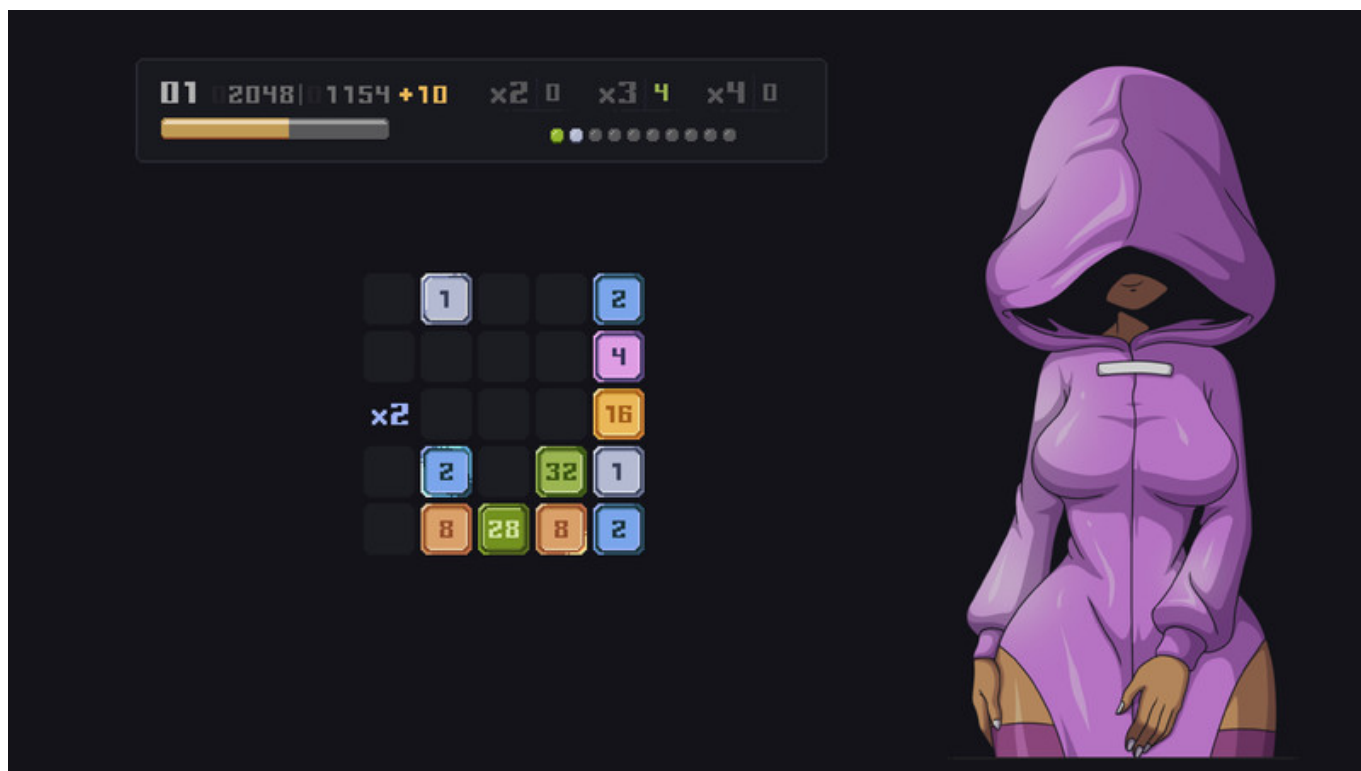

ShareX Download Licence Key



Download ->>->>->> <http://bit.ly/2JZOJ0S>

About This Software

ShareX is a free and [open source](#) program that lets you capture or record any area of your screen and share it with a single press of a key. It also allows uploading images, text or other types of files to over 80 supported destinations you can choose from.

ShareX supports many ways to capture or record your screen. The main capture methods are:

- Fullscreen
- Active window
- Active monitor
- Window menu
- Monitor menu
- Region
- Region (Light)

-
- Region (Transparent)
 - Last region
 - Custom region
 - Screen recording
 - Screen recording (GIF)
 - Scrolling capture
 - Webpage capture
 - Text capture (OCR)
 - Auto capture

There are many configurable screen capture settings such as showing the cursor, transparent window capture, delayed capture, multiple region selection with different shapes, etc.

After the capture the following automated tasks can be executed:

- Show quick task menu
- Show "After capture" window
- Add image effects / watermark
- Annotate image
- Copy image to clipboard
- Print image
- Save image to file
- Save image to file as...
- Save thumbnail image to file
- Perform actions
- Copy file to clipboard
- Copy file path to clipboard
- Show file in explorer
- Recognize text (OCR)
- Show "Before upload" window

-
- Upload image to host
 - Delete file locally

For example, the captured image can be opened in image editor and after that, the image can be automatically saved to the hard disk and uploaded to your destination of choice.

ShareX allows you to upload any type of files with these methods:

- Upload file
- Upload folder
- Upload from clipboard
- Upload from URL
- Drag and drop upload
- Upload from Windows shell context menu
- Upload from Windows send to menu
- Watch folder

After the upload, any of the following automated tasks can be executed:

- Show "After upload" window
- Shorten URL
- Share URL
- Copy URL to clipboard
- Open URL
- Show QR code window

For example, the uploaded image URL can be automatically shortened using one of the 15 URL shortener services and the shortened URL can be copied to the clipboard.

ShareX also comes with a few simple productivity tools:

- Color picker
- Screen color picker
- Annotate image

-
- Image effects
 - Hash check
 - DNS changer
 - QR code
 - Ruler
 - Directory indexer
 - Image combiner
 - Image thumbnailer
 - Video thumbnailer
 - FTP client
 - Tweet message
 - Monitor test

ShareX has an advanced hotkey system which allows you to use any of these capture methods, upload options or tools with their own task settings. These are called "Workflows". Workflows allow each hotkey to have its own after capture tasks, after upload tasks, destination etc. For example, you can set your screen recording hotkey to upload to a specific destination, bypassing the default destination. This way, only videos will be uploaded to this configured file destination.

Title: ShareX

Genre: Audio Production, Design & Illustration, Photo Editing, Utilities, Video Production, Web Publishing

Developer:

ShareX Team

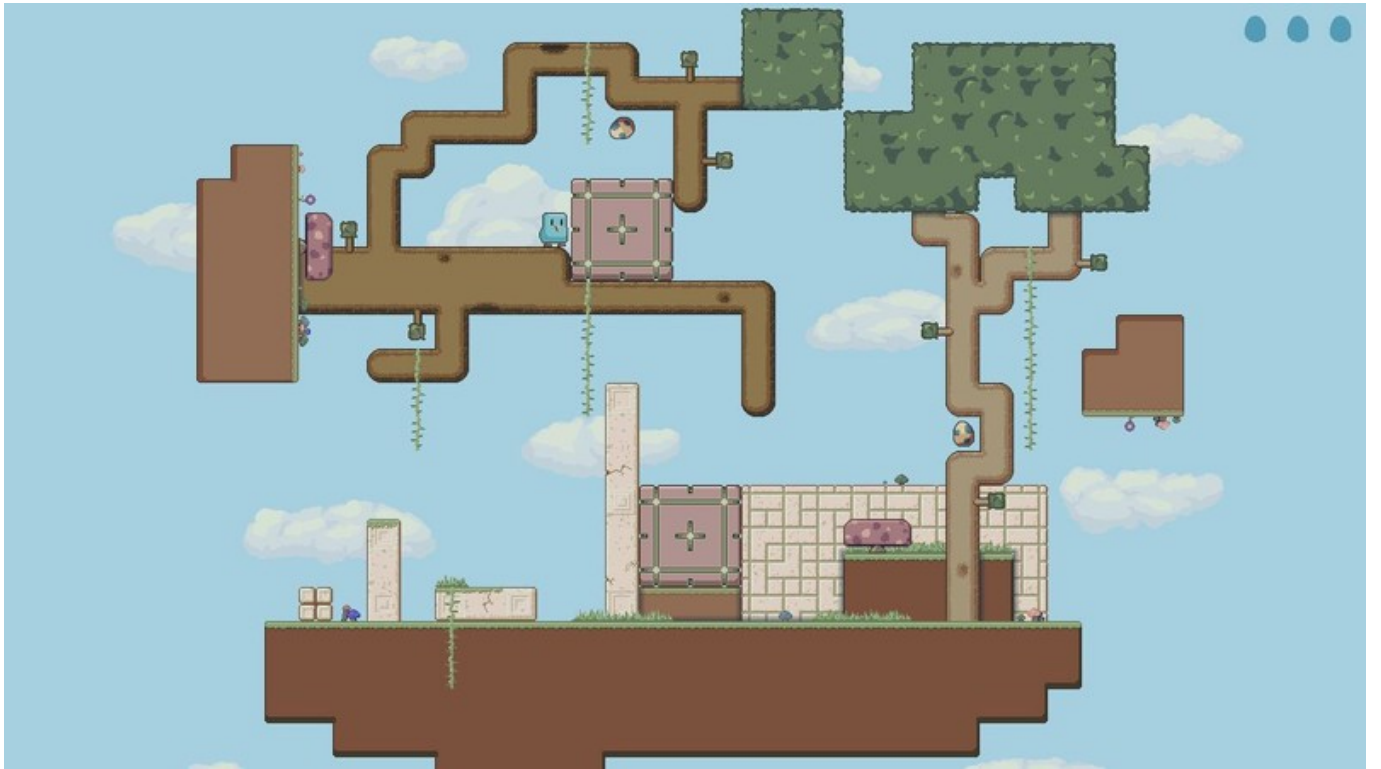
Publisher:

ShareX Team

Release Date: 15 Oct, 2007

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English, Turkish, French, German, Dutch, Hungarian, Korean, Simplified Chinese, Russian, Italian, Traditional Chinese







Just download open broadcast software it does the same and better imo. This is going to be a long review. If you only want to know if it's worth or not: it IS. Alternatively, you can scroll down and read the "conclusion" section.
This review comes from a long time Final Fantasy player and fan, but I'll be as impartial as I can now.

Story:

Mobius Final Fantasy involves the story of the prophecy of the Warrior of The Light in the fight against the Chaos. Older Final Fantasy players will recognize Garland.

The concept it's not much original, but the events that happen within the story deserves a note: they're pretty connected and the dialogues are very good as well.

It's also important to progress in story to unlock more single player areas and challenges, which give awesome rewards.

Gameplay:

So far, there are 3 Classes (Jobs in the game) - Warrior, Mage and Ranger - and there are 4 roles: Attacker, Breaker, Defender and Healer. Attackers can be either Warriors or Mages and they are the source of raw damage. Enemies have an orange bar below their HP bar, which is their Break gauge. While they have it, they'll take less damage (both from skills and basic attacks), and when this bar drops to 0, they enter in the "break" state, which makes them be stunned for (usually) 4~5 turns, taking more damage from all sources and this is where the Breaker role enters in, usually coming from Warriors and mainly Rangers jobs.

Defenders (usually Warriors) are the tanks, absorbing most of the damage from enemies and sometimes even taunting them. Healers (Mages) are the ones buffing and healing the entire party and even soaking up some damage if necessary.

You start with 3 available jobs: Onion Knight (Warrior), Apprentice Mage (Mage) and Neophyte Ranger (Ranger) and they evolve, unlocking another jobs. Not only that, but we may find other jobs from older Final Fantasy games, like: Thief, Dragoon, Red Mage and so on.

The battles are turn-based like Final Fantasy VII, VIII and IX for example. There is no Mana Bar, you use the skills through orbs you generate. (like some puzzle games mechanics nowadays) It is worth mentioning that you'll generate only orbs that your Job uses - Every job uses 3 different elements of the 7 available: Fire, Water, Wind, Earth, Light, Dark and Life.

There is also the Ultimate, which is exactly like the Limit in Final Fantasy VII and VIII and Trance in IX: An unique and supreme skill. Every Job has a different Ultimate and the bar fills when you hit and take damage.

Your available skills will be determined by your cards, which you can acquire from monsters (weaker versions) or bought from Ability Shop with Ability Tickets, which is mostly composed of known figures to Final Fantasy players like Ifrit, Shiva, Moogle, etc. You can get up to 4 cards which will determine your skills. They also gain level and exp just like you and give you different attributes (HP, Magic, etc) when leveling and they are also separated/classified by class affinity: (Warrior/Mage/Ranger)

You will spend stamina for each fight (they recover when you level up) and you are unable to fight when you are out of stamina. But you can still join Multiplayer parties if you want some recovery, you only spend stamina in Multiplayer if you create a party, not if you join them. (you recover 1 stamina every 5 minutes both in Single and Multiplayer, they have individual stamina bars.)

Graphics:

The graphics are great, 4k/60 FPS and the character details are literally 10/10, specially if you are a Final Fantasy fan. The only thing is that sometimes the landscapes are too much in second place because your character is pretty much always zoomed that the landscapes are either are not noticed or feels repetitive, but they also look very good.

Sound:

The sound can get repetitive because of the "Map music" which is kind of a short loop, but the battle songs are amazing. Most of them are fast-paced (usually rock songs that feel fresh and adds an exciting atmosphere) and you can still recognize some small things, like the cursor moving, that's the same sound from the oldest Final Fantasy games and the traditional victory theme, of course.

Conclusion:

At first I thought it was a pay-to-win game, because of Stamina and Magicite, (Cash currency) but I was completely wrong. Not only the game gives you lots of Elixirs, (recover stamina) it also gives you magicite per day. The turn based battles gives a nostalgia feel while maintaining the modern graphics and interfaces and it's a fun game to play not only single but multiplayer as well.

Story: 6/10 - A bit generic for Final Fantasy standards but above average for Online games.

Gameplay: 9/10 - Lacks a friendlist and Mana would be better than orbs: Even though this is fun, it depends on luck sometimes.

Graphics: 9/10 - Only drawback is the background, that sometimes needed to be highlighted more.

Sound: 8/10 - Pretty good battle songs, but it can get boring if you are spending much time on maps deciding what to do, as the map songs are mostly loops.

Final score: 8/10. Too bad there is no middle ground here: it's a positive or a negative rating you have to make. Not everything is bad in that game, yet I can't recommend it and forced to put a negative rating with the system.

I love Hidden Objects games and while I can forgive a lot of stuff, I can't really recommend this one for a reason: I don't always have enough hints to guide me into the story. The tasks are self-explanatory but you don't have any hint for where to go. And when you're sure you need a tool you've seen in a scene, you might have to wait until something else happens or worse, you collect stuff BEFORE the task was given. As a result, while the story is interesting, it can be confusing because of that. Also, when you begin the story, you don't know why your character is with a medium (are you a client? Someone with abilities?), which is sad, because having a little background wouldn't hurt.

Another negative point is in the HOG scene itself: some of the objects are barely visible (I remember the fingerless glove having the same shade of color than the ground - or a wheel padlock in a light that was so bright that you couldn't really see the object).

But otherwise, graphics are correct, soundtrack is correct and while you're in the end always doing voodoo dolls to free people, you're acquiring spells that help you to advance (and THERE, you have suddenly hints for when to use them). Too bad they're underexploited. It would have been nice to use them more than three times.

Besides, will I buy a second Voodoo game? Yes, because I want to know the end of the story. They managed to make a cliffhanger. Besides, maybe they've improved it: after all, Samantha Swift, Mystery Cases Files, Mystery P.I. or any game made by Artifex Mundi improved over time.. I like myself some Penny Arcade, and this is a good addition to Dungeon Defenders .. Caught my attention trying out F2P - Dark Side, left it aside, bought the 'Born of Fire' Bundle to start from the very beginning.

Captivating.

For the patience, meticulous and keen eyes.

Paying attention to abnormalities, piece all the plots and puzzles together.

Impressed with the amount of details, interactions and how the story played out.

Takes much initiative, thinking cap, plannings to complete in Hard mode, without skips nor hints, gathering all collectibles and fulfill all achievements in one playthrough.

A worthy experience.. Amazing game, Press alt enter for full screen. type nudity.

<https://www.youtube.com/watch?v=XRvD5zeZYbc>

[. Do not buy this game. It may look fun but the multiplayer is only available for a few hours per day.](#)

[This shouldn't even say it has multiplayer if it's only available for a few hours a day.](#)

This is one of them "mobile games port for pc"

But this game is one of the better ports for pc, the gameplay is addicting and suprisingly fun!

I started playing it on pc, but later realised it is a grat mobile game for when you are traveling or just bored or even as a toilet game, you get my point, it is a fun game for when you don't have access to any other game.

It has easy to learn mechanics and as mentioned before it is addicting.. Its not a bad game. Somewhat older graphics and style of gameplay. It seemed very simplified game at first but later it becomes harder as you start to travel further from the begining. I realized later after constantly dying often that this wasnt so simple of a game. Some creatures are extremely hard to kill, and the trick of running to edge of the map to heal on the other side of the next map, is what I mostly did to try and survive. (that and to save often) Its a worthy game in my opinion and I enjoyed very much. Just waiting for the next version to come out on steam.. A small and fun challenge-platformer that uses grapple mechanics. The graphics are simple yet neat and the cutscenes are light-hearted. Definitely has its own charm. The game is way more platforming-focused, since the bosses are a cakewalk compared to the platforming that becomes quite brutal near the end (especially when going for gold medals).. It isn't a bad game overall but the game is lacking, it should be sold at 0.99\$ especially considering that it is a 2014 game but even back in 2014, it shouldn't been sold for more than 2\$ and that's a fact yet here they are selling it for 8.79\$ (Canadian currency).

The game isn't long to beat, less than 2 hours and you're done with it, you got another character to play but it is pretty much the same and it just get repetitive at this point.

Gameplay consists of one button to attack and some other stuff but not really worth mentioning.

Now, the reason i give it a negative is not only because they sell it overprice but also because the seller is incompetent. They release new characters and content on the PS4 and Vita yet "it's too hard to bring them on the PC, go and buy the one for PS4", oh sure, i'm gonna buy a Sh**station by that bunch of greedy incompetent lunatics also known as Sony and then buy the game again because they can't simply bring the content over the PC version? Yeah right, i mean, if i were a sheep, i probably would do so but since i'm not, i paid for the game once, i should get all of it so no thanks, i can always download it for the Vita and that's it but even so, it wouldn't be worth it.

Wait for heavy sale (0.50\$ or less) otherwise forget about this game and go play something else, it is repetitive anyway, way too much repetitive.

3.5/10 - doesn't deserve more than that and i'm being kind right now.. If you like RPG Maker games like The Crooked Man or Ib, then this game is definitely worth getting. I really enjoyed this game a lot. The translations are a little off at some points, but over all was done really well.. very heart touching robot character, great graphics with moving backgrounds that makes a game that is 2d look like its 3d :)

game seems to be another platformer game - but in fact, it is not - usually in platformers you don't operate with surrounding objects, but in FallenCore you do - and it makes a game very special - i would call it puzzle platformer.

. I kan not advice this game to anyone, maybe in the future.

At this point it has to many small bugs witch lead to annoying gameplay. But it had potential!

pro's:

- plowing helps
- you can see progress on each field
- orchards
- different animals
- the fields really feel like you've worked on the, traktor slides in the mud

Con's:

-
- textures seems to pop in and out of sync
 - tractors slide of hills and can't back up on hills
 - progress resets sometimes while working on field so you have to restart
 - animals textures belong in a game 10years ago
 - no info what so ever in the store so you have to guess what the equepment is for(EG fruit harvesters)

It's has good potential. Exelling FS15 in a few areaw but falling short in the total picture!. I played ghost recon and thought this would be cool and it was. I love the new levels and especialy the trees and other plants.

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