

### X-Plane 10 AddOn - Carenado - C340 II Download For Pc [portable Edition]

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### **About This Content**

# NOTE: THE MAIN GAME X-PLANE 10 IS NOT AVAILABLE ANYMORE! PLEASE ONLY PURCHASE DLCS WHEN YOU ARE ALREADY OWNER OF X-PLANE 10!

The Carenado line of aircraft has been well acclaimed by users and reviewers for many years and for good reason. They are well constructed, looks good and have impeccable behavior in flight. The cockpits are accurate and well equipped.

## **Special Features**

- Original Autopilot installed
- Includes improved default X-Plane 10.30 GNS430
- Plugin-enhanced
- FPS-optimized model
- NEW! Scroll wheel support
- DDS textures for faster load times and optimization

### Features

- HD quality textures (2048 x 2048)
- 3D gauges
- 2D windows: Cameras (for setting different cameras and field of view) and Options (for opening doors, hiding window reflections and static elements)
- Original HQ digital stereo sounds recorded directly from the real aircraft
- Accurately reproduced flight characteristics
- Tested by real C340 pilots
- Realistic night lights effect on gauges and virtual cockpit
- Full moving parts: Ailerons, elevators, rudders, flaps, rolling wheels and trim tab
- Animated sections such as: propeller, doors, windows, sunvisors
- Interactive virtual cockpit
- Toggle yoke
- Realistic weight and balance

### Included in the package

- 4 paint schemes
- 1 Blank texture
- 1 model
- C340 Normal and Emergency Procedures- Performance tables (PDF)
- C340 II Reference (PDF)
- Recommended Settings X-Plane 9 and 10 (PDF)

Title: X-Plane 10 AddOn - Carenado - C340 II Genre: Simulation Developer: Carenado Publisher: Aerosoft GmbH Release Date: 17 Mar, 2015

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### Minimum:

OS: Windows XP/Vista/7/8

Processor: 3 GHz, multi-core CPU (or, even better, multiple processors)

Memory: 2 GB RAM

Graphics: with at least 512 MB of VRAM

Storage: 470 MB available space

English







This is a great and cheap game. But being a cheap RTS game isn't the reason why this is a Great Game. Check it out and kill those dam teroriest.. I loved the chaotic yet directed gameplay. You never know what you will come across or what a new creature in the world will do. I am currently addicted otherwise I would write a more in-depth review. It is an addicting game for a great price.

Edit: Now that I have played an unhealthy number of rounds on this one, this game feels like it is still in development. The English is choppy, there is a lack of an option for instructions on how to use the controls effectively, and the world can be pretty imbalanced due to the nature of the game and item spawns; it can be seen as a challenging aspect of the game or simply an imbalance, depending. I still recommend this game for the price, but it needs a little more love from developers. For instance, my family in the game has randomly begun attempting to kill me, so I must constantly run away from them to survive considering I have made them as strong as I am. That just.. doesn't seem right? How am I supposed to play when I can't even trust my family not to murder me? My followers will also try to kill eachother if I have the wrong mix. This is never established as a mechanic in the game, the idea of certain species always going aggro on another, so I am hoping this is a bug, rather than an additional 'challenge' of the game. I still recommend because it is inexpensive for a fun game, but it definitely has its downsides.. I've never seen so much effort put into a Total War game, CA were trying hard to make it as good as possible. From basics like main menu over tutorials to gameplay, every piece of the game is designed with love. User interface looks and feels nice and friendly, the game is very open to newcomers (an overlay that explains everything currently on screen can be enabled anytime using "F1"), and turn-based campaign is more fun than ever - diplomacy is greatly enhanced, the game intoduced new features (for example - armies need supplies to survive outside of cities so players need to prepare them before a long journey) and uses some originally experimental features introduced in Thrones of Britannia (new units are not recruited as a full stack after a few turns but are recruited instantly and need to be replenished). Real-time battles are more or less the same what we are used to expect in Total War games.

Now, how does the game run? How is the performance compared to Warhammer 2? Technically the game uses Vulkan on Linux, it's ported and published by Feral Interactive and performance is great. It's a pretty heavy game, on a 1050 Ti I've managed to achieve 30-35 fps in battles and 35-45 fps on campaign map on medium settings in 1080p. It's very close to TWWH2 but TWWH2 is a bit less demanding.

I've encountered strange freezes and crashes on Arch Linux and didn't figure out the root case yet but it's rock solid and stable on Ubuntu 18.04 which is the officially supported distribution. I messaged Feral to ask if there is anything they can do about it and their support is trying to help even though Arch is not supported. For now, I'm going to dual boot Ubuntu 18.04 for this game. I'll update the review later about details regarding the Arch issues. The Linux version has an exclusive Feral launcher+mod manager and does not include Denuvo DRM protection. Multiplayer is currently Linux+Linux only because the Windows version is locked down by a closed incompatible multiplayer computing library. As far as I know it should support cross-platform multiplayer with Mac OSX later.

By the way - many thanks to CA, SEGA and Feral Interactive for DAY-1 native Linux release. When they said "shortly after Windows" I was expecting a month or two later but they managed to do a same-day release. Amazing. And thanks for releasing it on Steam and not on that Epic piece of\u2665\u2

Unfortunately multiplayer is the same as always, I hope that one day we will see something more advanced.

There's an option to enable chinesse voices. I appreciate that. Although I don't understand anything it makes the atmosphere better. I couldn't listen to chinesse people speaking English, it would break everything.

So, CA have managed to create something trully special with Three Kingdoms, this is not "just another Total War", this is the best Total War yet, also the most ambitious one. TW3K is in my opinion better than recently released Imperator Rome which is a good game (and I gave it a positive review) but IMHO CA is the winner this time.. This game collects information about the player and environment and sends it to google.

### Spyware.

Avoid at all costs. IVd totally recommend. Indeed not the same as the Tower 2011 as some describe here, but this is something far more professional and enjoyable simulation. Fun, easy to use and great to spend time with!. Very good game, I would recommend it to everyone who is looking for somewhat mindless action and a lot of explosions throughout the gameplay.. This game is amazing, it has more exploration than some open world games. Also I loved all the references to the previous games..

First of all; This game is a mix of the hardcore aspect you would get in a game like xcom, the microing you would have to do in alot of iconic and highly rated tower defense games, along with a mix of boom beach and clash royale.

<u>I could probably see myself putting around 20 more hours into this game.</u> For around 5\$ I'd say this game is worth it. <u>A solid 6/10</u>

Now that we are out of the way of my opinion; let us move onto the pros and cons.

PROS:

-There is potentially a hundred hours worth of gameplay which sums up to more hours worth of gameplay then a game like pokemon.

- -It has a okay balance of making it super hard and then calming down in the peace phase
- -It involves alot of strategy which gets you thinking
- --Differing levels of Singleplayer difficulty (Easy, Normal, Hard, Impossible)
- -Involves new aspects for tower defense like rotating range
- -It makes fragile structures vital and adds more areas to defend
- -The variety and differenciation between enemies has a good balance
- -It has alot of achievements for achievement hunters
- -It supports saving on steam cloud which some games do not
- -They are constantly updating the game with around 3 patches a month
- -It brings back the nostalgia of some amazing games you would've found on armor games around a decade ago
- -The progression is dealt with well within the game
- -Compared to alot of other indie games you get alot more dollar for your buck
- -It can get quite addicting
- -The game has many different modes
- -It brings back the classic ages of time progression (Stone age, medieval age etc.) and puts it into a effective tower defense game
- -It seems decently evident that there will be dlc in the future
- -It has two amazing developers
- -It involves a decent system of adjusting game speed

### -You can manage units with ease

There is so much more to mention for the pros which is such a good thing. For the pros I'd give a 4/5

### CONS:

-As mentioned above it is a very hardcore game which can turn people away from it

- -It only has two developers unlike other popular titles with a full dev team
- -There are very few hotkeys that have use
- -You can select melee and ranged but you cannot select all at once besides the scrolling over the whole map to select all
- -It can get very hard at times
- -It has a ridiculous amount of microing and if you are not a hardcore gamer that can be really frustrating or boring
- -It involves alot of grinding which I personally like but grinding isn't everyones fortae
- -For a tower defense game, it has quite alot of data which some computers may not be able to run

-If you don't enjoy tycoon, tower defense games, or you don't like putting a decent amount of hours into a game this may seem like you are just doing the same thing over and over

-Frame rate can get quite low even on a mega computer like mine

- -The story is a bit lackluster
- -A slightly complicated UI
- -The multiplayer community is quite small
- -The Content could have more and there seems to be a bit missing, but I'd expect more to be added in the future

For the cons; I'd probably rate it a 2/5, The cons can be very disadvantageous and in some cases may not outweigh the positives

Overall as said above it is a 6/10 from me. It combines aspects of different genres into a tower defense game and adds more. For a 5\$ game I'd definitely recommend this game.

A fine little game with an active developer. He listens and works to incorporate ideas from his consumers. The combat system is unique and believe me you will need to learn how spells and skills work. Might be a niche game but I like it.

5\30\19 Developer continues to update the game. He now made the tutorial optional and since I already know how to play I don't have to redo this every time I start a new game. the polish and refinements have shown through time and the game just keeps getting better. I really love it.. Absolutely amazing.. Reminds me of my time spent in microbiology: an abundance of cells doing strange and puzzling things. Cool puzzle game, very hard levels with cabbage =)

 $10\sqrt{10}$  bunnies =). This game is not really Mahjong. It's a matching tile game with mahjong tiles as an option. You can also change the option to more cartoony tiles that will be easier to match.

Pros:

1. Awesome sounds (music and enviornmental sounds, both very chill)

2. Very beautiful backgrounds environments

3. Simple, relaxing gameplay

Cons:

1. Only two environments and they are static (no movement, especially on the second environment, you can see the water is a still photo and it kind of takes away from the otherwise awesomeness of the setting)

2. Even though the sounds are great, would be nice to also have an option to listen to my own music

3. You're just matching tiles in the end, would have loved to learn how to play Mahjong

Rating 6V10 I do recommend for the price, just know what you're getting for your money

My personal wish list for this game: A koi pond with fish moving that you can see, hell you could be under water, either way this would be awesome . Overall, I absolutely love this game. It's a traditional turn based party RPG with a good 20 hours of gameplay. The story is simple, but still interesting. The gameplay is very straightforward and should be easy to pick up if you've played a turn based party RPG. There are dozens of classes to choose from, all of which are well thought out and made. The levelling system is also very straight forward. The graphics aren't top notch, but they are still pretty detailed, with no jagged pixelated edges or grainy patches. Since this game isn't very CPU intensive, it runs very well on any computer. The models in the game are well designed, so it's still aesthetically competitive against other new games.

For a game that's less than 5 USD, it's a steal. For all of you gamers who crave the turn based party experience, this is 20 hours you don't want to miss. This game gets an A+ from me, and I can't wait for the sequel.

10/10 compliments to the developers. Nice game! Very nice. The english with the russian accent voice acting is so terrible it is funny. It is very short, my current record on finishing it is 8 minutes. But i really like it and i think it is very fun. Will definetly replay it many times.. I can't exit the game doesn't play just blank screen. Really well paced horror game really enjoyed it, the girl in it reminded me of the girl out of the ring, the only problem was the blanket level when u covered yourself to hide was a bit glitchy.. Fun, easy and fraking adorable robots in this game. Puzzle/Adventure and exploration. Nice sound fx and music, only issue I have with it is the camera can be a bit weird and auto zoom or change when you least expect it to but otherwise looks cute and is free to try.

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