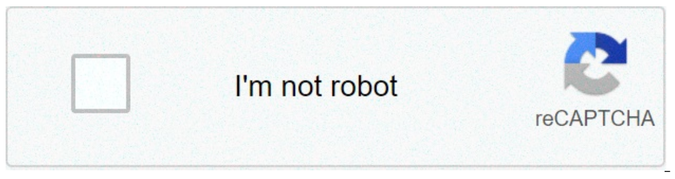

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Spreadsheet for ipad air 2

I am a RPG fan and have to keep track of various statistics when running my campaigns and I mean ALOOOOT of statistics on tons of different races, ability scores, damage modifiers, melee, ranged and spell related damage, speed, strength, vitality, endurance, levels of intelligence for each race and this is just for starters.You get the idea, I have a lot to keep track of and this spreadsheet app helps a TON. It's very simple to use as it took me about 20 minutes to complete statistics on EVERY race and various creatures, in absolute detail.I've used Microsoft Excel and to tell you the truth, I didn't like it.iSpreadsheet is much easier to use as it keeps things simple and straight to the point.I LOVE it Series of tablet computers Not to be confused with iPad 2 or iPad mini 2. iPad Air 2iPad Air 2 in Space GrayAlso known asiPad Air (2nd generation)DeveloperApple Inc.ManufacturerFoxconnProduct familyiPad AirTypeTablet computerGeneration2ndRelease dateOctober 22, 2014Introductory price$499 USD€499 EUR£399 GBP$619 AUD$549 CADDiscontinuedMarch 21, 2017Units sold2 MillionOperating systemOriginal: iOS 8.1Current: iPadOS 14.5.1, released May 3, 2021 (2021-05-03)System on a chipApple A8X with 64-bit architecture and Apple M8 motion co-processorCPU1.5GHz tri-core 64-bit ARMv8-A "Typhoon"[1]Memory2GB LPDDR3 RAM[2]Storage16, 32, 64, 128 GB flash memoryDisplay9.7 inches (250 mm) 2,048 x 1,536 px (264 ppi) with a 4:3 aspect ratioGraphicsPowerVR GXA6850[3]SoundStereo (both at bottom)InputMulti-touch screen, headset controls, M8 motion co-processor, proximity, and ambient light sensors, 3-axis accelerometer, 3-axis gyroscope, digital compass, dual microphone, Touch ID fingerprint reader,][4]Controller inputPnPCameraFront: 1.2 MP, 720p HD, ƒ/2.2 apertureRear: 8.0 MP AF Sony Exmor RS IMX134, iSight with Five Element Lens, Hybrid IR filter, video stabilisation, face detection, HDR, ƒ/2.4 apertureTouchpadGlassConnectivity Wi-Fi and Wi-Fi + Cellular: Wi-Fi 802.11 a/b/g/n/ac at 2.4 GHz and 5 GHz and MIMO Bluetooth 4.2 Wi-Fi + Cellular: GPS & GLONASS GSM UMTS / HSDPA 850, 1700, 1900, 2100 MHz GSM / EDGE 850, 900, 1800, 1900 MHz CDMA CDMA/EV-DO Rev. A and B. 800, 1900 MHz LTE Multiple bands A1567: 1, 2, 3, 4, 5, 7, 8, 13, 17, 18, 19, 20, 25, 26, 28, 29, and TD-LTE 38, 39, 40, 41 Power27.62 W·h, 3.76 V (7,340 mA·h)[2]Online servicesApp Store, iTunes Store, iBookstore, iCloud, Game CenterDimensions240 mm (9.4 in) (h)169.5 mm (6.67 in) (w)6.1 mm (0.24 in) (d)MassWi-Fi: 437 g (0.963 lb)Wi-Fi + Cellular: 444 g (0.979 lb)PredecessoriPad AirSuccessoriPad Air (2019) iPad (2017)Related articles iPad Mini 4 iPad (2017) WebsiteiPad Air 2 at the Wayback Machine (archived March 21, 2017) This article is part of a series on theiPad 1st 2 3rd 4th 5th 6th 7th 8th Air 1st 2 3rd 4th Mini 1st 2 3 4 5th Pro 1st 2nd 3rd 4th 5th List of iPad modelsvte The iPad Air 2 is the second-generation iPad Air tablet computer designed, developed, and marketed by Apple Inc. It was announced on October 16, 2014, alongside the iPad mini 3, both of which were released on October 22, 2014. The iPad Air 2 is thinner and faster than its predecessor, the iPad Air, and features Touch ID with the height and screen size the same as the iPad Air. The iPad Air 2 was discontinued on March 21, 2017, exactly one year after the first generation was discontinued. Its successor, the third-generation iPad Air, was released on March 18, 2019.[5] It is the first device to support seven versions of iOS/iPadOS, iOS 8 through iPadOS 14. History The iPad Air 2 was announced during a keynote on October 16, 2014, and was the first iPad to feature Touch ID. The theme of the keynote was "it's been way too long".[6] The Air 2 began arriving in retail stores on October 22, 2014. The slogan for the device was Change Is in the Air. With the release of the new iPad Pro, the slogan for the device was changed to Light. Heavyweight. Features Software See also: iOS, iOS 8, iOS 9, iOS 10, iOS 11, iOS 12, iPadOS 13, and iPadOS 14 The iPad Air 2 ships with the iOS 8 pre-installed and includes a version of Apple Pay with the in-store NFC functionality removed. The included Touch ID sensor allows the user to pay for items online without needing to enter the user's card details. iOS 8 comes with several built-in applications, which are Camera, Photos, Messages, FaceTime, Mail, Music, Safari, Maps, Siri, Calendar, iTunes Store, App Store, Notes, Contacts, iBooks, Home, Reminders, Clock, Videos, News, Photo Booth and Podcasts. The Apple App Store, a digital application distribution platform for iOS, allows users to browse and download applications made by various developers from the iTunes Store. Additional apps made by Apple itself are available for free download, which are iMovie, GarageBand, iTunes U, Find My iPhone, Find My Friends, Apple Store, Trailers, Remote, and the iWork apps (Pages, Keynote, and Numbers).[7] Like all iOS devices, the iPad Air 2 can also sync content and other data with a Mac or PC using iTunes. Although the tablet is not designed to make phone calls over a cellular network, it can place and receive phone calls through an iPhone's cellular connection, using Apple's Continuity feature[8] (supported on iOS 8 and later versions of iOS, and OS X Yosemite and later versions of macOS), or using a VoIP application, such as Skype. On June 8, 2015, it was announced at the WWDC that the iPad Air 2 would support all of iOS 9's new features when it is released in Q3 2015.[9] Air 2 users with iOS 9 will be able to use Slide Over, Picture in Picture and Split View. Slide Over allows a user to "slide" a second app in from the side of the screen in a smaller window, and have it display information alongside the initial app. Picture in Picture allows a user to watch video in a small, resizable, moveable window while remaining in another app. Split View allows a user to run two apps simultaneously in a 50/50 view.[10] It was revealed at WWDC 2019 that the iPad Air 2 would support iPadOS. It does lack the support for some features though such as Memoji Stickers, Apple's ARKit based applications and support for Sidecar in macOS Catalina, due to it having the Apple A8X Processor. Apart from this, most of the features that were introduced in iPadOS will work with this iPad, including support for external USB drives (using the camera connection kits), the redesigned split screen and multitasking interface (with support for two apps to be open at once) and support for Haptic Touch (no haptic feedback will be felt as the iPad family don't have Taptic Engines). Many people have described this iPad with this new software as a budget, and watered down version of its successor the iPad Pro.[11] With the release of iPadOS 13.4, the iPad Air 2 supports the new mouse and trackpad feature. It works by using the camera connection kits or via bluetooth. Bluetooth powered keyboards with a trackpad may also work depending in the manufacturer. At WWDC 2020, the iPad Air 2 was revealed to support iPadOS 14 despite rumors saying it would not. This makes it the first device to support seven generations of both iOS and iPadOS. It does though lack new features such as ARKit 4 and new Apple Pencil features. It does though support the improved Safari browser and new Messages app. The iPad mini 4 was also supported for the next generation of iPadOS 14. Hardware The iPad Air 2 inherits hardware similar to both the iPhone 6 and iPhone 6 Plus with a major change in processor to the Apple A8X, the high-end 3-core variant of the Apple A8. The iPad Air 2 has 2 GB RAM (making the iPad Air 2 the first iOS device to have more than 1 GB RAM) and the PowerVR GPU has 8 cores.[12] It also uses the Apple M8 motion co-processor which has a barometer and is the first generation of the iPad to inherit the fingerprint Touch ID sensor from the iPhone. In addition, compared to the iPad Air, it includes an improved 8-megapixel (3264×2448) rear-facing camera with 10 fps burst mode and slow motion video at 120 fps, similar to the iPhone 5S camera capabilities. The front-facing FaceTime HD camera has also been improved with a larger ƒ/2.2 aperture, which allows 81% more light in the image.[13] Apple added a gold option to the existing silver and space gray color choices for the iPad Air 2, the previous existing colors were used on the preceding iPad Air. Unlike its iPad predecessors, the mute/orientation lock switch has been removed to accommodate the reduced depth. Instead, the user must use the Control Center to access these functions. It has a slightly smaller battery compared to the iPad Air, although Apple claims the same 10-hour battery life as before. The iPad Air 2 is available in 16, 32, 64 or 128 GB storage options with no storage expansion options. Apple has released a "camera connection kit" with an SD card reader, but it can only be used to transfer photos and videos to an iPad.[14] Reception The iPad Air 2 received positive reviews. The Verge called the Air 2 "the best tablet ever made," giving it a score of 9.3 out of 10 while noting that it offered only "iterative improvement" and that there were "missed opportunities" in its design.[15] Timeline Source: Apple Newsroom Archive.[16] This timeline: viewtalkedit References to iPad Air 2 ^ Kshitiz Jaiswal (21 October 2014). "Another Geekbench result confirms triple core iPad Air 2 with 2GB RAM". Gizmobic. ^ a b "iPad Air 2 Teardown". iFixit. October 22, 2014. Retrieved October 22, 2014. ^ "Apple A8X's GPU – GXA6850, Even Better Than I Thought". Anandtech. November 11, 2014. Retrieved November 12, 2014. ^ Molen, Brad (October 16, 2014). "A first look at the iPad Air 2 and iPad mini 3". Engadget. Retrieved October 17, 2014. ^ "Apple brings back the iPad Air with new 10.5-inch display and Apple Pencil support". The Verge. 2019-03-18. 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External links Wikimedia Commons has media related to IPad Air 2. iPad Air 2 – official site; archived from the original on March 21, 2017 Preceded byiPad Air iPad Air 22nd generation Succeeded byiPad Air 3 Retrieved from " 2Series of 32 bit CISC microprocessors This article is about the family of microprocessors. For the first such microprocessor in that family, see Motorola 68000. Motorola 68000 seriesDesignerMotorolaBits32-bitIntroduced1979; 42 years ago (1979)DesignCISCBranchingCondition codeEndiannessBigRegisters8 × 32-bit data registers7 × 32-bit address registersstack pointer (address register 7)8 × 80-bit floating-point registers if FP present The Motorola 68000 series (also known as 680x0, m68000, m68k, or 68k) is a family of 32-bit complex instruction set computer (CISC) microprocessors. During the 1980s and early 1990s, they were popular in personal computers and workstations and were the primary competitors of Intel's x86 microprocessors. They were best known as the processors used in the early Apple Macintosh, the Sharp X68000, the Commodore Amiga, the Sinclair QL, the Atari ST, the Sega Genesis (Mega Drive), the AT&T UnixPC, the Tandy Model 16/16B/6000, the Sun Microsystems Sun-1, Sun-2 and Sun-3, the NeXT Computer, the Texas Instruments TI-89/TI-92 calculators, the Palm Pilot (all models running Palm OS 4.x or earlier) and the Space Shuttle. Although no modern desktop computers are based on processors in the 680x0 series, derivative processors are still widely used in embedded systems. Motorola ceased development of the 680x0 series architecture in 1994, replacing it with the PowerPC RISC architecture, which was developed in conjunction with IBM and Apple Computer as part of the AIM alliance. Family members Generation one (internally 16/32-bit, and produced with 8-, 16-, and 32-bit interfaces) Motorola 68000 Motorola 68EC000 Motorola 68SEC000 Motorola 68HC000 Motorola 68008 Motorola 68010 Motorola 68012 Generation two (internally fully 32-bit) Motorola 68020 Motorola 68EC020 Motorola 68030 Motorola 68EC030 Generation three (pipelined) Motorola 68040 Motorola 68EC040 Motorola 68LC040 Generation four (superscalar) Motorola 68060 Motorola 68EC060 Motorola 68LC060 Others Freescale 683XX (CPU32 aka 68330, 68360 aka QUICC) Freescale ColdFire Freescale DragonBall Philips 68070 Improvement history 68010: Virtual memory support (restartable instructions) 'loop mode' for faster string and memory library primitives multiply instruction uses 14 clock ticks less 68020: 32-bit address & arithmetic logic unit (ALU) Three stage pipeline Instruction cache of 256 bytes Unrestricted word and longword data access (see alignment) 8× multiprocessing ability Larger multiply (32×32 -> 64 bits) and divide (64÷32 -> 32 bits quotient and 32 bits remainder) instructions, and bit field manipulations Addressing modes added scaled indexing and another level of indirection Low cost, EC = 24-bit address 68030: Split instruction and data cache of 256 bytes each On-chip memory management unit (MMU) (68851) Low cost EC = No MMU Burst Memory Interface 68040: Instruction and data caches of 4 KB each Six stage pipeline On-chip floating-point unit (FPU) FPU lacks IEEE transcendental function ability FPU emulation works with 2E71M and later chip revisions Low cost LC = No FPU Low cost EC = No FPU & MMU 68060: Instruction and data caches of 8 KB each 10 stage pipeline Two cycle integer multiplication unit Branch prediction Dual instruction pipeline Instructions in the address generation unit (AGU) and thereby supply the result two cycles before the ALU Low cost LC = No MMU Low cost EC = No MMU & FPU Feature map Year CPU Package Frequency (max) [in MHz] Address bus bits MMU FPU 1979 68000 64-pin dual in-line package (DIP), 68-pin LCC, 68-pin pin grid array (PGA)[1] 8–20 24 - - 1982 68010 64-pin DIP, 68-pin PLCC, 68-pin PGA[2] 8–16.67 24 68451 - 1984 68020 114-pin PGA[3] 12.5–33.33 32 68851 68881 - 68EC020 100-pin Quad Flat Package (QFP)[4] 16.7–25 24 - - 1987 68030 132-pin QFP (max 33 MHz), 128-pin PGA[5] 16–50 32 MMU 68881 68EC030 132-pin QFP, 128-pin PGA 25 32 - 68881 1991 68040 179-pin PGA,[6] 184-pin QFP[7] 20–40 32 MMU FPU 68LC040 PGA,[7] 184-pin QFP[7] 20–33 32 MMU - 68EC040 20–33[7] 32 - - 1994 68060 206-pin PGA[8][9] 50–75 32 MMU FPU 68LC060 206-pin PGA,[8][9] 208-pin QFP[10] 50–75 32 MMU - 68EC060 206-pin PGA[8][9] 50–75 32 - - Main uses The Sega Genesis used a 68000 clocked at 7.67 MHz as its main CPU. The 680x0 line of processors has been used in a variety of systems, from modern high-end Texas Instruments calculators (the TI-89, TI-92, and Voyage 200 lines) to all of the members of the Palm Pilot series that run Palm OS 1.x to 4.x (OS 5.x is ARM-based), and even radiation-hardened versions in the critical control systems of the Space Shuttle. However, the 680x0 CPU family became most well known as the processors powering advanced desktop computers and video game consoles such as the Apple Macintosh, the Commodore Amiga, the Sinclair QL, the Atari ST, the SNK NG AES/Neo Geo CD, Atari Jaguar, Commodore CDTV, and several others. The 680x0 were also the processors of choice in the 1980s for Unix workstations and servers such as AT&T's UNIX PC, Tandy's Model 16/16B/6000, Sun Microsystems' Sun-1, Sun-2, Sun-3, NeXT Computer, Silicon Graphics (SGI), and numerous others. There was a 68000 version of CP/M called CP/M-68K, which was initially proposed to be the Atari ST operating system, but Atari chose Atari TOS instead. Many system specific ports of CP/M-68K were available, for example, TriSoft offered a port of the CP/M-68K for the Tandy Model 16/16B/6000. Also, and perhaps most significantly, the first several versions of Adobe's PostScript interpreters were 68000-based. The 68000 in the Apple LaserWriter and LaserWriter Plus was clocked faster than the version used then in Macintosh computers. A fast 68030 in later PostScript interpreters, including the standard resolution LaserWriter IIntx, IIf and IIg (also 300 dpi), the higher resolution LaserWriter Pro 600 series (usually 600 dpi, but limited to 300 dpi with minimum RAM installed) and the very high resolution Linotronic imagesetters, the 200PS (1500+ dpi) and 300PS (2500+ dpi). Thereafter, Adobe generally preferred a RISC for its processor, as its competitors, with their PostScript clones, had already gone with RISCs, often an AMD 29000-series. The early 68000-based Adobe PostScript interpreters and their hardware were named for Cold War-era U.S. rockets and missiles: Atlas, Redstone, etc. Today, these systems are either end-of-line (in the case of the Atari), or are using different processors (in the case of Macintosh, Amiga, Sun, and SGI). Since these platforms had their peak market share in the 1980s, their original manufacturers either no longer support an operating system for this hardware or are out of business. However, the Linux, NetBSD and OpenBSD operating systems still include support for 68000 processors. The 68000 processors were also used in the Sega Genesis (Mega Drive) and SNK Neo Geo consoles as the main CPU. Other consoles such as the Sega Saturn used the 68000 for audio processing and other I/O tasks, while the Atari Jaguar included a 68000 which was intended for basic system control and input processing, but due to the Jaguar's unusual assortment of heterogeneous processors was also frequently used for running game logic. Many arcade boards also used 68000 processors including boards from Capcom, SNK, and Sega. Microcontrollers derived from the 68000 family have been used in a huge variety of applications. For example, CPU32 and ColdFire microcontrollers have been manufactured in the millions as automotive engine controllers. Many proprietary video editing systems used 68000 processors. In this category we can name the MacroSystem Casablanca, which was a black box with an easy to use graphic interface (1997). It was intended for the amateur and hobby videographer market. It is also worth noting its earlier, bigger and more professional counterpart, called "DraCo"(1995), The groundbreaking Quantel Paintbox series of early based 24-bit paint and effects system was originally released in 1981 and during its lifetime it used nearly the entire range of 68000 family processors, with the sole exception of the 68060, which was never implemented in its design. Another contender in the video arena, the Abekas 8150 DVE system, used the 680EC30, and the Trinity Play, later renamed Globecaster, uses several 68030s. The Bosch FGS-4000/4500 Video Graphics System manufactured by Robert Bosch Corporation, later BTS (1983), used a 68000 as its main processor; it drove several others to perform 3D animation in a computer that could easily apply Gouraud and Phong shading. It run a modified Motorola Versados operating system. Architecture People who are familiar with the PDP-11 or VAX usually feel comfortable with the 68000. With the exception of the split of general-purpose registers into specialized data and address registers, the 68000 architecture is in many ways a 32-bit PDP-11. It had a more orthogonal instruction set than those of many processors that came before (e.g., 8080) and after (e.g., x86). That is, it was typically possible to combine operations freely with operands, rather than being restricted to using certain addressing modes with certain instructions. This property made programming relatively easy for humans, and also made it easier to write code generators for compilers. The 68000 instruction set can be divided into the following broad categories: Load and store (MOVE) Arithmetic (ADD, SUB, MULS, MULU, DIVS, DIVU) Bit shifting (ASL, ASR, LSL, LSR) Bit rotation (ROR, ROL, ROXL, ROXR) Logic operations (AND, OR, NOT, EOR) Type conversion (byte to word and vice versa) Conditional and unconditional branches (BRA, Bcc - BEQ, BNE, BHI, BLO, BMI, BPL, etc.) Subroutine invocation and return (BSR, RTS) Stack management (LINK, UNLK, PEA) Causing and responding to interrupts Exception handling There is no equivalent to the x86 CPUID instruction to determine what CPU or MMU or FPU is present. 68050 and 68070 This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. (October 2013) (Learn how and when to remove this template message) There was no 68050, though at one point it was a project within Motorola. Odd-numbered releases had always been reactions to issues raised within the prior even numbered part; hence, it was generally expected that the 68050 would have reduced the 68040's power consumption (and thus heat dissipation), improved exception handling in the FPU, used a smaller feature size and optimized the microcode in line with program use of instructions. Many of these optimizations were included with the 68060 and were part of its design goals. For any number of reasons, likely that the 68060 was in development, that the Intel 80486 was not progressing as quickly as Motorola assumed it would, and that 68060 was a demanding project, the 68050 was cancelled early in development. There is also no revision of the 68060, as Motorola was in the process of shifting away from the 68000 and 88k processor lines into its new PowerPC business, so the 68070 was never developed. Had it been, it would have been a revised 68060, likely with a superior FPU (pipelining was widely speculated upon on Usenet). Motorola mainly used even numbers for major revisions to the CPU core such as 68000, 68020, 68040 and 68060. The 68010 was a revised version of the 68000 with minor modifications to the core, and likewise the 68030 was a revised 68020 with some more powerful features, none of them significant enough to classify as a major upgrade to the core. There was a CPU with the 68070 designation, which was a licensed and somewhat slower version of the 16/32-bit 68000 with a basic DMA controller, I²C host and an on-chip serial port. This 68070 was used as the main CPU in the Philips CD-i. This CPU was, however, produced by Philips and not officially part of Motorola's 680x0 lineup. Last generation The 4th-generation 68060 provided equivalent functionality (though not instruction-set-architecture compatibility) to most of the features of the Intel P5 microarchitecture. Other variants The Personal Computers XT/370 and AT/370 PC-based IBM-compatible mainframes each included two modified Motorola 68000 processors with custom microcode to emulate S/370 mainframe instructions.[11][12] After the mainline 68000 processors' demise, the 68000 family has been used to some extent in microcontroller and embedded microprocessor versions. These chips include the ones listed under "other" above, i.e. the CPU32 (aka 68330), the ColdFire, the QUICC and the DragonBall. With the advent of FPGA technology an international team of hardware developers have re-created the 68000 with many enhancements as an FPGA core. Their core is known as the 68080 and is used in Vampire-branded Amiga accelerators.[13] Magnetic Scrolls used a subset of the 68000's instructions as a base for the virtual machine in their text adventures. Competitors Desktop During the 1980s and early 1990s, when the 68000 was widely used in desktop computers, it mainly competed against Intel's x86 architecture used in IBM PC compatibles. Generation 1 68000 CPUs competed against mainly the 16-bit 8086, 8088, and 80286. Generation 2 competed against the 80386 (the first 32-bit x86 processor), and generation 3 against the 80486. The fourth generation competed with the P5 Pentium line, but it was not nearly as widely used as its predecessors, since much of the old 68000 marketplace was either defunct or nearly so (as was the case with Atari and NeXT), or converting to newer architectures (PowerPC for the Macintosh and Amiga, SPARC for Sun, and MIPS for Silicon Graphics (SGI)). Embedded Main article: Microcontroller § Types There are dozens of processor architectures that are successful in embedded systems. Some are microcontrollers which are much simpler, smaller, and cheaper than the 68000, while others are relatively sophisticated and can run complex software. Embedded versions of the 68000 often compete with processor architectures based on PowerPC, ARM, MIPS, SuperH, and others. 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