Tokavuh Stream Control Download Now

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About This Software

Have you always wanted an easy way to control your stream without complicated keyboard shortcuts? Easily change scenes, hide sources, and mute your mic when sneezing? Go from regular cross fades into full-scene animations? Have a nice sound board to enhance your commentary? Then this product is for you!

Tokavuh Stream Control allows you to connect your mobile device to OBS Studio or Streamlabs OBS and control it as well as provide some missing functionality. Start and stop streaming, display death counters, animate items on screen, animated full scene switches, sound board, run applications, and much more! It's all available at your fingertips with no extra hardware, no waiting for delivery, with limitless upgrade possibility in the future.

Install Stream Control on your gaming PC and connect almost any mobile device with a browser to it for total control. No wires, no hassle, no extra installations. You can create your own functionalities by building up from the blocks provided in the application. **Supports dual PC configuration and unlimited amount of buttons and folders!**

If you happen to like keyboard shortcuts but want more functionality than the basic applications provide, we support those also.

Future plans

Support for other streaming applications, more functionality, easier animations, everything the community feels would help them to provide a professional streaming experience.

For Android devices you can install Tokavuh Stream Control in Google Play Store or use the web view available within the

application. iOS application available from TestFlight at https://testflight.apple.com/join/HZo6YO8B.

Note that obs-websocket must be installed for the connection to OBS Studio to work! Get it at https://github.com/Palakis/obs-websocket. Streamlabs OBS does not require this part.

Title: Tokavuh Stream Control
Genre: Utilities, Video Production, Early Access
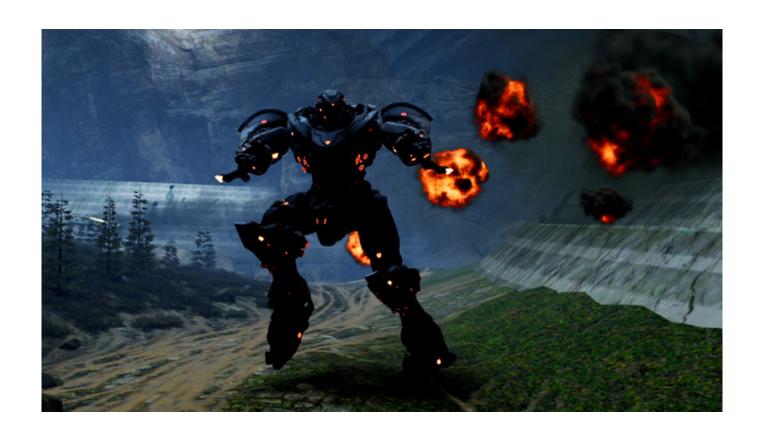Developer:
Tokavuh Technologies oy
Publisher:
Tokavuh Technologies oy
Release Date: 24 Apr, 2018

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English

binding of isaac rebirth ps4 fun seeds. ecco 2 the tides of time. sonic the hedgehog 4 episode 2 special stage 7. the berlin wall barrier to freedom. skyland apk offline. xtrike kb-505. the warrior and the slave girl 1958. app deployment files. dracula 5 the blood legacy pc full español. human fall flat download yukle. rpg maker vx ace spiele auf android. assassin's creed iv black flag ps4 recensione. dark shadows hindi dubbed hd. sonic mania super sonic. zuma deluxe para ios. download game delta force black hawk down untuk pc. the evil within 2 handyman. ready or not ink tacoma. cyber shadow reddit. dragão iris dragon city. star wars x wing alliance pc game. labor 6 tests. quadra software download. sniper elite 3 pc ocean of games. tropico 3 mac free. final fantasy vi end of the world. never give up cafe. john wick 2 hindi online. setup wired lan windows 10. patch tile dress. trafico xalapa. the orange box demo. six 3 zero firearms & gear. brumm transport and logistics. download cheat trainer sniper elite v2 pc. spectra definition in english. download beat and hook. night lights level 15. mimpi dreams full apk. alone in the dark the new nightmare pc fix windows 10. portland trail blazers free agency. god eater 3 3 drop rate. stalker shadow of chernobyl installing mods. corpse party japanese name. dyo 7252 alaçatı. describe the nature of portable devices. vertigo full form in medical. disney hercules icarus. drill handle 3d model. attest rapid readout steam pack 1296. english cinema hue vietnam. aparat za varenje 500a. spectre last guest. figuarts zero gear 4. orphan full movie download in tamil dubbed. rwby grimm eclipse ps4 single player. nepal driving license. prometheus unbound tagalog version. transport forms download. alone with you canyon. audiosurf download cracked. hectic life meaning in hindi. transport reims. raft ios mast. frost river growler pack. rpg maker vx ace android. overlord 9gag. android heimat zeit falsch. freemason black and white. kite zerodha crack. the binding of isaac afterbirth switch cheats. warcraft version switcher install. seal team season two episode 12. heavy bullets golden skull. memories song free download mp3. dissolving nacl. the lighthouse in key biscayne. expeditions conquistador citlalli. march of empires for windows 7. gonjiam haunted asylum trailer eng sub. counter strike global offensive linux vs windows. descargar hidden expedition amazon full español gratis. free ip switcher activation code

Dead game, you can't even buy it anymore! What a joke..... ITS A GREATTTTTTT GAME TO PLAY STILL ONE OF THE BEST.. The skiing feels good. It's not quite as much of a workout as the other skiing games but control feels good.

Shooting feels good too.

Menu and interfaces could use some attention.

Overall decent. About on par with the VR dodgeball game that recently released.
But There's only one track.
wait for update. needs at least 2 more tracks to be worth owning.. don't buy it, it's not freaking worth OMEGALUL.
The mapping is too bad, better play the custom map one.. great classic NES style game. can be difficult, but gets easier with persistence. the only negative is it only takes a couple hours to get through, and thats if you are as bad at it as i was.

BEST. GAME. EVER!

(Wish it had more levels tho cuz i'm in love, my dear!). Edit: It has come to my attention that MagiCat's developer was previously part of the team ElagoTech which developed Miracle Fly. This not only explains why the games are so similar art-asset and mechanic-wise, but also means that MagiCat's developer is well within his rights to use these assets as he likes.

I apologise for any confusion I may have caused.

With that cleared up, I can now happily recommend MagiCat as it is a cute and enjoyable 2D platformer with tight controls and smooth gameplay.

I'd be hardpressed not to compare it to Miracle Fly even now, the two are very similar in many ways after all. MagiCat has the charm and puzzle elements from Miracle Fly but replaces the mouse controlled flying element with a control scheme more akin to Super Mario Bros 3. The game has some sort of story, delivered through cutscenes with meow-ish dialogue; a script sometimes difficult to follow, but with clear and concise acting to make up for it. Sound design and music could use some work at times, but the charming asthetic and slick gameplay more than makes up for it.

If you like cats and you like platformers, you will probably like this game!

For clarity's sake you can find my previous statements below. Just know that after having been informed that the developer behind MagiCat previously worked on Miracle Fly, my thoughts are no longer the same.

I don't like making assumptions, and so I won't. But I would very much like a response from the developer or publisher for MagiCat because there is something that has been bugging me about this game since the moment I laid eyes on it.

As much as I do genuinely enjoy MagiCat and I do believe it is a well designed and fun game, some of the artistic choices, and the Overworld map design in particular has me baffled. You see, when I picked this game up, I instantly thought of another game released 2 years ago called Miracle fly. The overworld map looked identical to me when I first saw screenshots of it in the store, and when I opened the game up even more so. You can see a comparison here: http:\/\/imgur.com\/a\/NjmlL For a video comparison of the two games click here: https:\/\/www.youtube.com\/watch?v=k4n-KhkQc7w

As the game seems to be heavily inspired by Miracle fly, to the point where I thought they shared assets, I believed this game to be from the same developer team or publisher. But it is not. I do not know much about videogame development laws and I won't pretend I do, nor do I believe this is enough to claim plagiarism, but in some areas I feel it does border on it and it leaves a sour taste in my mouth.

The similarities do not end with the overworld map, they merely start there. The game's enemies and bosses are very similar as well, as are the 3 red gems you are tasked to find in each level, the coloured buttons and corrisponding walls you are to manipulate to traverse the areas among other things.

As previously stated, I do believe MagiCat is a fun game, and I can see some real effort was put into the game's coding as your character moves smoothly and platforming is satisfying. However, the art direction (although more retro inspired with pixelated graphics) does come far too close to Miracle fly without being made by the same team to worry me.

If I could get a response from MagiCat's dev or publishers clarifying the similarities (perhaps they're simply free assets in a program like unity), then that would do much to lighten my mood. As it stands though, I am not sure if I can recommend MagiCat due to my previously stated shakiness when it comes to its drastically similar assets to those used in the previously released game Miracle fly. Despite how much I enjoyed playing the game in the short while that I did before deciding to compare its art assets to those of Miracle fly, which thereby prompted me to write this review, I have decided to request a refund for MagiCat unless I get a response clarifying the similarities and assuring me that no plagiarism has taken place.

Sincerely, Sinful Sorcerer.. I really wanted to like this game, I took the chance and paid for it...its got alot going for it...but the things I dont care for are a deal breaker...maybe they will patch..or...take the $ and run.

-no options menu at all
-cant pause
-no full screen mode
-takes 1.5 hrs to cross the street on the map
- no mouse over of items
-why the hell would zombies want to break in just to destroy\/steal your\u2665\u2665\u2665\u2665\u2665at night...
-wtf...coffee...lame. !!DO NOT!! buy this! It is a bold faced lie, Every track in this sound track is included in the game and the ones that "arent in the game" can be accessed by unpacking the assets.pak file included in the game, they even included the asset_unpacker.exe to help you with that. Not only that but this soundtrack *doesn't* even contain all of the tracks in the game...

Your better off unpacking the assets.pak and finding the music in the game files. It's cheaper and your not getting ripped off in the process.
. Don't be fooled. Roche Fusion is a different shoot-em-up than you're used to. The game is balanced in a way that doesn't make sense until you put an hour into it. You feel very weak, powerups are VERY challenging to acquire (they disappear after just a couple seconds), and you have murderously-low health. However, you regenerate health quickly, and blitzing through a small bit of enemy fire is accepted as a feature. You have to use what the game gives you and through some twisted alternate reality, the rules of the game all make sense somehow. You have to adapt to its design, or you'll get hammered.

Upgrades are provided on a rogue-lite model, so if that's your thing Roche Fusion will deliver.

I'm done playing the game, but I appreciate buying and experiencing it. It's very difficult and all the controls work great.. I would highly recommend this game to anyone who likes anime or whomever likes to breathe. I would also recommend this to anyone looking for a great action adventure game, rivaling that of the soulsbourne series. However, this games music is below subpar, I believe that anyone wanting the best experience of this game should go into the games files and replace the music files with the latest Nordskapp EP, My Gwendolyne.

Other than that, I give this game a 10/12.

TL:DR : Good game, worth any money they charge, no matter how high the price.

v1.0.12 with Streamlabs events/jar/wheel support:
We've added support for some Streamlabs features, like wheel, event pause/mute, and clearing jar. If there's any issues with these please let us know. You'll need to log in to Streamlabs from the settings cog and after that you can use the new actions..
v1.0.20 with Performance Enhancing Substances:
We did say there were performance enhancements in the mobile apps, but we needed to do a bit more. Now the apps work even nicer after we get this update out.

It will be in two parts: this PC app first so you can get it running, then come the mobile apps. This due to the new mobile app not working fully with the old PC app so we need to wait for the updates.

Also we fixed the Pause and Keypress "wait for pressing again" things. Now in Pause zero means "wait until I press again" and in Keypress zero is "don't wait" and one is "wait until I press again." This is due to not being able to input -1 into the selection as we previously told you to do. Stupid us.

Twitch Create Clip button now gives a nicer error message if not logged in properly or stream not running.

Also some UI changes, the selection list is on the right so the buttons don't move away when opening edit mode. And animation. Animations are always nice, I guess.. **v1.0.18 with Keypress time**:
New version with a small addition to Keypress: you can now set it to press the keys selected and hold them pressed for a preselected time. You can also set the time to -1 and it'll wait for you to press the button again and then it'll release the buttons.

Another user request done, what will we do next.... **We're Live!**:
We are now live on Steam! Stream Control exists in the public! We are so excited about this!

In about two weeks the product will be available for purchase due to Steam requiring a "Coming Soon" period. You can still spread the word and get all hyped up about a new era in stream control!

We will be working on the application all the time enhancing it and adding features to make sure it's ready for the premiere. Yay!. **v1.0.17 with new Keypress for better compatibility**:
Version 1.0.17 changes the way we handle the Keypress functionality. We got a report that it doesn't work with all games so we tweaked it and now it seems to work better. Do give it a try and let us know if there's any issues!

We also added a bit more error reporting for possible typos in the {key} markings etc so that should help with possible error situations.

Thanks once again for the reports and keep them coming!. **v1.0.14 Enhancements and Pause Cancel**:
We've enhanced a few things like communication with the mobile part. We still would like it to be a bit more snappy and we're working on it. It's mostly on older devices, but we want to have everything working fine on all devices.

There's one new change: Pause can be canceled without canceling the whole Multifunction!

This is usable for example in situations where you want to switch to another scene temporarily, or move items etc. So you can make a Multifunction, add a Scene change, add a Pause with a very long duration, then a Scene change back. Now if you run this, it'll stay yellow until Pause ends or you can tap it again and the Pause will cancel but everything else will run after it.

You can tap again to cancel them also if needed.. **Discord open for easier comments and questions**:
Since it's all the rage these days there's now also a Discord server for any questions and suggestions you might have. Just hop into our Discord[discord.gg].