

## Chapter 1 : Build your own Pok dex with Django, MMS and Pok API - Twilio

*Use the Advanced Search to explore Pok mon by type, weakness, Ability, and more!*

Recently, Jeff Atwood argued convincingly that the state of single-threaded JavaScript on Android is poor. Then Henrik Jorettag questioned the viability of JavaScript frameworks on mobile altogether , saying that tools like Ember and Angular are just too bloated for mobile networks to bear. See also these posts for a good follow-up discussion. As someone who does nearly as much Android development as web development, I can tell you first-hand that the network and concurrency are two of my primary concerns when writing a performant native app. Chatty network activity can kill the performance of a mobile app, even on a good 3G or 4G connection. Staring at a loading spinner is not a good user experience. To hit a silky-smooth 60 FPS, your operations on the main thread must take less than 16ms. Anything unrelated to the UI should be offloaded to a background thread. For the network and concurrency problems, the web has two very good answers: Following guidelines from the Chrome team, I built Pokedex. This blog post explains how I did it. When the site first loads, PouchDB starts syncing with the remote database, which in my case is Cloudant a CouchDB-as-a-service provider. Then once the sync has completed which only takes a few seconds on a good connection , all interactions become purely local, meaning they are much faster and work offline. This is one of the ways that the app is a "progressive" experience. I like the way you work it I also heavily incorporated web workers into this app. A web worker is essentially a background thread where you can access nearly all browser APIs except the DOM, with the benefit being that anything you do inside the worker cannot possibly block the UI. From reading the literature on web workers, you might be forgiven for thinking their usefulness is limited to checksumming, parsing, and other computationally expensive tasks. However, it turns out that Angular 2 is planning on an architecture where nearly the entire application lives inside of the web worker , which in theory should increase parallelism and reduce jank, especially on mobile. Similar techniques have also been explored for Flux and Ember , although nothing solid has been shipped yet. The app structure looks like this: The only thing that needs to be done on the UI thread is the patch, i. And since this patch operation is usually small, the serialization costs should be negligible. The important thing to notice is that the UI thread is totally unblocked between the user tapping and the patch being applied. Also, the deserialization of the patch JSON. But you can imagine that, in a more complex app, where there might be many simultaneous bits of JavaScript fighting for the UI thread third-party ads, scroll effects, etc. Progressive rendering Another benefit of Virtual DOM is that we can pre-render the initial state of the app on the server side. The pouchdb-load plugin is also being leveraged for faster initial replication. SSL is required for ServiceWorkers. The "do everything in a web worker" approach also helps out with progressive rendering, because most of the JavaScript related to UI click animations, side menu behavior, etc. This means that the page at least has some minor UI flourishes while the full "framework" is downloading. This is new tech; users need to be educated about it! So after the first visit, the entire site is available locally, meaning it renders in less than a second, or slightly more depending on the speed of the device. The result is this beautiful Material Design -style animation, which runs great even on my ancient Galaxy Nexus phone: We can also run quite a few animations in parallel â€” notice that the background fill, the sprite movement, and the panel slide are three separate animations. Some of the issues I ran into: CSS sprites are great for reducing the payload size, but they slowed the app down to a crawl due to excessive memory usage. I ultimately went with base64 inlining. This cuts down on memory usage, making the animations and touch interactions much snappier. And once again, all of the list computation and diffing is done inside of the web worker, so scrolling is kept buttery-smooth. Be careful what libraries you choose! So I ended up having to re-implement parts of it myself. For instance, the side menu was originally being animated using margin-left instead of transform, which leads to janky animations on mobile. Event listeners are a menace. Luckily the Chrome Dev Tools has a "Show scrolling perf issues" checkbox, which immediately revealed the problem: Firefox has it in nightly and will ship very soon. Safari also still has the ms tap delay, which I chose not to fix with the FastClick hack because I know Safari will fix it themselves in an upcoming release. FirefoxOS even has the status bar theme colors, which is neat.

However, one of my goals for this app was to make a high-quality experience with progressive degradation for the less standards-compliant browsers. On browsers with ServiceWorker, the app is a rich, high-quality offline app. I strongly believe that web developers need to push the envelope on this stuff, if we expect browser vendors to have any motivation to improve their implementations. This app is a protest against that mindset.

**TODOs** There are still more improvements to make to this app. Some unanswered questions for me, especially involving ServiceWorker: How to handle routing? Sure seems that way. How to update the ServiceWorker? How to control the app banner? Chrome will show an "install to home screen" banner if you visit the site twice in the same week with some heuristics , but I really like the way Flipkart Lite captures the banner event so that they can launch it themselves. It feels like a more streamlined experience.

**Conclusion** The web is quickly catching up on mobile, but of course there are always improvements to be made. So I encourage anyone to take a look at the source on Github and tell me where it can improve. As it stands, though, I think Pokedex. Thanks to Jacob Angel for providing feedback on a draft of this blog post.

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Welcome to the club. Everyone on the internet seems to be obsessed with this brilliant augmented reality RPG. Some, especially the legendary Pokemon, will likely be added later in special events. As for the rest, remember that boosting your trainer level will help you find rarer critters. That Pokemon are easier to find in areas that match their type grass in forests, water by lakes, etc , and that some nocturnal Pokemon only come out at night. Ivysaur - Ivysaur Type: Venusaur - Venusaur Type: Charmeleon - Charmeleon Type: Charizard - Charizard Type: Wartortle - Wartortle Type: Blastoise - Blastoise Type: Water - Caterpie Type: Metapod - Metapod Type: Butterfree - Butterfree Type: Kakuna - Kakuna Type: Beedrill - Beedrill Type: Pidgeotto - Pidgeotto Type: Pidgeot - Pidgeot Type: Raticate - Raticate Type: Normal - Spearow Type: Fearow - Fearow Type: Arbok - Arbok Type: Poison - Pikachu Type: Raichu - Raichu Type: Electric - Sandshrew Type: Sandslash - Sandslash Type: Ground - Nidoran F Type: Nidorina - Nidorina Type: Nidoqueen - Nidoqueen Type: Nidorino - Nidorino Type: Nidoking - Nidoking Type: Clefable - Clefable Type: Fairy - Vulpix Type: Ninetales - Ninetales Type: Fire - Jigglypuff Type: Wigglytuff - Wigglytuff Type: Golbat - Golbat Type: Gloom - Gloom Type: Vileplume - Vileplume Type: Parasect - Parasect Type: Venomoth - Venomoth Type: Dugtrio - Dugtrio Type: Ground - Meowth Type: Persian - Persian Type: Normal - Psyduck Type: Golduck - Golduck Type: Water - Mankey Type: Primeape - Primeape Type: Fighting - Growlithe Type: Arcanine - Arcanine Type: Fire - Poliwhirl - Poliwhirl Type: Poliwrath - Poliwrath Type: Kadabra - Kadabra Type: Alakazam - Alakazam Type: Psychic - Machop Type: Machoke - Machoke Type: Machop - Machop Type: Fighting - Bellsprout Type: Weepinbell - Weepinbell Type: Victreebel - Victreebel Type: Tentacruel - Tentacruel Type: Graveler - Graveler Type: Golem - Golem Type: Rapidash - Rapidash Type: Fire - Slowpoke Type: Slowbro - Slowbro Type: Magnetron - Magnetron Type: Dodrio - Dodrio Type: Dewgong - Dewgong Type: Muk - Muk Type: Poison - Shellder Type: Cloyster - Cloyster Type: Haunter - Haunter Type: Gengar - Gengar Type: Hypno - Hypno Type: Psychic - Krabby Type: Kingler - Kingler Type: Water - Voltorb Type: Electrode - Electrode Type: Electric - Exeggutor - Exeggutor Type: Marowak - Marowak Type:

## Chapter 3 : Pokémon GO Pokédex - Pokémon Go

*POKEMON POCKET POKEDEX VOL.2 (STRATEGY GUIDE) by Random House. \$ (5 used & new offers) Pokemon Card - Gym Heroes 14/ - SABRINA'S GENGAR (holo-foil) by Pokémon.*

These episodes are due to air on November 18th, 25th, December 2nd and December 9th respectively Episode Rowlet the Sleeperzzz Episode The Duo Splits Up!? Where is Eevee Going? To the End of the World for the Sake of a Meeting! The Lightning that Blocks Wind! Our Forums have also had these discussion and are a bustling trade and competitive section for the games. Be sure to like our FaceBook Page. Pokmon Shuffle Edit With this, double Stardust is being reported on captures. The double stardust is part of a Stardust Blast event running until It is also now confirmed that Budew can be found in eggs Edit Buizel can also now be found as a Level 1 Raid Boss Edit At some point in the near future, a special Eevee Tamagotchi will be released. This comes in the form of the Tamagotchi Nano and allows for you to raise an Eevee and, based on your care, it will evolve into one of its eight evolutions. You can also get various different Eevee including one in a Team Rocket outfit and even a Ditto Eevee. There are two different shells for the Eevee Tamagotchi. One brown and standard Eevee one and one "Colourful Friends" version which includes images of the evolutions. This continues on from the Pocket Pikachu virtual pets of the early s and the Pokmon mini title Pokmon Breeder Mini in providing a Pokmon Virtual Pet At present this has yet to be officially revealed so it is unconfirmed and subject to change. This is the International Challenge November competition. This competition offers Championship Points to players outside of Japan and offers a chance to qualify to the Japan Championships inside Japan. All Pokmon will be raised to Level 50 for the duration of the competition. Registration runs from November 22nd through November 29th Battles will run from November 30th through December 2nd. The streams all run for both games with commentators across the weekend. Pokmon GO To tie in with this release, a special event is to run in Pokmon GO that will provide shiny Ponyta and Shiny Cubone into the game as well as certain Ingress items of clothing. Ponyta and Cubone have started spawning in larger numbers and can be shiny Edit The new special outfits are now live. Our Clothing Section has been updated with these clothing items Edit Several new boxes are also for sale: The Community Day runs at the following times: However, we now have details on how the device works if it is set to Pokmon GO Plus mode while having a Pokmon saved inside it. The AnimDex has been updated with the contents of this episode. Click the picture to go to the gallery but be warned however as they contain spoilers. To get involved, Click here for the discussion forum Today, we are covering a Pokmon introduced in the seventh generation. Reminiscent of the Ultra Beasts, this life-form, apparently asleep underground, is thought to have come from another world in ancient times. Light is apparently the source of its energy. It has an extraordinarily vicious disposition and is constantly firing off laser beams. It looks somehow pained as it rages around in search of light, which serves as its energy. On this day, for three hours in each region, Gengar will appear in all gyms as a Level 4 raid which lasts for the full 3 hours. Shiny Gengar is also now available in the game and Shiny Gastly can also be in the wild as of now. This runs at these times: However, this weekend, Pinsir has started to appear in greater numbers, starting a few hours before the local Gengar Day event. With this, there is a chance that Pinsir will be a Shiny variant. Pokmon Duel Edit This event runs through most of the month and is a serial code event in stores. Within this, you can get the special Shiny Ho-Oh figure. This set contains cards of various Pokmon that inhabit the Johto Region including various Pokmon-GX with the introduction of Zeraora. Ultimate - Incineroar Reveal Smash Bros Edit Adventure Sync Edit During the Treehouse Live segment, two new moves for Eevee have been revealed. The new moves are "Glitzy Glow" and "Baddy Bad". You can also use a Fortune Teller to help determine the Nature of Pokmon you will encounter. The fortune teller asks you which colour you want to increase and which you want to decrease which helps determine which nature you get in wild encounters for the rest of the day. The box can only be obtained once a week limiting the amount you can give out. They also confirmed a feature called Spirits where characters would give a special power to your character. You earn Spirits by beating missions where the opponents have the Spirits Edit Trailer added Edit Due to a glitch, people are receiving a Moltres rather than Shedinja as their Research Breakthrough Reward.

This has now been fixed and Shedinja now appears Edit There are reports of Nincada being live and available in "Catch 5 Bug-type Pokmon". Nincada can only evolve into Ninjask in Pokmon GO. The more you walk in a week, the more bonuses you get as there are rewards to pick up when you hit 5km, 25km and 50km. It also ties in with various health aspects of iOS and Android devices being able to count steps and calories burned while playing the game. Many rewards for Adventure Sync are coming in. Ultra Beasts which features artwork of the Ultra Beasts which moves as you scroll to the right. Night Parade which features Pokmon in a Japanese style artwork. Following the preload going live in Japan, Australia and Europe yesterday, the preload for Pokmon: This allows for you to download the game so you can play it as soon as it hits midnight on launch day. Pokmon Duel Edit 08; Unown Event Edit An English version of a special Halloween trailer for Pokmon: With this the games are now available to preload on the Nintendo Switch Japanese eShop. The games are also available to preload in Australia Edit These themes each have a specific focus and Pokmon theme and both are based on Pokmon merchandise lines that have hit Japan recently. The first is Pokemon: PokNight which features Pokmon in a Japanese style artwork. Our Event Database has been updated with details of the event. This follows on from opening in Mexico earlier this month. Further countries in the rollout have yet to be announced In The Games Department Pokmon Duel - Balance Patch Tomorrow, a new version of Pokmon Duel is being uploaded following the weekly maintenance. This update is Version 6. Treehouse Live Edit A new commercial was also released. Ultimate Direct on November 1st at Double Battle Pokmon Restrictions: Battles have a 10 minute duration, with turns having a 60 second timer. This update may be amended throughout the day so be sure to check back. It also includes unique Special Research. This Special Research needs to be started before the end of this event but does not need to be completed by the end of it. Episode Pictures Edit On this day, for three hours in each region, Beldum will appear, enmass, in Pokmon GO with a chance of Shiny Beldum appearing. During this event, when you evolve Metang into Metagross, it will know the move Meteor Mash, which is exclusive to this event. This can now be done for a further hour after the event. To get involved, [Click here for the discussion forum](#) Today, we are covering a Pokmon introduced in the sixth generation. Singing in eerie voices, they wander town streets on the night of the new moon. Anyone who hears their song is cursed. It enwraps its prey in its hairlike arms.

## Chapter 4 : Home - Pokémon Engine Pocket Monsters

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There were quite a few knock-off products that provided a mediocre experience and the craving for the cool gadget was never really satisfied. But how to get this data into a portable, hand-held device? Building an iOS or Android application might be a good way to share this content but that would require a data connection. Deploy our Django application to Heroku so it is visible on the web. What will you need? In order to complete this tutorial you will need: First, install the requests library using pip: Save the file as query. If we get back an okay response we transform the JSON string into a native Python object and print out the name attribute. Give yourself a big victory roar! Known to cause forest fire unintentionally. When we have the web application running, we can send an SMS to a Twilio phone number. Type the following into the terminal: Save the file and activate the virtual environment: Successfully installed Django SQLAlchemy dj-database-url dj-static django-phonenumbers django-phonenumbers-field django-postgrespool django-toolbelt django-twilio gunicorn httplib2 phonenumbers pycpg2 requests six static3 twilio whitenoise Cleaning up October 28, - Open the file in the poketext directory called views. It should currently be completely blank. All changes are highlighted below: You can see a full list of the items that are sent to you in the documentation on twilio. Finally we return the twiml variable. At this point, Django-twilio will format it correctly by adding the correct content type and representing it as XML and send it back to Twilio. Save the file and then run the server again: System check identified no issues 0 silenced. Known to cause forest fires unintentionally. Time for another celebration: It appears Cubone, Snubbull and Raichu are not impressed. If you want to learn how to use Heroku, they have a fantastic getting started guide that I recommend reading before you continue. In particular, you want to make sure you have the Heroku toolbelt installed and ready to use. To deploy the code to the new Heroku app use the following command: The project I created, that we cloned with git near the start of this guide, already has all the settings files Heroku expects, so Heroku will detect that it is a Python application and begin installing the correct requirements. If all goes to plan, you should see the following terminal output: With the Twilio account credentials set, we should be able to send a cURL request to the Heroku application: With a free Twilio trial account, we will have one Twilio phone number in the numbers dashboard, we want to make sure it has MMS capabilities, which is denoted by this little image: Ash Ketchum would cheer in joy right now if he was here. See you at the Indigo Plateau!

## Chapter 5 : Vaporeon Pokémondex: stats, moves, evolution, locations & other forms | Pokémon Database |

*- Complete info The "Pokemon Pocket Pokedex Vol. 2" is the most complete volume of quick-reference Pokemon information available. - Quick and easy: Prima's "Pocket Pokedex" is a handy, pocket- or backpack-sized reference guide featuring all +8 Pokemon from each wildly popular game, including.*

## Chapter 6 : Pokemon Pocket Pokedex Vol Prima Official Game Guide by Prima Publishing

*Pokemon Pokedex: Official Pocket Version by Pokemon USA, Inc. Complete info! The Pokémon Pocket Pokedex Vol. 2 is the most complete volume of quick-reference Pokémon information available.*

## Chapter 7 : Pokémon Pocketdex for Pokémon GO on the App Store

*This is a list of Pokémon in the order dictated by the National Pokedex, meaning that Pokémon from the Kanto region will appear first, followed by those from Johto, Hoenn, Sinnoh, Unova, Kalos, and Alola.*

## Chapter 8 : Pokémon Vega Wikia | FANDOM powered by Wikia

## DOWNLOAD PDF POKEMON POCKET POKEDEX

*This is a full list of every Pokémon from all 7 generations of the Pokémon series, along with their main stats.. The table is sortable by clicking a column header, and searchable by using the controls above it.*

**Chapter 9 : List of Pokémon by National Pokédex number - Bulbapedia, the community-driven Pokémon**

*Pokemon Pets is an online RPG Pokémon Game that let you collect Pokémon on different maps and this Pokédex provides you a detailed interface to look virtual pets data, statistics, features - Page No: 1.*