Key macro are available to insert data in the PDF document. MACRO to insert in reports. INCLUDE: To include data in reports. EJECUTAR: To execute the macro in reports. 1.0 Beta 2.0Description The game features 100 levels divided in 6 different worlds. The gameplay consists of solving a series of puzzles. The highscore can be stored locally and be accessed through the app, without the need to connect to any network. This is an offline version of the game. Game Description: Solve 25 levels with the most challenging puzzle you can find. Travel through 6 worlds full of devious puzzles. High scores are now saved locally on your device. This is an offline version of the game.// Boost.Bimap // // Copyright (c) 2006-2007 Matias Capeletto // // Distributed under the Boost Software License, Version 1.0. // (See accompanying file LICENSE_1_0.txt or copy at // /// \file views/unordered_map_view.hpp /// \brief View of a side of a bimap that is signature compatible with tr1::unordered_map. #ifndef BOOST_BIMAP_VIEWS_UNORDERED_MAP_VIEW_HPP #define BOOST_BIMAP_VIEWS_UNORDERED_MAP_VIEW_HPP #if defined(_MSC_VER) && (_MSC_VER>=1200) #pragma once #endif #include #include #include #include namespace boost { namespace bimaps { namespace views { /// \brief View of an index of values of type T on the bimap core /** This class is used to obtain a view of the values_ container of a unordered 70238732e0

Ascii Diagram is a freeware that I've created for myself. It can be used to draw diagrams and flowcharts inside a text file. The key command for drawing the diagram is the key-command "k". K undoes the last drawing made with Ascii Diagram. S zetstops the current drawing. (for example: kS - to draw the system flowchart) D deletes the current drawing, and keeps the system flowchart. E starts a new drawing with the system flowchart. 0 restarts the system flowchart, and draws a new one. Undoes the last drawing. 1 starts a new drawing with the new system flowchart. You will find examples of how Ascii Diagram can be used below. A Description of the Ascii Diagram structure. k - key command to start drawing K - undoes the last drawing. s - zetstops the current drawing. D - deletes the current drawing. E - starts a new drawing with the system flowchart. 0 - restarts the system flowchart. 1 - starts a new drawing with the new system flowchart. " " - example - the "1" is followed by space. This is how a system flowchart looks like: The original is saved as "system.flowchart" and the modified version of it as "system.flowchart.mod". " system.flowchart.mod " is the saved version, "system.flowchart" is the original version. " system.flowchart " is a screenshot of the original version. " system.flowchart.mod " is a screenshot of the modified version. If you do not want to change anything, use the original one as a starting point and go on with other diagrams (other saving options below). " " is a placeholder for the command that were made for the system flowchart. " " is a placeholder for the command that were made for the system flowchart. " " is a placeholder for the command that were made for the system flowchart. " " is a placeholder for the command that were made for the system flowchart. " " is a placeholder for the command that were made for the system flowchart. " " is a placeholder for the command that were made