

Microsoft Flight Simulator X For Pilots Real World Training

If you are not very familiar with MSFS series, the goal of the MSFS is to bring to you the most realistic piloting experience feasible, without the routine elements of a video game. MSFS 2020 is a simulation all the way, and it aims to recreate the fully packed experiences of Flight Piloting as real as possible. This user guide makes these experiences easy to get, while promising satisfaction.

This proceedings volume provides a snapshot of the latest issues encountered in technical convergence and convergences of security technology. It explores how information science is core to most current research, industrial and commercial activities and consists of contributions covering topics including Ubiquitous Computing, Networks and Information Systems, Multimedia and Visualization, Middleware and Operating Systems, Security and Privacy, Data Mining and Artificial Intelligence, Software Engineering, and Web Technology. The proceedings introduce the most recent information technology and ideas, applications and problems related to technology convergence, illustrated through case studies, and reviews converging existing security techniques. Through this volume, readers will gain an understanding of the current state-of-the-art in information strategies and technologies of convergence security. The intended readership are researchers in academia, industry, and other research institutes focusing on information science and technology.

Three-dimensional cutaway illustrations and floor plans of key landmarks complement these richly illustrated, fully updated travel handbooks that also include enhanced maps, street-by-street guides, background information on a host of popular

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sights and an expanded traveler's survival guide providing tips on hotels, restaurants, local customs, transportation, medical services, museums, entertainment and more.

Microsoft Flight Simulator 2002 offers an aviation experience that's as real as it gets. This official strategy guide will help you master the simulation's wide variety of aircraft, from the mighty Boeing 747-400 jumbo jet to the Cessna Caravan floatplane. Written with full developer support, this guide provides everything a virtual pilot needs to master the skies.

Inside you'll find: * Strategies and tips to get you into the cockpit immediately, without study or review sessions *

Detailed information on every flyable craft in the simulation, including essential stats, takeoff checklists, and aircraft selection assistance * Comprehensive coverage of the both Standard and Professional Editions, including the new interactive Air Traffic Control feature * Exclusive coverage of the simulations' incredible multiplayer options, including virtual airlines

The fun of flying! • Take a cross-country cruise in a Cessna • Buzz tall buildings in a Sopwith Camel • Fly under bridges in a Learjet • Go barnstorming in an Extra 300S stunt plane • Glide on the wind in a Schweizer Sailplane • Deal with major instrument failure in a Boeing 737-400 • Crash-land and walk away from it • Uncover Easter eggs and other surprises With tips, tricks, and strategies for every challenge, this book won't just earn you your wings -- it'll put a feather in your cap.

This book is a comprehensive guide with tips and tricks that will tell you everything you need to know to become a pro in the game.

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John Wiley & Sons

??? FLIGHT SIMULATION FANS, WE HAVE SOMETHING GREAT FOR YOU ??? This is Simply the

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First (and the BEST) Available Handbook for FLIGHT SIMULATION Enthusiasts! The Pilot Handbook for Simmers isn't just another copied/pasted "flight planning" layout you can find everywhere. It was made BY SIMMERS FOR SIMMERS (some of us are actually real pilots). We designed this book in order to bring you a dedicated place for all the information that flows while you're in your virtual cockpit. This handy notebook is made specifically for "Flight Simmers" who needs taking notes and jotting down all the information required during preflight planning, or while enroute with ATC information, or getting ready to prepare descent, approach, landing and taxiing to destination gate. ... and as flight simulation fans, we all know there is a lot of information to handle, right? Everything you NEED to note down and remember during a virtual flight (Flight Planning and Flight Management) is there, from Departure to Arrival, for every phases and aspects of your flight such as: Points of Departure and Arrival Aircraft Information and Flight Type ATIS / Weather Gates and Runways Flight Plan and Waypoints Conditions of Flight ATC Information Coms & Frequencies Flight Duration, Remarks, Procedures And Much More... This Book Also Features:

- ? Amazing quality and perfect for virtual pilots and student pilots
- ? Versatile, easy-to-use and flexible enough to fit any virtual pilot's needs
- ? Really helps to organize ATC instructions quickly and accurately
- ? 100 Page Handbook / Notebook
- ? Large size: 8.5x11
- ? Plenty of room with large free note sections on every pages

This is the PERFECT GIFT for flight ALL SIMMERS, armchair flyers, aviation enthusiasts, even for

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PPL/ATP student pilots, or even real pilots for their virtual and training flights. We hope you'll enjoy this book designed JUST FOR YOU "Flight Simmers" friends Please do not hesitate to click on the "LOOK INSIDE" feature button. If you think this Pilot Handbook for Simmers will help you to ease and manage your virtual flights, THEN GIVE IT A TRY NOW! ?? ?? ??

Aimed at avid and/or highly skilled video gamers, 'Gaming Hacks' offers a guide to pushing the limits of video game software and hardware using the creative exploits of the gaming gurus.

The friendly skies await once you get off the ground The dream of flight has tempted humankind for centuries. Modern high-tech flight simulators allow would-be pilots to take to the skies without ever leaving the confines of Earth. This book provides introduction to one of the world's most popular flight simulators designed for amateur wannabe pilots. Discover the harder-than-they-look basics of getting a small plane off the ground and checking out the sites from the sky then move on to manning the flight deck of huge commercial airliners, all without the worry of crying "MAYDAY!" Inside... Getting a feel for the controls Selecting the best level of play Getting to know the instrument panel Going from ground to sky Plotting your course Managing wind and weather Moving into larger aircraft Dealing with virtual emergencies

Flight Simulator X est un logiciel extrêmement exigeant qui ne peut être maîtrisé que si l'on possède les bases du pilotage. Aux commandes de Microsoft Flight Simulator X est une aide indispensable pour exploiter

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pleinement toutes les ressources de ce fabuleux simulateur de loisir ! Il contient une description de l'équipement informatique requis et du paramétrage du logiciel ; une étude détaillée de l'instrumentation de vol, ana-logique (cadrans) et numérique (écrans multifonction), des divers appareils ; une initiation au vol aux instruments d'après les radiobalises, ainsi que la navigation au GPS, une présentation du nouveau tableau de bord numérique Garmin G1000 de l'Édition Professionnelle et la création d'un plan de vol. Le paramétrage du modèle de vol, dont dépendent le réalisme et la fidélité du pilotage, et la simulation des pannes et incidents de vol sont également évoqués ; un exposé du monde virtuel de Flight Simulator : la Terre et ses 24 000 terrains, les infrastructures aéroportuaires, la météorologie évolutive et les logiciels complémentaires (avions, décors, outils...) ; une traduction des termes (plus de 400) apparaissant sur tous les tableaux de bord, les raccourcis clavier les plus utiles et les codes aéronautiques (alphabet international, Morse, code Q...) sont également proposés en annexes. Aux commandes de Microsoft Flight Simulator X propose une approche rationnelle, des illustrations à la fois esthétiques et didactiques, ainsi que de nombreuses informations difficiles ou impossibles à trouver dans le Centre d'apprentissage de Flight Simulator X.

THE BEST RESOURCE A PILOT CAN HAVE TO UNDERSTAND HOW TO FLY IN ALL TYPES OF WEATHER How do you improve on the best guide for pilots to learn how to fly in all kinds of weather? The answer is the Fifth Edition of Weather Flying. Regarded

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as the bible of weather flying, this aviation classic not only continues to make complex weather concepts understandable for even the least experienced of flyers, but has now been updated to cover new advances in technology. At the same time, this respected text still retains many of its original insights from over four decades of publication, provided by renowned weather flying veteran Robert N. Buck. In a straightforward style, new author Robert O. Buck (son of the book's original author) delves into how computers, personal electronic devices, electronic flight instrument systems, and other technologies are changing the way general aviation pilots fly weather. He addresses the philosophy and discipline required to use these systems, what they are really telling us, and their task as supplement to good flying sense. The updated Fifth Edition also discusses how to handle changes in FSS weather briefing, including a look at new weather information products and airborne datalink weather information as they affect weather flying. This new edition features: Discussions of weather information--what it is, how to get it, and how to use it Explanations of various weather phenomena and how they affect a flight Updates on the new GPS and smart technology used in weather flying Changes in weather information and briefings Descriptions of improved anti- and deicing systems Serious discussion of the pilot-electronics interface Now more than ever, having the Bucks' Weather Flying at the controls is the next best thing to having the authors with you in the cockpit.

Fly toward pilot certification with these real-world

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scenario exercises Although PC-based flight simulations have been available for 30 years, many pilots, instructors, and flight schools don't understand how best to use these tools in real-world flight training and pilot proficiency programs. This invaluable reference bridges the gap between simulation tools and real-world situations by presenting hands-on, scenario-based exercises and training tips for the private pilot certificate and instrument rating. As the first of its kind based on FAA-Industry Training Standards (FITS), this book steers its focus on a scenario-based curriculum that emphasizes real-world situations. Experienced pilot and author Bruce Williams ultimately aims to engage the pilot, reinforce the "realistic" selling point of PC-based flight simulations, while also complementing the FAA-approved FITS syllabi. Serves as essential reading for pilots who want to make effective use of simulation in their training while expanding their skill level and enjoyment of flying Covers private pilot real-world scenarios and instrument rating scenarios Includes a guide to recommended websites and other resources Features helpful charts as well as a glossary You'll take off towards pilot certification with this invaluable book by your side.

Poradnik do Microsoft Flight Simulator X to przede wszystkim szczegółowe opisy dwóch przelotów. Wyjaśnij? one kroczek po kroczeniu, jak przygotowa? maszyn? do startu, oderwa? si? od ziemi, dolecie? do miejsca przeznaczenia oraz jak wyl?dowa?. Microsoft Flight Simulator X – poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in.

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Kokpit (Mooney Bravo) Przygotowanie do lotu (Mooney Bravo) Planowanie trasy (Boeing 737-800)

Przygotowanie do lotu (Boeing 737-800) Wznoszenie (Boeing 737-800) Wybór samolotu (Boeing 737-800)

Nawigacja Ko?owanie (Boeing 737-800) L?dowanie

(Boeing 737-800) Przygotowanie do l?dowania (Boeing 737-800) Informacja o grze Microsoft Flight Simulator X

stanowi kolejn? wersj? zdecydowanie najbardziej

rozpoznawalnego symulatora cywilnych maszyn

lataj?cych, przeznaczonego dla komputerów osobistych klasy PC. Na niniejsz? ods?on? u?ytkownicy czekali trzy

lata, gdy? premiera Microsoft Flight Simulator 2004: A Century of Flight mia?a miejsce w 2003 roku. Gra

Microsoft Flight Simulator X, dobrze przyj?ta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku

symulatorów. Tytu? wydany zosta? w Polsce w 2006

roku i dost?pny jest na platformie PC. Wersja j?zykowa oficjalnie dystrybuowana na terenie kraju to: z polskimi

napisami.

As we know, the last Microsoft Flight Simulator was out 14 years ago and the launch of the Microsoft flight simulator 2020 has been amazing. The Microsoft Flight Simulator has

been the most accessible Microsoft Flight Simulator, the game nonetheless doesn't ease in players that are actually brand new who may not be prepared for the intricacy of its

techniques and countless lists of keys. Should you make an attempt to take flight unprepared, you'll likely get hung up

slamming large buttons and lamenting the UI as your craft nosedives into the concrete. If it looks like you, then read along so you're in a position to pick up a little Microsoft Flight

Simulator 2020 beginner's ideas.

Microsoft Office Excel 2007 is the biggest revision this

Microsoft Office Excel 2007 is the biggest revision this

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industry standard software has undergone in years. It has a brand new interface, tons of new tools and even a suite of services called Excel Services to allow you to share your valuable data on the web. For the first time in years there is a lot to learn to make the most of this powerful new update. To take advantage of all of the new features in this powerful program (and to do so quickly), users need this Visual QuickStart Guide. In these pages, veteran author and trusted Excel teacher Maria Langer provides step-by-step instructions for the full gamut of Excel tasks: from worksheet basics like editing, using functions, formatting cells, and adding graphics objects, to more advanced topics like creating charts, working with databases, and Web publishing. As with all Visual QuickStart Guide books, clear, concise instructions and lots of visual aids make learning easy and painless.

A poetic and nuanced exploration of the human experience of flight that reminds us of the full imaginative weight of our most ordinary journeys—and reawakens our capacity to be amazed. The twenty-first century has relegated airplane flight—a once remarkable feat of human ingenuity—to the realm of the mundane. Mark Vanhoenacker, a 747 pilot who left academia and a career in the business world to pursue his childhood dream of flight, asks us to reimagine what we—both as pilots and as passengers—are actually doing when we enter the world between departure and discovery. In a seamless fusion of history, politics, geography, meteorology, ecology, family, and physics, Vanhoenacker vaults across geographical and cultural boundaries; above mountains, oceans, and deserts; through snow, wind, and rain, renewing a simultaneously humbling and almost superhuman activity that affords us unparalleled perspectives on the planet we inhabit and the communities we form.

Get ready to take flight as two certified flight instructors guide you through the pilot ratings as it is done in the real world,

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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.

Flight Simulator 2004: A Century of Flight lets pilots of all ages and abilities experience history in the cockpit of such famous planes as the Wright Flyer, the Spirit of St. Louis, and the Douglas DC-3. This official strategy guide, written with the full cooperation of Microsoft Game Studios, will help you deepen your knowledge and enjoyment of every aspect of flight, whether you're trying to land that Comet in a crosswind or request take-off clearance from ATC so you can get that 737 full of passengers to Chicago on time. Inside you'll find: Detailed specifications, statistics and flying tips for all the historical and modern aircraft. Exciting flight challenges so you can apply concepts and techniques, such as difficult navigation and approach procedures. Thorough coverage of all flight aspects, from taxi and takeoff, to in-flight navigation, to approaches and landings. Fun role-playing scenarios that let you become a bush pilot, airline pilot, or aerobatic pilot. Details on the Flight Simulator community, with dozens of great add-ons and Internet resources. Exclusive designer tips straight from the Microsoft's Flight Simulator 2004 team. Writer Rinker Buck looks back more than 30 years to a summer when he and his brother, at ages 15 and 17 respectively, became the youngest duo to fly across America, from New Jersey to California. Having grown up in an aviation family, the two boys bought an old Piper Cub, restored it themselves, and set out on the grand journey. Buck is a great storyteller, and once you get airborne with the boys you find

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yourself absorbed in a story of adventure and family drama. And Flight of Passage is also an affecting look back to the summer of 1966, when the times seemed much less cynical and adventures much more enjoyable.

A vital resource for pilots, instructors, and students, from the most trusted source of aeronautic information.

You probably already know that the Microsoft Flight Simulator is a very old game which came into existence about forty years ago and the last one which was Microsoft Flight Simulator X came out about fourteen years ago. This is to say that this game is really old and very interesting of which there has been a lot of anticipation to when the next would be released and boom, here comes the 2020 version of this amazing game. But trust me, the experience from the Microsoft Flight Simulator 2020 is way different from what it used to be, there's been lots of upgrading since the last fourteen years to fit into the new gaming spirit. There's been more information as regarding the Bing Maps, real time weather information, visuality and even a global cloud computing network has all been upgraded for you to fly better. This book is going to walk you through the steps you should take; every tip here is important and necessary to help you fly better alone and even with a co-pilot... Have fun, enjoy your flight...

THE BEST GUIDE! ????? Microsoft Flight Simulator is a one-of-a-kind experience made possible by a marriage of clever developers and cutting-edge technology. Microsoft Flight Simulator 2020 guide and tips gives airplane and air terminals list, counsel on flying planes and route. Incorporates an amateur's guide, framework necessities, controls. Clarifies all recreation settings and help. The Microsoft Flight Simulator 2020 guide is an abridgment of information about the most recent portion of the common airplane pilot training program. This is a comprehensive guide that will walk you through all

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the most critical pieces of the game. In this book, I'll be sharing tips and tricks that I wished I knew earlier so you can benefit from them during your play. So, what are you waiting for? Once you grab a copy of our guide, you'll be dominating the game in no time at all! Get your Pro tips now.?

Microsoft Flight Simulator 2020 guide & tips provides aircraft and airports list, advice on flying planes and navigation.

Includes a beginner's guide, system requirements, controls.

Explains all simulation settings and facilitation. It's been 14

years since the last one so a Microsoft Flight Simulator 2020 beginner guide will be handy for tips to help you get into it.

Even though this is by far the most accessible Microsoft Flight Sim, the game still doesn't ease in new players who may not be prepared for the complexity of its systems and endless lists of keys.

---AMAZON MARKETPLACE: PAY MORE, WAIT LONGER AND GET A USED BOOK!--- In 1993, when Microsoft began using the tag 'as real as it gets' on its flight simulators it was with a degree of artistic licence. Twenty years on, Microsoft has left the party but its legacy remains in Flight Simulator X and its cousin Prepare3D, developed by Lockheed Martin.

But while display technology and sophisticated flight controls make suspension of disbelief ever easier, a wall remains between the bedroom aviator and his virtual cockpit; nothing intrudes more than having to reach for the mouse to flip the switches. In the quest for true hardware control of their cockpits flight-sim enthusiasts walk an uneasy line between eye-wateringly expensive professional solutions and too-generic consumer units. The alternative is D.I.Y. This guide takes you end-to-end through - and beyond - the construction of scratch-built panels to control the FSX GPS and autopilot with no mouse or keyboard required. Using no more than basic DIY tools and a modicum of patience you can build professional-quality panels to navigate your default or

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payware aircraft on the GPS500 GPS or, for the more ambitious, on payware systems from Mindstar or Reality-XP. You can build a generic autopilot based on the Bendix King KFC 225 to hook into most of your default General Aviation aircraft and many payware add-ons. Based on the experience of developing a scratch-built cockpit from the ground up, this guide features step-by-step instructions, many photographs and invaluable background information that will help you make your cockpit as real as it gets.

Microsoft Flight Simulator 2020 guide and tips gives airplane and air terminals list, counsel on flying planes and route. Incorporates an amateur's guide, framework necessities, controls. Clarifies all recreation settings and help. The Microsoft Flight Simulator 2020 guide is an abridgment of information about the most recent portion of the common airplane pilot training program. In the current rendition, it contains fundamental data dependent on pre-discharge materials. Here you will discover a portrayal of the accessible adaptations, ongoing interaction modes, a rundown of airplane, and answers to the most successive inquiries concerning the game.

Finally, Microsoft Flight Simulator 2020 is available. It the newest version of amateur flight simulator and as from eighteenth August 2020 you can get it. Get ready to digest all available information on this program. This series has been available for a long time, since November 1982. It is popular for its artistic representation of reality, from the physical structure of region to the flying gears. Play game on personal computers, and Xbox Game Pass for those who subscribe to the game. Now let's dive into the information.

Super Mario Bros. Doom. Minecraft. It's hard to imagine what life would be like today without video games, a creative industry that now towers over Hollywood in terms of both financial and cultural impact. The video game industry caters

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to everyone, with games in every genre for every conceivable electronic device--from dedicated PC gaming rigs and consoles to handhelds, mobile phones, and tablets.

Successful games are produced by mega-corporations, independent studios, and even lone developers working with nothing but free tools. Some may still believe that video games are mere diversions for children, but today's games offer sophisticated and wondrously immersive experiences that no other media can hope to match. *Vintage Games 2.0* tells the story of the ultimate storytelling medium, from early examples such as *Spacewar!* and *Pong* to the mind blowing console and PC titles of today. Written in a smart and engaging style, this updated 2nd edition is far more than just a survey of the classics. Informed by hundreds of in-depth personal interviews with designers, publishers, marketers, and artists--not to mention the author's own lifelong experience as a gamer--*Vintage Games 2.0* uncovers the remarkable feats of intellectual genius, but also the inspiring personal struggles of the world's most brilliant and celebrated game designers--figures like Shigeru Miyamoto, Will Wright, and Roberta Williams. Ideal for both beginners and professionals, *Vintage Games 2.0* offers an entertaining and inspiring account of video game's history and meteoric rise from niche market to global phenomenon. Credit for the cover belongs to Thor Thorvaldson.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 26. Chapters: FlightGear, Flight Assignment: A.T.P., Flight Simulation (Psion software), Flight Unlimited II, Flight Unlimited III, Fly!, Fly! II, List of X-plane releases, Microsoft Flight, Microsoft Flight Simulator, Microsoft Flight Simulator X, Pilot Academy, SimCopter, Take On Helicopters, X-Plane (simulator). Excerpt: Microsoft Flight Simulator X, also known as FSX, is the 10th version of Microsoft Flight Simulator after

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Microsoft Flight Simulator 2004. It includes a graphics engine upgrade as well as compatibility with Windows Vista, having been marketed by Microsoft as the most important technological milestone in the series to date. It is the first version in the flight simulator series to be released on DVD-ROM. It is also the first version in the series to feature a new type of electronic distribution prevention using license keys, removing the need for the user to insert the game disc into their computer in order to run the software. Flight Simulator X marks the tenth version of the popular line of flight simulators. It was officially released to the US market on October 17, 2006. According to Microsoft's Web site for the game, a standard edition features everything from nav aids to GPS and airways. It also includes 18 planes, 28 detailed cities, and over 24,000 airports with a deluxe version featuring 24 aircraft, and 38 cities. Flight Simulator X was officially unveiled at the 2006 International Consumer Electronics Show (CES) as a gaming showcase for Microsoft Windows Vista and is now also compatible with Windows 7. Microsoft released screenshots as well as a list of frequently asked questions as a press release on Microsoft Flight Simulator Insider, and numerous flight simulator communities. This also included mission-based gameplay with mission specific aircraft as well as an upgraded rendering engine capable of... PC-based simulations, though touted by many in the aviation community as excellent flight training aids, are not being used to their full potential. This guide and the accompanying CD illustrate how to get the most out of Microsoft® Flight Simulator with general suggestions, specific advice, and practical tools. Student pilots can use the comprehensive information to review specific concepts and prepare themselves for formal flight instruction, while certified pilots can upgrade their navigation skills, learn about advanced aircraft and procedures, and complement their real-world

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flying with additional hours in the virtual skies. The materials are suitable for flight instructors looking for new tools to use in ground school classes and pre- and post-flight briefings, and virtual aviation hobbyists will welcome the in-depth information on flying in the real world. This new edition has been updated to reflect the latest changes to FAA rules, regulations, and procedures as well as the latest software and technology updates that have occurred since the first edition.

The ultimate book for learning stick and rudder flying skills for beginners and experienced pilots.

Why to Buy . . . * Exclusive developer tips straight from the Microsoft's Flight Simulator X team. * Walkthrough and tutorials cover taxi and takeoff, to in-flight navigation, to approaches and landings. * Detailed missions tutorials will guide the user the 55 new mission based objectives * Learn tips and tricks to mastering multiplayer air traffic control scenarios.

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