

## Installing Linux On A Dead Badger

A stellar cast of horror writers comprise this third entry in the Dark Delicacies anthology series. These twenty-one short works will examine and lay bare all the ways in which we are haunted - both literally and figuratively. With a new novella from David Morrell and a short story Chuck Palahniuk is writing as a teaching class on his blog, interest in this anthology will prove that the third time is no trick and all treat! Includes contributions from: Kevin J. Anderson, Clive Barker, Michael Boatman, Heather Graham, Richard Christian Matheson, David Morrell, Chuck Palahniuk, Victor Salva And many more!

This collection from rising author Lucy A. Snyder offers three dozen poems to delight readers who enjoy sly wordplay and subtle allusion, high intelligence and fierce heart. "Snyder's work is complex yet grounded. You can read it on several levels and it'll work on each and every one. It's lyrical but rooted in authenticity and validity. There's truth here, and tackling the truth is the highest calling of any poet. "She's been through the trenches; she knows the way the world comes down. You can feel it in the work. You're not just looking at words in a book, you're regarding a life that's been opened up and splashed down on the page. This lady is not only courageous, she's fearless. We need more like her to give us that grand plucking of the guts." - Tom Piccirilli, author of *The Midnight Road* and *Waiting My Turn to Go Under the Knife*, from his introduction "There

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is nothing illusory or mechanical about these poems. They take us on a marvelously eclectic journey, with a cast that includes a black hole voicing its thoughts and a dead man coming 'Home For the Holidays.' Read and be dazzled." - Christopher Conlon, author of *Mary Falls: Requiem for Mrs. Surratt and Midnight on Mourn Street* Winner of the 2009 Bram Stoker Award for Superior Achievement in Poetry.

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. *The Linux Command Line* takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to:

- \* Create and delete files, directories, and symlinks
- \* Administer your system, including networking, package installation, and process management
- \* Use standard input and output, redirection, and pipelines
- \* Edit files with Vi, the world's most popular text editor
- \* Write shell scripts to automate common or boring tasks
- \* Slice and dice text files with cut, paste, grep, patch, and sed

Once you overcome your initial "shell shock," you'll find that the command line is a

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natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

As the ultimate resource on the basics of the Linux desktops, servers, and programming tools, this book is written by the ultimate author on all things Linux. This transition resource is ideal if you are making the move from Windows or Macintosh to using Linux as your desktop system, and explains the Linux technology, offers detailed installation instructions, and includes step-by-step descriptions of key desktop and server components. You'll relish the in-depth descriptions that will help you choose the best Linux distribution to suit your needs. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

A tantalizing selection of stories from some of the best female authors who've helped define the modern vampire. Bram Stoker was hardly the first author—male or female—to fictionalize the folkloric vampire, but he defined the modern iconic vampire when Dracula appeared in 1897. Since then, many have reinterpreted the ever-versatile vampire over and over again—and female writers have played vital roles in proving that the vampire, as well as our perpetual fascination with it, is truly immortal. These authors have devised some of the most fascinating, popular, and entertaining of our many vampiric variations: suavely sensual . . . fascinating but fatal . . . sexy and smart . . . undead but prone to detection . . . tormented or terrifying . . . amusing or amoral . . .

doomed or deadly . . . badass and beautiful . . . cutting-edge or classic . . . Blood Sisters collects a wide range of fantastical stories from New York Times bestsellers Holly Black, Nancy Holder, Catherynne M. Valente, and Carrie Vaughn, and critically acclaimed writers Chelsea Quinn Yarbro and Tanith Lee, all of whom have left their indelible and unique stamps on the vampire genre. Whether they are undeniably heroes and heroines or bloodthirsty monsters (or something in between), the undead are a lively lot. This anthology offers some of the best short fiction ever written by the “blood sisters” who know them best: stories you can really sink your teeth into.

Provides information on the basics of wireless computing and the technologies that are supported by Linux.

**BURNING DOWN THE HOUSE** For Jessie Shimmer, everything changed when she went to hell and back to save her lover, Cooper Marron. After tangling with supernatural forces and killing an untouchable spirit lord, Jessie finds herself gifted—or perhaps cursed—with dark powers. And when she and Cooper make love, her pleasure throes light the whole house on fire. What is a sorceress to do? Jessie is about to find out. The circumstances of her birth, the mystery of a father she never knew, and the help of a cuddly ferret turned fearsome monster have made Jessie not just an outlaw from mundane society, but an accidental revolutionary in the magic realm. Encountering portals stitched into thin air and a fiercely sexy soul harvester, Jessie rushes headlong among enemies, horrors, wonders, and lovers into a place of self-discovery—or

destruction.

Whether you're just starting out with Linux or looking to hone your existing skills, this book will provide you with the knowledge you need.

This IBM® Redbooks® publication is Volume 3 of a series of three books called The Virtualization Cookbook for IBM z Systems. The other two volumes are called: The Virtualization Cookbook for IBM z Systems Volume 1: IBM z/VM 6.3, SG24-8147 The Virtualization Cookbook for IBM z Systems Volume 2: Red Hat Enterprise Linux 7.1 Servers, SG24-8303 It is suggested that you start with Volume 1 of this series, because IBM z/VM® is the base "layer" when installing Linux on IBM z Systems™. Volume 1 starts with an introduction, describes planning, and then describes z/VM installation into a two-node, single system image (SSI) cluster, configuration, hardening, automation, and servicing. It adopts a cookbook format that provides a concise, repeatable set of procedures for installing and configuring z/VM using the SSI clustering feature.

Volumes 2 and 3 describe how to roll your own Linux virtual servers on z Systems hardware under z/VM. The cookbook format continues with installing and customizing Linux. Volume 3 focuses on SUSE Linux Enterprise Server 12. It describes how to install and configure SUSE Linux Enterprise Server 12 onto the Linux administration system, which does the cloning and other tasks. It also explains how to use AutoYaST2, which enables you to automatically install Linux using a configuration file, and explains how to create and use appliances and bootable images from configuration

files. In addition, it provides information about common tasks and tools available to service SUSE Linux Enterprise Server.

"In this dark and gritty collection--featuring short stories from [authors such as] Jim Butcher, Seanan McGuire, Kevin J. Anderson, and Rob Thurman--nothing is as simple as black and white, light and dark, good and evil. Unfortunately, that's exactly what makes it so easy to cross the line"--

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough

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review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb are among the packages discussed.

Life is uncertain, and the chance to get a peek into the future is tempting... but is it a good idea to look? Edited by Nayad Monroe, this anthology brings together stories from a diverse group of speculative fiction writers who provide insight into the possibilities. The book includes cover artwork by Steven C. Gilberts, and an introduction by Alasdair Stuart. Between the contributors, they have won the Bram Stoker Award, a Nebula Award, an AU Shadows Award, an Origins "Cleo" Award, a silver ENnie Award, the Authorlink! New Authors Award, a Octavia Butler Scholarship, and multiple other recognitions across the industry.

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Collects fantasy, horror, fairy tales, and gothic stories chosen from the past year, including works by Ursula K. LeGuin, Neil Gaiman, and Bill Lewis.

Briefly, a boot loader is the first software program that runs when a computer starts. It is responsible for loading and transferring control to an operating system kernel software (such as Linux or GNU Mach). The kernel, in turn, initializes the rest of the operating system (e.g. a GNU system). GNU GRUB is a very powerful boot loader, which can load a wide variety of free operating systems, as well as proprietary operating systems with chain-loading. GRUB is designed to address the complexity of booting a personal computer; both the program and this manual are tightly bound to that computer platform, although porting to other platforms may be addressed in the future. One of the important features in GRUB is flexibility; GRUB understands filesystems and kernel executable formats, so you can load an arbitrary operating system the way you like, without recording the physical position of your kernel on the disk. Thus you can load the kernel just by specifying its file name and the drive and partition where the kernel resides. This manual is available online for free at [gnu.org](http://gnu.org). This manual is printed in grayscale.

This volume is a practical guide to Linux for systems and network administrators who are moving from Windows NT to Linux or are experimenting with bringing Linux into their network topology.

The credits have rolled, but the lights are still off. Something is lurking on the other side

of the screen. There are dark secrets, starving monsters, and haunted survivors who refuse to be left on the cutting room floor. But that's okay, right? After all, everybody loves the movies.... Here are twenty-three terrifying tales, dark reflections of the silver screen from both sides of the camera. James Dean gets a second chance at life—and death. The Wicked Witch is out of Oz, and she's made some very unlucky friends. When God decides reality needs an editor, what—and who—gets cut? These award-winning, bestselling authors will take you to the darkest depths of the theater and beyond.

To thoroughly understand what makes Linux tick and why it's so efficient, you need to delve deep into the heart of the operating system--into the Linux kernel itself. The kernel is Linux--in the case of the Linux operating system, it's the only bit of software to which the term "Linux" applies. The kernel handles all the requests or completed I/O operations and determines which programs will share its processing time, and in what order. Responsible for the sophisticated memory management of the whole system, the Linux kernel is the force behind the legendary Linux efficiency. The new edition of Understanding the Linux Kernel takes you on a guided tour through the most significant data structures, many algorithms, and programming tricks used in the kernel. Probing beyond the superficial features, the authors offer valuable insights to people who want to know how things really work inside their machine. Relevant segments of code are dissected and discussed line by line. The book covers more than just the functioning of the code, it explains the theoretical underpinnings for why Linux does things the way it does. The new edition of the book has been updated to cover version 2.4 of the kernel, which is quite

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different from version 2.2: the virtual memory system is entirely new, support for multiprocessor systems is improved, and whole new classes of hardware devices have been added. The authors explore each new feature in detail. Other topics in the book include: Memory management including file buffering, process swapping, and Direct memory Access (DMA) The Virtual Filesystem and the Second Extended Filesystem Process creation and scheduling Signals, interrupts, and the essential interfaces to device drivers Timing Synchronization in the kernel Interprocess Communication (IPC) Program execution Understanding the Linux Kernel, Second Edition will acquaint you with all the inner workings of Linux, but is more than just an academic exercise. You'll learn what conditions bring out Linux's best performance, and you'll see how it meets the challenge of providing good system response during process scheduling, file access, and memory management in a wide variety of environments. If knowledge is power, then this book will help you make the most of your Linux system.

\* Detailed installation instructions and step-by-step descriptions of key desktop and server components help new users get up and running immediately \* Descriptions of the various distributions from people in the Linux community help users zero in on the best Linux for their needs \* The perfect migration guide for Windows and Macintosh desktop users who want to switch to Linux, as well as for systems administrators who want to set up secure, fully functioning server systems \* Covers Linux embedded systems, firewalls, and routers plus desktops and servers \* Includes Fedora Core 3, Debian Linux, SUSE Linux, Knoppix, Gentoo Linux, Slackware Linux, Mandrake Linux, Damn Small Linux, and a Linux firewall and router on DVD

THE TAROT HAS AWAKENED... The Tarot, a powerful divination artifact, has appeared in the

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Sixth World. It works its will on anyone who finds one of its mystical cards, from runners surviving on the street to corp executives battling in the boardroom. And not just people's lives will be changed, for the Awakened Tarot deck is more than just a formidable magic item, it has an agenda all its own, and will use those it comes in contact with to set its plans in motion... Drawing Destiny is the latest original Shadowrun anthology, featuring twenty-three original stories about this brand-new artifact introduced into the game universe. Featuring stories from Michael A. Stackpole, Jennifer Brozek, Chris A. Jackson, Lucy A. Snyder, Aaron Rosenberg, R.L. King, Russell Zimmerman, Josh Vogt, Jason M. Hardy, and 14 more authors, these stories reveal how the Awakened Tarot will impact the Sixth World for better, and sometimes, for much worse...

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

A guide to Ubuntu covers such topics as installation, configuration, the filesystem, the command line, system maintenance and security, networking, using OpenOffice.org, Web browsing, and playing games.

Multiple Bram Stoker Award-winning author Jonathan Maberry compiles more than twenty stories and poems—written by members of the Horror Writers Association—in this terrifying collection about worst fears. What scares you? Things that go bump in the night? Being irreversibly different? A brutal early death? The unknown? This collection contains stories and poetry by renowned writers such as R. L. Stine, Neal and Brendan Shusterman, and Ellen Hopkins—all members of the Horror Writers Association—about what they fear most. The stories include mermaids, ghosts, and personal demons, and are edited by Jonathan Maberry,

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multiple Bram Stoker award winner and author of the Rot & Ruin series.

An original collaboration among five of the genre's brightest authors, *A Glimpse of Darkness* is urban fantasy as it's never been done before. Originally featured on Suvudu.com, this is Random House's first multicontributor chain story in which the readers voted on the outcome—now published here in its entirety as a thrilling eBook. Munira bint Azhar, the half-human daughter of a djinn, is a skilled Retriever in the city of Port Nightfall. Now the powerful sorcerer Temesis has given Munira a dire ultimatum: steal a magical lantern—the Light of Ta'lab—from the horrific undead kingdom below the city, or watch her father die at Temesis's hand. Will she be able to retrieve the lantern and save her father's life, or will they both perish in the process? With an Afterword featuring the choices readers were given at the end of each chapter.

In-depth instruction and practical techniques for buildingwith the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringinggadgets, gizmos, and robots to life using the popular BeagleBoneembedded Linux platform. Comprehensive content and deep detailprovide more than just a BeagleBone instructionmanual—you'll also learn the underlying engineeringtechniques that will allow you to create your own projects. Thebook begins with a foundational primer on essential skills, andthen gradually moves into communication, control, and advancedapplications using C/C++, allowing you to learn at your own pace.In addition, the book's companion website featuresinstructional videos, source code, discussion forums, and more, toensure that you have everything you need. The BeagleBone's small size, high performance, low cost,and extreme adaptability have made it a favorite developmentplatform, and the Linux software base allows for complex yetflexible functionality. The BeagleBone has

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applications in smartbuildings, robot control, environmental sensing, to name a few;and, expansion boards and peripherals dramatically increase thepossibilities. Exploring BeagleBone provides areader-friendly guide to the device, including a crash coursein computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, andprogramming Master interfacing electronic circuits, buses and modules, withpractical examples Explore the Internet-connected BeagleBone and the BeagleBonewith a display Apply the BeagleBone to sensing applications, including videoand sound Explore the BeagleBone's Programmable Real-TimeControllers Hands-on learning helps ensure that your new skills stay withyou, allowing you to design with electronics, modules, orperipherals even beyond the BeagleBone. Insightful guidance andonline peer support help you transition from beginner to expert asyou master the techniques presented in Exploring BeagleBone,the practical handbook for the popular computing platform.

Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors have ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software. Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the

software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going. For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better software, and how businesses can leverage freely available software for a competitive business advantage. The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnum Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl) This book explains why the majority of the Internet's servers use open-source technologies for everything from the operating system to Web serving and email. Key technology products developed with open-source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to

release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn why venture capitalists are eagerly watching Red Hat Software, a company that gives its key product -- Linux -- away. For the first time in print, this book presents the story of the open-source phenomenon told by the people who created this movement. Open Sources will bring you into the world of free software and show you the revolution.

With handsome young men who never grow old, and the strangest of relatives appearing from dark corridors and long shadows, the frenzied imagination of the American Gothic is a fertile theme for this next anthology in the Gothic fantasy short story series. As with other titles in the series, new short fiction complements the work of classic authors including: Gertrude Atherton, Ambrose Bierce, Charles Brockden Brown, George Washington Cable, Charles W. Chesnutt, Kate Chopin, Ralph Adams Cram, Stephen Crane, Emma Dawson, Mary E. Wilkins Freeman, Charlotte Perkins Gilman, Ellen Glasgow, Nathaniel Hawthorne, Washington Irving, Shirley Jackson, Sarah Orne Jewett, Grace King, H.P. Lovecraft, Herman Melville, W.C. Morrow, Flannery O'Connor, Edgar Allan Poe, Annie Trumbull Slosson, Clark Ashton Smith, Harriet Prescott Spofford, Harriet Beecher Stowe, Edith Wharton, Madeline Yale Wynne.

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As if one suspect post-mortem breakfast trip wasn't enough, AHOP returns in its second annual volume to delight the sad souls who enjoy humorous speculative fiction. We can't promise AHOP 2 will be funnier than last year's edition, but we can promise that it will be greasier. AHOP 2 will again feature four novella length works from some of today's most demented, twisted and depraved, er... rather creative and talented minds. ----- More mayhem from the folks that aren't sure of the difference between funny-haha and funny peculiar, these four new novellas are guaranteed (offer not valid where prohibited by law) to tickle, please, delight and restore you, all via the magic of humorous speculative fiction. Amityville House of Pancakes: You don't have to be dead to eat here, but it helps. Installing Linux on a Dead Badger (and other Oddities) is a collection of Lucy Snyder's humorous essays, fiction and articles, some culled from places like "Strange Horizons" and "Spacesuits and Six-Guns" and some brand new. This collection of thirteen short stories, articles and essays from Lucy A. Snyder will appeal to any fan of zombies, aliens or installation manuals. Here's what Wikipedia said about Lucy, last time we checked: "Lucy A. Snyder is an American science fiction, fantasy, humor, and nonfiction writer. She grew up in San Angelo, Texas but moved to Bloomington, Indiana for graduate studies at Indiana University and currently lives in Columbus, Ohio with her husband Gary A.

Braunbeck. Snyder served as an editor for HMS Beagle, an online bioscience publication produced by Elsevier. She has also contributed technical articles to publications such as Electronic Products."

When you talk about outsiders, it's easy to think about that sense of isolation when you're not one of the "popular kids" in high school, when you're the new person on the job, when you stand out in a bad way. But there's more than that. There's the sense of wonder at a new, alien place. There's seeing everything you know through a new, different point of view. These stories defy expectations and easy genre boundaries. But if you want that sense of wonder and amazement when you first encountered speculative fiction, that idea that there is something different, something more just around the corner, just out of sight, that sense of coming home to the unfamiliar, then this is the book you want to read. Edited by Nayad Monroe - who also edited *What Fates Impose* - these nineteen stories bring us tales of being the other, of belonging, and not belonging.

Presents a collection of horror tales by such authors as Brian Keene, Tom Piccirilli, Ekaterina Sedya, Jay Lake, and Mary Robinette Kowal.

TOP AUTHORS POKE FUN AND PAY TRIBUTE TO H.P. LOVECRAFT'S CTHULHU MYTHOS. Knock, knock! Who's there? Cthul. Cthul who? Exactly! I've come to tickle your funnybone. Oh, and also to eat your soul. In 1928, Weird

Tales debuted “The Call of Cthulhu” by H.P. Lovecraft, and the Cthulhu Mythos was born. In the 90 years since, dozens of writers have dared play within HPL’s mind-blowing creation—but never with such terrifyingly funny results. Now top authors lampoon, parody, and subvert Lovecraft’s Mythos. See Cthulhu cut short his nap at the bottom of the Pacific Ocean to invade North Korea! Watch the Unspeakable Eater of Souls solve crimes on the pulpy streets of Innsmouth! And speaking of largish Elder Gods, listen to a plastic Elvis doll dispense folksy advice straight from the heart of the Emperor of Dread! Again Ol’ Tentacle-Face is confronted by frail humans who dare defy the Incarnation of Ultimate Evil—but this time not by brave monster hunters and terrified villagers, but by fan fiction writers, clueless college students, and corporate lawyers (okay, we realize it’s hard to know who to root for in that confrontation). Twenty-three mirthful manifestations within the Cthulhu Mythos from best-selling and award-winning authors Neil Gaiman, Mike Resnick, Esther Friesner, Ken Liu, Jody Lynn Nye, Laura Resnick, Nick Mamatas, and many more! Guaranteed to leave you howling. Because if you look at it just right, there’s nothing funnier than a soul writhing in cosmic horror before a tentacled maw of malevolence. As HPL himself saith: “From even the greatest of horrors irony is seldom absent.” Praise for the Unidentified Funny Objects anthologies, edited by Alex Shvartsman: “This book

is a delight. There are a lot of giggles here, and every now and then you'll laugh your head off. This is a hoot from start to finish."—Galaxy's Edge "Shvartsman delivers a wonderful anthology and if you want to broaden your humorous SFF reading, Unidentified Funny Objects is a great place to start."— A Fantastical Librarian Praise for Alex Shvartsman: "Shvartsman is an entertaining writer who can take on many voices and make them his." –Locus "Alex Shvartsman's comedy is bright and direct with clever dialogue of both the inner and outer sort."—Tangent Online Complete Contributor List: Neil Gaiman Jody Lynn Nye Mike Resnick Ken Liu Nick Mamatas Esther Friesner David Vaughan Kevin Wetmore Shaenon K. Garrity Brian Trent Alex Shvartsman Rachael Klahn Jones Yvonne Navarro Scott Huggins Gini Koch Aidan Doyle Konstantine Paradias Amanda Helms Laura Resnick Matt Mikalatos Laura Pearlman Lucy A. Snyder Original stories by David Vaughan, Jody Lynn Nye, Mike Resnick, Brian Trent, Yvonne Navarro, G. Scott Huggins, Gini Koch, Aidan Doyle, Amanda Helms, Laura Resnick, Laura Pearlman, Lucy Snyder, and Nick Mamatas. Reprints by Esther Friesener, Kevin Wetmore, Shaenon K. Garrity, Alex Shvatsman, Ken Liu, Rachael K. Jones, Neil Gaiman, Konstantine Paradias, and Matt Mikalatos. \*\*

What is this book about? Professional Red Hat Enterprise Linux 3 is a complete professional guide to setting up, configuring, and deploying Red Hat Enterprise

Linux in the corporate production environment. The book focuses on Enterprise Server and Advanced Server features, including the key areas of high availability with the Red Hat Cluster Suite, Red Hat Network Control Center, and Red Hat Enterprise applications such as the Content Management System and portal server. Other key unique features include kernel tuning for various performance profiles; advanced Apache configuration; Tux installation/maintenance; building high-performance FTP servers; building high-performance mail servers (which means replacing Sendmail); Mailing list management; how to efficiently add, remove, or modify 100 users at the same time; and a discussion of disk quota management and monitoring. What does this book cover? The key features of the book include the following: How to install and setup RHEL 3 How to deploy RHEL 3 in production environment How to manage an RHEL system using Perl and shell scripting Advanced administration tools How to use Red Hat network service Details on installation and setup of security tools Ability to use and deploy High Availability solutions provided with RHEL 3 Performance tuning How to use monitoring tools Ability to use RHEL to provide scalable infrastructure solutions. A blockbuster anthology of original, blood-curdling vampire fiction from New York Times bestselling and award-winning authors, including Charlaine Harris, whose novels were adapted into HBO's hit show True Blood, and Scott Smith, publishing his first work

since *The Ruins*. Before being transformed into romantic heroes and soft, emotional antiheroes, vampires were figures of overwhelming terror. Now, from some of the biggest names in horror and dark fiction, comes this stellar collection of short stories that make vampires frightening once again. Edited by New York Times bestselling author Christopher Golden and featuring all-new stories from such contributors as Charlaine Harris, John Ajvide Lindqvist, Scott Smith, Sherrilyn Kenyon, Michael Koryta, Kelley Armstrong, Brian Keene, David Wellington, Seanan McGuire, and Tim Lebbon, *Seize the Night* is old-school vampire fiction at its finest.

In this third installment of the Bram Stoker Award-winning anthology series, editors Del Howison and Jeff Gelb examine what it means to be Haunted in all of its different permeations. From the constant haunting visits of a locale to being haunted by our own thoughts and memories to being haunted by the spirit of evil, *Haunted* explores the emotions of obsession, desire and pain. We are all haunted by something. The horror is in how we deal with it. Join twenty of the genres finest authors as they deal with their ghosts. Includes stories by Kevin J. Anderson, Clive Barker, Michael Boatman, Heather Graham, Richard Christian Matheson, David Morrell, Chuck Palahniuk, Victor Salva, Simon R. Green, and many more!

Lucy Snyder's stories are the sort that carry you away to unusual places, usually dark ones, and this collection is a perfect example. As the follow-up to the Bram Stoker Award winning collection *Soft Apocalypses*, it contains plenty of darkly imaginative

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tales. Many of these stories, including the title piece, are heavily influenced by the work of H.P. Lovecraft and The King in Yellow mythos. They whisper madly among each other creating weird echoes. Like the black stars of theoretical astronomy they are dense entities born from polarization so strong that instead of collapsing into nothingness, a black hole, they instead form dark constellations burning dimly with spectral light.

recompose: to compose again or differently. This is the first pre-crowdfunded issue of recompose, #0.

From the editors of Dark Faith, Maurice Broaddus and Jerry Gordon, comes a collection of supernatural crime noir. You think you're safe. What a joke. You don't think about the places you pass every day. The side streets. The alleys. The underbridges. All you'd have to do is take a step to the side. Then you'd know. The streets are filled with shadows.

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