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It (and probably many other car racing simulators and driving simulators) use "scaled" physics. External links Category:Vehicle simulationQ: Bash script to run several find commands on multiple directories I have a directory with several subdirectories which contain plenty of.csv files. I'm trying to find a way to run several find commands on several directories. I would like the script to run the command as follows: find./a./b./c -type f -name '*.csv' I have tried a few things like the following ls | for d in a b c; do find \$d -type f -name "*.csv"; done This doesn't work. I would like the script to run the find command and then move onto the next subdirectory before moving onto the next line. Any help would be great. I'm not very good with bash scripts so any help would be appreciated. A: The obvious solution would be to use bash's builtin globbing construct * for d in a b c; do find "\$d" -type f -name "*.csv" done The globbing of * expands to a list of all the files in the current directory that match the pattern. The script below implements a solution in a manner similar to yours. #!/bin/bash for dir in a b c; do find "\$dir" -type f -name "*.csv" done The above script will be run on 3 directories, a, b and c. The above script ensures that no files are matched in any other directories. Q: iPhone: How to evaluate if the app is exported to a first-party app store? When a developer (me in this case) submits an app to Apple's app store through a developer account, does Apple check if it is a first-party app store? Basically, if the app is submitted to the app store through an Apple developer account, will Apple check if the app is submitted through a first-party account? And how does Apple evaluate a first-party account? A: No, there is no check for the type of account. The only difference between the first-party and the developer account is that in the first-party account, the app is installed by the end-user and it is 3ef4e8ef8d

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