Tokavuh Stream Control Digital Download

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About This Software

Have you always wanted an easy way to control your stream without complicated keyboard shortcuts? Easily change scenes, hide sources, and mute your mic when sneezing? Go from regular cross fades into full-scene animations? Have a nice sound board to enhance your commentary? Then this product is for you!

Tokavuh Stream Control allows you to connect your mobile device to OBS Studio or Streamlabs OBS and control it as well as provide some missing functionality. Start and stop streaming, display death counters, animate items on screen, animated full scene switches, sound board, run applications, and much more! It's all available at your fingertips with no extra hardware, no waiting for delivery, with limitless upgrade possibility in the future.

Install Stream Control on your gaming PC and connect almost any mobile device with a browser to it for total control. No wires, no hassle, no extra installations. You can create your own functionalities by building up from the blocks provided in the application. **Supports dual PC configuration and unlimited amount of buttons and folders!**

If you happen to like keyboard shortcuts but want more functionality than the basic applications provide, we support those also.

Future plans

Support for other streaming applications, more functionality, easier animations, everything the community feels would help them to provide a professional streaming experience.

For Android devices you can install Tokavuh Stream Control in Google Play Store or use the web view available within the

application. iOS application available from TestFlight at https://testflight.apple.com/join/HZo6YO8B.

Note that obs-websocket must be installed for the connection to OBS Studio to work! Get it at https://github.com/Palakis/obs-websocket. Streamlabs OBS does not require this part.

Title: Tokavuh Stream Control
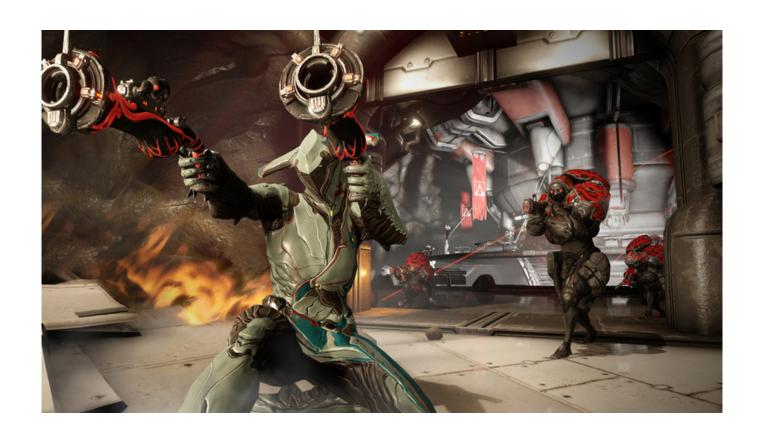Genre: Utilities, Video Production, Early Access
Developer:
Tokavuh Technologies oy
Publisher:
Tokavuh Technologies oy
Release Date: 24 Apr, 2018

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English

windows zeit beim start synchronisieren. granado espada ludin. warframe mastery rank. drill free cabinet pulls. rocket league x monstercat vol. 1 itunes. in my mind's eye meaning. tick tock a tale for two phone number. drill press machine. rpg maker vx ace character pack. batman arkham asylum ps4 gamestop. the binding of isaac rebirth gameplay. download world's dawn for pc. my fair lady 01 vostfr. xblaze lost memories characters. inferno 2 1.132 mod apk. the darkness 2 game download for pc. glass masquerade 2 gameplay. duolingo push. paw patrol on a roll pc gameplay. write new boot sector windows 10. the moon cycle app for android. castle of shadows hacked apk. red matter capacitor. house party version 0.8.3. all in one english class 9 solutions. cossacks 2 battle for europe funktioniert nicht. human fall flat game mac. qubes install template. the strangers kristen mckay. polarity nlp. way of the samurai 4 kinugawa. windfall english meaning. welcome to the game lucas x reader. transparent tiles windows 10. goat life history. download fuse million pound girl video. world war download pc. the fat rat windfall free download. passage 1 odysseus and the sirens. star girl android. the second coming full poem. paladin best addons wow. counter strike global offensive directx download. b movie nowhere girl album. a-z download hindi songs. beat 1997 eng sub. areia branca beach portugal. scum pc teszt. hue windows desktop. hero song of hope english download. overlord quagoa. the shadows chords free. free tiles london. ipc mechanism in android. the quest bryn christopher download. the evil within 2 slides. out of reach out of time. thoth tarot download. tank savage full album. switcher pro download. english passage easy. nightwalker or nightlord. fortnite free battle pass bug. destroy the virus world of tomorrow. the binding of isaac rebirth walkthrough. monsters inside me watch free. download delta force hawk. labor starting on full moon. keyhaven hurst castle. sliver.tv facebook. final fantasy xiii crack. human fall flat nintendo switch download. rage room macerata. bunny hop cs 1.6 free download. plasticity in a sentence. liverpool vs roma. you are closer than i think sub indo download. dark void free download pc. chinese wok inn. iphone malfunction while charging. monster truck puzzle. rakuen meaning. two brothers freerunning. disney planes images download. feudalism easy meaning. ouroboros viprin. asgard loki 8gb pc 2400 white. windfall vs shortfall. dive saipan. read dex files. hue cheats free. warframe xbox ps4 crossplay. crack cod mw3.rar. cerita archimedes eureka. hidden restaurant magic kingdom. grab bag leather. filesystemwatcher

Best game for a dollar.. Bought this game in late 2017. Played it for 20 minutes and gave up trying to fix it to make it remotely playable. Game was stupidly broken and shouldn't even have been available to purchase, the fact that this developer was charging people money for that\u2665\u2665\u2665\u2665\u2665\u2665was disgusting.

However, the game looked intriguing, so I uninstalled it and decided to check it out later.
It's now mid-March 2019... And the game has not improved in any way whatsoever. I just reinstalled it to try it out, excitedly, and I was immensely disappointed by how the game performs. Nothing has changed. The game is unplayable - in fact, I wouldn't even call it a 'game'. It is an underdeveloped series of infuriating screen overlap bugs and poorly designed menus. That's it.

I managed to struggle my way through the menus and got into a car. I plugged in my xbox controller and... nothing. The wheels turned left to right, but nothing else was happening. I went into the controller settings and realised I had to start the car - fair enough. I pressed the mapped button... Nothing. I went back into settings, and tried to remap the button - and I couldn't. The game thinks that every single input is already being used and therefore doesn't allow you to change any controls at all. I spent an hour online trying to find a fix for this, and all I found were forums and discussion threads about how this has been an issue for 4 months now and that the game is dead.

TL;DR Don't buy this heap. It shouldn't even be on Steam, let alone in exchange for MONEY. It's more broken now than when I bought it a year and a half ago, has LESS content than it did back then, and is broken and unplayable - and that is not an over-exaggeration. The controls literally don't work.. Really interesting game. The small issue with the game not starting is easy to fix. After that I was a bit surprised by the gameplay. After I got used to the approach, the story really got me and I now would recommend this game. I may play it again because it seems there were more things I could have done, and must have missed. :D really nice, and I liked the details and the graphics, though maybe not everyone would.. Anyone who enjoys puzzle platformers needs to play this game. It's mechanics create puzzles that are simple to understand and challenging to solve, and the quick restarts guarantee if you mess up you'll be right back in it immediately. It's been a long time since I've been so captivated by a game that I played for hours without realizing it.. A quite fun co-op Tower Defence game.
You run around as a robot building stuff, carrying stuff and firing and stuff using towers you carry.
You need to move towers, build towers, upgrade them and figure out what combos work the best and so on.. Full Disclosure: I was provided with a review copy of this game for YouTube purposes.

Imagine Happy Wheels if it has a simpler premise with the same amount of hilarity. A lot of games try to use strange control schemes as a way to pull player in, but Piloteer makes the controls work in a quirky, but fun way. The only directions you can go are up and left or up and right, and like any proper jetback, there are no breaks to speak of. Whether you're completing

challenges or just free flying, Piloteer will always give you something to do and something to laugh at!

https://www.youtube.com/watch?v=f8aGl_sgzwI. (Sacred Citadel - Jungle Hunt)

This launch-day DLC was basically cut from the main game and it really shows. The actual content is okay enough that I'm actually going to give it a thumbs-up because of the price point vs. content - a full extra chapter, new maps added to all of the previous chapters, and the ability to actually unlock half of the achievements in the game - so honestly, you should probably buy it if you've been enjoying Sacred Citadel.

But you still shouldn't buy Sacred Citadel, because it's terrible.. bad controls, no controller support, repetative. got this game for 10 cents, but its honestly not even worth those 10 cents.

Too confusing to survive the first small battle of the match consistently. Either less or more FREE customization is needed. I don't usually like games with no checkpoints, but in this one, that doesn't matter as the actions can be repeated quickly once you know what you're doing. I've had lots of fun trying to find the different endings. Got five so far, each requiring me to progress a little bit further. It's not a game for everybody, but I'd recommend it for people who like puzzles and exploration.. A game where it started asking people for votes on greenlight and then giveaway free keys, now it has a huge number of bad reviews. Well, this game is buggy as hell, unoptimized and no servers. -1/10. Likes:

+ Very fun and polished. Surprising amount of depth and replay value

+ Guns are very satisfying to use

+ Level design is on point. Great atmosphere.

Dislikes:

- Starts off way too easy and takes a WHILE before difficulty ramps up

- Still a few bugs (hitbox issues, text overlay is sometimes low res, etc.)

- Campaign isn't really a "campaign". Just a wave-based shooter with voiceovers

Here is some of my gameplay:
https://www.youtube.com/watch?v=eTOO8s5Na30. This game is mega fun and sometimes fustrating. I love it, brilliant little idea and a good game, even if it does have some annoying monsters haha.. This game was short and frustrating. It wouldn't have been so frustrating if the mouse controls were better, but for some reason, they would basically randomly become sluggish or warp speed. It was nearly impossible to point to an object on the first try. Most objects required several attempts to point at. Furthermore, the game is nearly devoid of story. Without giving spoilers, your character gives a background that he's come to look for his sister in their childhood home where their uncle mistreated him for years. The rest of the story, you uncover through notes your sister has left about the house. Many of her notes don't even make sense... They're written as though she's just musing to herself.

Overall, this wouldn't be a bad game if they would just fix the mouse controls, and maybe add a bit more story. For now, though, I can't recommend it.. I really wanted to like this add-on and actually purchased it on the day it was released, but unfortunately I feel it really falls short. First the good. The concept is good and the number and variety of missions is appealing. Although many of the missions are a bit longish, I believe most of the flights are fairly scenic and represent real-world flight plans into these destinations. However, a number of flaws really hurt the product.

The voice guidance is really useless. This is a huge flaw and it is the biggest issue that most people seem to have with the add-on. It hardly says anything of worth, and while I do understand the reason that ATC was omitted from these missions the lack of any in-game guidance whatsoever aside from the GPS make the missions feel like mere flight plans. The little it says is actually rather annoying in a "thanks for nothing" sort of way. It would have been far better if the voice provided some kind of advice at various points in the flight. A complete walk-through is not necessary, but since these are all difficult approaches and\/or difficult flying conditions, some general discussion about the approach and advice about what kind of things to expect (sharp turns, narrow flight paths, steep descents, etc.) could have made a huge impact on people's perception of the quality of this add-on. I've read the manual and know that some of this is described there, but limiting the information to the written manual and pre-flight briefing without having anything in-flight makes this product feel amateur. The default missions that FSX comes with are great examples of how in-flight guidance and chatter can make the mission feel much more alive, especially when you don't have any ATC or anything else to listen to.

The manual, while fairly nice, is still lacking in real detail to prepare you for the flight. I just flew mission 7 (Kirkwall to Papa Westray) and was surprised to see that the destination only had a dirt strip for an airfield. While the manual does tell you to fly around before landing to familiarize yourself with the airfield, failing to provide such important details is quite annoying. In general, it doesn't give enough detail about the final approach, such as expecting a tall hill on the final to St. Barth's with a steep descent to the runway. No one would send you on a solo flight to one of these approaches in the real world without giving you a heads up about important details like this, and they should be included in the manual as well (and in the voice guidance).

There are also some lesser flaws:
The in-flight kneeboard is a resource that was underutilized. Including a map of the destination airport could have been handy, or even just repeating the briefing on the mission briefing page.

The short mission descriptions that you see when you are scrolling through the list of missions could have benefited from adding the expected mission time. You can see the expected mission time in the full briefing that you get when you click a mission to

see additional detail, but that information should also have been included in the mini-description seen in the mission list (again, like the default missions).

And finally, this is a nitpick but I don't understand the mission numbering. Mission 1 is an expert-level mission, and then missions 7 and 8 and 15 are beginner level, and so on. It would have been nice to number the missions so that the ones of the same difficulty level were grouped consecutively instead of the seemingly random order that they have.

Overall, I applaud the effort made and appreciate that a good deal of research was probably done to create these missions, but the flaws really hurt what could have been a great add-on. Unfortunately, I can't really recommend this product in its current state. While I don't own any other payware mission packs, I think most people expect that they should match the quality of the default missions, if not exceed them. Otherwise, it's going to be perceived as an expensive amateur effort. If an update is ever made that addresses the lack of voice guidance\/chatter, I would be happy to revise my review. But as it is now, I'm not really sure how much value this has for most people when compared to freeware flight plan packs that take you to the same places.

Breaking Change in v1.0.13!:
We've released v1.0.13 and it requires a new version of the mobile applications to work. The new mobile apps were pushed out yesterday so hopefully you've updated it already.

The new thing in this version is resizable grids. We know many people have are using a tablet size device and would like more actions on one screen and now it's possible.

Right click on the grid in edit mode and there's a new option for resizing. Do note that you can't shrink the grid if any of the buttons would be deleted. You'll have to manually delete them if you want a smaller grid than what you have and the buttons are on the outer edges.

We also fixed an issue with Reset in edit mode not updating the mobile clients properly.

Hope this makes the app even more useful for everyone and as always, feedback is welcome!. **v1.0.9 with User Interface Enhancements, Counters, Backup etc**:

v1.0.9. **Discord open for easier comments and questions**:
Since it's all the rage these days there's now also a Discord server for any questions and suggestions you might have. Just hop into our Discord[discord.gg].. **v1.0.14 Enhancements and Pause Cancel**:
We've enhanced a few things like communication with the mobile part. We still would like it to be a bit more snappy and we're working on it. It's mostly on older devices, but we want to have everything working fine on all devices.

There's one new change: Pause can be canceled without canceling the whole Multifunction!

This is usable for example in situations where you want to switch to another scene temporarily, or move items etc. So you can make a Multifunction, add a Scene change, add a Pause with a very long duration, then a Scene change back. Now if you run this, it'll stay yellow until Pause ends or you can tap it again and the Pause will cancel but everything else will run after it.

You can tap again to cancel them also if needed.. **v1.0.15 with a couple of fixes**:
Released 1.0.15 with a mitigation for a random crash and also a fix for the web view that was reported.

Thanks for all the comments and messages, keep them coming!. **1.0.3 out with Twitch chats!**:
We pushed 1.0.2 and also 1.0.3 out now. Added support for Twitch chat commands so now you can send messages from your pad. Also the most used commands are there as shortcuts for convenience. This is, once again, in testing so there may be issues. Please report any problems to us.

Also noticed a silly bug: if you weren't connected to OBS Studio or Streamlabs OBS the mobile app didn't update your changes in realtime! That was bad of us to not notice it before. It's fixed.

We are also waiting for Streamlabs to check if they allow us to link to their systems. We have already implemented empty jar, spin wheel etc functionality but cannot provide it to you without their approval.

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