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A Newbies Guide to Play Station 3 (PS3)-GameCaps 2012-11-01 Games systems used to be simple--plug into TV, put in game cartirage, power on...and occasionally spend several minutes plugging dust out and putting it in at just the right angle! Today game systems are more than game systems--they are multi-media powerhouses. In the case of PS3, it is a full on computer. This guide will help you get the most out of your PS3 and everything that's built into it--from adjusting parental settings to changing the way it looks. GameCaps Walkthroughs was started as a way of bringing cheap, reliable, and informative game walkthroughs and system profiles. Our library is growing more every month. Playstation 3-

The Unofficial PlayStation Handbook-Katie Morris 2014-11-10 If you are new to the PlayStation console or just want to learn more, this is an essential guide for you. With chapters covering PS3, PS4, and PlayStation TV this guide covers every aspect of PlayStation you can think of! This book is a bundle of three books. Each section can also be purchased individually. Please note, this book is neither written or endorsed by Sony and should be considered unofficial.

Tactical Shooter Pro Gaming Performance Guide- First Person Shooter tactics tips and tricks. Everything you'll ever need to know for your ultimate performance in FPS multilayer games like Call of Duty and Battlefield.

Plunkett's Entertainment & Media Industry Almanac 2006: The Only Complete Guide to the Technologies and Companies Changing the Way the World Shares En-Jack W. Plunkett 2006 The electronic age is bringing sweeping changes to entertainment and media of all kinds, including publishing, broadcasting and film. Multimedia, the Internet and other digital media outlets for entertainment and information are being refined at a rapid rate. Media giants are merging and making big acquisitions. This book covers these exciting developments and provides profiles on hundreds of leading firms in film, radio, television, cable, new media, and publishing of all types including books, magazines and newspapers. It contains thousands of contacts for business and industry leaders, industry associations, Internet sites and other resources. You'll get in-depth profiles of nearly 400 of the world's top Entertainment & Media firms: our own unique list of companies that are the leaders in this field. Here you'll find complete profiles of the hot companies that are making news today, the largest, most successful corporations in all facets of the Entertainment and Media Business, from broadcasters to film production companies, casino operators to theme park companies, publishers of books and magazines to video game designers, and much more. Our corporate profiles include executive contacts, growth plans, financial records, address, phone, fax and much more. This innovative book offers unique information, all indexed and cross-indexed more for each firm! Our industry analysis section provides an exceptional discussion of business and market trends. The book includes statistical tables covering revenues for several industry sectors. Purchasers of either the book or PDF version can receive a free copy of the company profiles database on CD-ROM, enabling key word search and export of key data.

The Ultimate Player's Guide to Minecraft - PlayStation Edition-Stephen O'Brien 2014-12-22 The Ultimate Player's Guide to Minecraft - PlayStation Edition Minecraft: These worlds are YOURS! Minecraft is WAY more than a game: it's an alternate universe of creation, exhilaration, survival, adventure, passion! Don't enter that universe alone. Take an experienced guide who'll help you constantly as you learn the secrets of Minecraft on the PlayStation! Stephen O'Brien has been obsessing over Minecraft since its earliest betas. He's seen it all! Now, he'll take you deep inside craft and mine, cave and menagerie, farm and village. He'll reveal combat traps and tricks you need to know... teach you enchantments of unimaginable power... help you survive where few dare to go... help you OWN the infinite worlds of Minecraft! Based on the international best-seller of the same name, this book is ideal for Minecrafters of all ages. Quick-start guide for first-night survival to get started NOW Customize your experience: monstrous, peaceful, and more Harvest resources, craft tools and shelters—let there be light Grab your pickaxe: mine iron, gold, diamonds, and redstone Escape (or defeat!) 14 types of hostile mobs Get friendly mobs on your side and build automated farms Brew potions to cure ills, gain superpowers, and to throw at enemies Transform your shelter into a palace (or a secret underwater base) Create customized worlds with unique seeds Learn the secrets of redstone devices and build incredible rail systems Play safely through The Nether and The End Play with up to eight of your friends on PlayStation, or run in splitscreen mode Stephen O'Brien is an Australian-born writer and entrepreneur now residing in Sydney after too many years in Silicon Valley. He has written more than 30 books, including several best- sellers. O'Brien founded Typefi, the world's leading automated publishing system, and in his spare time invented a new type of espresso machine called mypressi. He's a perpetual innovator who remains astounded at the unparalleled creativity Minecraft can engender. This book was not created by and is not endorsed by Notch Development AB Corporation/Mojang Synergies AB Corporation, or Sony Computer Entertainment.

Raising Digital Families For Dummies-Amy Lupold Bair 2013-04-10 Get on the same online playing field as your children with this helpful resource The youngest generation will never know life without iPhones, iPods, and Facebook, and while their parents have witnessed the evolution of technology, it is still a challenge to keep up with the pace at which things change. This easy-to-understand guide helps you get up to speed on everything you need to know NOW in order to keep up with your children's online and gadget activity. The book offers invaluable guidance for managing mobile devices, social media, and the Internet before it manages you! Also featured are tips and advice for establishing family rules for technology use and how to best handle situations when rules are broken. Covers monitoring software for computers and mobile devices Offers advice for handling cyberbullies and introduces safe social networks for children Addresses how to guide children who want to blog or podcast Provides information on helpful sites that you may want to explore for more issues on various issues that relate to the future of technology Whether you want to control mobile device usage or monitor social network activity, Raising Digital Families For Dummies will guide you through acquiring a better handle on this important part of your children's lives.

Minecraft For Dummies-Jesse Stay 2015-01-20 Provides readers with tips, techniques, and strategies for Minecraft, including how to understand biomes, explore and trade in villages, mine redstone, and survive hunger through farming and mining.

Minecraft Beginners Guide-Minecraft Books 2014-01-04 Minecraft is a sandbox game created by Mojang AB. This game allows individuals to express their creativity by building amazing structures, creations, homes, etc. The game also includes adventure, battling, brewing, crafting, and many other exciting aspects. This guide comes with everything you need to start Minecraft and become successful on the game! Inside you will find: - Advice from Pros - Helpful Tips and Tricks - Exciting Secrets - An Intro to Crafting - Battle Strategies - And More! Scroll up and order your own copy today! Minecraft is a copyright and registered trademark of the company Mojang / Notch. We are not endorsed associated with Minecraft or Mojang / Notch.

My PlayStation Vita-Bill Loguidice 2012-11-15 Step-by-step instructions with callouts to PlayStation Vita images that show you exactly what to do. Help when you run into problems with your PlayStation Vita. Tips and Notes to help you get the most from your PlayStation Vita. Full-Color, Step-by-Step Tasks Show You How to Have Maximum Fun with Your PlayStation Vita! Unbox your PS VitaTM, get connected, and start having fun, fast Master PS Vita's built-in and downloadable apps, from games to social media Discover hot new PS Vita games—and play PlayStation classics, too Chat with groups of friends in real time—even if they're playing different games Leave gifts for nearby gamers to find and play with or launch neighborhood competitions Post on Facebook and Twitter right from your PS Vita Use "augmented reality" cameras to embed yourself into the game Make the most of PS Vita's advanced HTML5 web browser Take great photos and videos with PS Vita's built-in cameras Control your PS3 from your PS Vita—even if you're thousands of miles away Transform your PS Vita into a world-class music player Get instant walking or driving directions from Google Maps Set parental controls to protect your kids Create Privacy Zones so other gamers don't know what you're doing Buy or rent videos from the PlayStation Store Safely back up your PS Vita on your PC, Mac, or PS3 Solve PS Vita and connectivity problems fast and get back to having fun

Blender Foundations-Roland Hess 2013-05-02 Blender Foundations is the definitive resource for getting started with 3D art in Blender, one of the most popular 3D/Animation tools on the market . With the expert insight and experience of Roland Hess, noted Blender expert and author, animators and artists will learn the basics starting with the revised 2.6 interface, modeling tools, sculpting, lighting and materials through rendering, compositing and video editing. Some of the new features covered include the completely re-thought interface, the character animation and keying system, and the smoke simulator. More than just a tutorial guide, "Blender Foundations" covers the philosophy behind this ingenious software that so many 3D artists are turning to today. Start working today with Blender with the accompanying web site which includes all of the projects and support files alongside videos, step-by-step screenshots of the trickier tutorials, as well as a direct links to official resources like the Blender download site and artist forums.

The Complete Guide to Game Audio-Aaron Marks 2012-10-12 Turn your musical passion into a profitable career with this essential guide to the business and technical skills you need to succeed in the multi-billion dollar games industry. Step-by-step instructions lead you through the entire music and sound effects process - from developing the essential skills and purchasing the right equipment to keeping your clients happy. Learn everything you need to: Find the jobs. Identify your niche, implement a business and marketing plan that includes a great demo reel, and plug into the established network to find clients. Make the deals. Make the bidding and contract process work for you by knowing the standard industry terminology, understanding how to set fees, and employing non-confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders, reworks, payment options, and other essentials. Create music and sound effects for games. Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems. The companion DVD features audio and cinematic examples, demos of useful sound editing and sequencing programs, and sample business contracts.

Resonance of Fate-Dan Birlew 2010

Sound & Vision- 2009

The Fellowship of the Ring-J. R. R. Tolkien 2012-03-01 Sauron, the Dark Lord, has gathered to him all the Rings of Power - the means by which he intends to rule Middle-earth. All he lacks in his plans for dominion is the One Ring - the ring that rules them all - which has fallen into the hands of the hobbit, Bilbo Baggins.In a sleepy village in the Shire, young Frodo Baggins finds himself faced with an immense task, as his elderly cousin Bilbo entrusts the Ring to his care. Frodo must leave his home and make a perilous journey across Middle-earth to the Cracks of Doom, there to destroy the Ring and foil the Dark Lord in his evil purpose.To celebrate the release of the first of Peter Jackson's two-part film adaptation of The Hobbit, THE HOBBIT: AN UNEXPECTED JOURNEY, this first part of THE LORD OF THE RINGS is available for a limited time with an exclusive cover image from Peter Jackson's award-winning trilogy.

Silent Hill-Bernard Perron 2012-01-03 Silent Hill: The Terror Engine, the second of the two inaugural studies in the Landmark Video Games series from series editors Mark J. P. Wolf and Bernard Perron, is both a close analysis of the first three Silent Hill games and a general look at the whole series. Silent Hill, with its first title released in 1999, is one of the most influential of the horror video game series. Perron situates the games within the survival horror genre, both by looking at the history of the genre and by comparing Silent Hill with such important forerunners as Alone in the Dark and Resident Evil. Taking a transmedia approach and underlining the designer's cinematic and literary influences, he uses the narrative structure; the techniques of imagery, sound, and music employed; the game mechanics; and the fiction, artifact, and gameplay emotions elicited by the games to explore the specific fears survival horror games are designed to provoke and how the experience as a whole has made the Silent Hill series one of the major landmarks of video game history.

Red Dead Redemption 2-Piggyback 2018-10-26 Red Dead Redemption 2 Complete Official Guide Standard Edition Compiled and crafted in association with Rockstar Games, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of Red Dead Redemption 2. GUIDE DETAILS HUNDREDS OF UNTOLD TALES, TOLD: All events at your fingertips, from the most memorable missions to the rarest chance encounters – you need never miss a single moment of the story CHARTING THE WILDS: Hi-res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here 100% COMPLETION: Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games – all streamlined for total completion VISUAL SOLUTIONS: Supported by annotated 4K screenshots COMPLETION ROADMAPS: Comprehensive flowcharts reveal the exact availability conditions of all missions and unlockables EXPERT ANALYSIS: All key systems and parameters fully documented, with exhaustive appraisals of all weapons, items, horse breeds, animals – and so much more EASE OF USE: Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

ICO: Castle of the Mist-Miyuki Miyabe 2011-08-16 When a boy named Ico grows long curved horns overnight, his fate is to be sacrificed in the Castle in the Mist. But in the castle, Ico meets a young girl named Yorda imprisoned in its halls. Alone they will die, but together Ico and Yorda might just be able to defy their destinies and escape the magic of the castle. Based on the video game filmmaker Guillermo del Toro (Hellboy, Pan's Labyrinth) called a "masterpiece," Japan's leading fantasist Miyuki Miyabe has crafted a tale of magic, loss, and love that will never be forgotten. -- VIZ Media

Game Informer Magazine- 2009

Assassin's Creed: Renaissance-Oliver Bowden 2010-02-23 Betrayed by the ruling families of Italy, a young man embarks upon an epic quest for vengeance during the Renaissance in this novel based on the Assassin's Creed™ video game series. "I will seek vengeance upon those who betrayed my family. I am Ezio Auditore Da Firenze. I am an Assassin..." To eradicate corruption and restore his family's honor, Ezio will learn the art of the Assassins. Along the way, he will call upon the wisdom of such great minds as Leonardo da Vinci and Niccolo Machiavello—knowing that survival is bound to the skills by which he must live. To his allies, he will become a force for change—fighting for freedom and justice. To his enemies, he will become a threat dedicated to the destruction of the tyrants abusing the people of Italy. So begins an epic story of power, revenge and conspiracy... An Original Novel Based on the Multiplatinum Video Game from Ubisoft From the Paperback edition.

Microsoft Flight Simulator X For Pilots-Jeff Van West 2012-02-15 Get ready to take flight as two certified flight instructors guide you through the pilot ratings as it is done in the real world, starting with Sport Pilot training, then Private Pilot, followed by the Instrument Rating, Commercial Pilot, and Air Transport Pilot. They cover the skills of flight, how to master Flight Simulator, and how to use the software as a learning tool towards your pilot's license. More advanced topics demonstrate how Flight Simulator X can be used as a continuing learning tool and how to simulate real-world emergencies.

PC Magazine- 2007

Resident Evil-Thom Denick 2013 Evil is On board! Jill Valentine and her new partner, Parker Luciani, have been sent to an abandoned cruise ship in the Mediterranean to search for Chris Redfield and Jessica Sherawat. But, the duo soon finds out that the ship is far from empty. Danger lurks around every corner in the confined space of the ocean liner. Jill, Parker, and the rest of the BSAA team will be tested as they face a menacing new horror that emerges from the darkness. Can they survive? Illustrated Maps Our maps give you the precise location of important supplies and detail every hidden item. Everything is marked out for quick and easy reference. A Journey into Terror The walkthrough in this guide takes you every step of the way through this horror filled adventure. Don?t miss a single item to find or specimen to scan on your way to 100% completion. Comprehensive Bio-Weapon Dossier Tips and tricks for dealing with the most dangerous mutants and monsters. Learn strategies for dealing with every foe and discover their weaknesses, so you can take them out quickly and effectively. The BSAA Arsenal Get familiar with the tools of the anti-bioterrorism unit and make use of the customization tips. Never go into a dangerous mission unprepared. And Much, Much More! ? Full Raid Mode coverage ? Every hidden Handprint location ? Special game secrets

The Last of Us-Neil Druckmann 2013 Thirteen-year old Ellie meets fellow student Riley at a military school in one of the remaining quarantine zones, the two embark on a trip outside and find themselves confronted by the insurgents, the Fireflies, and the infected.

The Minecraft Guide for Parents-Cori Dusmann 2013-12-13 Offers guidance to parents with children interested in the Minecraft video game, looking at what the game is, how it is played, how children can stay safe online, how it can benefit children, and how to manage time spent playing it.

Advanced Bash Scripting Guide-Mendel Cooper

Ultimate DVD.- 2007

The Official Xbox Magazine- 2008

Modern Warfare-BradyGames 2009 Features a step-by-step walkthrough of the Call of Duty: Modern Warfare Reflex game, leading players through every single-player mission. This title lets you find maps which call out intel locations, alternate routes, camouflage, challenges, achievements and more. It includes the boss tactics to defeat the toughest enemy.

Wireless Networking Absolute Beginner's Guide-Michael Miller 2013-02-08 Make the most of your wireless network...without becoming a technical expert! This book is the fastest way to connect all your wireless devices, get great performance with everything from streaming media to printing, stay safe and secure, and do more with Wi-Fi than you ever thought possible! Even if you've never set up or run a network before, this book will show you how to do what you want, one incredibly clear and easy step at a time. Wireless networking has never, ever been this simple! Who knew how simple wireless networking could be? This is today's best beginner's guide to creating, using, troubleshooting, and doing more with your wireless network...simple, practical instructions for doing everything you really want to do, at home or in your business! Here's a small sample of what you'll learn: • Buy the right equipment without overspending • Reliably connect Windows PCs, Macs, iPads, Android tablets, game consoles, Blu-ray players, smartphones, and more • Get great performance from all your networked devices • Smoothly stream media without clogging your entire network • Store music and movies so you can play them anywhere in your home • Keep neighbors and snoopers out of your network • Share the files you want to share–and keep everything else private • Automatically back up your data across the network • Print from anywhere in the house–or from anywhere on Earth • Extend your network to work reliably in larger homes or offices • Set up a "guest network" for visiting friends and family • View streaming videos and other web content on your living room TV • Control your networked devices with your smartphone or tablet • Connect to Wi-Fi hotspots and get online in your car • Find and log onto hotspots, both public and hidden • Quickly troubleshoot common wireless network problems Michael Miller is the world's #1 author of beginning computer books. He has written more than 100 best-selling books over the past two decades, earning an international reputation for his friendly and easy-to-read style, practical real-world advice, technical accuracy, and exceptional ability to demystify complex topics. His books for Que include Computer Basics Absolute Beginner's Guide; Facebook for Grown-Ups; My Pinterest; Ultimate Digital Music Guide; Speed It Up! A Non-Technical Guide for Speeding Up Slow PCs, and Googlepedia: The Ultimate Google Resource. Category: Networking Covers: Wireless Networking User Level: Beginning

Minecraft for Beginners-Mojang Ab 2019-07-09 Curious about Minecraft, but not sure where to start? This book is just what you need. With its open-ended game play, massive world and dedicated fan base, Minecraft is a richly rewarding experience—once you get the hang of it. With easy-to-follow instructions, tips and tricks from the experts behind the game, Minecraft for Beginners will help you survive and thrive. You'll learn how to find food, build a shelter, mine for materials and craft armor, swords and other equipment, plus get the inside scoop on places to go and the monsters you'll encounter. What are you waiting for? Begin your Minecraft adventure today! This ebook is best viewed on a color device with a larger screen. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestiary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners

Interracial Books for Children Bulletin- 1983

Resident Evil 5-Consultant in Community Geriatrics and General Internal Medicine Division of Clinical Geratology Nuffield Department of Medicine James Price 2009-03-01 Features complete extras chapter that reveals various unlockables, emblems, explanation of the records system; and achievements and special game modes. This title includes Developer Behind-the-Scenes section; Dedicated Art section that contains material direct from the development team; Complete Inventory chapter; and, Complete Bestiary chapter.

The Art of the Last of Us Part II-Naughty Dog 2020-07-21 Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: The Art of The Last of Us Part II. Created in collaboration between Dark Horse Books and the developers at Naughty Dog, The Art of The Last of Us Part II offers extensive insights into the making of the long-awaited sequel to the award-winning The Last of Us.

Programming Robots with ROS-Morgan Quigley 2015-11-16 Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts, tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS

Raspberry Pi User Guide-Eben Upton 2016-08-29 Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.

El-Hi Textbooks and Serials in Print- 1985

God of War-Matthew Stover 2010-05-25 Offering deeper insights into the critically acclaimed God of War® franchise, this novel returns us to the dark world of ancient Greek mythology explored in the heart-pounding action of God of War I, the bestselling video game. A brutal warrior, Kratos is a slave to the gods of Olympus. Plagued by the nightmares of his past and yearning for freedom, the Ghost of Sparta would do anything to be free of his debt to the gods. He is on the verge of losing all hope when the gods give him one last task to end his servitude. He must destroy Ares, the god of war. But what chance does a mere mortal have against a god? Armed with the deadly chained Blades of Chaos, guided by the goddess Athena, and driven by his own insatiable thirst for vengeance, Kratos seeks the only relic powerful enough to slay Ares . . . a quest that will take him deep into the mysterious temple borne by the Titan Cronos! From the black depths of Hades to the war-torn city of Athens to the lost desert beyond, God of War sheds a brutal new light on the bestselling video game and on the legend of Kratos. From the Trade Paperback edition.

TAMING GAMING-ANDY. ROBERTSON 2020

Build Your Own Free-to-Air (FTA) Satellite TV System-Dennis C. Brewer 2011-12-06 LEGALLY TAP INTO ABSOLUTELY FREE SATELLITE TV! Replace or expand your paid TV services with Free-to-Air television programming with ease. Build Your Own Free-to-Air (FTA) Satellite TV System shows how to affordably put together your own subscription-free home entertainment center from start to finish. Find out how to choose the right components, set up a satellite dish and receiver, fine-tune reception, add local over-the-air stations, and go mobile with your FTA TV system. You'll get full details on recording to the latest digital devices, installing a TV card in your PC, viewing video over the Internet, and integrating theater-quality audio. Photos and diagrams illustrate each step along the way. Comprehensive lists of technical terms and definitions, available channels and satellites, and dish-aiming steps are also included in this practical guide. COVERAGE INCLUDES: Equipment, component, and tool selection Satellite dish and FTA receiver installation Stereo, 5.1, and 7.1 sound Dish alignment and synchronization Local over-the-air channel reception Video over the Internet and movies on demand DVD players, DVRs, PCs, and VCRs Mobile, RV, and remote Free-to-Air TV

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