

Ak 47 Blueprints

Myles R Murray

Ak 47 Blueprints:

Practical Guide to the Operational Use of the AK47/AKM and AK74 Rifle Erik Lawrence, 2015-03-10 The most current up to date full color manual anywhere on the AK47 AKM and AK74 rifle system Authored by Erik Lawrence former Special Forces Instructor and owner of one of the most realistic and experienced training companies in the US 120 pages of great to know information with procedures that have been vetted over time 180 color pictures to better explain the listed procedures Developed for weapons familiarization classes and instructor development the best Team Room reference library available The objective of this manual is to allow the reader to be able to use the AK47 AKM and AK74 rifle system safely and competently The practical guide will give the reader background specifications of the weapon and its capability Multiple descriptive photographs instructions on its operation disassembly and assembly procedures demonstrate correct employment of tripod proper safe firing procedures malfunction and misfire procedures Operator level maintenance will also be detailed to allow the operator to understand and become competent in the use and maintenance of the AK47 AKM and AK74 rifle system

Unreal Engine Game Development Blueprints Nicola Valcasara, 2015-12-29 Discover all the secrets of Unreal Engine and create seven fully functional games with the help of step by step instructions About This Book Understand what a Blueprint is and how to create a complex visual scripting code Discover the infinite possibilities that Unreal Engine offers and understand which tool to use where and when Learn to think like a real game developer in order to create enjoyable and bug free games using this comprehensive and practical handbook Who This Book Is For This book is ideal for intermediate level developers who know how to use Unreal Engine and want to go through a series of projects that will further their expertise Working knowledge of C is a must What You Will Learn Write clean and reusable Blueprint scripts Develop any kind of game you have in mind following the rules used by experts Move through Unreal Engine 4 always knowing what you are doing and where to find the right tool for your needs Integrate C code into your projects using Visual Studio and the tools that Unreal provides Extricate between classes nodes interfaces macros and functions Work with different types of assets from 3D objects to audio sources from UI buttons to animations Explore all the aspects of the game logic collisions navigation meshes matinees volumes events and states In Detail With the arrival of Unreal Engine 4 a new wonderful tool was born Blueprint This visual scripting tool allows even non programmers to develop the logic for their games allowing almost anyone to create entire games without the need to write a single line of code The range of features you can access with Blueprint script is pretty extensive making it one of the foremost choices for many game developers Unreal Engine Game Development Blueprints helps you unleash the real power of Unreal by helping you to create engaging and spectacular games It will explain all the aspects of developing a game focusing on visual scripting and giving you all the information you need to create your own games We start with an introductory chapter to help you move fluidly inside the Blueprint user interface recognize its different components and understand any already written Blueprint script Following this you will learn how to modify

generated Blueprint classes to produce a single player tic tac toe game and personalize it. Next you will learn how to create simple user interfaces and how to extend Blueprints through code. This will help you make an informed decision between choosing Blueprint or code. You will then see the real power of Unreal unleashed as you create a beautiful scene with moving AI controlled objects, particles and lights. Then you will learn how to create AI using a behavior tree and a global level Blueprint, how to modify the camera and how to shoot custom bullets. Finally you will create a complex game using Blueprintable components complete with a menu, power up, dangerous objects and different weapons. Style and approach. This is an easy to follow guide full of practical game examples. Each chapter contains step by step instructions to build a complete game and each game uses a different tool in order to cover all the topics in a detailed and progressive manner. *The Handyman*

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