The boarded window pdf

This site is not available in your country This site is not available in your country Free On Board is a historical legal term that refers to the passage of title and liability between the buyer and the seller of the goods. Free On Board originally referenced goods transferred by ship. Since this is a legal term, and has changed in meaning over the years, some states may have different legal definitions for it, so you will want to consult a local attorney before using it in a contract or transaction. Free On Board is often abbreviated FOB. Typically, the location follows the FOB designation. For example, you might see a FOB delivery point, also referred to as FOB origin, or FOB destination. Location is key to how FOB is used. Location designation is where ownership is transferred. This is also where responsibility for shipping costs shifts from seller to buyer. This is the point at which the buyer is responsible for insuring the goods, and suffers damage if an accident occurs when the goods are transported to another location. It's also worth remembering that the location is where the title transfer takes place, which means this is where the item becomes an asset on the buyer's balance sheet. This becomes very important (at least for accountants) during the cut off period. For example, it says the Hawker Company in New York City sold one million golf balls to Slammer, Inc., in Los Angeles. The sale price is five cents per golf ball. The sale takes place on December 29. Hawker sent a golf ball on December 30 and Slammer received it on January 3. Accountant Slammer closes the book for the end of the year, and needs to determine whether golf balls should be included in their inventory. If the terms of sale are New York's FOB delivery point, then the title to the golf ball passes to Slammer on December 30 (delivery date), and the inventory asset account in Slammer's books will be fifty thousand dollars higher. If the requirement is fob purpose (which is Los Angeles) then Slammer's year-end inventory asset account will not include fifty thousand dollars in a golf ball, as Slammer did not get a title for the item (and thus did not own it) until January 3 of the following year. WebIS Inc. The chief honcho came out a few weeks ago, responding to Twitter's questions, stating boldly that they also have no immediate plans to develop their popular PIM client, Pocket Informant, for Windows Phone 7:Currently we do not expect to support Windows Phone 7. It just loses too much ground for us. It can be done, but we will reach a dead end on version 1.00 and it will be slower than people want because it has to write all the repetitions/calendar codes in C# without a good backend to help speed things up (as in So I wanted to make it official. Based on the current beta of the Windows Phone 7 SDK, this, will not make Pocket Informant for Windows Phone 7.Its reasoning boils down to what others are saying: access to the original code and limitations on the current API environment. They could make an PI application, but he suspects it will be slow and lacking in key features/integrations with the OS. However, like the others, once the OS matures and/or the sale eventually becomes excellent, they will reconsider. All this comes on the trail of Mozilla and Skype basically saying the same thing. Although unfortunate, don't forget a few things: Mozilla failed to provide a usable browser after two years of development, Skype's WinMo client was really never that good and Pocket Informant has always been a giant mess, slow, piling up (with many features circumcised by some). Maybe we're just being flippant, but some of us won't miss some of this company's mobile offerings that much, judging by their past performance. Case in point, Alex came out almost 4 weeks ago with this announcement. Who's paying attention? That's not to say we didn't wish them luck, we definitely did, but in the end, sometimes you have to make some breaks and let the new developer class step up and innovate. Are we too loud? Comments! [via Information Week] Temple Run and its sequels are two very popular games on other mobile platforms that have not migrated to Windows Phone. We knew one of them would come in the end, but unfortunately the creators of the Imangi series have been tightly sealed with details. However, Temple Run isn't the only 3D endless runner in town. Subway Surfers from Kiloo also has quite a lot of followers on competing platforms. Players control one of the few young graffiti artists on the run from MAN. They have to avoid many obstacles and even jump on top of the train in their crazy dash for freedom. One of the reasons Subway Surfers is increasing in popularity is its highly approachable art style. While Temple Run has a kind of serious and realistic look based on the Indiana Jones movie and Tomb Raider game, Subway Surfers is much brighter and cartoonish. Both look completely valid, but I can see why some people prefer the appearance of this game. Of course, the price definitely doesn't hurt either. Subway Surfers is a free game to play. The goal is to coins and use them to unlock them, like Gunstringer: Dead Man Running. Not everyone wants to wait, so some users spend real money on coin packages. Temple Run works the same way. Other features include four playable characters, many vehicles to unlock, including a jetpack, and social which allows users to challenge and help each other. The Windows Phone port will definitely have some social features, as evidenced by the 'Friends' button at the bottom of the title screen. Windows Phone Questions We learned about the port of Windows Phone Subway Surfers from the photo Of Windows Phone Subway Surfers from the photo Of Lumia 720 above, which kiloo post on the Facebook page of the game and the Italian site Plaffo originally found. From the picture, we can conclude that the game may require Windows Phone 8 to run. That's not surprising because it's much easier to transfer iOS games to Windows Phone 8 from 7. The big question for many of us is whether this game is going to be Xbox Live-enabled or not. My gut says no, but this game is of course popular enough to guarantee Xbox status. It's just that Xbox Live certification is such a difficult process that many developers choose to skip it and publish their games as indie titles instead. Xbox Live or not, we want to know when the game will actually come out. The Facebook post didn't say, so we flew blind on this one. But given the fact that Kiloo has indicated the game may be running on an actual Windows Phone, it may be pretty close to completion. Let's hope so, because Windows Phone needs endless 3D runners in a bad way! We have contacted Kiloo and will report back if we learn more about Subway Surfers. Source: Facebook; via Plaffo Update 1 Sorry folks, it turns out the pictures and news for the story came from a fake Facebook account, although one with many people unknowingly following/liking it. We're still waiting to hear from developers in person, but from now on it doesn't look accurate. Here is a real Facebook page for that company. Thank you, 19kev98, for the heads up Update 2 This game was released on Windows Phone in December! Toilet People is a board game available for Windows Phone 8 and 7.x devices. The game has 3D graphics and supports up to four players in pass/play mode. If you lack human players, your computer opponents will help fill in the gaps. Toilet People is not a bad game for your Windows Phone with a simple purpose, make it from start to finish first. However, there are enough twists and turns between those two points to make the game interesting. Toilet People has great graphics, interesting play games, and while Windows Phone games may not appeal to everyone, there are trial versions available to try the game before making a purchase. The opening menu for Toilet People has the option to continue the existing game, start a new game, access the game settings, and see about the screen. Settings language options, resolution options (high or medium) and sound/music levels. In starting a new game, you are presented with options for the number of players and the size of the game board. Once the number of players is selected, you can your avatar with a picture from your Windows Phone Pictures Hub, launch the camera app and take a shot or just use the player number. The game board has your dice running along the bottom of the screen with your player line-up listed above. The game is played based on the player rolling the dice (tapping the screen) and moving the appropriate number of boxes (or platforms). Some board box games have consequences (losing turns, moving players back or advancing squares, earning stars, swapping places with players, etc.). When you hit a cross road, you will be given the choice of which way you want to travel. Toilet People need a bit of luck to get the right roll of the dice and a bit of strategy in using the box to your advantage. You can find a complete list of what each platform/square can do from the help menu (? button on the game screen). screen).