

Download ->>> <http://bit.ly/2NJ4rS7>

## About This Content

### Axis Game Factory's AGFPRO v3.0 – for PC, MAC and LINUX

**We just released version 3.0 of AGFPRO & Premium - there are a TON of new features, assets and functionality that have been added, giving users the ability to create amazing game levels and maps like NEVER BEFORE!!**

Many users ask "why do I need to buy the Premium DLC for AGFPRO" and "what are the key differences"? - The answer is simple - if you are buying AGFPRO as a tool for your game development software pipeline, then **yes - you should definitely use the Premium DLC!** Premium offers additional features that are not available in the basic version, it expedites the development process exponentially with batch processing, allows for multiplayer co-op development for up to 8 users, provides open source on over 500 assets included, just to name a few of the many and on going benefits! - And the best part... you do NOT need to have UnityPro in order to take advantage of the great features offered in AGFPRO or Premium.

AGFPRO v3.0 is a comprehensive toolset designed to provide game developers and enthusiasts with a powerful and rapid level creation, terrain/vegetation editing, lighting and atmosphere system.

AGF is an independent product that empowers users to create game levels and environments for many types of game genres, and the AGFPRO v3.0 PREMIUM version is also designed to work in concert with the Free and Pro versions of the Unity 5.0 game engine to allow further customization and game publishing. AGF runs on the PC, MAC and LINUX systems.

AGF allows developers to rapidly create game maps, sculpt terrain and design levels quickly and easily. With over 1000+ assets pre-stocked in the warehouse, along with 48 pre-set themes and 8 sample maps, developers and enthusiasts can begin creating

---

levels in minutes. AGFPRO v3.0 includes all of the necessary tools to allow users the ability to import AGF scenes into Unity3d Free and Pro 5.0.

Creating game levels and maps in AGFPRO is easy and fun - now ANYONE can create their own quality game maps without having to program, model or animate!

Please note that in order to use AGFPRO Premium (DLC), you must first purchase AGFPRO.

# agf PRO v2

## BASIC AND PREMIUM FEATURE BREAKDOWN

	Basic	Premium
<b>AGF LAUNCHPAD</b> <ul style="list-style-type: none"> <li>This App replaces the AGF editor from the AGF icon in Steam</li> <li>Launches all AGF Apps including the Editor from one toolbar</li> <li>No need to go through the Editor to launch the Players</li> </ul>	✓	✓
<b>AGF WORLD EDITOR</b> <ul style="list-style-type: none"> <li>Redesigned GUI.</li> <li>Fastest level editor of it's kind</li> <li>Easy to use</li> </ul>	✓	✓
<b>AGF CONSTRUCT</b> <ul style="list-style-type: none"> <li>Construct is where you go to create your own prefab assets from the always-expanding library of textures and assets (over 1,000+) that are available in the AGFPRO Warehouse</li> </ul>	✓	✓
<b>AGF BROWSER</b> <ul style="list-style-type: none"> <li>The new AGF Browser is designed to be the glue that is used to bring in users custom content. Now users are able to bring in their own Textures and Objects files (Assets) into AGF.</li> </ul>	✓	✓
<b>AGF PACKAGER</b> <ul style="list-style-type: none"> <li>By popular demand – we have added this great feature... AGF DLC users are able to package their games easily and share with anyone using the many external AGF players and available DLC.</li> </ul>	✓	✓
<b>AGF SCENE LOADER (UNITY TOOLS)</b> <ul style="list-style-type: none"> <li>The AGF Scene Loader loads the AGF Scene Format into Unity Free and Unity Pro</li> </ul>	✓	✓
<b>ARPG PLAYER (INTERNAL &amp; EXTERNAL)</b> <ul style="list-style-type: none"> <li>This Player provides the user with player and camera controls that are genre specific for an ARPG game creation.</li> </ul>	✓	✓
<b>PLATFORM PLAYER (INTERNAL &amp; EXTERNAL)</b> <ul style="list-style-type: none"> <li>The Platform Player provides users with player and camera controls that are genre specific for a Platform game.</li> </ul>	✓	✓
<b>FPS PLAYER (EXTERNAL)</b> <ul style="list-style-type: none"> <li>This Player provides the user with an FPS camera and controller, specific for FPS game level creation and play testing.</li> <li>FPS Weapon asset packs are also included.</li> </ul>	✓	✓
<b>AGF ASSET PACKAGER (UNITY 'PRO' TOOLS)</b> <ul style="list-style-type: none"> <li>AGFPRO + PREMIUM ASSET Packager – users are able to package their assets in Unity Pro for use in the AGF tool-set.</li> <li>Batch Asset Processing</li> <li>Automatic Icon Creation</li> </ul>		✓
<b>AGF SOURCE ART (FBX / PNG FORMAT)</b> <ul style="list-style-type: none"> <li>Over 500 art assets ready to be used in your projects free of copyrights.</li> <li>All art is delivered in an easy to import .unity3d file to load into your projects.</li> </ul>		✓
<b>WORKS WITH AVAILABLE DLC:</b>  	✓	✓
	✓	✓

---

## KEY FEATURES:

**AGFPRO v3.0 now Features Nine (9) Key Areas or Apps for Development that Include:**

- AGF Launch Pad
- AGF World Editor
- AGF Construct App
- AGF Browser
- AGF Packager
- AGF Scene Loader
- ARGP Player (Internal & External)
- Platform Player (Internal & External)
- FPS Player (External)

### ***New v3.0 AGF Launch Pad:***

- This App replaces the AGF editor from the AGF icon in Steam
- Launches all AGF Apps including the *Editor* from one toolbar
- No need to go through the Editor to launch the *Players*

### ***New v3.0 AGF World Editor Features:***

- Redesigned GUI in the *Editor*
- Dropdown menu system
- Collapsing, drag-able windows with easy to see icons
- 3x Speed increase for terrain sculpting
- New Smoothing feature for the terrain sculpting has been added to give the user the ability to smooth and soften terrain on their maps
- New X, Y, Z directional compass added to the *Editor*
- Camera automatically changes the atmosphere when users are underwater vs. above water
- Addition of "Build Time Clock" that is saved with each scene file every time users work, creating a standing time on how long each level takes to create
- **User-Friendly Project Creation Wizard**

- 
- oExtensive library of pre-set themes for immediate level design
  - oThemes include lighting, atmosphere, terrain, vegetation, & water pre-defined
  - **Intuitive User Interface with "Radial Menu" to expedite workflow**
  - Drag and reorganize windows to customize UI
  - On & Off feature quickly hide menus
  - **Advanced Terrain Creation System**
  - Adjustable: terrain size, splat map & vegetation detail resolution
  - Supports terrains from 200 meters up to 200 meters down max
  - Terrains are now expanded to a maximum terrain of 4,000 meters square
  - 3x Speed increase for terrain sculpting
  - 10 levels of undo for terrain editing
  - Undo Vegetation, Painting and Sculpting independent of each other
  - **Paint, Sculpt and Plant vegetation individually or simultaneously**
  - Toggle: terrain visibility, painting, sculpting, planting
  - **Sophisticated Brush Support**
  - Extensive brush library with adjustable brush size, rotation, power, blend
  - Edit the entire Default Brush library for users preference
  - Project specific and default brushes independent of each other
  - Via the new integrated **AGF Browser**, users can now import their own original: Brushes, Terrain Textures, Terrain Vegetation Textures in PNG. Format
  - Newly added: Custom Images can be both loaded and removed for the Brushes – Terrain and Vegetation
  - **Real Time Terrain Deformation and Painting System with Tri-Planar Texturing with Normal Maps**
  - Toggle between tri-planar shader & simple
  - Intuitive Terrain "Snap to Grid Height" to set terrain
  - Numeric input and readout of terrain height at specific locations
  - **Tri-Planar Shaders and Texturing**
  - Shader automatically maps terrain inclines with user defined texture
  - Over 40 textures included with Normal Maps

---

- **Terrain Texture Color Tinting Feature**

- Change individual textures or batch
- Change terrain textures quickly and update in real-time

- **Advanced Vegetation System**

- Adjustable vegetation density & distance, unlimited layers
- Set vegetation min. width, height & color spectrum

- **Advanced Global Vegetation Editor**

- Globally change vegetation color saturation, value, size, minimum width & height, color spectrum

- **Fully featured lighting and atmosphere configuration allows quick real time and run-time customization**

- **Customized Lighting System**

- Key, Fill, Back, and Ambient light sources
- Set light colors, flares & shadow configurations
- Extensive Lens Flares to “main” light in lighting rig (over 15)
- Newly added Underwater Lighting system

- **Fog System**

- Global and simple fog with a variety of parameters: density, falloff, color and distance
- Set fog haze, density, distance, color, height and falloff
- Newly added Fog System

- **Skyboxes – Select skybox cube maps with the ability to apply rotation & tint**

- **Beautiful water system with sliders for wave direction, speed, intensity, refraction/reflection color and foam properties**

- **Geometry Brush System**

- Create unlimited sets of geometry brushes
- Brushes function as an independent layer to edit
- Set min/max scale range
- Randomly rotate X, Y, Z coordinates
- Align to Normal
- Spray geometry from camera view direction

- 
- **User-friendly file saving thumbnail generation for scenes when saved**
  - **Extensive Presets to quickly start scenes (48 included)**
  - Create custom presets and share with friends
  - **Independent Pre-Fab Mode to create complex collections of assets outside of your scene**
  - **Fully featured transformation tools include:**
  - Select, Multiple-Select, Copy/Paste, Duplicate, Translate, Rotate & Scale
  - **Intuitive Grid-Snapping and Collision Detection easily place objects in scene with new enhanced features that include:**
  - On screen display of Grid Size
  - On screen display of Grid-Snap Setting
  - There are now reference numbers for both the X or Z Axis, the numbers change dynamically with the scale of the grid
  - Grid Reference Number Scaling and Display Settings can be defined by the user

### **New Construct App Feature:**

- Gone is the old prefab workspace and it has been moved into its very own App
- ***Construct*** is where you go to create your own prefab assets from the always-expanding library of textures and assets (over 1,000+) that are available in the ***AGFPRO Warehouse***
- Users can launch ***Construct*** from the ***Launchpad*** or from the ***Editor***
- Use the “refresh assets” button to load prefabs into the ***Warehouse*** library
- ***Construct*** allows users to import their own .OBJ files (objects or assets) as well as .PNG texture files
- Load your own models, .OBJ files, directly into ***Construct*** – **USERS NO LONGER HAVE TO IMPORT THEIR OWN ASSETS THROUGH UNITY PRO!!!!** This feature is included in AGFPRO and Premium.
- Combine several .OBJ files and save them as a Prefab to be used in the ***World Editor***

### **New AGF Browser (file browser)**

- This is a standalone browser that connects the AGF Apps together!
- The new ***AGF Browser*** is designed to be the glue that is used to bring in users custom content. Now users are able to bring in their own Textures and Objects files into AGF creations without the necessity of using Unity Free or Unity Pro... This feature is HUGE as it empowers users the flexibility to create their own custom levels with any supported asset types they choose to bring in with the ability to take their scene files back into Unity to publish their own work

### **New AGF Packager**

- By popular demand – we have added this great feature... AGF DLC users are able to package their games easily and share with anyone! Just do the following:

- 
- 1) Select the Game Type
  - 2) Select the Project Folder
  - 3) Select the Destination of the New Game onto User's Machine
  - 4) Give a Name to the Game
  - ... And the **AGF Packager** does the rest... it's really that easy! Best of all, friends do not need to own AGF to run the packaged game, nor do they need to have a Steam account. The Packaged Game is completely stand-alone, DRM FREE, and redistribution of users game(s) is encouraged. AGF Packager will make a game for the OS that it was packaged on. The AGF packaged games are NOT intended for resale. It's about creating and sharing with all.
  - As an option, the Packager will automatically zip the game(s) package for easy distribution and no installation is required for the end user to play – no installers are necessary for friends to play – just unzip and have fun!

### **New AGF Scene Loader Features:**

- The AGF Scene Loader loads the AGF Scene Format into Unity Free and Unity Pro
- Custom Images that are used on terrains now load into Unity with scene(s) created in AGF
- Any locked assets in an AGF scene are no longer an issue... The AGF/Unity Scene Loader skips any assets that are not supposed to load automatically
- Any OBJ files that are loaded into AGF will also be loaded into Unity Free and Pro

### **Action Role-Playing Game Player:**

- The ARGP Player provides users with player and camera controls that are genre specific for ARPG game creation
- Using the Internal Player, creations can be played in real-time to play test map creations
- The External Player allows users the ability to package and send their levels to others to play

### **Platform Player:**

- The Platform Player provides users with player and camera controls that are genre specific for Platform game level creation
- The Internal Player allows users to immediately play and test their game maps in real-time
- The External Player allows users the ability to package and send their levels to others to play

### **First-Person Shooter Player:**

- This Player provides the user with an FPS camera and controller, specific for FPS game level creation and play testing
- The FPS Player can be used with the AGF Packager to package their game levels to share with others
- This Player also supports Scene-Linking and allows users to share their AGF FPS game level creations with friends and link their maps together for endless gameplay!

- 
- FPS Weapon asset packs are also included

## **AGFPRO v3.0 PREMIUM**

- AGFPRO + PREMIUM ASSET Packager – users are able to package their assets in Unity Pro and use in the AGF tool-set
- Batch Asset Processing
- Automatic Icon Creation
- Over 500 Source Art Assets and Samples are included for Premium users
- MultiPlayer Co-op Development - up to 8 users at a time
- Reflection tools

### **More Information on what AGFPRO is and what you can do with AGFPRO**

- Users are able to create game levels and maps using the software and also place characters (provided with the software) to play and explore their levels with multiple player style options (Action Role Playing, Platformer, FPS)
- Just to be CLEAR – AGFPRO is NOT a game engine. It is literally made using the Unity game engine. AGFPRO is a real-time, RAPID Game Environment Development Toolkit and is made to be used in concert with Unity Free and Pro for level/map creation. – However, AGFPRO does NOT need Unity to run or create levels/maps.
- The scene files that users create in AGFPRO “Basic” and “Premium” can be imported into Unity4 Free and Pro using our AGF/Unity tools.
- By using the DLC we have already released for AGFPRO (Fantasy Side-Scroller & Zombie FPS), users are able to create playable levels with AGFPRO (only – not viable with Unity) with a variety of characters, assets, gameplay mechanics and special feature, “Scene-Linking” to connect game levels
- There are limitations to some asset packs “locked (L)” that limit the users from loading these assets into Unity. All unlocked asset packs are free of copyright and can be used via Unity for redistribution per the terms of the EULA [http://tp://media.wix.com/ugd/43457c\\_ee338ac5b4f644eb8b432518a8bb3d79.pdf](http://tp://media.wix.com/ugd/43457c_ee338ac5b4f644eb8b432518a8bb3d79.pdf)
- The redistribution or “sharing” of the games users are able to make using AGF and DLC “Players” is a feature we are working on at this time and will be made available to users at no additional fee
- Users are also able to create and place specific game play mechanics that are provided in the software
- Full customization of your levels and maps is possible with AGFPRO Premium and Unity Pro, whereby users are able to bring in their own assets and models to make their games unique and further commercialize, making a complete Stand-Alone game

---

## Additional Questions RE: AGFPRO?

- If you are interested in making a complete Stand-Alone game with unique characters, models, assets and game play mechanics not provided in AGFPRO and commercialize it for sale, you will need AGFPRO Premium and either Unity Free or Pro software
- If you are a development team using AGFPRO + Premium, you will need one seat per team member using the software, but we do offer studio discounts, so be sure to contact us for special pricing
- We have many schools all over the globe using AGFPRO to teach game development and design in the classroom, from middle schools to elite Colleges and Universities. We have a basic curriculum available that instructors are able to include in their course curriculum and we provide additional support that includes software updates, access to DLC, non-Steam versions of the software if necessary, user support and special feature integration upon request and based on the terms of the agreement. We offer special pricing for schools and we find that schools love using the software as it allows students the ability to create complete games within the limitation of a semester and is a great introduction to begin to interface with Unity3d, without users having to program, model, animate or script. Please contact Tammy McDonald at [tammy@heavyh2o.com](mailto:tammy@heavyh2o.com) if you have specific questions or interest regarding AGFPRO's Educational License.

---

Title: AGFPPROV3 Premium  
Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities  
Developer:  
Axis Game Factory LLC  
Publisher:  
Axis Game Factory LLC  
Release Date: 18 Nov, 2013

b4d347fde0

**Minimum:**

**OS:** Windows 7 or better

**Processor:** One Intel or AMD 3.0 GHz processor(s) or better

**Memory:** 1 GB RAM

**Graphics:** Nvidia video cards made in 2009 - 2013 Intel 4000 - 5000

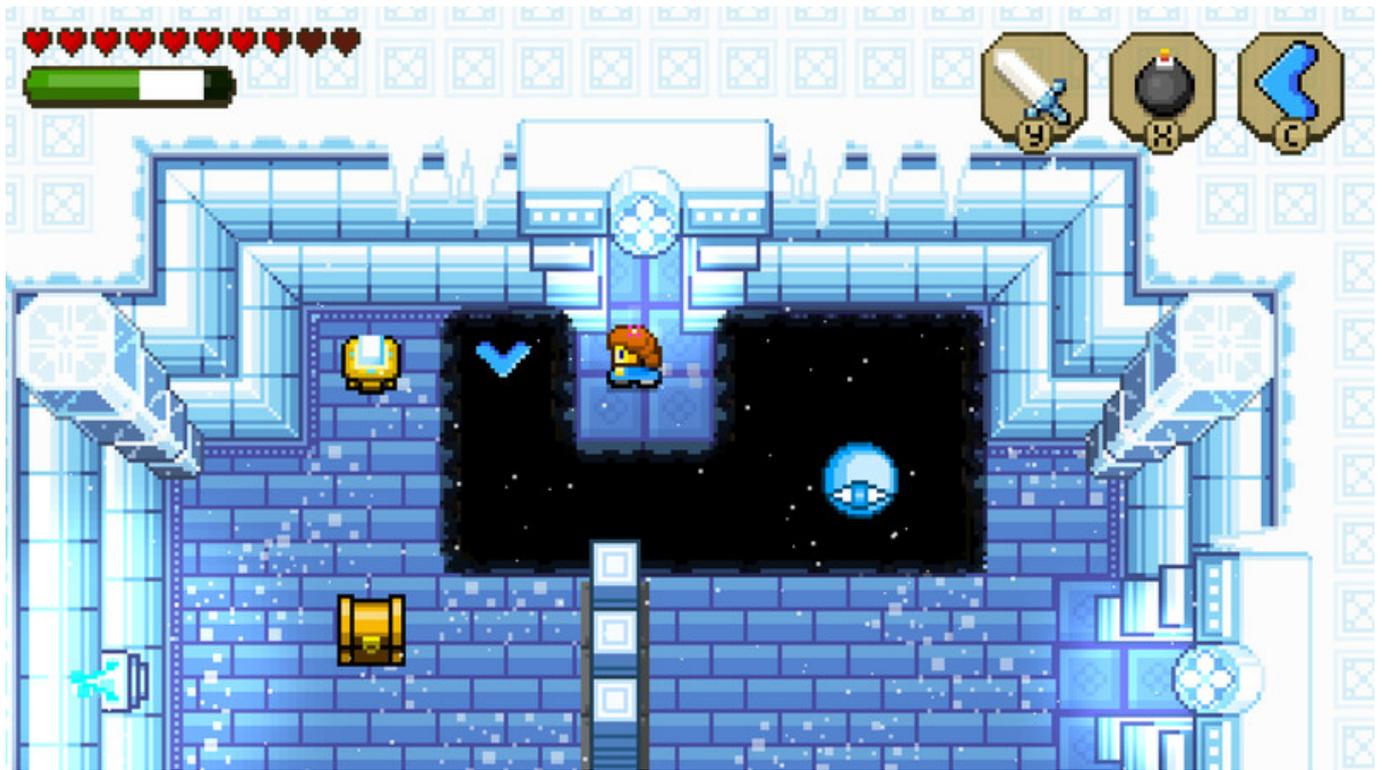
**DirectX:** Version 10

**Storage:** 700 MB available space

**Sound Card:** N/A

**Additional Notes:** On 64 bit machines the following must be installed - Microsoft Visual C++ Redist (64)

English





# Idle Cooking Emperor

Afk



\$ 753.042  
novemdecillion

Areas

Restaurants

Research

Recipes

Upgrades

Train

Stats

Magic

Pupil

Info

Layla, Fairy Queen



Total Stats  
5.790 billion

## Farmer District

Owner	Layla	Population	2.720 million
Fame	17.588 quintillion	Income	\$ 1.300 million
Speciality	Rice		

In this district lives a farmer. The people like the fresh vegetables from him. The owner loves rice!  
A megacity. There are quite a few sky scrapers everywhere. Sometimes it is hard to see the sun.  
The income of the people who live here is almost manager class. Some of them lead some bigger companies. Give them overly expensive food!

Build

Advertise

Restaurant

Work

You are working at your restaurant in Paradise as a cook.

---

Like all Sigma games, it's janky and mindless, but pretty fun.. The Mig 15 bis is a beautiful module the only thing is that I get mad about is no campaign or training missions but besides that, just go to the dcs website and look for mission for this game under user files! Besides no missions and stuff the flight is amazing a little hard but not like rocket science :). I like the game... but the multiplier is so laggy please if anyone has a fix or can help please let me know.. Love the movies? You'll love the game. Really awesome gameplay for fans of the franchise.. This is, or WAS the First Review.

I Instantly fell in love with this game straight away, back in late 2016, and all the potential it had back then had been lost since the developer abandoned the project only a week or two onwards...

still though, i am experimenting with the save.json file and i can do things that nobody else imagined was possible, and for that single file, i applaud the developer.. The Weardale and Teesdale Rail Network is my favourite route of all time (considering I live near Darlington Station). After buying this route, I went on a quest to buy anything that was part of Darlington heritage either steam or diesel. Even though the sounds are the same, it doesn't matter compared to the 8 year development on this route.. Silly game, but is a product of it's time. Probably not worth it to most people anymore except younguns

---

No, just no. This game has one of those, wont take no for an answer guys, and literally despite choosing everything that i could to tell the creep to get lost and show i wasnt interested, the game keeps forcing him on me. The only choice that wasnt hostile\mean towards this person I made was at the very beginning of the game, when he literally has the MC pinned up against an outside balcony while talking about how "someone" would just love to kill them. I mean honestly in a situation like that, staying calm and not trying to insult\aggravate the aggressor IS the only sain responce. THAT DOESNT MEAN make the rest of the story about him please. OMG! I never liked V understood this particular stereo type in the first place, I really really didnt like having it forced on me, expecially when i made every effort to choose the other two routes whenever there seemed to be an opportunity.

Real shame too, this game has alot going for it. Lovely art, looked like a good story line before i got so mad and disgusted i was litteraly hitting space over and over without even really reading much of what was on the screen anymore. Sad but i feel like i just wasted an entire evening and \$25. Only recommend it to people with control fetishes.. Steampunk! Its Steampunk! That is all.

Steampunk\Steampunk

Get it now!!. A great Beat 'em up game. Hey, this works perfectly, i didn't have any issues exporting my game into Unity Project.

It's just an average mobile is required to run the game, my smarphone is kinda old and only able to run the game at 70% speed, but it's expected for a 3D game eh?

Exporting progress can't be more simple and that's why i like this DLC. Depending on what your play style is depends of if you should get this game or not if you like slow pace sand boxes then you may like this game it needs more options like quality bc when it rains the second time you will recieve lag and the game doesn't give much for you to discover I accidentally missed the tutorial and just had to figure out what from there but I would reccomend this game to the select few who are ok with a slow paced sandbox and like to take their time and it is a good price unlike the other sandboxes that cost maybe 30\$ minimal with the faults of this game I do think it has a long way to go but is a good start. I keep getting these free DLCs since I bought the deluxe bundle. Im pretty happy with them :D. For a lazy day... I play... To the end as a Private I became a Guru! Wasn't easy but what a finish that last level was. Like a 4th of July and Fireworks out of your hands.

---

[Trainz 2019 DLC - EMD SD40-2 - Maersk crack download offline activation](#)  
[Satan's Castle Free Download \[Ativador\]](#)  
[Animals Memory: Insect download cracked pc](#)  
[Princess Maker 2 Refine .zip Free Download](#)  
[All That Remains Ativador download \[portable\]](#)  
[Freaking Meatbags Download crack cocaine](#)  
[Tetripank key](#)  
[Rocksmith - Queen - Bohemian Rhapsody keygen free download](#)  
[A Collection of Bad Moments crack code](#)  
[Knight Terrors download setup compressed](#)