Transmissions: Element 120 Crack Gamehackstudios

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About This Game

Transmissions : Element 120 is a short single player experience set in the Half-Life Universe featuring a unique gravity defying weapon that allows you to jump buildings and sustain large falls. The story takes place at a mysterious date & location. Where are you? Why have you been sent?

To help bring the Source Engine up to date several new features are included:

- Enhanced dynamic lighting

- Integrated Source Shader Editor 0.5 for enhanced post processing & lighting

- Improved support for complex physics structures

- Support for super massive physics objects

- Improved AI and situational awareness on multiple AI types

Title: Transmissions: Element 120
Genre: Action, Free to Play, Indie
Developer:
Shokunin, Thomas M. Visser, Vincent Thiele
Publisher:
Self Published
Release Date: 16 Jun, 2016

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Minimum:

OS: Windows® 10/8/7 32/64-bit / Vista 32/64 / XP

Processor: Pentium 4 3.0GHz

Memory: 2 GB RAM

Graphics: Video card with 128 MB, Shader model 2.0. ATI X800, NVidia 6600 or better

DirectX: Version 8.1

Storage: 4 GB available space

Sound Card: DirectX 8.1 compatible sound card

English,French,German,Russian

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What's new?:
After the mod version was released I had several people reach out to offer help. As a result there's a whole new set of songs from a fantastic composer. I also had a programmer reach out and offer to help port TE120 to Linux. While that may sound simple it was a mountain of work and I couldn't have done it without his help.

So what's new:

- Design updates throughout & to some puzzles based on feedback from the community & valve.

- New story tidbits.

- Ported to source 2013.

- Added achievements!

- Optimization (5-15 fps improvement in most scenes).

- Tons of polish & bug fixes!

I hope you enjoy it and please post your reviews on the store page here when you're done.. **Over 1,000,000 Downloads!**:
Hello everyone,

TE120 reached an amazing milestone today surpassing 1,000,000 downloads! When I originally set out to create TE120 I wanted to help satisfy the fans of Half-Life with what felt like a modern Half-Life game. I hope you felt that, but reaching this milestone definitely helps me to feel validated in that goal and it really does make me feel it was worth all the effort. And for you all (and me) I hope we really do get that modern Half-Life game we've been dreaming of someday.

Cheers everyone!. **Launch!**:
Hello everyone,
I'm the creator of Transmissions: Element 120 here to announce the free Steam version available now. I want to apologize for the long delay. I had several major life events come up between now and the mod release, the biggest of which was a move across the country to accept a new job.

I ending up joining a team with people who helped create many of my favorite games over the last 20 years such as Thief, Deus Ex, Command & Conquer, Half-Life, Portal, Left 4 Dead, Halo, and more. We are a team inside Amazon Game Studios. I'm super excited to be a part of this team and AGS as a whole. We're cooking up some special games and I can wait until we can share more with you all.

So... what's new with TE120? You can see the full list here. In short, I got some help and now there's new music, linux support, achievements, small story & puzzle updates, and lots of polish. The biggest thing is you can install the game now by simply clicking install on this page.

After the mod version was released I had several people reach out to me offering to donate. Well currently one of my best friends is fighting a very rare form of cancer called sarcoma. He's been fortunate with great insurance & support but it's given me a new perspective for those suffering from cancer. There's so many people out there without the resources or support they need to fight cancer so if you feel the desire to donate I'd like to ask you all to donate here instead[www.youcaring.com].

All money donated there goes directly to the Carebox program[careboxprogram.org]. It's a unique group that works with cancer patients to identify their needs, help drive donations, then they directly deliver supplies to those patients. If together we can make a difference to help the life of just one person then I'll be completely happy with the time I spent on this project. Thanks everyone & hope you enjoy the game!. **Source Code Now Available!**:
We've decided to release the source code for TE120! Those interested in adding the special gravity gun to their mod are

welcome to do so, but please just credit the TE120 team.

We also have a version of the source shader editor converted to Linux which, I believe, has not been ported to for any other mod. That was a mountain of work completed by Vincent who deserves special recognition & credit for his help.

There's a few other enhancements as well including:

1. Enhanced dynamic lighting (env_projectedtexture).

2. Integrated Source Shader Editor 0.5 for enhanced post processing & lighting.

3. Improved support for complex physics structures.

4. Support for super massive physics objects.

5. Strider patrol manager & combine formation support for Striders.

You can access the latest code on github located here:
https://github.com/shokunin000/te120

Enjoy!. **Patch Notes**:

- New music & enhancements to an existing track.

- Fixed issue with final journal not completing scholar achievement.

- Fixed nodegraph recompiling issue.

- Removed costly dynamic lights that spawn per muzzle flash.

- Updated Spanish translations.

. **Patch Notes**:

- Achievements menu now opens steam achievements interface.

- Added cvar te120_combinedlensflare which can be used to disable lens flare.

- Added configs to allow 360 controller.

- Removed donations menu, but it will be back with steam wallet support!

- Crash fix at game start.

- Crash fix at several save points.

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