

Guide To Sdk Samples

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Guide To Sdk Samples

Adobe® Acrobat® SDK 8.0 Guide to SDK Samples for Microsoft® Windows®, Mac OS®, Linux®, and UNIX® Edition 2.0, June 2007
If this guide is distributed with software that includes an end user agreement, this guide, as well as the software described in it, is furnished

Guide to SDK Samples - Adobe Inc.

This guide provides descriptions and implementation details for samples included in one or more installations of the Acrobat 7.x SDK, such as the Adobe Acrobat SDK for Windows®, the Adobe Acrobat SDK for the Mac OS®, the Adobe Reader SDK for Linux® and the web-based Exploded SDKs on the Adobe Partners web site.

Acrobat 7.0.5 SDK

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Guide To Sdk Samples Adobe® Acrobat® SDK 8.0 Guide to SDK Samples for Microsoft® Windows®, Mac OS®, Linux®, and UNIX® Edition 2.0, June 2007 If this guide is distributed with software that includes an end user agreement, this guide, as well as the software described i n it, is furnished Guide to SDK

Guide To Sdk Samples - legend.kingsbountygame.com

SDKs (software development kits) and sample apps are similar to code samples and tutorials but are much more extensive and usually involve a whole collection of files that work together as a package or sample app. The SDK might include libraries that you download and incorporate into your application, and can consist of tools, sample apps, and other code.

SDKs (software development kits) | Documenting APIs

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How to Use the SDK: 2019 | 2017. White Paper: A Guide for Intel® SDK for OpenCL™ Applications. Intel® Processor Graphics Developer Guides. How the 9th Generation of Graphics Unlocks Performance in the OpenCL™ Standard. Runtime Deployment on Linux* Accelerate the OpenCL™ Standard for the Intel® Distribution of OpenVINO™ Toolkit

Training & Code Samples for Intel® SDK for OpenCL ...

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For detailed information about the EOS SDK, see our online documentation. Epic Games also provides Developer forums to ask questions and join the community of developers using EOS. Trying out the Samples. After downloading the SDK, you will find various samples demonstrating individual features of the platform.

Quick Start Guide | Unreal Engine Documentation

The DemoButtons.html sample demonstrates signature capture, reproducing the functionality of the sample in the standard STU SDK: The sample uses a copy of the Stanford Crypto Library SJCL.JS for encryption related functions. The file is not included with the sample code but can be downloaded from the Stanford website.

SigCaptX - Guide · STU SDK

Welcome to the Wacom STU SDK. Use this SDK to control all aspects of the Wacom STU-series of signature tablets. You can: Query the tablet for its current settings and make changes to them. Send images to the tablet's LCD screen. Receive and decode pen stylus data. The SDK is written in C++11 and the source code is provided.

Guide to using the API · STU SDK

SDK6.0\Samples\ Each individual sample has its own set of solution files at: SDK6.0\Samples\\ To build/examine all the samples at once, the complete solution files should be used. To build/examine a single sample, the individual sample solution files should be used. Linux The Linux samples are built using makefiles.

NVIDIA VIDEO CODEC SDK SAMPLES GUIDE

Install the SDK and Sample Code Configure a new Python virtual environment. Use a Python virtual environment to isolate the SDK and its dependencies... Get the package. The Google Assistant SDK package contains all the code required to get the Google Assistant running on... Generate credentials. ...

Install the SDK and Sample Code | Google Assistant SDK

SDK Samples and Gamepad Usage Some of the Oculus SDK

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samples use gamepad controllers to enable movement around the virtual world. Oculus Debug Tool The Oculus Debug Tool (ODT) enables you to view performance or debugging information within your game or experience. It also enables you to tune or configure related parameters, such as the field of view (FOV) size for a mirrored flat-screen view of the VR experience (which could be streamed to an audience in a more comfortable viewing format).

PC SDK Developer Guide | Oculus Developers

By default, the Winsock sample source code is installed in the following directory by the Windows SDK for Windows 7:

C:\Program Files\Microsoft

SDKs\Windows\v7.0\Samples\NetDs\winsock. On earlier versions of the Windows SDK, the version number in the above path would change.

Getting Started with Winsock - Win32 apps | Microsoft Docs

Tobii XR SDK is a value-added developer resource that expands upon the VIVE SRanipal SDK. It leverages Tobii's decades of experience in eye tracking to provide ready-to-use samples and user interaction paradigms for developers.

VIVE Eye Tracking SDK (SRanipal) - Developer Resources

WebView2 Samples. This repository contains getting started apps as well as sample apps that demonstrate the features and usage patterns of WebView2. As we add more features to WebView2, we will regularly update our samples. In the GettingStarted folder you will find the starter code for its respective guide listed below: Win32 Getting Started

WebView2 Samples - GitHub

Welcome to the Platform SDK Code Samples Accessing the Latest Samples The Platform SDK sample code included with your installation may not be the most up-to-date version. For access to the latest additions, corrections, and clarifications you should download the latest files here and update your local copies as necessary.

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