



I'm not robot



Continue

## Logtag analyzer software

Need to correct colors, remove red eye or change the format of an image? Don't want to open hundreds of dollars for Adobe Photoshop? ImageAnalyzer is freeware and lightweight, and it does many functions that big apps do. I tested automatic color correction in ImageAnalyzer, and it worked pretty well – although I still liked the level function in Photoshop for fine tuning. There's a big difference between the price of free imageanalyzer and the many hundreds costing Photoshop, however – and for a quick and dirty correction of a scanned photo or document, ImageAnalyzer works wonders. Resizing is easy and quick, but I wish ImageAnlyer had the option to change the DPI of an image. For example, someone wishing to modify a scanned image for the web will change it from 300 to 72 dpi when shaping it. You can't do this with ImageAnalyzer. This seems like a particularly glaring omission. Forum posts suggest that the app author believes that DPI is meaningless in a practical context and that the size of the image matters all that. DPI is important for those printing physical books or goods, to use two instances, so it would still be good to have options. There's a batch-processing plugin for ImageAnalyzer on the seller's Web site to work on a large number of images, but this particular plugin is donationware. Meesoft send some money and grab it, and ImageAnalyzer becomes even more useful - and Photoshop becomes even more unnecessary for the bulk of your image processing work. In addition to the lack of DPI adjusting, ImageAnlyer has a ton of functionality for a free product. Since it takes so little memory and CPU, consider using it instead of Photoshop when RAM or CPU usage is a concern. Or, if you can't afford Photoshop, ImageAnalyzer will do the trick for many important image manipulation tasks. «Steve Horton Note: When you buy something after clicking the link in our articles, we can earn a small commission. Read our Affiliate Link Policy for more information. Database Performance Analyzer is an application performance monitoring solution about database performance analyzer that helps users monitor and analyze database performance. The software is suitable for database administrators (DBA), developers, system admins and DBA managers. The main features include tools for identifying performance constraints, response-time analysis, and database monitoring. The Database Performance Analyzer provides actionable insights for DBAs and developers. Teams can collaborate in the system to monitor performance with educated options to maintain security. Database Performance Analyzer enables users to monitor databases regardless of their environment including premises (Oracle, SQL Server, DB2, MYSQL, and SAP SE) and cloud (virtual machine offerings and databa ... Read more Nagios is very flexible and user in choosing multiple dashboards from other projects such as Thruk, Adagios and others is. Prosnagios is able to monitor all your network routers, Access points and devices that support the SNMP protocol, including no-breaks, power generators, and even phone systems. Nagios for Endpoints is able to monitor all your servers (Linux, Unix, Windows and MacOS). Cons he is a learning curve for the configuration of the application and the dashboard that follows it. After finishing this first piece the monitoring piece is a breeze. We had an issue that our network starts to choke at a particular time of the day that we were unable to trace with our existing device, that was when we were introduced to solarwinds traffic analyzers and we were able to detect the issue and that was the main reason for us to buy this software. Prosti shows who is communicating with nbar2 configurations on and Cisco. It also shows who is visiting social media and streaming websites and how much bandwidth is being used, and how much traffic is going in and out of the network. ConsThere still has some tools that cause us to be unable to monitor which led us to submit some feature requests and we are not seeing those updates in the upcoming roadmap. March 13, 2014 3 minutes read This story originally appeared on PR Daily Great Marketers, PR Professionals, and content creators have one thing in common – they use both creativity and analytics to develop their successful ideas. Christine Perket dubbed this type of thinking creatics and gave an excellent definition for the term: [Creatc thinkers] really combine creative and innovative ideas – with those 'dreams and dreams' data and analysis -- to 'Blaze of Insight' who tell them whether their compositions go beyond initial appeal and are in a world of actionable value in the company's bottom line. Creativity is an important aspect of our jobs, but we must not neglect warning signs from the left side of our minds to push us to analyse our ideas. Here are six ways to put your creative ideas to the test to make sure they are worth your customer's investment. 1. Google it. This simple test of researching your creative idea will tell you a lot about its future success. What has already been considered? Can you do it better or make it unique to your brand? If that has been done, what value did he add to that company? Can those results be replicated to your brand? 2. Improve like analysis. Similar improvement analysis is one of the most useful ways to analyze before applying your creative ideas. Take a sheet of paper, and draw a line down the middle; Type like on the left and write to the right correction. Under the correction, refers to everything that doesn't work about ideas or areas that should be improved. On the left, write everything that you like about the idea and will bring value to the company. Next, find out how you can change those areas under the reform to work for your creative idea or what ideas are still worth pursuing 3. Answer difficult questions. Take time to think through or even write down your own Those tough questions will ask your client or boss so you can be ready to defend your creative idea. How will this increase the bottom line? Is this line with our goals and objectives? What will be ROI? How will you track the results? 4. Talk it out. Humans are social beings; We produce the best ideas together. As autonomous thinkers we contribute to each of the different opinions and constructive criticisms that will strengthen constructive thought. After you've done all you can to flesh out meat and analyze the idea, don't neglect to cooperate with your peers. 5. Test your idea. You should continue to improve it even after turning creative idea into action. What sounds like a solid web graphic or campaign in the presentation room may fall short when applied. Testing your idea through focus groups, testing A/B or other means is often forgotten by neglected and busy professionals. But if you're serious about producing the best, you've tested your ideas. 6. Learn from your successes and failures. Experience is a valuable factor in the communication field because professionals have learned from years of mistakes and successes. After running the campaign, take time to analyze once more to see exactly what worked or not and then apply that knowledge to your next creative idea. The analysis of computer problems by Stephen Lilly is a process that has become automated in windows operating systems. A native device called Device Manager lists all the hardware on your computer as well as the software (called the driver) that runs each of those devices. Device Manager can also analyze the richness of both hardware and software, allowing it to automatically identify problems. Once identified, Device Manager can also help you fix them. Right-click on the desktop icon of the computer name. Click properties. Click Device Manager. Right-click anywhere inside the Device Manager window to bring up the options drop-down menu. Click Scan for hardware changes. Device Manager will now analyze all hardware and driver software on your computer, looking for problems. Look inside the window to display the small error mouse. Each icon that appears indicates an identified error on your computer. Right-click the listing for a device that has an error. Click properties. The status box that opens in the window will contain a small description of the problem. You can click on the troubleshooting button to allow Windows to guide you through the process of fixing the problem. After eight long years, we've finally met the successor to the Xbox 360: Xbox One. While console makers should never overcome all their secrets, we have to cosing together enough data from the official unveiling, Q&A panels with various Microsoft execs and statements issued by Microsoft that we now have inside the Xbox One. And hardware is a good idea. Read on for details of Xbox One hardware, software, and Analyzing the pre-owned game controversy of xbox one. Xbox One's hardware specs are powered by the Xbox One 8-core x86 AMD CPU (almost certainly based on AMD's Kabini), and a GPU that's similar to the Andean 77 90. 8GB DDR3 RAM (shared between CPU and GPU), much faster on graphics die 32MB of SRAM, and has a total of 200GB of memory bandwidth (more on that later). Kinect 2.0 also has some new silicone, which will come as standard with the Xbox One, which we've covered in a different story. Taking out hardware, there is a Blu-ray drive, 500 GB hard drive, 802.11n WiFi (with WiFi Direct), HDMI in and out, gigabit Ethernet (Yay!), and USB 3.0. There will be three 802.11n radios, so that the console can connect to your gamepad (WiFi Direct), mobile device and home network without any latency. Xbox One hardware diagram. Look at the ports on the back. So far, so good — but, when you take a closer look, it's clear that there's still a lot of unanswered questions. Before the unveiling yesterday, it was widely believed that the Xbox One SoC would feature eight AMD Jaguar cores — just like the PS4. The problem is, Jaguar (and its gcn GPUs) are 28nm parts — and yet, according to some reporters who got a special peek at the Xbox One, Microsoft says the SoC is based on a 40nm process. It is entirely possible that AMD somehow backported its 28nm parts to 40nm, but it would have been a very costly and time-consuming task due to significant differences between processes. It's worth noting that we don't have confirmation that the PS4 uses a 28nm chip, either. (Update: The latest information seems to be that Microsoft IT is wrong, and that it's actually a 28nm SoC, just like Kabini.) When it comes to memory bandwidth, the Xbox One main memory has 68GB/sec (8GB DDR3) bandwidth, 102GB/SEC of bandwidth for embedded SRAM (32MB), with the last 30GB/sec probably between CPU and GPU, or perhaps between CPU and peripherals (gamepads, Kin cablelect, TVs). This is a much more complex setup than the PS4, with just 176GB/sec integrated main memory (8GB GDDR5) bandwidth, which is usable by both GPU and CPU. The real-world gap will probably be modest – although I would say the PS4 probably has an edge, as developers don't need to pay special attention to the sharp-but-smaller SRAM of the Xbox One. For a more detailed breakdown of Xbox One hardware, we'll have to wait until the console has been released and engineered by enterprising hackers and crackers reverse – or, if we're lucky, Microsoft might release more information on E3. Xbox One's software: Apps, games and pre-owned game controversy for the first time in console history, unveiling Xbox One, and then Q&A panels focused more on software than hardware. Almost the entirety of the unveiling demonstrated how first-party apps (Skype, NFL, Internet Explorer) will interact with your sports, movies and TV channels, when When the game comes to, the only real features that Microsoft discussed were smart match and game DVR. Game DVR keeps a rolling record of your recent gameplay (so you're not allowed to remember to press records!), and allows you to share it with your friends through social networks. Smart Match is a new matchmaking system, which can potentially tap into developers, instead of creating their own matchmaking system. And then there's the pre-owned sports controversy. With Xbox One, all games are perfectly installed for an internal, irrevrent hard drive. The plus side is that you don't need to hunt game discs whenever you want to play games – but, on the downside, Microsoft says you'll have to pay a fee to install a game a second time, second time on another console. Unfortunately, Microsoft hasn't been very clear about how big this fee actually will be: Some reports suggest that the fee will be as big as the original price of the game. This, as you have probably guessed, is intended to paralyse the pre-owned sports market. While there have been some official Microsoft statements in the past few days, the latest is this: Although many possible scenarios have been discussed, today we have only confirmed that we have designed xbox one to enable our customers to trade-in and resell games at the retail level. Furthermore, we have not confirmed any specific scenario. Three operating systems in one-way for Microsoft, xbox one runs three different operating systems. There is a core operating system based on Microsoft's Hyper-V hypervisor technology, which boots up when the console is turned on. This hypervisor then boots up two more operating systems: Xbox OS, which runs the game, and an OS that runs windows 8, which runs apps (Skype, TV, etc.) on Xbox OS and Windows-based OS hardware that is virtual by Hypervisor. Both OSes are permanently performing tricks and consistently producing their videos, to enable instant switching/switching. Xbox OS is rebooted whenever you load games, but the Windows-based OS is persistent until you close the console. It's unclear how hardware resources are split between two virtualized OS, but hopefully Xbox OS (game) gets most RAM and GPU time. This is a very interesting and potentially very powerful setup. I actually guessed about the Xbox One running Windows 8 way in July 2011. At that time, I theorid that Microsoft would develop a single OS (Windows 8) and interface (Metro) that unites every form factor to console, from desktop, tablet, smartphone. When I was only half perfect, it is clear from various demos, photos and videos that Xbox One will look and feel like a Windows 8 device. Metro design language like grid, snapping, fonts are the same. However, to get us more information up to the Build Developer Conference Will, but also very likely apps developed for Windows 8 Windows Phone 8 will run with minimum modification on Xbox One. With the switch from PowerPC CPU from Xbox 360 to x86 in Xbox One, it can also simplify the game's development and porting between Windows 8, Windows Phone 8 and Xbox One. We have almost no details on Xbox One's gaming OS, but it's possible that it's also rejigged to share more of Windows 8 Kernel. In short, integration between all form factors is almost complete. In theory, it's very exciting for Microsoft, consumers and developers. In practice, Microsoft now needs to get out of its ass and shift a ton of tools so that consumers and developers can really leverage this dreamy integrated interface and ecosystem. Now Read: Xbox One vs PS4 vs PC: How Hardware Specs Compare