

DirectX 12 Download - Windows 10 (Is Windows 10 ready for DirectX 12?) Bridging the gap: A tutorial on using DX12 on Windows 10 is released on the DirectX blog. Oct 17, 2019 Microsoft showcases how you can play games on Xbox One X with the Windows 10 Fall Creators Update and the latest versions of Windows Store apps and games. Oct 13, 2019 Microsoft accidentally leaked the fact that Xbox One X will support a framerate cap at 4K. Oct 12, 2019 Microsoft has published a blog post detailing their plans to deprecate Windows APIs and Frameworks that are no longer needed. Oct 11, 2019 Microsoft has detailed what's coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Oct 10, 2019 Microsoft has published a blog post detailing a roadmap for Vulkan support in Windows 10. Oct 8, 2019 Microsoft has published an informational blog post that details what's coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Oct 5, 2019 Microsoft has published a blog post detailing a roadmap for Vulkan support in Windows 10. Sep 15, 2019 Microsoft has published a blog post detailing the changes that will be coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 14, 2019 Microsoft has published a blog post detailing changes that will be coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 13, 2019 Microsoft has published a blog post detailing some of the changes coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 12, 2019 Microsoft has published a blog post detailing some of the changes coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 11, 2019 Microsoft has published a blog post detailing some of the changes coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 8, 2019 Microsoft has published a blog post detailing the changes coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 6, 2019 Microsoft has published a blog post detailing the changes coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 5, 2019 Microsoft has published a blog post detailing some of the changes coming to the Xbox Game Bar in the Windows 10 Fall Creators Update. Sep 3, 2019 Microsoft

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Category:DirectXQ: How to authenticate through HTTP in a Java web app using Play framework? I have a Java web app. Now I have to authenticate the user from the URL. For eg., I have a table in MySQL with username and password. How do I verify the entered data against the table? A: The play framework has nothing to do with the way your code is written. you can authenticate users in many ways, using your own table, database library or login API. Example using H2: import com.h2database.H2Database; import com.h2database.H2DatabaseBuilder; import com.h2database.NativeMode; import com.h2database.tools.Server; import java.sql.Connection; import java.sql.DriverManager; import java.sql.PreparedStatement; import java.sql.ResultSet; import java.sql.SQLException; import java.sql.Statement; import java.util.ArrayList; import java.util.HashMap; import java.util.List; import java.util.Map; public class Sample { public static void main(String[] args) throws Exception { Map env = new HashMap(); env.put("jdbc.url", "jdbc:h2:mem:play;DB_CLOSE_DELAY=-1"); env.put("jdbc.driver", "org.h2.Driver"); env.put("jdbc.user", "sa"); env.put("jdbc.password", ""); H2DatabaseBuilder builder = new H2DatabaseBuilder(); Server server = new Server(0, env); builder.setServer(server); builder.setPort(Server.DEFAULT_PORT); builder.setName("default"); 2d92ce491b