Awesome Metal Detecting Torrent Download [full Version]

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About This Game

Metal Detecting is our number one hobby, and is the one we enjoy the most.
Metal detecting is a truly fascinating hobby, which is enjoyed by people of all ages.
Great finds make this hobby interesting! You will find treasures if you're really looking. But don't expect to find good stuff only, you will find lots of trash!
There's just no way to get around it.
However, a lot of what you find depends on where you go and how much you know about your detector.

- **Different metal detectors**

- **Multiplayer up to 64 players**
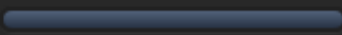
- **10k+ coins to find and collect**

Best Treasure Hunter Game

Title: Awesome Metal Detecting
Genre: Action, Indie, Simulation
Developer:
Nikita Markin, Artem Basko
Release Date: 1 May, 2017

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Minimum:

OS: Windows 7

Processor: Intel Dual-Core 2.4 GHz

Memory: 4 GB RAM

Graphics: nvidia geforce gtx 470

DirectX: Version 11

Storage: 4 GB available space

Sound Card: DirectX®-compatible

English,Russian,Polish,Ukrainian

its not really a game for me, it doesnt look good and theres not any real tutorials sadly, ive thought it would be more fun to **me ,
thats why i refunded it too. if it would look better and there would be more things to do than just walk around and
hope the thing beeps, i would have bought it. i would recommend it to people with high patience tho**

2.0.5 is out! This update brings you two new helicopters, a completely new workbench environment and various changes to the interface.:
2.0.5 is out! This update brings you two new helicopters, a completely new workbench environment and various changes to the interface.

During the development of 2.0.5, we've also been heavily working towards a Mac build, which is the reason that this is not as big of an update as usually. Stay tuned for that one!

Changes:

New Models:
-Synergy 766
-Synergy 516

New Components:
-Rail 80.6
-Rail 516
-Rail 766
-Rail 806
-RotorTech 760
-RotorTech 810

Interface:
-Workbench environment completely reimagined
-Moved HUD key to 'Q'
-RPM 1/2/3 now selectable through the 1, 2 and 3 keys if unassigned in Functions menu
-New "Help" section with all keybinds and support info
-Press "Shift+3" to hide and unhide the Workbench menu

Transmitter config:
-Improved, more tolerant calibration code. **multiple usb device bug fixed**:
When using a usb device for the transmitter and you have multiple usb devices and AccuRC can pick the wrong one.

please try the beta channel.

TX settings now has drop down to let you select which one to use.. **Pushing updates regularly**:
testing news feed. **Join our Discord server!**:
Hey guys,

AccuRC has a Discord server now! Discord is a free voice-, text- and group message client which is widely popular in the gaming world.

This will have quite a few advantages for everyone involved:
-We (the dev team) can communicate more efficiently with our users
-It's a place to meet up with others and discuss the sim
-You can report and discuss bugs found in alphas and betas there
-It's great to set up multiplayer sessions with people who may currently be online
-The voice chat is a great way to communicate during online sessions
-We'll throw in some exclusive development sneak peeks and previews as well!

Everyone is welcome to join. The AccuRC team is looking forward to seeing you there!

https://discord.gg/y79wPaX. **AccuRC 2.0.6 More models, More performance**:

TLDR: if your machine struggled before, it wont now!

Let us start by saying that this update is larger than anything we've ever done before. It is packed to the brim with new content and features, as well as a ton of optimizations. And the best thing is, this update is completely free of charge!

Large parts of the simulator have been rewritten to boost performance through the roof and to reduce input latency to the absolute minimum, so much that AccuRC 2.0.6 will run 60FPS in 1080p on Intel HD4000 graphics with no issues and no noticeable lag whatsoever. We managed to almost double the physics FPS compared to 2.0.5, which means that 2.0.6 will easily run on an dual core 3GHz processor.

AccuRC 2.0.6 was a huge project and redefined the simulator that AccuRC is. With this leaner, meaner and faster platform, we're expecting to be able to do amazing things in the future. As a little preview, 2.0.7 will focus a lot on adding new helicopters, quadcopters, training modes, StickMover integration and much more to look forward to.

Last but not least, we'd like to thank our amazing community for their feedback, testing, contributions, suggestions, and support. We couldn't have done it without you.

Here's what changed since 2.0.5:

Greatly improved overall performance:
-PFPS increased by up to 100%
-Decoupled graphics from physics FPS
-Loading times significantly shortened
-Graphics performance increased
-Framerate smoothed significantly, now runs stutter free without VSync
-Reduced controller latency to absolute minimum (sim viably flyable at 30fps now)

New Models:
-SAB Goblin 700 KSE
-MSH Protos Nitro

VR support:
-AccuRC now supports all popular VR headsets through SteamVR
-Select "Play VR" from the Steam start options when hitting "Play"

Training modes:
-Added hover training for different orientations

Sound:
-New engine sounds for several models, especially Goblin 700 KSE and LOGO 700
-Proper triblade sounds for 3 bladed rotors
-More depth and load dependency to tail rotor sounds
-Better low rpm main rotor sounds
-New crash sound for helicopters, sampled from a real KSE (don't ask)
-New & Improved Car sounds

Miscellaneous optimizations:
-Added a No Disc Blur Mode which leaves the rotors unblurred
-Added Fly/Workbench buttons to model select menu
-Multiplayer now works better than ever before
-Renamed FBL presets to the flying styles they suit
-Canopy Hue change Feature added
-All default setups reworked and improved (applies to NEW heli from the hangar ONLY)
-Recalculated drag values for all helis (they fly faster now)
-Sharpened control response of all default setups

New components:
-RotorTech 700mm Ultimate Blades
-Rail 96, 106, 116mm
-EDGE SE / Switch 72mm
-SAB 70mm
-OS 105, HZ, HZ-R
-OS Power Boost 105
-MRCI 105
-KST MS 2208 HV, MS 3012 HV, MS 1035 HV
-SAB 6S 2100 50C, 3100 50C, 4200 50C, 5250 50C, 4800 50C
-Compass RAGE 4219, 4928, 4928 CS
-Rotortech 63mm, 93mm, 96mm, 106mm, 116mm Tail Blades
-3Blade sets: SAB 690 TB, Zeal Energy 690, Helix 695, Rotortech 690

https://accurc.com/news/accurc-2-0-6-released/

. **AccuRC 2.0.2 Build 140717**:
Additions:
-Introducing Transmitter Profiles: Easily save and load multiple TX- and controller configurations
-Updated Interlink, VControl USB and XBox 360 controller default profiles
-Reworked TX configuration with easier channel assignment and calibration
-Redesigned flight mode side bar for easier navigation

Fixes:
-Fixed joystick buttons interfering with gyro mode (tail drift fix)
-Fixed VTx Subtrims not saving
-Fixed FBL settings defaulting to Sport / not saving
-Fixed DJI Phantom
-Fixed scrolling behavior in dialogs. AccuRC 2 **AccuRC 2.0.8 release the Kraken!**:
AccuRC is very proud to RELEASE THE KRAKEN! We have just released version 2.0.8, exclusively featuring the SAB Heli Division Goblin Kraken! We have once again partnered with SAB to exclusively bring you the latest and most anticipated Goblin- and we think it is our most stunning model to date.

AccuRC 2.0.8 packs a ton of new features, such as an improved visual transmitter, five new models, the MF Mausdorf airfield, new load screen and thumbnail renderings, EGODRIFT Tengu series motors, more component compatibility, quite a few performance tweaks and some new rotor blades as well!

New models added in AccuRC 2.0.8:

• Goblin Kraken
• LOGO 800
• Goblin Black Nitro Sport
• minicopter Diabolo
• Goblin Black Thunder Sport Drake Edition

Full 2.0.8 Change Log:

https://docs.google.com/document/d/1t0vm0tuxtBHcG77egbA2aCFJ_uW3mKBmeJKNr4QKZe0/edit?usp=sharing

. **AccuRC 2.0.2 Build 160717**:
Fixes:
-Fixed servo arm settings not saving
-Fixed FBL settings sliders slowing down simulation
-Fixed VTx subtrim- and endpoint sliders slowing down sim
-Fixed the Phantom
-Fixed a bug that could lead to Google Chrome closing upon closing the sim

Changes:
-Blade Slap Sensitivity defaults to 100% for new users
-Adjusted Rush 750 weight and tail gearing. **AccuRC Version 2.0.3 is OUT NOW!**:

This update is focused mainly on new models, functionality and new components. Grab 2.0.3 from Steam right now and rock the sky with five new helicopters, a triple RPM flight mode system, 16 new rotor blades and much more!

Full change log:

New models:
-LOGO 700
-Goblin Black Thunder
-Blade 130X
-LOGO 600 SX (to replace old LOGO 600 3D)
-LOGO 600 SE 2013 (to replace old LOGO 600 SE 2010-2013)

New paint schemes:
-Goblin 570 Yellow (boom, skids and fin now swappable)
-T-Rex 700E can now use 700N canopies

New components:
-MSC Rapid 520 & 690/710
-SAB ThunderBolt 690/710
-Zeal Energy 690 Red/Yellow/Green
-Most 690/710mm versions of previously available main blades
-Most 105/115mm versions of previously available tail blades
-BK DS-7002HV Coreless Servo

Functionality:
-Introduction of new flight mode striple RPM system (Legacy normal mode optionally usable)
-New TX configuration dialog
-Added FBL parameter tooltips (hover mouse cursor over a parameter to learn more about it)
-Renamed several FBL parameters for more clarity
-New model thumbnails
-Components now ordered alphabetically

Adjustments
-Drastically increased agility of all flybar helicopters
-Adjusted default setups of several models
-Completely reworked Goblin 570 Default Setup
-Tweaked many other default setups
-Increased ground contact resistance. **AccuRC 2.0.6 bonus patch**:
While development of 2.0.7 is going at full speed, we learned a couple valuable new things that we could take advantage of with older builds of AccuRC as well. We decided to take a step back and fix one of the most important features of 2.0.6: MULTIPLAYER! All changes below are live and AccuRC 2.0.6 will automatically update when you start it again.

Multiplayer in general now works reliably again. You can join host sessions, join sessions and chat with people while flying online. We also greatly improved the way the models' movements are transmitted to other people, which means way less data consumption, lower CPU workload and generally a better experience when multiple people are flying!

As a little bonus, you'll also get the tweaked airfoils from 2.0.7 in 2.0.6 release right now. Tweaks have been made to all blades using the NACA0014 airfoil as well as all SAB blades. In summary, the stop wobbles some people experienced are gone for good, you can go faster now and you have more control power in extreme situations.

And finally, we gained some performance as well. This will especially help users with low end setups.
Give it a try!

Join our Discord server to discuss AccuRC with the developers, to get the latest news and teasers and to plan online sessions with the community:
https://discord.gg/y79wPaX

AccuRC 2.0.6 full change log:
https://docs.google.com/document/d/1upNV5nptzyU6r75vFr7GkbTbX6w6j8khaFIVGCkIPl8/edit?usp=sharing

https://accurc.com/accurc-2-0-6-multiplayer-airfoil-performance-tweaks/