITRS).

A Postphenomenological Inquiry of Cell Phones Galit Wellner 2015-11-11 Why does the announcement of a new cellphone model ignite excitement and passion? Why do most people return home when they forget their cellphones, while only few would return for their wallets? How did the cellphone technology become so dominant for many of us? This book offers an analysis of the historical evolution and of the meanings of this technology in the lives of billions of people. The book offers a unique point of view on the cellphone that merges genealogical analysis of its development since the 1990s and philosophical insights into a coherent analytical framework. With new concepts like "histories of the future" and "memory prosthesis," the book aims to explain the excitement arising from new model announcements and the ever-growing dependency on the cellphone through the framing of these experiences in wide philosophical contexts. It is the first philosophical analysis of the important roles the cellphone

plays in contemporary everydayness.

Pervasive Computing Kenneth P. Fishkin 2006-05-19 This book constitutes the refereed proceedings of the 4th International Conference on Pervasive Computing, PERVASIVE 2006, held in Dublin, Ireland, in May 2006. The 24 revised full papers presented here are organized in topical sections on activity recognition, location, sensors, sensor processing and platforms, toolkits and gaming, security, pointing, interaction and displays, and smart homes, and beyond.

The Frankencamera 2011 Digital cameras, both in traditional form factors and as parts of cell phones, have become ubiquitous over the last decade. But for the most part, they remain black boxes to the end-user, and cannot be reprogrammed or modified. This has become an obstacle to researchers in the new field of computational photography, who want to use the growing computing power of digital cameras to create images no traditional camera could produce. This dissertation presents the Frankencamera platform, a digital camera system designed for computational photography. The Frankencamera is a fully open, fully programmable digital camera, which can be easily modified to test out new research ideas. The Frankencamera architecture allows for per-frame control of the capture process, and accurate synchronization of all the components that make up the camera. Based on this architecture, this dissertation details two hardware platforms: the F2, a flexible custom-built camera; and the Nokia N900, a commercial smartphone. Both platforms can be easily programmed at a high level using the FCam API, written to embody the Frankencamera architecture. Finally, this dissertation presents several sample applications for the Frankencamera platform. Several of these applications could not have been developed for any existing camera platform, and the ease and speed at which they were written show that the Frankencamera platform is a compelling tool for computational photography.

Mobile Computing C.S.R. Prabhu 2003 Papers presented at the National Conference on Mobile Computing, held at Hyderabad during 11-12 December 2001.

New Trends in Multimedia and Network Information Systems A. Zgrzywa 2008-08-21 New Trends in Multimedia and Network Information Systems discusses a very broad scope of subject matters including multimedia systems in their widest sense, web systems and network technologies. This monograph also includes texts devoted to more traditional information systems that draw on the experience of the multimedia and network systems. Each of the discussed research trends is considered from both theoretical and practical viewpoints. Imposing a clear-cut classification for such a diverse research area is not an easy task. The challenge is even greater due to the fact that in this book the focus lies on the most topical research work of scientists from all over the world. The studies are original and were not published anywhere else. The chapters

represent the dominant advances in computer information systems and it is worth emphasizing that in most cases the research work relies heavily on the achievements and techniques developed originally in the area of artificial intelligence. As a result, the monograph is divided into four major parts: multimedia information technology; data processing in information systems; information system applications; and web systems and network technologies. Each of these parts covers a couple of chapters on detailed subject fields that comprise the area of its title.

Natural Language Processing and Information Systems Farid Meziane 2004-07-28 Welcome to NLDB04, the Ninth International Conference on the Application of Natural Language to Information Systems, held at the University of Salford, UK d- ing June 23-25, 2004. NLDB04 follows on the success of previous conferences held since 1995. Early conferences then known as Application of Natural Language to Databases, hence the acronym NLDB, were used as a forum to discuss and disse- nate research on the integration of natural language and databases and were mainly concerned with natural language based queries, database modelling and user int- faces that facilitate access to information. The conference has since moved to enc- pass all aspects of Information Systems and Software Engineering. Indeed, the use of natural language in systems modelling has greatly improved the development process and benefited both developers and users at all stages of the software development process. The latest developments in the field of natural language and the emergence of new technologies has seen a shift towards storage of large semantic electronic dictionaries, their exploitation and the advent of what is now known as the semantic web. Inf- mation extraction and retrieval, document and content management, ontology dev- opment and management and natural language conversational systems are becoming regular tracks in the last NLDB conferences. NLDB04 has seen a 50% increase in the number of submissions and has est- lished itself as one of the leading conferences in the area of applying natural language to information systems in its broader sense.

Mac OS X Panther Hacks Rael Dornfest 2004 Like the animal it's named for, Mac OS X Panther is beautiful, sleek, superbly efficient, dangerously alluring, and all muscle under the surface. Beneath its appealing interface, it's a hard-working machine. Those coming to Mac OS X from previous incarnations of the operating system recognize much of the friendly face of the Macintosh they're used to, but they're also plunged into a whole new world. Unix converts to Mac OS X find a familiar FreeBSD-like operating system at the core and many of the command-line applications that they're familiar with: it's like an open invitation to roll up their sleeves and hack. Mac OS X Panther Hacks brings together the perfect combination of tips, tricks, and tools to help serious Mac users--regardless of their background--get the most from their machines. This revised collection reflects the real-world know how of those well-steeped in Unix history and expertise, sharing their no-nonsense, sometimes quick-and-dirty solutions to

administering and taking full advantage of everything a Unix desktop has to offer: Web, Mail, and FTP serving, security services, SSH, Perl and shell scripting, compiling, configuring, scheduling, networking, and hacking. Add to that the experience of die-hard Macintosh users, customizing and modifying their hardware and software to meet their needs. The end result is cool stuff no power user should be without. The hacks in the book range from the quick and easy to the more complex. Each can be read easily in a few minutes, saving countless hours of searching for the right answer. Mac OS X Panther Hacks provides direct, hands-on solutions in topics such as: User Interface Accessories (iPod, USB devices, mobile phones, PDAs, etc.) Wired and wireless networking (Ethernet, WiFi, Bluetooth, etc.) Email (servers and clients) Web (servers and clients) Messaging (iChat and associated apps) Printing and Faxing (sharing printers, fax server, etc.) Multimedia If you want more than your average Mac user--you want to explore and experiment, unearth shortcuts, create useful tools, and come up with fun things to try on your own--this book will set you on the right track. Written for users who need to go beyond what's covered in conventional manuals--Mac OS X Panther Hacks will bring your Mac to its full potential.

Autocar & Motor 1990-10

Ubiquitous Mobile Information and Collaboration Systems Luciano Baresi 2005-03-01 Over recent years most business processes have changed in various dimensions (e. g. , ?exibility, interconnectivity, coordination style, autonomy) due to market conditions, organizational models, and usage scenarios of information systems. Frequently, inf-
mationisrelocatedwithinageographicallydistributedsystemaccordingtorulesthatare only seldom de?ned as a well-codi?ed business process. This creates the need for a so- ware infrastructure that enables ubiquitous mobile and collaboration systems (UMICS). The anywhere/anytime/any means paradigm is becoming the major challenge in conceiving, designing, and releasing next-generation information systems. New te- nologies, like wi-? networks and 3rd-generation mobile phones, are offering the infr- tructure to conceive of information systems as ubiquitous information systems, that is, systems that are accessible from anywhere, at any time, and with any device. Ubiquity is not yet another buzzword pushed by emerging technologies, but is mainly a means to support new business models and encourage new ways of working. This new wave of UMICS will exploit the knowledge developed and deployed for conventional infor- tion systems, but will also need new concepts, models, methodologies, and supporting technologies to fully exploit the potentials of the enabling infrastructure and to be ready for the challenge. Moreover, people need to move across organizational boundaries and collaborate with others within an organization as well as between organizations. The ability to query the company's distributed knowledge base and to cooperate with co-workers is still a

requirement, but mobility brings new access scenarios and higher complexity. IPhoto 4 David Pogue 2004 Introduces digital photography and explains how to import, modify, organize, transfer, and present photographs using the Macintosh photograph editing and management software.

IPhone: The Missing Manual David Pogue 2013-10-28 Answers found here! In iOS 7, Apple gave the iPhone the most radical makeover in its history. The new software is powerful, sleek, and a perfect companion to the iPhone 5s and 5c—but it's wildly different. Fortunately, David Pogue is back with an expanded edition of his witty, full-color guide: the world's most popular iPhone book. The important stuff you need to know: The iPhone 5s. This book unearths all the secrets of the newest iPhone—faster chip,dual-color flash, fingerprint scanner, and more—and its colorful companion, the 5c. The iOS 7 software. Older iPhones gain Control Center, AirDrop, iTunes Radio, free Internet phone calls, and about 197 more new features. This book covers it all. The apps. That catalog of 1,000,000 add-on programs makes the iPhone's phone features almost secondary. Now you'll know how to find, manage, and exploit those apps. The iPhone may be the world's coolest computer, but it's still a computer, with all of a computer's complexities. iPhone: The Missing Manual is a funny, gorgeously illustrated guide to the tips, shortcuts, and workarounds that will turn you, too, into an iPhone addict.

Nokia Smartphone Hacks Michael Juntao Yuan 2005-07-25 Nokia's smartphones pack a powerful computer into a very small space. Unlike your desktop or laptop, your smallest computer can be connected to the Internet all the time, and can interact with the world around it through its camera, voice recognition, and its traditional phone keypad. Nokia smartphones combine these features with impressive storage options and a host of networking protocols that make this smallest computer the only thing a road warrior truly needs. If you're still cracking open your laptop or pining for your desktop while you're on the road, you haven't begun to unlock your Nokia's full potential. Nokia Smartphone Hacks is dedicated to tricking out your smartphone and finding all the capabilities lurking under the surface. Learn how to: Unlock your phone so that you can use it with any carrier Avoid and recover from malicious mobile software Watch DVD movies on the phone Use the phone as a remote control Use the phone as a data modem for your notebook Check your email and browse the web Post to your weblog from your phone Record phone conversations Choose mobile service plans Transfer files between the phone and your computer Whether you want to use your smartphone as your lifeline while you're on the road, or you're just looking for a way to make the most of the time you spend waiting in lines, you'll find all the user-friendly tips, tools, and tricks you need to become massively productive with your Nokia smartphone. With Nokia Smartphone Hacks, you'll unleash the full power of that computer that's sitting in your pocket, purse, or backpack.

Thailand Business

1989

PC Mag 2006-12-05 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Mobile Python Jürgen Scheible 2008-02-28 Mobile Python is the introduction of Python programming language to the mobile space. This practical hands-on book teaches readers how to realize their application ideas on the Symbian OS. Programming on the Symbian mobile platform has been difficult and time consuming in the past. This innovative new title will remedy this problem. Chapters deal with topics that are based on Python S60 features and presented in an order that lets the user learn first the "simple to code" ones and then increasing in complexity.

PC Magazine 2006

PC Mag 2002-05-21 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Low-power HF Microelectronics Gerson A. S. Machado 1996 This book brings together innovative modelling, simulation and design techniques in CMOS, SOI, GaAs and BJT to achieve successful high-yield manufacture for low-power, high-speed and reliable-by-design analogue and mixed-mode integrated systems.

101 Cool Smartphone Techniques Dean Andrews 2005-02-18 Here's how to get as smart as your phone Your Series 60 smartphone is one really cool gadget. Here's how to take advantage of 101 reasons why they call it "smart." This is no boring user's manual, but the key that unlocks tricks you never guessed your phone could do. Find out how to blacklist unwanted calls, set your camera features on "fast draw" so you never miss a shot, create your own ringtones, send video, encrypt data on your phone, install and remove software, and so much more. Get expert advice on buying a smartphone, configuring it, and transferring data from your old phone Send automatic text message responses to callers Replace your phone's wallpaper with your own images Create an e-book you can read on your phone Quickly locate files and multimedia Super-size your caller ID Use shortcuts to fast-forward, rewind, or play back vodeo Connect to your PC via Bluetooth or infrared technology Lock your memory card and back up data stored there or in your phone memory Open Zip files on your phone

FCC Record United States. Federal Communications Commission 2013

Near Field Communication Sheli McHugh 2022-05-31 Near Field Communication is a radio frequency technology that allows objects, such as mobile phones, computers, tags, or posters, to exchange information wirelessly across a small distance. This report on the progress of Near Field Communication reviews the features and functionality of the technology and summarizes the broad spectrum of its current and anticipated applications. We

explore the development of NFC technology in recent years, introduce the major stakeholders in the NFC ecosystem, and project its movement toward mainstream adoption. Several examples of early implementation of NFC in libraries are highlighted, primarily involving the use of NFC to enhance discovery by linking books or other physical objects with digital information about library resources, but also including applications of NFC to collection management and self-checkout. Future uses of NFC in libraries, such as smart posters or other enhanced outreach, are envisioned as well as the potential for the "touch paradigm" and "Internet of things" to transform the ways in which library users interact with the information environment. Conscious of the privacy and security of our patrons, we also address continuing concerns related to NFC technology and its expected applications, recommending caution, awareness, and education as immediate next steps for librarians.

International Online Information Meeting 1996

Letting Go of the Words Janice (Ginny) Redish 2007-06-22 "Redish has done her homework and created a thorough overview of the issues in writing for the Web. Ironically, I must recommend that you read her every word so that you can find out why your customers won't read very many words on your website -- and what to do about it." -- Jakob Nielsen, Principal, Nielsen Norman Group "There are at least twelve billion web pages out there. Twelve billion voices talking, but saying mostly nothing. If just 1% of those pages followed Ginny's practical, clear advice, the world would be a better place. Fortunately, you can follow her advice for 100% of your own site's pages, so pick up a copy of Letting Go of the Words and start communicating effectively today. --Lou Rosenfeld, co-author, Information Architecture for the World Wide Web On the web, whether on the job or at home, we usually want to grab information and use it quickly. We go to the web to get answers to questions or to complete tasks – to gather information, reading only what we need. We are all too busy to read much on the web. This book helps you write successfully for web users. It offers strategy, process, and tactics for creating or revising content for the web. It helps you plan, organize, write, design, and test web content that will make web users come back again and again to your site. Learn how to create usable and useful content for the web from the master ? Ginny Redish. Ginny has taught and mentored hundreds of writers, information designers, and content owners in the principles and secrets of creating web information that is easy to scan, easy to read, and easy to use. This practical, informative book will help anyone creating web content do it better. Features * Clearly-explained guidelines with full color illustrations and examples from actual web sites throughout the book. * Written in easy-to-read style with many "befores" and "afters." * Specific guidelines for web-based press releases, legal notices, and other documents. * Tips on making web content accessible for people with special needs. Janice (Ginny) Redish has been helping clients and colleagues communicate clearly for more than 20 years. For the past ten years, her focus has been helping people create usable and useful

web sites. She is co-author of two classic books on usability: A Practical Guide to Usability Testing (with Joseph Dumas), and User and Task Analysis for Interface Design (with JoAnn Hackos), and is the recipient of many awards. * Clearly-explained guidelines with full color illustrations and examples from actual web sites throughout the book. * Written in easy-to-read style with many "befores" and "afters." * Specific guidelines for web-based press releases, legal notices, and other documents. * Tips on making web content accessible for people with special needs.

Risk Stanley McChrystal 2021-10-05 From the bestselling author of Team of Teams and My Share of the Task, an entirely new way to understand risk and master the unknown. Retired four-star general Stan McChrystal has lived a life associated with the deadly risks of combat. From his first day at West Point, to his years in Afghanistan, to his efforts helping business leaders navigate a global pandemic, McChrystal has seen how individuals and organizations fail to mitigate risk. Why? Because they focus on the probability of something happening instead of the interface by which it can be managed. In this new book, General McChrystal offers a battle-tested system for detecting and responding to risk. Instead of defining risk as a force to predict, McChrystal and coauthor Anna Butrico show that there are in fact ten dimensions of control we can adjust at any given time. By closely monitoring these controls, we can maintain a healthy Risk Immune System that allows us to effectively anticipate, identify, analyze, and act upon the ever-present possibility that things will not go as planned. Drawing on examples ranging from military history to the business world, and offering practical exercises to improve preparedness, McChrystal illustrates how these ten factors are always in effect, and how by considering them, individuals and organizations can exert mastery over every conceivable sort of risk that they might face. We may not be able to see the future, but with McChrystal's hard-won guidance, we can improve our resistance and build a strong defense against what we know—and what we don't.

Hardware Hacking Joe Grand 2004-01-29 "If I had this book 10 years ago, the FBI would never have found me!" -- Kevin Mitnick This book has something for everyone---from the beginner hobbyist with no electronics or coding experience to the self-proclaimed "gadget geek." Take an ordinary piece of equipment and turn it into a personal work of art. Build upon an existing idea to create something better. Have fun while voiding your warranty! Some of the hardware hacks in this book include: * Don't toss your iPod away when the battery dies! Don't pay Apple the $99 to replace it! Install a new iPod battery yourself without Apple's "help" * An Apple a day! Modify a standard Apple USB Mouse into a glowing UFO Mouse or build a FireWire terabyte hard drive and custom case * Have you played Atari today? Create an arcade-style Atari 5200 paddle controller for your favorite retro videogames or transform the Atari 2600 joystick into one that can be used by left-handed players * Modern game systems, too! Hack your PlayStation 2 to boot code from the memory card or modify your

PlayStation 2 for homebrew game development * Videophiles unite! Design, build, and configure your own Windows- or Linux-based Home Theater PC * Ride the airwaves! Modify a wireless PCMCIA NIC to include an external antenna connector or load Linux onto your Access Point * Stick it to The Man! Remove the proprietary barcode encoding from your CueCat and turn it into a regular barcode reader * Hack your Palm! Upgrade the available RAM on your Palm m505 from 8MB to 16MB · Includes hacks of today's most popular gaming systems like Xbox and PS/2. · Teaches readers to unlock the full entertainment potential of their desktop PC. · Frees iMac owners to enhance the features they love and get rid of the ones they hate.