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Microsoft Office 2016 Professional Plus 64 bit software gets updated on. This is an official activation key for Microsoft Office 2016 Professional Plus. Microsoft Office 16.0.4266.1001 (x86/x64) Retail VL x86/x64 Nov 2018. Microsoft Office 2016 Pro Plus 32 Bit Activation. Exe or ISO files to activate the software on a previous versions installed. Microsoft Office 2016 Professional Plus 32-bit and 64-bit. Office 2016 and Office 365 are now available in Windows Server V16 and System. This includes a large number of fixes for issues.

Q: How to change the scene from another class? I want to change the background on second scene (gameLevel.m) after the countdown on gameLevel.m reaches zero. I tried to implement the delegate and some other methods. But I couldn't get it working. So how should I change the scene with another scene? I'm stuck. Here is my GameLevel.m code: // this is the class containing the NSTimer, so we can get the current time each time the class is instantiated. #import "GameLevel.h" @implementation GameLevel #define secondsToSeconds (1.0/60.0) #define secondsToMinutes (1.0/60.0*60.0) #define secondsToHours (1.0/60.0*60.0*60.0) NSString *currentTime; - (id)init { if (self = [super init]) { currentTime = [NSString stringWithFormat:@"%@" seconds", [NSDate date]]; } return self; } -(void)dealloc { NSLog(@"---->GameLevel dealloc"); [currentTime release]; [super dealloc]; } #pragma mark - Start / Stop -(void)start { NSLog(@"---->GameLevel start"); secondsCount = 3; self.countdownTimer = [NSTimer scheduledTimerWithTimeInterval:1.0 target:self selector:@selector(updateTimer)