TcNo TimeKeeper Activation Code [License]

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About This Software

TcNo TimeKeeper helps you shorten the time you spend editing a video by helping you remember exactly where you need to be in the video. Stop spending time scrubbing hours of video, and work on a better final product. (This is NOT editing or recording software, you still need those to record and edit videos as usual)

Who is this for?

- Livestreamers

- Podcasters

- Video creators (YouTube, Vimeo, etc.)

- Video editors (If the creator uses TcNo TimeKeeper)

Features

Save storage space: If no times were noted before the end of the recording, you'll be presented with an automatic option to delete files created after the recording started individually or altogether.
Controlled easily: Setting hotkeys correctly will allow seamless integration with any recording software.
Remote control from any WiFi and web-enabled device: Use a phone, tablet or even another PC to control the program.

This makes it perfect for those without direct access to a computer while recording, such as in a podcasting situation.

Compatible with every recorder and editing software

The program outputs times you record into a text file or .csv, for later use. If you don't edit your own work, send this as well as whatever else you need to an editor and they can use the times. The program does **not** interact with recording or editing software directly. You still need recording and editing software, this does not substitute either, it's purely another tool to help speed up the editing process.

How do I use the program?

While recording content (on any device with any software), have TcNo TimeKeeper open. When something noteworthy occurs that you or an editor needs to come back to in editing, press the hotkey you assigned to make a note of the time. When you or someone else is editing the video, they know exactly where to go and don't have to spend hours scrubbing through video finding good parts, missing hundreds on the way. Spending less time searching allows creators to create better final products.
The program is lightweight, and designed to run in the background, without interrupting the user; making it perfect for Livestreamers, Podcasters and content creators alike to use it, without the audience even knowing.

Easy to understand

The program was created to be simple, and understandable by anyone. Once downloaded, set up the hotkeys you want, and if possible set the start/stop recording hotkey to the same as your recording software, so they both start simultaneously. While recording press the note keys to remember certain moments in the recording.

Does it work with X or Y recording/streaming software?

The program works independently from recording software. It doesn't matter what program you use to record, heck you can even use hardware if you want. The program just suggests that you set the hotkeys to the same as your recording software for ease of use, it doesn't matter what software you use at all. This works with any and all recording software. If however there are issues, I'm always working on improving the program.

Does this program record or edit video? Will I still need recording/editing software?

No, TcNo TimeKeeper does **NOT** record, edit or interact with your video in any way. Yes, you will still need recording and editing software for video creation, as usual. This program is here just to help you better know the footage you record so that when you or an editor gets around to editing, they can simply skip to where they need to be and edit faster. When you use this tool and make note of important events as you're recording, you'll be able to quickly find them in the hours of footage you record. When you spend less time looking for good content in footage, you'll have more time to spend on polishing the final video.
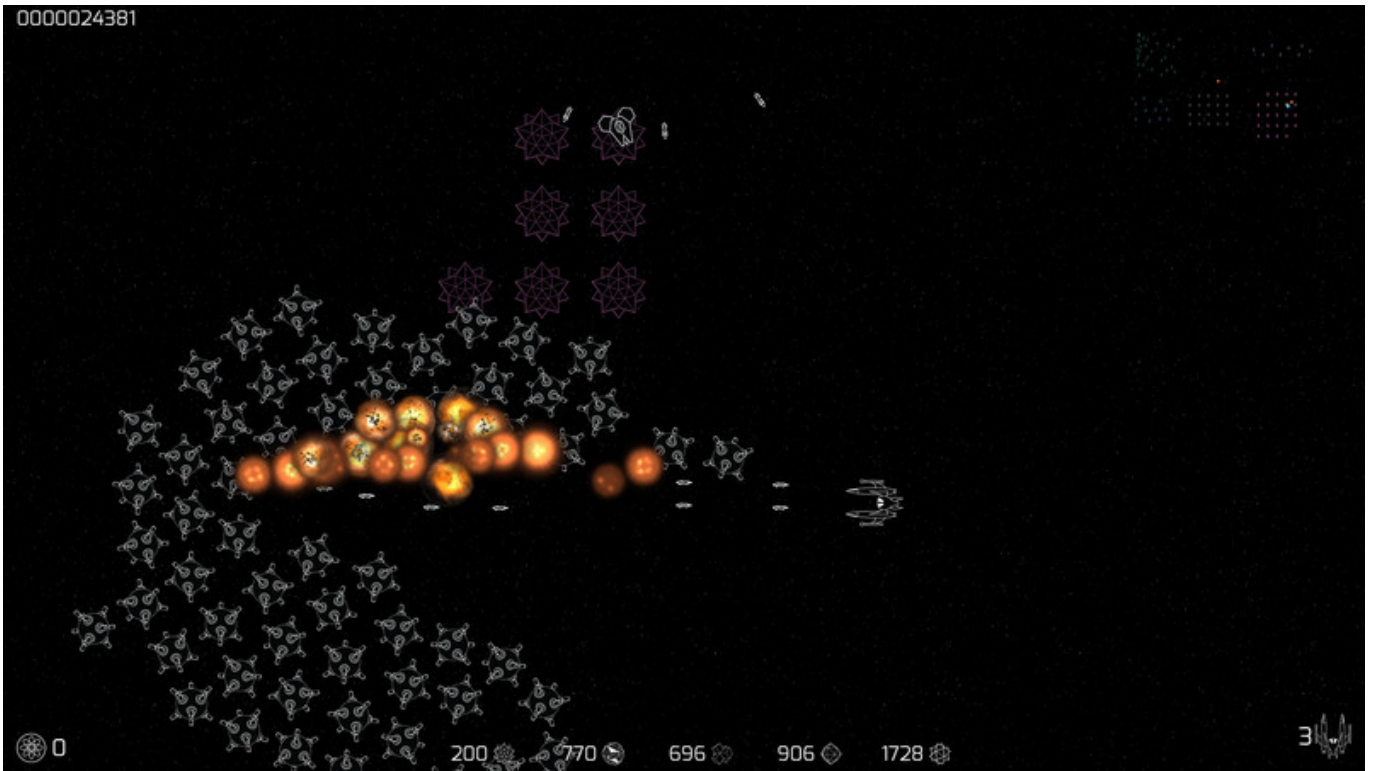
Title: TcNo TimeKeeper
Genre: Video Production
Developer:
Wesley Pyburn
Publisher:
Wesley Pyburn
Release Date: 15 Jan, 2018

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English

tecno timekeeper

It might not be very long, or full of many - or any - new ideas, but I thoroughly enjoyed this from start to finish. It's definitely one of those games where having a crap memory is great - I can play it again in a short while and it'll be like new again ;). It definitely doesn't take itself too seriously, the story is a little weird to say the least, but it controls well, doesn't look too bad and left me wanting more. Definitely recommend.. I picked up AdvertCity on a lark, being on both a cyberpunk and management kick at the time. I knew going in that the learning curve would be steep, and after a few false starts I got the hang of making money and expanding my operation. As I moved my offices into a towering highrise and set my sights on rival corporations under the harsh glow of my neon billboards and blimps, I started to feel like I had divined all the secrets of the game and would soon grow bored. But this was soon followed by a realization the likes of which I have rarely had from a game, one that elevates this title to true brilliance.

AdvertCity sets you up as the CEO and sole employee of Adsplay, a startup advertising company in a procedurally generated metropolis. Every building and resident belongs to one of a dozen or so megacorporations that run the city, and you get to make your bones by advertising for them. Starting out with stacks of fliers and a limited range of influence, you can earn new technologies like posters and billboards from friendly corps, buy new offices to expand your reach, hire employees to improve your ads, and so on. There's also an internet view where you can post all manner of cat pictures and spam ads as well.

Each kind of ad has strengths and weaknesses depending on where in the city it is placed, in what kind of building, and for what corporation. This then becomes your chief concern, puzzling out which ads go where to earn you the most money and rep. And it's quite a puzzle, because there's no guide or tutorial to making a million bucks. The scant tutorial teaches you how the interface works and gets you set up with a loan and running the most basic ads for pocket change. You have to delve into the procedural descriptions of buildings, corporations, and even ad technology to understand how to ply your trade.

Making your fortune as a shameless advertising mogul is only half the game, however. Once your company becomes a major player in the city, you can set your sights on seizing control of the other corporations. This is how the game is won, by eventually absorbing all of your rivals and taking over the entire city. At first glance, this may seem like an impossible task, since you'll be looking for something to do with your first million dollars and the smallest megacorp might cost thirty million to claim. You'll also run into a confounding ceiling on how much money you can make from your ads, as the resources to produce them (employees) start to catch up to the profits you make.

That's where I was when I started to cool on the game, with my sprawling company humming along and a few easy conquests down, but the remaining megacorps far out of my reach. By that point the game had started to feel like a more interactive clicker game, with me just spamming my most expensive ads over and over for the biggest returns, still not enough to topple my foes. I was beginning to think there was no real strategy to the game, just a long grind up to enormous cash totals again and again. And it turns out I was very, very wrong.

In my quest for the fattest bank account, I started running nothing but colossal blimp ads as quickly as I could for one particular megacorp. I was earning plenty of rep with them and money, but not nearly enough to buy them out. I started to notice that the campaigns themselves were going poorly and the megacorp disliked them, even though they were paying me for them. I stopped the campaigns once my income peaked, and on a lark I took a look at the megacorp's info. What had once been a company valued in the tens of millions was now worth a measly half a mil and falling.

That's when it hit me: I was running an ad agency. I could help grow companies with good ads, or I could run them into the ground with bad ones. All that effort I made in the early game to learn what worked and what didn't could now be turned around to destroy the very companies that had helped me grow. The economy in AdvertCity was far, far more detailed and complex than I gave it credit for, and provided a wealth of strategies for hostile takeovers. I could tank a company's profits with poor ads, boost their competitors with good ones, buy out their buildings to starve them of employees, or drain their bank accounts by running an endless stream of extravagant ads for them.

It's a brilliant strategy game hidden beneath a rough, if stylish, exterior. The graphics are simple polygons and wireframe menus but fit the cyberpunk feel to a T, and the heavy, oppressive soundtrack is the icing on the dystopian cake. The interface can sadly be a pain to deal with, sometimes letting you double-click through to the wrong options or stack up notifications to obscure important info. Performance can also suffer once your operation gets enormous, and I had one audio mishap that forced a restart the first time I went bankrupt. These are all minor issues around a far more major one, the learning curve. If you want

to reach the genius buried in this game, you have to work for it. You have to take the time to read, experiment, fail, and try again until it clicks, and you have to do that at every stage of the game. It won't be for everyone, but those who do delve deep into AdvertCity will discover one of the most clever and rewarding strategy games I've ever played.

Did you enjoy this review? I certainly hope so, and I certainly hope you'll check out more of them at https:\/\/goldplatedgames.com\/ or on my curation page!. Just bought this for 50 cents.

Very few things in life can be bought with 50 cents. The only thing I can think of is those little toys or stickers from the vending machines you see in grocery stores.

50 cents will buy you the best game of snake you will ever play in your life! There is a satisfying progression system, where you can upgrade your offenses\/defenses and various aspects such as the gold\/loot pick up. Its a perfect pick up and play game if you are ever bored waiting for the Dota 2 queue. Bite sized goodness is what it really is, and its not acting like its something else.. I'm giving Gumball Drift a recommendation but with provisions. Please read before you buy and please note I am using the HTC Vive.

The premise of the game is simple and exactly what you see in the description. Playing the game however is nothing like the previous arcade racers this is baced upon but more akin to racing radio controlled cars...and it works well to a degree. The usual power ups and earn cash to unlock better cars is there. The tracks whilst basic in some respects are enough to kepp you on your toes. Visually it's basic cartoon style graphics, very much akin to games from 10 years ago but it is rendered brightly and clearly within your VR enviroment and seated or standard gameplay (or both) poses no issues. I could as much sit down to race my cars as I could stand up and walk around my play area. In fact it some cases it was preffrable to stand up and move. My only issue here was that there is no reset view, which whilst not problematic was annoying when you wanted to play seated but had to stand up (and turn my back to my PC) and move just to get a better view. Please add a reset button devs...or at least make it clear where the reset view option is if it's implemented (I could not find it).

A huge bonus for this game is also the fact that the dreaded VR sickness is a complete non issue in this game.

However, there are 2 big elephants in this VR room. First and formost is the lack of support for the Vives motion controllers (and I suspect future Rift Touch controllers). This could just as easily be capable of controlling the cars but the support simply isnt there. If you do not own a game pad, you cant play. The second is the price of this title. I bought it in the Steam sale and paid \u00a38.99 (down from \u00a314.99). This is not a \u00a315 game in my opinion, even taking the VR part into account (so pick it up on sale). Not a bad game at all (lot of fun infact) but for the stanard price I'd recommened plenty of other games over this (at least in the case of Vive owners).
. I bought this game in summer sale,

and was thinking about refunding it...

Until I played the multiplayer, this is probably one of the most Fun games I've played in a while.
Dont play this game alone, just play it with friends together.

Basically you hit the ball and it becomes your color while in that color it can knock out enemys.
When you hit the ball it gets bigger and faster. (Top-Down)

The Game has very Balanced Moves.

Normal Strike:
You just dash forward and hit the ball, or you can charge and aim the ball by holding the Button

Hex Shot:
You can Charge it and make it faster and aim it better, it transforms People into chickens or Stops the Ball (After hitting it, it still has the same Size and Speed)

Gem Use:
You use your gem (you can collect them while they appear on the stage) which unleashes an powerful "Kamehameha"
or just a big shot.

Card Use:
I havent explored them that much but everything that I've gattered is that you get them in trials mode by killing enemys.
They have some Special effects like giving you a Shield or summoning "Brofists"

The game is also as balanced as it can be with characters:

There are no characters,
they are skins. (Cat for the win)

And the game gets really intense while the ball gets bigger and faster I bet you will burst out in laugher when you play this game
with your friends (if you have any) and the ball just bounces around with an insane speed.

PROS:
Very balanced
Fun with Friends
Cool Artstyle
Gets intense while the ball gets Faster
Easy to play with not that experienced players in videogames.

CONS:
Boring af solo
No online multiplayer
(I cant really add more to this)

Conclusion:
This is the perfect game if you hang out with your friends and dont know what to play (or if you do)
I regret even thinking about refunding this game.

Prob. a 7/10
Cheap and fun.
but still is lacking online multiplayer and a more fun solo mode.

. Hello, my name is Ms Parrot. Welcome to Rusty Lake: Roots. It is part of the Cube Escape series. Here we see the
Vanderboom Family Tree and can watch how it grows. It starts out quite small but is very large before the end. You will see
pieces of the family's lives and if you have played Cube Escape you will recognize many faces.

First is James. He isn't the oldest and certainly not the first you may have met but as he moves in to the house so too are you
eased in to the game. Just like the Hotel there is a dream-like quality to each of their lives. A horrific logic that makes terrible
things seem completely sensible. There will be blood and things may be difficult but there is no reason to fear. Whether you
know or not the full events of Cube Escape you will find more than you bargined for here with a memorable experience. The
past is not the past here. The family secrets can be hard to spot at times but a little effort will take you to their roots.

If you played Rusty Lake Hotel then you know what to do.. I've been excited for this game since I first saw it on Kickstarter, as
I thought it would be an interesting way to learn Japanese, a language I have fallen in love with. Unfortunately, I was unable to
support it at the time, but it appears that I may have dodged a bullet. I bought this expecting it to be a great way to help myself
learn a new language. Instead, what I got for my not insignificant \u00a315 was a glitchy, infuriating mess. The player character,
as well as their guide, clipped through every conceivable object. The handling on the player character was so similar to that of a
broken shopping trolley that I often felt I got to my destination in spite of the controls. There were many spelling errors in the

English, and I had to force quit because the game didn't feel like continuing. I was incredibly disappointed, and I feel like \u00a315 was far too much to pay for such a broken game.

EDIT:

It has been a few days since the game has been released, and the developer has done a wonderful job of fixing bugs and other quality of life changes. It pleases me to say that I can now recommend this game. The only problem I have with it now is that the player character still handles like a tank, and the game is padded slightly by the character feeling like they're walking through treacle. Apart from that, however, it is a great way to expand your passive vocabulary in a language.. Lunnye Devisty is a schizophrenic vascillation between impossibly hard, physically draining, platforming and glacier-paced, poorly integrated, puzzles that will taunt the user until he or she rips out his or her own hair.

.. I wasn't too sure with this game to begin with as there were no reviews, but I'm glad I took a chance with it. The story is original, the atmosphere is good, the backgrounds and scenery is pretty and the puzzles are varied in idea and difficulty. I don't even have any real complaints other than the ending being a bit lame.

Very fun 3D tower defense game with a physics based setup. Its challenging at times but really allows you to be creative with your defense. can get hectic at times when defending and trying to rebuild destroyed structures. Haven't even skimmed the surface yet but thought i should leave a review
So far 10\/10 for its rather unique genre.
If you enjoy tower defense, you should get this game.. MiGnificent 15. Intense. Very well made, little motion sick at the beginning, but eases off quickly, and i know I am a little sensitive to it, good job Devs!!. This is a good game i give it a 5 stars. Sadly I can't recommend the game since it's broken... half the enemies dont come to you and are off map and then they just die with a *puff*, also the Boss battles become tedious trying to pick up drops from enemies :C

5/10. UPDATE: Seems they are fixing it :D

Was a great, promising title, great Unreal Engine graphics, great action combat. 3 months and they had finally made it playable, but no content... They decided late 2015 to revert to a cheap-looking graphic engine, with tab-target non-action combat, and worst of all, horrible controls. Now sad to say as of 2016, they have officially announced their termination of development due to lack of funds and lack of motivation. I truly hoped this could be what it looked like during the Greenlight video they had submitted. But alas, it seems this game was said to be too good to be true.
Therefore, I can no longer recommend this game, as it has become yet another WoW, Aion, Lineage, and PWI.

Update: They decided to completely abandon this I guess. No update in over 3 months, and no servers. Game is currently a title screen, devs seem to care less about how players feel as they came into this with no money and basically ran with what they did make off of this game.

TL:DR Don't buy, another themepark MMO.. At first a little irritating when you're new and trying to figure out how everything works. and then restarting for the 100th time. Otherwise still really fun., I'm invested heavily into my party already. This is probably my favorite Choice Game ever. It's not without some faults, though. I feel like Exodus: Part 2 was unusually short, unlike the first one which was rather on point with detail. 2: Focuses more on confirming relationships and working with the group. And surviving without your home. in the woods and discovering a future antagonistic group..

My favorite background for my character is Teenager actually. Just because I feel like it adds more impact and weight to the story. However I will say I tried a few other backgrounds and Hacker is pretty ridiculously overpowered. Seriously, you can hack into ATMS to get momey, street & school cameras to get you a better idea what you're facing, also because of your hacker background you know more about the virus and how the government came to possibly create it. (You work with an underground network with other hackers, more or less.) It's not really a complaint just something I noticed while playing.

Teenager naturally is pretty nerfed because your character is so young, but it also makes it only much more impressive when your teen character kicks♥♥♥♥♥ I guess that's another reason as why I like playing teen. Being able to have a dog companion is also tight as hell and is something often brought up no matter where your character is. I'd definifitely recommend training your dog regularly if you plan on making your character have a dog. There's a lot of options to customize and roleplay your character (Stats, Flaws, Weapons, Dialogue) , which I love probably the most about this game.

Overall, enjoyed it. Hope the next installment comes out soon.. This game has a different feel from the Davey Jones game series that I had been playing. There is more emphasis on interacting with room puzzles to advance the story, and there is less emphasis on long, single image hidden-picture gameplay. I have got to say that I do like the style of Clockwork Tales more, as it feels more like a Point and Click style game.

This game has very nice cutscenes that use face-morphing CGI for good effects. I am also enjoying the stories in this steampunk themed gameworld. At this moment, the game is seventy per-cent off, which I think is a solid deal. Even at full price, I think there is a lot of value in these types of games. This kind of relaxed, thoughtful gameplay will not be for every Steam gamer, but those who enjoy this style will find a lot of extras packed into games from Artifex Mundi, such as the extensive and high quality voice acting.

I am playing on an old ubuntu linux computer, with radeon mesa graphic drivers, and using a mouse for game control. The game runs very fast at maximum fullscreen settings, with no slowdowns. The game seems to use a specialized game engine, and it has

an install size of 850MBs.