
KovaaK's FPS Aim Trainer Cracked



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About This Game

The goal of KovaaK's FPS Aim Trainer is to enable players to create their own training with realistic dodging targets. Every mechanic within the game is driven by user-defined profiles - Weapons, characters, abilities, bots, how bots dodge, how bots aim, challenges, and more are all configurable by hundreds of variables. All of these profiles can be saved and distributed in a single scenario file. Hone your muscle memory in the trainer, apply it in game.

Game features:

- Play scenarios directly from the Steam workshop (30+ before release, 850+ a year later) to jump right in and practice your FPS skills
- Highly responsive input from a tweaked Unreal Engine 4 that has the approval of many top Quake players and Overwatch grand masters who have tested and provided feedback over the last year
- All the configuration options you'd expect of a competitive FPS (FOV, separate horizontal/vertical mouse sensitivity, unlocked frame rate, per-weapon config settings, custom crosshairs, and much more)
- Create your own weapons
- Create your own characters

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- Create bots
 - Tell the bots how to dodge
 - Tell the bots how to aim
 - Make challenges to practice specific scenarios similar to your favorite FPS
 - All profiles can be edited in-game or with text editors.
 - Upload your own creations to the Steam workshop for others to practice.
 - Compete on the Leaderboards for any and every scenario on the Steam workshop. (global or friends only)
 - Custom maps (note FPSAimTrainer does not include a map editor, but rather reads Reflex's map format thanks to the wonderful developers at TurboPixelStudio. [Reflex](#) is available on Steam now and includes a fully featured map editor as well as awesome Arena FPS gameplay)
 - Custom crosshairs (JPG, PNG, BMP, etc.)
 - Visual customizations (Floors/wall textures from a large list; bodies and heads of characters can be set to RGB values, differentiated by team; attacks can be set to the colors of characters)
 - Mouse sensitivity scaled to popular games including Quake/Source, Overwatch, Paladins, Rainbow Six Siege, Battalion 1944, and Reflex.
 - Singleplayer only. Sorry, multiplayer is too much for this solo developer.

More profile related features and abilities are planned to allow players to emulate features from even more FPS games, but the existing options are extremely flexible as is. As the developer, I consider FPS Aim Trainer a tool that I will be using well into the future. My goal is to keep it relevant to gamers as long as I can. Among my top priorities: advanced movement mechanics such as bunnyhopping and strafe jumping, graph/histogram to look at your scores and accuracies over time, bot types of player-recorded paths, and simulated network lag.

Running Unreal Engine 4, all graphical options that affect framerate or input lag have been disabled by default. Literally every console command was investigated to see whether any more performance could be eeked out of the engine, because you can never have enough frames per second when you are training for competitive FPSs. As such, the graphics of the game at release will not improve, although things like more options for weapon models and floor/wall textures are planned down the line.

Title: KovaaK's FPS Aim Trainer

Genre: Action, Indie, Simulation

Developer:

KvK Games

Publisher:

KvK Games

Release Date: 3 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or later

Processor: Quad-core Intel or AMD processor, 2.5 GHz or faster

Memory: 4 GB RAM

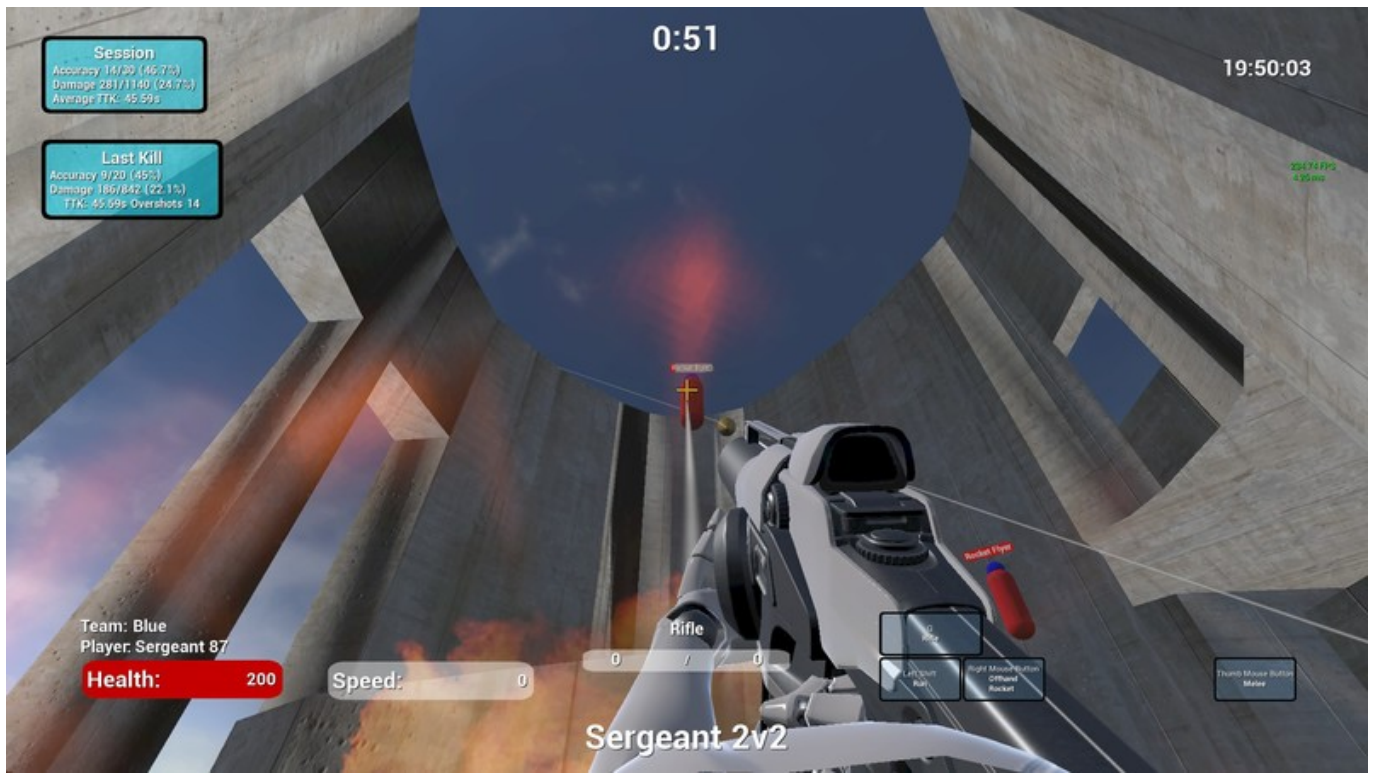
Graphics: NVIDIA GeForce 470 GTX or AMD Radeon 6870 HD series card or higher

Storage: 700 MB available space

English







i beat my friends high scores here bc i cant beat them my main game. yo its cool. good for aim. 1 of the 3 Aim training apps I use. Definitely worth using often.. best aim trainer. Very relaxing and a good time killer. im basically shroud now

Holy\u2665\u2665\u2665\u2665\u2665\u2665..

I don't know what to say..., it's just so \u2665\u2665\u2665\u2665ing amazing. Honestly.

If that's not the best way to improve your aim at any aspect, idk what will do it.....

I got so \u2665\u2665\u2665\u2665ing much reflexes and tracking than before, in all my fps games that it's literally creepy.

If you want to improve your aim really fast, just search some workout routines on internet for KovaaK and try them.

Ofc you'll not be a god in 1 day, that's kinda obvious, but do your workout properly, your aim will be so much smooth and tracky than before.

I just played 10h and my aim is already way better than before..

All my friends always said that my aim is \u2665\u2665\u2665\u2665ing tracky and insane, lol, I want to know what will be their reactions now owo

SOOOO, just play it, onegai ~ (that's \u2665\u2665\u2665\u2665ing worth the price). I Can't Shoot For Some Reason.

The Game Is Good I Recommend It But There Are A Few Glitches.. Practiced using KovaaK's first watching this video

<https://www.youtube.com/watch?v=e8jyyjlwABs> After 20 minutes I felt like I was warmed up Hopped on Apex Legends Turns out this REALLY WORKS I don't get that warmed up till I play 10 games Which takes like 2 hours

[TLDR: Buy it, It works... :D. i can finally scream KovaaKs when i w-key or laser some bots.. This game made me realize how trash my aim is](#)

A note on hitching issues:

I've been digging into this hitching issue that some users are experiencing in the game. I now know for a fact that the old version of UE4 (4.18) works perfectly fine, and the instant I upgrade to the current version (4.19), hitching starts to happen. So something changed in the engine, and I have no idea what. Using the profiling/statistics features of the engine shows me that there is a specific function of the engine that is causing the problems, but it's nothing I have control over. And using Process Hacker shows that every hitch is caused by hundreds of thousands of page faults (where the game tries to access memory that it hasn't mapped yet). So it's something to do with memory management, but I'm re-using actors/assets everywhere I can be, and it wasn't a problem in 4.18...

So why don't I just downgrade from 4.19 to 4.18? Unfortunately, UE4 does not allow developers to downgrade engine versions. I do have an old copy of the project from just before I upgraded from 4.18 to 4.19, which is the game version 1.0.3. So for those of you who are having hitching issues, I've uploaded that old build on Steam under the "1.0.3 - Old version" build. If you go to the Betas tab of the game, you can opt into that. Notably, leaderboards will be missing from that version, but there shouldn't be any hitching problems. See the previous patch notes listing for what changed in 1.0.4 and 1.0.5 - those features will be missing from this build. That said, the 1.0.3 build is in shipping configuration for improved performance.

Going forward, I will resolve this issue with the latest build of the game one way or another. Of course I'm hoping a UE4 patch to 4.19 comes out that just resolves it (would be really nice since I'm still working 60hrs/week at my day job), but I'll continue to investigate every option available to me. Sorry for the inconvenience to those affected!. **1.0.5 - Performance**

improvements:

1.0.5:

The biggest change this patch is improved performance. Previously some systems had hitching that was occurring at various frequencies, and this should fix the majority of it.

- Officially moved from "Development" build configuration to "Shipping" build config. There are some trade-offs, and I've been debating on doing this for a while. At this point, I've decided it is worth the jump.

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- This comes with much improved performance across the board. FPS averages will be higher, and the engine's garbage collection should be less intrusive in causing frame drops/hitching.
 - The folder that the engine uses for configuration files and save has been relocated. I have a script that will run once to relocate your config files from the old folder (\SteamApps\common\FPSAimTrainer\) to the new folder (%localappdata%\FPSAimTrainer\). Hopefully this will be transparent to you.
 - All of your old profiles/scenarios, .ini files (including weapon settings), sounds, maps, and crosshairs will work fine and won't require any changes.
 - On the negative side, the console is gone (not that it did too much for most people, but I did add some menu options below that some were using the console for).

Other changes:

- Scenario tooltips will now show the Steam username of who uploaded something to the workshop.
- Added Steam Rich presence when you are playing or editing a scenario. (friends can check what you are playing/editing)
- Set max resolution scale to 200 under Video Options.
- Added options for AntiAliasing under Game Options -> Video
- Added option to show/hide/move FPS counter under Game Options -> UI
- Made the "You killed ..." text smaller and transparent.
- Removed some defunct variables from Weapon Profiles when exporting to .wep and .sce files.

. Steam release patch notes! (1.0.0):

Release is set for April 3rd at 6:00 AM EDT! Countless hours have been spent working on UI improvements and friendliness toward the end user. In general, I hope everyone finds that playing the game and creating new content is easier than ever while still maintaining the same flexibility. I really want to thank all of the testers who helped me turn this game into such a cool thing!

Those who are coming from the last Alpha/Betas that weren't on Steam will notice that there is now a configuration wizard to get new players comfortable quicker. There is now an FOV dropdown menu that lets you choose what FOV measurement you want to use, along with a few specific games. And there are some pretty slick looking grid textures that can be set to RGB values of your choice.

Rather than packaging the game with a bunch of scenarios to play from your local hard drive, the vast majority of the content is now on the Steam Workshop. The scenario browser on the main menu lets you quickly jump in and start playing content that is on the Workshop. Note that the search at the top also looks into the tags that the scenario author used to describe the scenario - type your favorite game, weapon, hero, or whatever in there to see what comes up!

The process for creating your own content has changed a fair bit in the last few weeks, and you can now upload your scenarios to the Workshop while in-game. See the following guide that goes over the basics:

<http://steamcommunity.com/sharedfiles/filedetails/?id=1349644104>

Note that abuse of the workshop will not be tolerated. Low effort content (for example, a copy of an existing scenario with no changes but name) will be removed. Repeat offenders will be banned from uploading to the workshop.. **1.0.7:**

1.0.7 Changes:

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- Updated Unreal Engine version from 4.19 to 4.21. This resolves the long standing memory leak due to drawing 2d things in 3d space (such as the floating combat text), and makes the game start on the primary monitor for all users.
 - Fixed the "shotbug" where longer up-times of the game resulted in deviations to fully automatic weapon DPS.
 - Added "Switch Time Reduction" to Weapon Profiles, which allows characters to change weapon before the current weapon is ready to fire again. Example: 0.8 secs between shots for a weapon with the new variable set to 0.5 means that 0.3 seconds after shooting the weapon, your character is allowed to change to another weapon.
 - Added "No Dodging" and "No Aiming" as Bot AI options (which entirely blocks AI Dodging and Aiming from occurring, for performance reasons)
 - Separated Burst functionality into the new burst variable. Made Charge work with burst. Stuff like Zenyatta's right click is now possible. Also, I believe I made it so any existing Burst weapons were properly converted to the new variables...
 - Made scenario browser not automatically filter on each text change (user has to press enter or change focus). Back when there were only 30 scenarios on the workshop, filtering each key press happened much faster...
 - Fixed "My Scenario" bug when editing scenarios, hopefully.
 - Fixed exploit for scenarios that are intended to lock FOV to a certain value.
 - Floating point inputs in menus will now show an extra digit of precision.
 - Limited Overshot protection to 250ms
 - Expanded range of inputs for some scenario creation variables
 - Made explosion properly use random(min,max) of flat knockback variables.

. Patch notes round-up (1.0.0 to 1.0.3):

I put out a number of patches since release, but per my habits over the last year and a half of development I was posting patch notes on the [Discord Server](#)[discord.gg] and kind of forgot that I can also post them here. I'll try to keep that in mind in the future :D.

Anyway, here is what is new/changed:

1.0.1 Changes: **1.0.4 - Leaderboards!:**

I'm very happy to announce that leaderboards are officially live! There are a few other QOL changes worked in there, but the majority of the new stuff is leaderboards-related.

1.0.4 Changes: **1.0.6.2:**

1.0.6.2 Changes:

- Added options to change Sky Color under Game Options -> Visuals
- Added option to set custom resolution under Game options -> Video
- Added Fortnite sensitivity dropdown options.
- Added Weapon Profile option to block ADS/zoom while in air.

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- Added Weapon Profile options to shift 3rd person camera when you ADS.
 - Forced the player's visible weapon model to be hidden when in 3rd person.
 - Made clicking on "Cancel challenge" unconditionally show the scenario browser and session manager.
 - Fixed bug/exploit that allowed users to have extra time on certain challenges.

. 1.0.6:

1.0.6 Changes:

- Added scenario scoring option for "Score per distance traveled". Scenario authors can now provide incentive for players to move around while aiming!
- Added options for third person camera under Character->Main for scenario authors.
- Added Weapon option for "Force First Person In ADS" to make otherwise third-person characters go to first person when zooming in. This defaults to on.
- Exposed a third friction-related variable for character physics (linear decrease in velocity over time on the ground). Also renamed the other two to hopefully be more descriptive.
- Updated default list of Favorite Scenarios for new users (Added Tile Frenzy & Mini, Ascended Tracking v2, 1wall5targets pasu, Cata Plasma Long Strafes, and Thin Aiming Long - check these out if you haven't yet!).
- Fixed Zoom FOV and Sensitivity Scaling inconsistencies (Weapons with 0.0 time to zoom in were not reading the right variables).
- Re-did code around spawning bots for challenges so that it shouldn't be possible to end up with more bots in the challenge than intended. They also no longer reset their velocity and health a split second after spawning.
- Re-did code for challenge timer so that it uses some different methods. There was something weird going on for people who played the game for a _very_ long time that resulted in the challenge countdown going slower than it should.
- Respawnng clears stun.
- Respawnng blocks "bogo jump" until you let go of jump and press again.
- Made Challenge Timer more precise when it is down to the last 10 seconds.
- Removed "ADS/Zoom" text from hotbar when the character you are playing doesn't have any weapons capable of zooming.
- Added option to hide UI element for remaining time on challenge.
- Added vertical spawn offset for character profiles.

Note:

The Paladins and UE4 sensitivity scales are inaccurate. When I first implemented Paladins sens, I was unaware that the game's yaw/sensitivity was dependent on FOV. I plan on eventually changing the sensitivity options in this game to allow for custom yaws, and I encourage people to use <https://github.com/KovaaK/SensitivityMatcher/releases/latest> to figure out how to convert sensitivity between games!

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