
DailyVR Crack File Download



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About This Software

NEW! DailyVR 2.0 is now on Steam!

DailyVR is the best SteamVR Overlay solution! And we support Oculus, Vive/Viveport/MR(Mixed Reality) !

Use DailyVR to improve reality! We take you on adventures in VR world and bring you vivid VR experiences with a simple tap of the VR screen.

Have you even imaged to bring a Windows desktop application into VR? DailyVR works with a wide range of Windows Application, you can mirror multiple desktop windows, into a VR game overlay.

We made difference from others! DailyVR with **NO Preset!**
You **DON'T** even have to take off your headset to do the settings on your device anymore.

Features:

- Mirror your favorite Windows applications into VR game with ease.

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- Support up to 5 Multiple Overlay Views.
 - Surfing the Internet and Playing VR game at the same time.
 - Adjust the size, transparency and placement of overlays and keep your settings for next time with user friendly Interface and amazing experience.
 - VR Phone Notification Pop-up.
DailyVR allow you to bring your Android phone notification into the VR view, you won't miss important messages anymore.
 - Phone calling notification
 - SMS
 - WhatsApp
 - LINE

You have to download Android app: Daily VR to enable "Mobile phone notification".
Scan QR code below and download Daily VR app on Google Play now!



Join DailyVR Discord and share your feedback with us!

Here is Discord invitation link: [DailyVR Discord](#)

Title: DailyVR
Genre: Utilities
Developer:
TM xR Lab
Publisher:
TM xR Lab
Release Date: 20 Jun, 2018

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Minimum:

OS: Windows 10 (64bit) or higher

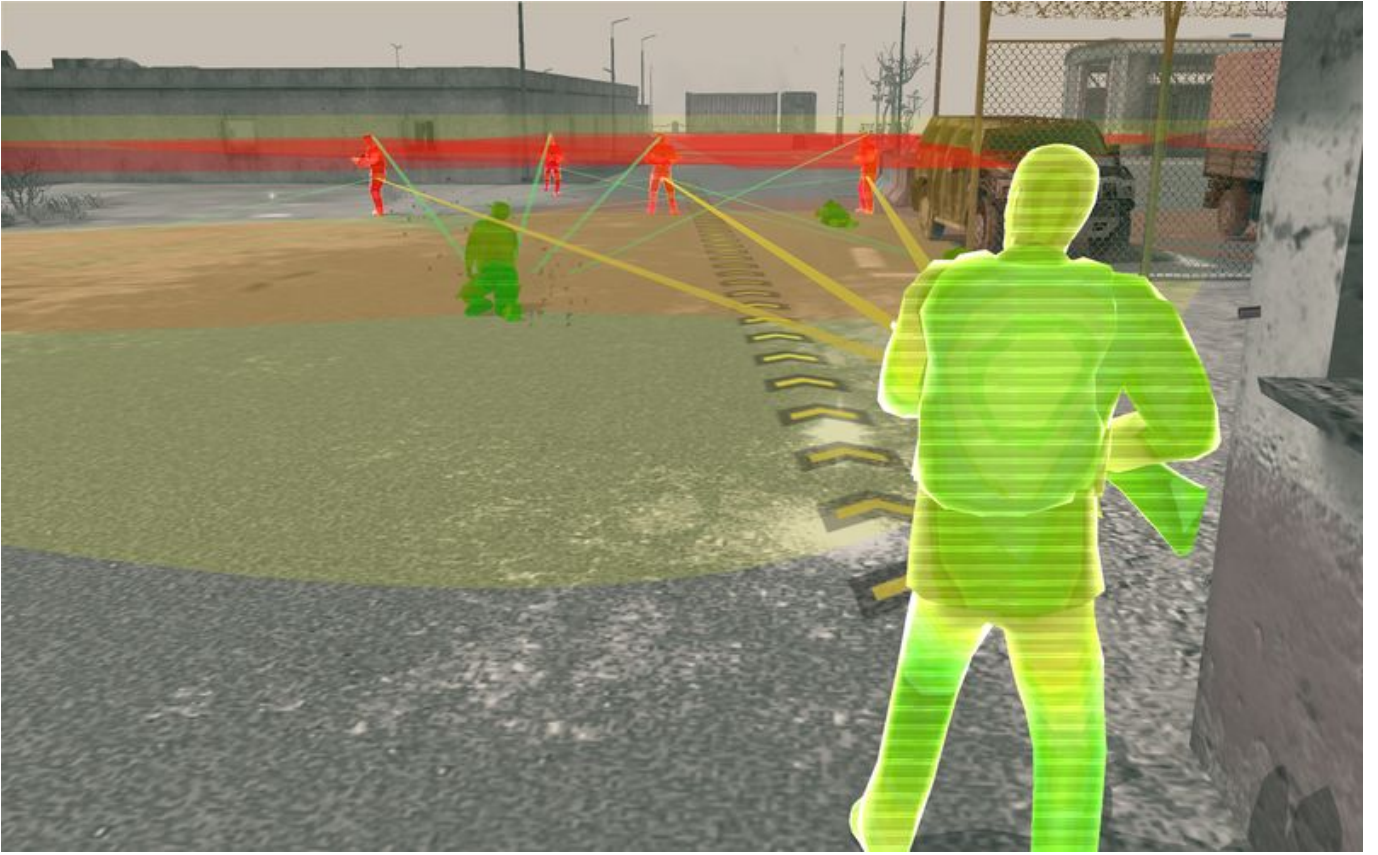
Processor: Intel Core i5- 4590 equivalent or greater

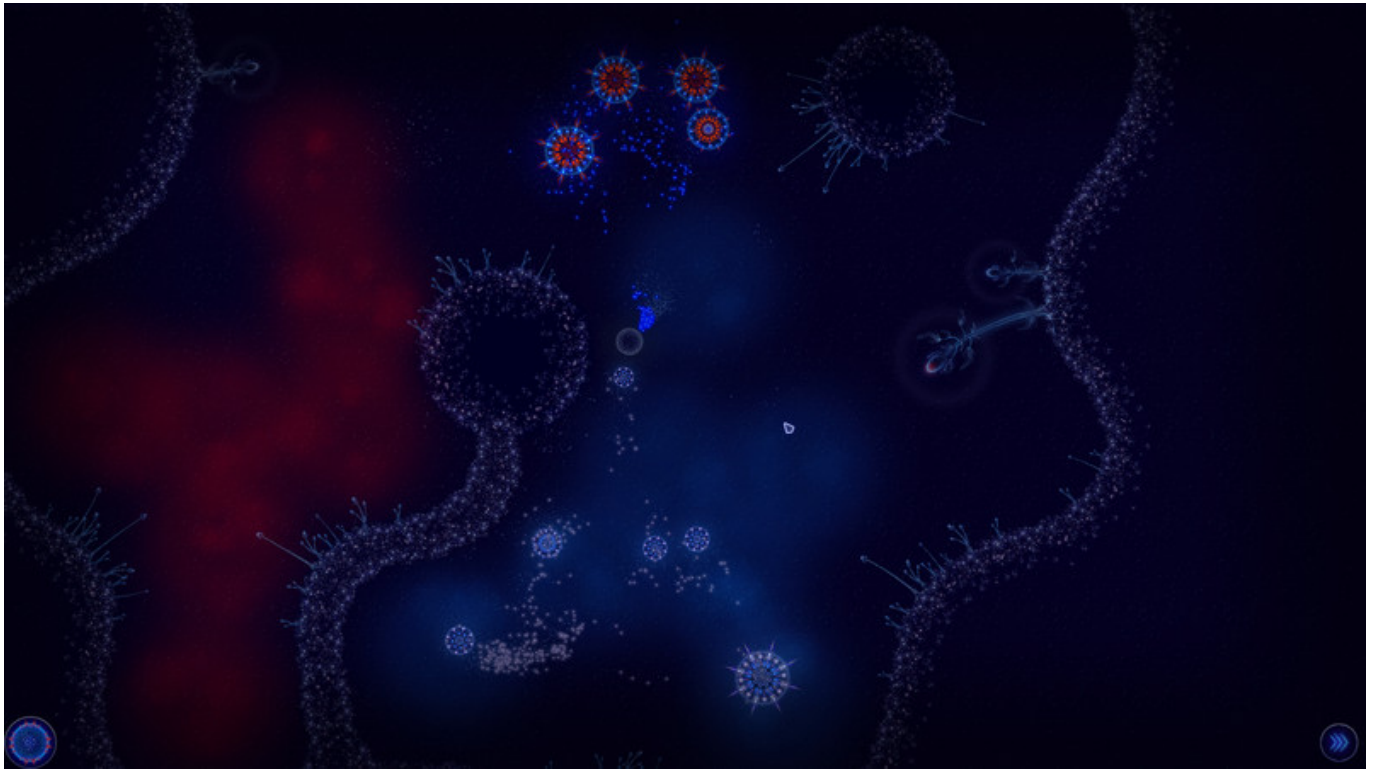
Memory: 8 GB RAM

Graphics: GeForce GTX 1060/Radeon RX 580

Storage: 500 MB available space

English,Japanese,Simplified Chinese







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amazing game. Graphics are a little above average. in total its an awsoe game that i cant stop playing!. Zup! Zero 2

...

like zup! zero....but the same.... I got gifted this and its pretty good actually. Its ppretty much an infinite shooter that gets harder as you go along like normal infinite shooters but in this infinite shooter you get upgrades for: fire rate, amount of bullets (who thought 5 spread was a good idea though? Its... really not) and size of bullets. 9/10 needs more communism.. Got it for 19 cents, worth it. Probably not worth anything more than 50 though. Finally a game that runs on a potato VR or not. This means you don't have to spend over \$2k on a train set I also like the art style.. Before you get this game realize that it's short. Like, an hour or two of gameplay, and even less if you beat things on the first try. The gameplay itself is pretty pleasant though. It's challenging but also very lenient about checkpoints and deaths. It has very smooth controls and your tiny barbarian will do what you want him to. The level and boss design is generally engaging and throws challenges at the player without unfairly punishing him for being unprepared.

Good game? Yes.

Game length? Tiny barb. To complete the second stage set a keyboard macro for spacebar that is just space bar like eighty times.. Great time killing game when you have 5 - 20 minutes to spare.. Love this game, the battle system remind me of Lufia part 1 and 2 from SNES. I can't wait for part 2 to come out! :)

I know zombies have been done and overdone... and then some. But I still love me a good zombie story. When I saw zombies combined with the hidden object genre, I had to play this now now now. For a game where you don't have to worry about running or fighting, (you can just point at the zombies and laugh incessantly), there's still a nicely tense mood. Here's the lowdown.

You begin your story in the hospital. Waking from a coma and finding the place deserted. (*cough cough* Walking Dead *cough cough*). Your goal is to find your husband and daughter... and also uncover the deep dark secrets of an evil corporation. Mwahahaha. You do that by reading newspaper clippings and other notes lying around which unfold an interesting (albeit not very original) story. I actually enjoyed playing this quite a bit.

Graphics: Decent. Not great, not horrible. They work just fine for this story and the hidden object scenes are well done. I never had to use the hint button to find any items.

Music: Appropriately creepy.

Voice Acting: None. At first I was disappointed but after playing awhile, I realized that voices would ruin the mood of the game. No talking means that the eerie music can fill up your brain as your eyes search the gloom for the undead.

Puzzles: Most of them really made me think. And I have to admit that I skipped a few in my eagerness to hunt for more zombies... I mean items. Some of the harder puzzles I stuck with though and I really felt a sense of accomplishment when I figured them out.

Map: Yes, there is one. No, it won't tell you where actions are available and you can't use it for fast travel. It's just a cool looking map of the city with a little arrow that lets the zombies know exactly where you are. :D Really though, I never had to use the hint button to figure out where to go next. And that's saying alot.

New Feature: Health Packs. This is a really cool idea. You've just woken up from a coma so you're not in your best form. Low on energy, you can't be just busting down doors or whacking away at things with the axes and hammers you find from HO scenes. You need a health pack first! You have a bar at the bottom of the screen, right above your inventory panel. It tells you what percentage your health (ie energy) is at. So let's say you have 20% and you find something heavy that needs to be pushed. You place your cursor over the object and it might say you need 50% health before you can push away. So make sure you search your surroundings thoroughly and you'll find all the packs you need to keep you going. Whenever you perform a feat of strength, your health will go back down so you'll be looking around for "medikits" the whole game. I really like that feature. Instead of collectible items or morphing ones, you're looking for something that actually makes sense. (Though some of the places you find those health packs.... yuck).

My Thoughts: Have you ever wondered why people are so darned messy in HOGs? Why is there stuff scattered all over everywhere? Well, it totally makes sense in a zombie apocalypse! Every place you visit is naturally in a chaotic state. I'm actually surprised that it took this long for a classic zombie hidden object game to appear. I want more!

I can't say that this game is for every zombie fan. But it IS for every hidden object fan. No, there are no Steam achievements or cards, and that's a shame, but it's a very enjoyable HOG that I will definitely be playing again. (YAY for zombies!!!). A good chunk of asset fueled Steam horror experiences can be tossed immediately into the junk pile. Many are simply content to ape Amnesia, Penumbra and Outlast. Others occupy different stylistic niches yet fail to employ even the bare minimum of passable features when it comes to gameplay. Some are so short that you can't even imagine coughing up \$10 let alone \$4.99. Room710Games' minimalistic horror debut Statues is a flawed piece of work but I don't regret the \$10 I paid and with its recent price drop to \$4.99 is worth a try. It's far from a masterpiece but the game still offers an enjoyable experience slightly marred in some areas thanks to dogged repetition, frustration and a couple of irritating design choices.

You play an unnamed protagonist who learns the hard way not to text and drive. After wrecking his/her ride into the business end of an oncoming driver, this dummy wakes up in a hospital room to find out that the world is out to collect a karmic debt. The abandoned building's medical mannequins are coming to life and they aim to kill you when you aren't looking. Thusly, your character is thrust headfirst into a fight or flight adventure taking you through the city streets, nearby forests and parks, a carnival, a mall and more. Each area has its own set of statues who stalk you when you're not looking. There's not much in the way of weapons but you do get a hammer eventually to beat the suckers to death, though alot of the time you'll be timing your

moves to escape mobs of these leadfooted morons.

Making matters more desperate, you have a meter/gauge that depletes as you explore. Once the meter is empty you're forced to blink. In order to not catch yourself with closed eyes in a chase sequence, you can press "X" to blink manually. The majority of the gameplay revolves around this mechanic and learning the locations of your foes, so that you know when you can shut your peepers. Being forced into blinking before you want of course allows your tailgaters to gain large amounts of ground on your trail and one hit will flatten you dead...you guys get the picture I'm sure...

Most levels feature different main tasks, introduce at least one new type of enemy and have enough design variation so it doesn't look like you're trudging the same ground over and over again. Despite attempts at differentiation, each area requires you to collect "X" amount of objects or perform "X" amount of tasks. You'll be backtracking throughout every level quite a bit and this sometimes will wear on the nerves. In areas where you are unarmed there is always the risk of death, because until you complete your objectives you'll be pursued pretty frequently. Once you're armed you will be able to clear a map of hostiles and do your work in peace. Scattered sparingly are notes that outline a vague, vague, vague storyline which won't clear anything up until you finish the game in its entirety. Even the story bits you are clearly fed don't add up to too much. In context it works and it's not as distracting or as disjointed as some bargain bin narratives that popped in say Kidnapped, Chasing Dead, Back in 1995, etc.

To add some additional gameplay elements for variety are the inclusion of escapes from vicious boss characters who you will face head-on in combat later in the game's playtime. The controls handle decently, but expect to get stuck on your surroundings from time to time and be prepared to watch the framerate blow out its shorts in a display of brown fireworks nobody wants to deal with. Frankly these stutters and mapping/pathfinding issues will get you murdered and more than once you're going to end up flatout cussing the game into oblivion. This is especially egregious in the aforementioned boss sequences and the final level in particular. Your foes aren't as prone to getting stuck as you are, so expect even the random enemies to getcha even when you're on a roll. These problems weren't totally game-ruining but they ain't fun either.

Statues isn't a jaw-dropping graphical tour de force either but for an asset-built romp it's quite above average. The lightning is nice, the areas are drawn with a solid amount of detail, the bosses are appropriately grand and certain special FX are well-implemented. Everything has a smooth, shiny sheen on it which works for the environments but makes standard enemies, your hands and items, etc., look like they were all modded with clay. FPS slowdown occurs more than it should and the unskippable "freeze" death or your character are annoying as hell but other portions of Statues are animated admirably. In the sound department expect appropriate ambient noise and music. There is nothing truly spectacular about the sound design but it does a good job of setting a mood, especially once a statue is on your six; although it must be mentioned that a few of Statues' musical themes (I'm looking at you final level, you S.O.B.) will get beyond annoying and irritating after a couple of respawns.

On the hardest difficulty Statues took me about 8-9 hours to complete. Some of my lengthy gametime was spent paused in frustration on some of the boss battles and getting much needed respite in my endless attempts to beat the last level. I'd say on normal you'll probably spend 5-7 hours wrapping up its story, but good luck getting some of the tougher parts down to a science. Memorization is your friend...though don't be surprised if you die and have no idea how the f*** it happened!

Pros:

- Good concept borrowed right out of a sci-fi/horror TV series.
- Intimidating boss fights.
- Varied mix of areas and situations.
- Game design allows for a bit of fight or flight which is nice.
- Eerie sound FX when being pursued.
- Above average graphics in certain areas.
- Overall play control makes the game fun to pick up and enjoy.

Cons:

- Repetitive level objectives involving endless fetch quests.
- Framerate hiccups will lead to some hardcore cheap deaths.
- Poor mapping for movement results in getting stuck to await cheap deaths.
- Basic enemies aren't scary, aren't graphical marvels and they all have the same killin' you animation.
- Annoying music in a few of the hardest levels that you'll hear over and over and over and over and over and over...

-General story isn't bad but could use more exposition.
-The last level...simply its very existence.

Overall: 6.9/10

Not quite deserving of a full 7 but better than a middle 6, Statues is plagued by some issues that will dampen your fun more than once. Still, when I would finally overcome a few of the game's toughest sequences I was always excited to push onto the next level. In that respect the game does reward your persistence. There are better games on the horror market for sure, yet something about Statues makes it well-worth a play especially for its super cheap pricetag. I didn't feel ripped off even paying \$9.99 for it. If you've beaten all of the big box creepy games and are working your way across the 2nd/3rd tier of horror "good if not quite a classic," titles Statues is a solid pick. It might not have much in the way of replay value but it offers up interesting ideas, a couple of semi-original twists, decent gameplay and a satisfying length for the money.

. If you heard about Sea of Thieves , Don't Sink is the baby in pixel graphics.

+The graphics / art-style is amazing with detailed backgrounds on islands.

+Random encounters that can get you money , new stories and bad things for your ship and crew.

+Good quests with nice and funny dialog.

+Music is relaxing.

Now the game becomes like Sea of Thieves being boring.

-Combat is boring and repetitive because the only thing you do is just attack , there is no reason for boarding the ship and fight with the captain because you just spam attack and sometimes you need to dodge when the enemy decides to fight back.

Others options like repair and run you use them when you fight an enemy that is just to powerfull for you , but after you buy a good ship and have some crew you don't encounter something like this.

-If in Sea of Thieves you do the same missions to unlock cosmetic items , here you do the same mission to earn money over and over again or you go to every island you own to collect your money which is the same as Delivery Job...

-No customizable controls.

The only problem that this game has is being boring with repetitive missions and no challenge in doing some of them. I got the game from Chrono.gg with 5k coins which was not worth it. If you don't like this type of games with repetitive missions I don't recommended to buy it. You can finish the quests in 2-3 hours so I don't know if 9,99€ is worth for a play time like this.. Nice game but desperately needs the expansions!. So I don't know♥♥♥♥♥about Freecell. I just got this game from something, don't remember.

Anyway, I was getting super frustrated with my cards not wanting to move or sometimes not wanting to be dragged to a different location. Checked the discussions, nothing. Checked the store page and found plenty of reviews explaining that it's a "bug" and I may not be as ♥♥♥♥♥♥♥♥♥♥ as I believed.

Also, like some others have said, there really is no RPG aspect. Like, they kind of just tacked on a little guy and some inventory spots. Your health and mana are more or less just there. Why not just get rid of the health and add a timer? Because that's what the health actually is. If you miss clearing a glowing spot, it hurts you. It's not like you get attacked or anything. Just some cards going "pop pop" and hurting you.

I never really ♥♥♥♥♥ed around with the spells except the base one, which more or less just gives you infinite undo's. That's cool I guess but I never really used it.

It's not much of an RPG. As for the actual Free Cell aspect, you'd have to check the other reviews because I'm not one who played that more than once. I just can't recommend this game when it feels like you have to solve the "puzzle" the way the developer solved it, not your own or the other 10 ways.. WOAHAH this is a bugfest at this point! For example: Start crafting ANYTHING and then click a different symbol and that\u00b4s what you\u00b4ll get in the inventory! Or go near the yacht, not only can you not enter it but also it will make your framerate drop to 1fps... or hit things with a axe and see how nothing happens! Cmon m8 I understand it is EA but these are very basic things that arent EA worthy... all the basic things should be in order, even for a EA release!

Ill give it a thumbs up for now because I don\u00b4t want to ruin your chances but I\u00b4ll be watching like a hawk if that\u2665\u2665\u2665\u2665\u2665\u2665 gets sorted soon or not.. i love my waifu. she is always there when i need her <3.

make my peepee hard. Working good... I know a lot of my students will love this game that will teach them the basics of logic, sensors and robot making..

I would like to see a similar game with arduino..... Played it for about an hour and then it started spawning two cars piled on top of one another as a glitchy undriveable mess AND the camera stopped tracking with the car. uninstalled and reinstalled. didn't fix it. IT's a pretty basic game to have such a big bug that made it unplayable

Need DailyVR to support Oculus? Yes! It's coming soon!:

Need DailyVR to perfect your **Oculus** VR experience?. **[Update v2.2.1124] Mode change on the tool bar. Overlay FPS adjustment.:**

This update added two new features.

- Mode change on the overlay toolbar
- Overlay FPS adjustment

Mode change on the overlay toolbar. **[New feature][Coming soon] Support one more controller setting:**

In next update, we will support different controller button settings for input mode.

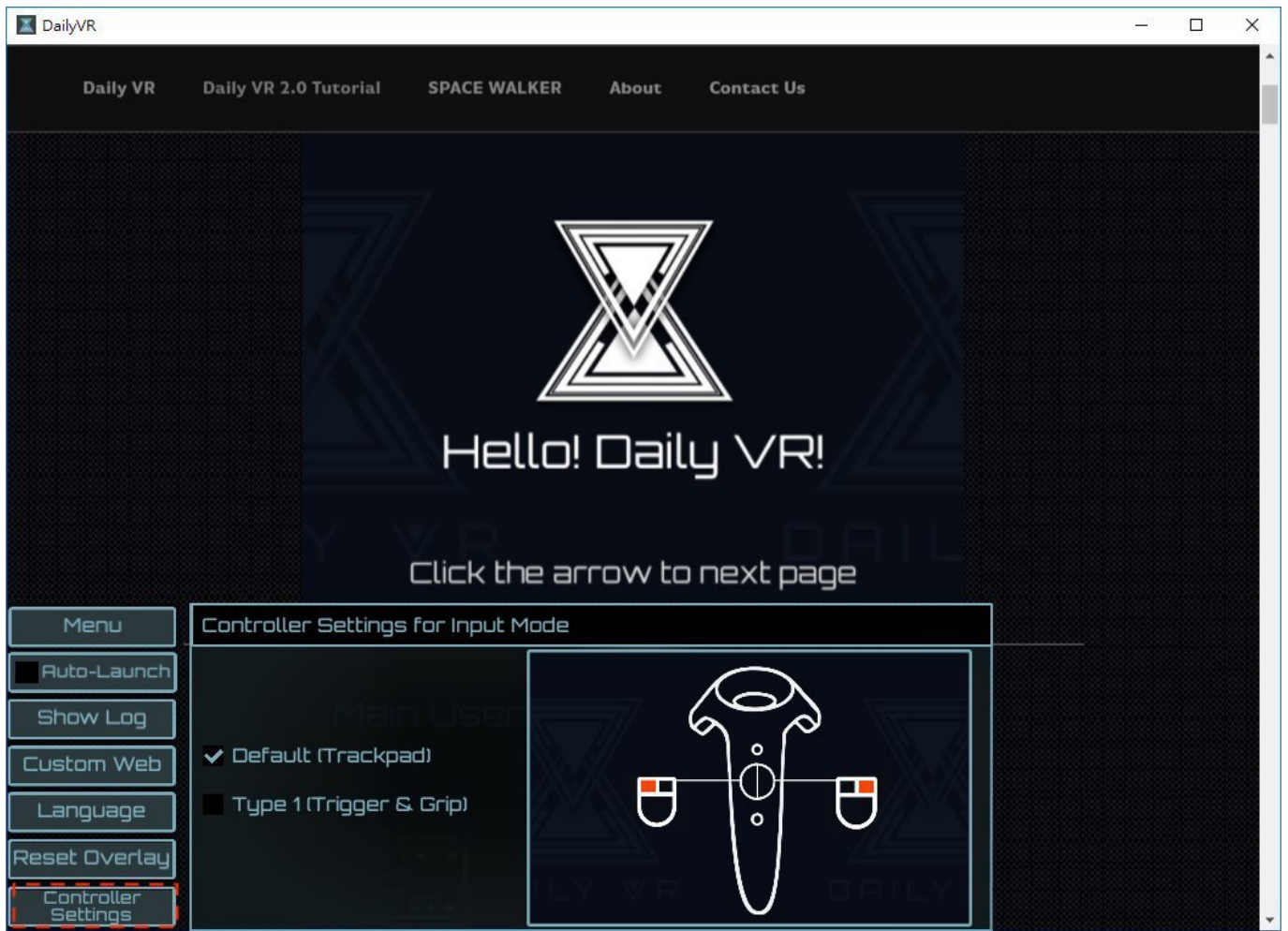
This is a temporary solution, mainly for some games that use the same trackpad button to play the game, the situation may make users feel troubled. Especially for VRChat users.

This setting is only for Vive and Windows MR users currently. How about Oculus users? No worries! We provide a better configuration for you.

We support two different controller settings:

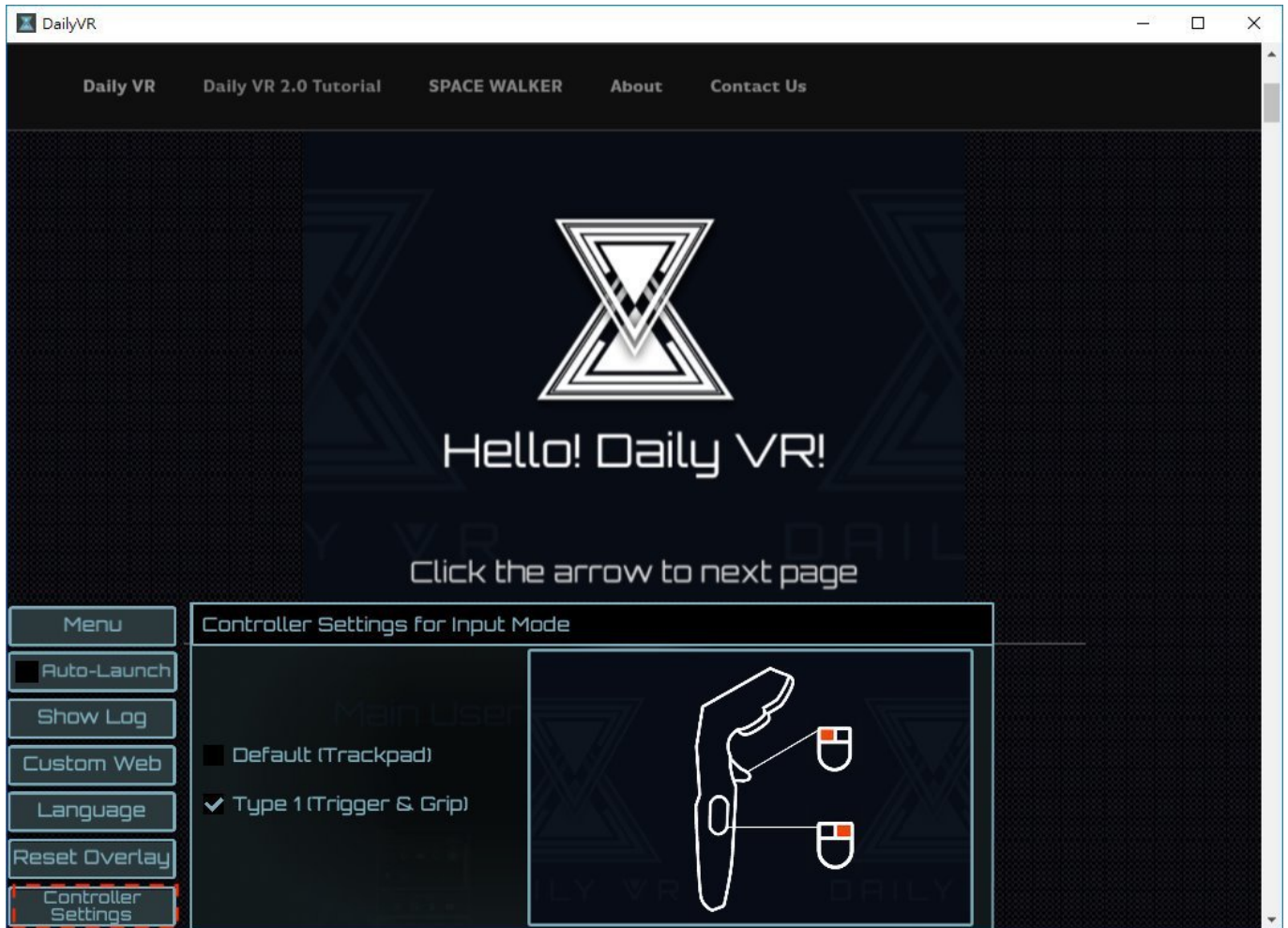
1. Default

Trackpad left side is mouse left button, right side is mouse right button



2. Type 1

Trigger is mouse left button, side button is right button



In the future, we plan to support STEAMVR Input. Users can configure the buttons as they like.

Looking forward to next update!

. Daily VR updated:

Daily VR has been updated to version 1.1.1027. This update fixes:

1. Added Viveport DRM. (Yes, we are going to publish on Viveport)
2. Performance improvement (Better texture processing)
3. Fixed a crash issue when all overlays opened.

And we are working on more new features from your feedback.

Looking forward to it!. **How to use your Windows Desktop in VR?:**

Do you have the needs to interact with your Window Desktop?. **[New Feature] Show/Hide DailyVR icon from menu button:**

We always value your feedback!. How to use keyboard and mouse in VR to reply twitch:

What if.....

DailyVR with AI?. Demo version is available for download now!:

We are pleased to announce that Daily VR demo is available for download now!

You can check it out for full functionality on a trial period (10 minutes each run).

We will publish Daily VR soon on June!

Don't miss our Daily VR mobile app on Android if you want to see mobile notifications(Whatsapp/Line/SMS/Phone call) on VR.

<https://play.google.com/store/apps/details?id=com.tmxrlab.dailyvr>

If you have any issue or feedback, please post it on Daily VR Community Hub. Or you can check our website Q&A out.. [Update v2.2.1098] Hotfix for Logo show/hide feature:
We've fixed the issue happened on update v2.2.1096.

[Bug fixed]. Daily VR 2.0 is coming soon!:
Fancy *UI* and better *UX*!

Much more *functions* to fit your needs.

Totally evolved from the previous Daily VR. *Check it out!*

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