
AppGameKit - Shader Pack Download For PS4



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About This Content

AppGameKit Shader Pack provides a cool set of graphical shader effects you can use in your AppGameKit projects. They work on all platforms (desktop, mobile and HTML5).

The pack includes all these effects:

- Specular
- Self Illumination
- Wireframe
- Fur
- Dissolve
- Outline
- Toon

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- X-Ray
 - See Through
 - Energy Shield
 - SSAO (Screen Space Ambient Occlusion)
 - Water
 - God Rays
 - Glass
 - Colour Grading
 - Glow
 - Terrain

Full AppGameKit source code is supplied with a library of files that makes it easy for you to apply any of these shader individually or combined in any of your projects.

Demo projects are supplied to help you understand how the shaders are setup and applied to 3D objects. You are free to use the effects in any of your games and apps.

New shaders have just been added (Glass, colour grading and glow). There's also a system that lets you encrypt the shaders for your final project use.

Title: AppGameKit - Shader Pack

Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Web Publishing

Developer:

Jan Bögemann

Publisher:

The Game Creators

Release Date: 6 Nov, 2017

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Minimum:

OS: Windows XP SP2 or better

Processor: Intel Celeron / Athlon Sempron or better

Memory: 1 GB RAM

Graphics: Open GL 2.0 compatible or better

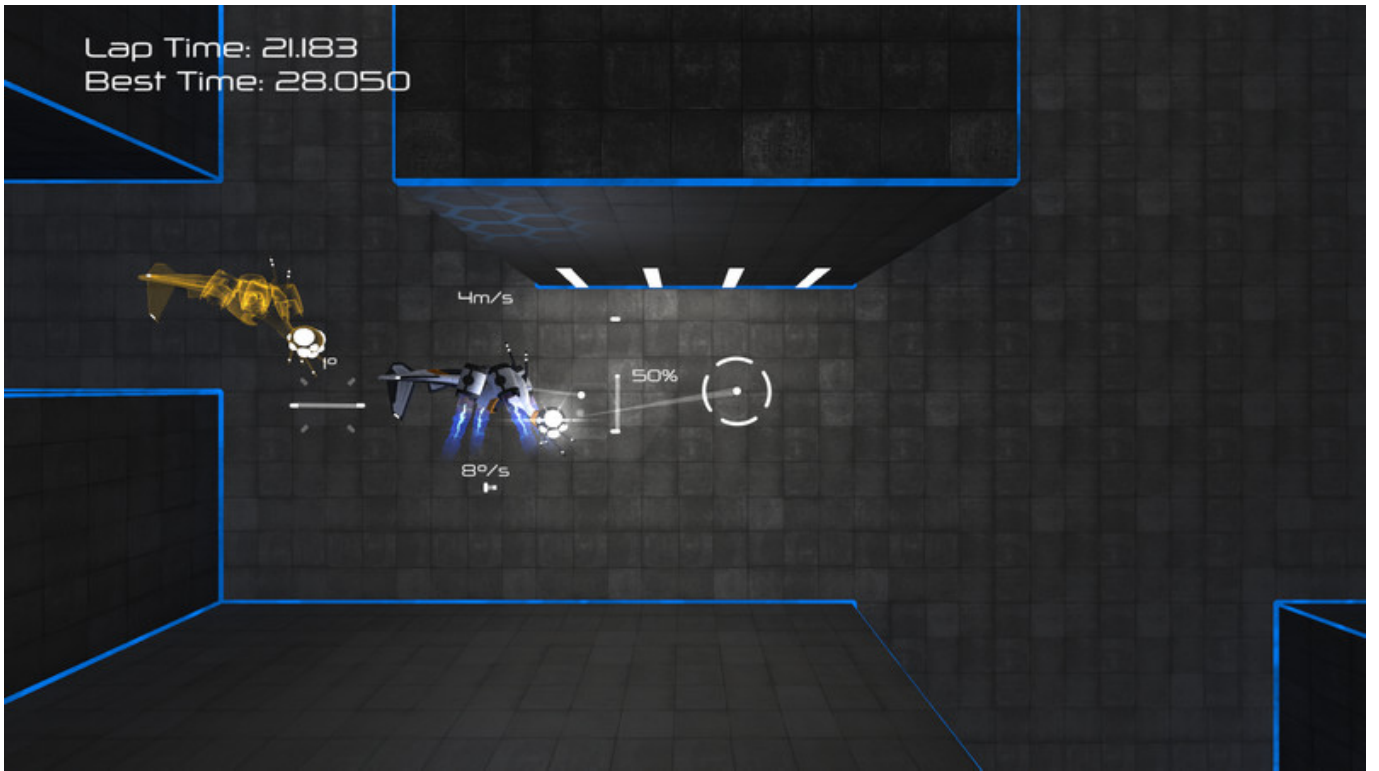
Storage: 2 GB available space

Sound Card: N/A

English



Lap Time: 21.183
Best Time: 28.050





quot;I need a Dustoff!" became an all-too-familiar call on the airwaves of jungle wars.

<https://www.youtube.com/watch?v=jE18XVZPtRw>

Now take off with your rescue helicopter and search and save the life of the wounded soldiers in the field, often under fire. If you can't, nobody else can!

Find the stolen cargo with your Chinook helicopter and transport them safely to the nearby friendly base, all the while fighting off hostile tanks and other enemy combatants.

Save hostages being held in Prisoner of War camps. They are desperately waiting for the remarkable sound of the evac helicopters. You are their last hope so save them all!

Flying Dustoffs take courage on your part as a helicopter pilot, as ground fire is the rule rather than the exception. The rewards, however, are great. - Recommended!. This could become a nice co-op game. Well worth the 0.19€ it cost me.. Good, reasonably straightforward HOG.

Fairly average, graphics are decent for an older game. I liked the low-key, atmospheric music.

There isn't really an in-depth story, here. I got the game because I wanted the set. That said, it was better than I expected, given the reviews.

Pros:

Lots of HOPs, all decent.

The minigames are the usual mix; mostly okay, if not inspired.

Good music.

All the usual mod-cons, like a map and quick travel between locations.

Cons:

Completely linear, and you can't really call it a "story".

I felt sorry for the shark.

A few difficult achievements - and you have to restart game if you make an error on the key minigames (for the achievements).

Note: The later games in the series build on the story.

. Forest Fury is broken for many players. That's one of two decks in this DLC. Unlocked cards will reset to 0V20 when ending the game session and reloading the game. I guess they want you to pay extra for the full deck unlock? Let's not pretend as if this will ever be fixed.. Fun little retro RPG with well made puzzles and sweet music. The dev is quick to respond and fix problems people may have. It may be a little tricky for some but with enough persistence you'll be sure to find your way.. With only 2 hours in(more to come) I dare to state that this is the best early access game of the year 2015.. I can't really tell you how the game is due to the fact that as soon as you leave the first town the first enemy encounter kills you. It is so unbalanced that there is no way to go thru the game since you die every five steps. I have never encountered this in a game before.. This game is SO much better than Arcania (because it's only 3.9 hours long).. This is a neat little game, will keep you busy for 1hr-1hr30
Loved the concept.

Could be Ideal for children, it's like finding Waldo.. This game feels nothing like the original. It Seems like it took 10 steps backwards and all we are left with is a below average 2D shooting ♥♥♥♥♥♥ platformer which doesn't feel new. 10 rotting corpses of my grandmother out of 10

In this video I take a look at Serious Sam: Tormental a top down arcade style shooter.

Finally some good old fashion explosive fun. This one is a bullet hell. It can get quite hard but it's great fun. There are loads of different monsters, weapons and explosives and you can earn gun upgrades as well for different effects. It's all tied together with a story that you progress through as you play. Great fun so check it out.

Watch the video to see what the game is like.....

<https://youtu.be/ibELz1bRIOM>

Check'n Games, providing you with as many Let's Play's as we can.

Thanks for watching. Please like comment and subscribe.. Its fun a easy

10/10. I GIVE IT 5 RKOS OUTTA NOWHERE OUT OF 5 RKOS OUTTA NOWHERE. low fps game , bad controls. I honestly tried to play the game but it becomes unbearable very quickly. Enemies are savagely overpowered with attacks that kill you in one hit, the enemies are also inconsistant with one lvl 3 enemy appearing after a group of five lvl 7s ? I spent atleast an hour just wandering with my party and fighting random enemies to try to level my party up but the game is super tight with XP. When I did reach a decent level I fought the 'boss' (a promotion) who immediately killed every member of my party with the first special attack....so back to wandering around trying to fight a game that feels like its preventing you from actually progressing.

After three hours of levelling up I managed to fight the 'boss' again and won....yay. But now I have to start the process again as that lead to around 7 new 'boss'/quest fights appearing in game, all of whom I cant fight without being wiped out in seconds.

Thats when I gave up, wandering the same part of the map while fighting the same enemies bored the crap out of me and the whole story of how the game was made (Kickstarter for \$1000+ that ends with a RPG Maker templated game) makes it worse.

This game cost me 29p in the sale....it was too much!

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