

Autoplotter With Road Estimator 105



DOWNLOAD: <https://timutli.com/2i11g8>



I started on the Mabrikun Engine in mid-November and I think it's looking pretty good! I am still working on some of the graphic assets (the credits, text and subtitles, plus some skinning details). I am now only working on the main module, and am on the final stages of creating the first prototype. This will be released as a free download to all backers who've reached the \$25 tier, and I will shortly add a few of the remaining videos and a collection of art assets. I am currently in the process of getting the files into a format that is easily transferable to the eventual release, and I will publish a detailed list of the files in a few days time. I'm hoping to release the first version of the Mabrikun Engine on December 10th. You'll be able to play through the introductory tutorial, and make selections to continue your character into the game proper. I'll be adding details to this post in the days leading up to the release, so please check back to stay up-to-date. I've been having a lot of trouble with the lack of bandwidth at my current flat (and it's not a new one! It's always been rather poor, but I thought it was good until recently when a large number of people started looking to host their projects, and they've nearly eaten up all the bandwidth we have). I can't even get onto the internet for the last 3 days or so because it's just been too busy. Unfortunately, I won't be able to release the Mabrikun Engine to Kickstarter until December 10th at the earliest, because I've got to wait until I get back from Spain. Although it is starting to look like I'll be able to make the December deadline (!) I still can't make a promise! I really need to make some sort of solid plan about the project if I am going to be able to deliver on that date. However, if I am still unable to get the prototype ready on time, I'll be making an announcement on the official website in mid-December. I will be updating this post with more information as it becomes available, but I think the best way to keep you all in the loop is to email me with any questions that you might have, or to follow the development on the 82157476af

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